

Blaster Master 2 FAQ/Walkthrough

by ClaudeLv250

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**          ClaudeLv250's Blaster Master 2          **
**                      FAQ/Walkthrough            **
**                      v.1.30                     **
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A. Getting Started
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a1. Introduction

Welcome to my Blaster Master 2 FAQ/Walkthrough! Blaster Master 2 is an action

game for the Sega Genesis/Mega Drive, developed by Software Creations and published by Sunsoft of America. It is a western-made sequel to the NES classic Blaster Master and puts a few spins on that game's gameplay staples. But if you're reading this you probably already knew that!

Hey there, I'm Claude. I've been a fan of this series since playing the first game on my NES. I decided to write this guide because it was brought to my attention that there are no written walkthroughs for this game anywhere on the internet...so it was my desire to remedy this!

If you have any questions or suggestions for the guide, you can email me at ClaudeLv250(AT)yahoo(DOT)com.

a2. The Storyline

In Blaster Master, a boy named Jason and his pet frog Fred go on an adventure of a lifetime when Fred escapes, mutates, and runs off to a secret world under the planet's surface. Jason follows him and finds a highly advanced tank called Sophia the 3rd. Suiting up, Jason pilots the tank and lays waste to a plethora of mutants that have burrowed into the Earth, foiling their plans, destroying the Plutonium Boss, and saving his pet frog in the end.

Blaster Master 2 picks up 4 years later when a hostile alien race known as the Lightning Beings attack Jason and strip Sophia of its parts. Jason is forced to rebuild the tank into Sophia the 4th and races back into the underworld to stop the Lightning Beings from picking up where the Plutonium Boss left off.

a3. Three Modes of Play

The first thing you need to know about Blaster Master 2 is that it's broken down into three modes of gameplay: Sophia mode, Jason mode, and Overhead mode.

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| SOPHIA MODE |
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This is the mode you will be in the most. You control Sophia in a sidescrolling view and move with the directional pad. Pressing up will make Sophia's cannon aim upwards. Tapping up (or down from the up position) will aim the cannon at a 45 degree angle.

A - Shoot
B - Jump
C - Subweapon
A+Up - Enter doorway
C+Down - Get in/out of Sophia.

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| JASON MODE |
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Jason mode is very similar to Sophia mode, except you are now a small man that is much weaker and susceptible to heights. Jason can aim in eight directions with the d-pad and he can crouch while holding down. This mode is actually broken into two views: field view, which is shared with Sophia, and boss view, which is a zoomed in view with slightly altered controls when you enter a boss arena.

Strangely, Jason shares health with Sophia...

Field View:

- A - Shoot
- B - Jump
- C - Subweapon
- Down - Crouch
- A+Up - Enter doorway
- C+Down - Get in/out Sophia

Boss View:

- A - Shoot
- B - Jump
- C - Nothing
- Down - Crouch

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| OVERHEAD MODE |
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This was reserved for Jason in Blaster Master, but now this mode is solely Sophia's. Here, Sophia feels more like a tank and has to navigate a labyrinthine environment rife with traps and exclusive enemies. Sophia moves more like a tank here; use the d-pad to move in any of the 8 directions.

- A - Shoot
- B - Rotate turret counterclockwise (left)
- C - Rotate turret clockwise (right)

a4. Power Ups

Power ups are scattered throughout the game and will help you greatly. They are tucked in corners and dropped by defeated foes. There are two different groups of power ups depending on the mode you're currently in.

Sophia/Jason mode:

- Heart - Restores health
- Star - Extra life. EXTREMELY RARE.
- Fat Missile - 5 units of Homing Missile
- Thin Missile - 5 units of Multi-Warheads
- Thunderbolt - 5 units of Thunder Break
- Blue Sphere - 5 units of Shield
- Canteen - Restores fuel for Hover/Jetpack

Overhead mode:

- I - Invincibility
- E - Energy (health)
- B - Bomb (kills all enemies on screen)
- << - Slows you down for 9 sec.
- >> - Speeds you up for 9 sec.
- Plus (+) - Rapid fire
- Minus (-) - Reduced firerate
- ? - Random power up

a5. Subweapons

Subweapons are Sophia's trump card. They are special weapons with limited ammo, and should be reserved for when you really need them. There are four of them and they can be assigned on the pause screen, and used by pressing the C button in Sophia mode.

- * HOMING MISSILE shoots a single missile that tracks the closest enemy. Can be fired rapidly.
- * MULTI-WARHEADS launches a spread of 3 missiles per shot. It's best to use this near a powerful enemy so that every missile lands and does maximum damage. Not that useful.
- * THUNDER BREAK is much improved over its Blaster Master counterpart. This unleashes a wave of bolts in 8 directions from Sophia. Very powerful and great for clearing crowds of enemies that get too close for comfort.
- * SHIELD is my favorite subweapon in the game. It envelops Sophia in a barrier that makes you immune to all kinds of damage. You can tear through enemies and damage zones without a care as long as you've got this on. It's the rarest of all the subweapon ammo to come across, so save them for emergencies.

Jason eventually gets access to these subweapons after defeating certain bosses.

a6. Upgrades

Upgrades are a staple of Blaster Master and improve Sophia's (and Jason's) abilities when obtained. Upgrades are obtained from bosses and can be split into two camps: enhancements, which improve or grant new abilities, or "keys," which don't add functionality but allow you to "unlock" new areas.

- S = Sophia upgrade
- J = Jason upgrade
- S+J = Upgrade for both

No mention means it doesn't really apply to either.

Name	Boss	Description
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Hyper (S+J)	1-1	Grants rapidfire and breaks stone blocks
Key I	1-2	Literal key to Stage 1's exit
Electro Armor (J)	2-1	Allows Jason passage through electrical barrier
Drill (S)	2-2	Let's Sophia drill through metal blocks
Light Visor (J)	3-1	Allows Jason to enter bright areas
Heat Armor (J)	3-2	Allows Jason to walk on molten floors
Multi-Warheads (J)	4-1	Grants Jason MULTI-WARHEAD subweapon
Key II	4-1	Key to Stage 4's second boss
Hover (S)	4-2	Grants Sophia flight (uses fuel)
Homing Missile (J)	5-1	Grants Jason HOMING MISSILE subweapon
Dive (S)	5-2	Allows normal movement under water
Jetpack (J)	6-1	Grants Jason flight (uses fuel)
Thunder Break (J)	6-2	Grants Jason THUNDER BREAK subweapon
Key III	6-2	Key to Stage 6's exit
Shield (J)	7-1	Grants Jason SHIELD subweapon (OPTIONAL)
Key IV	7-2	Key to Stage 7's exit

 B. Walkthrough

- This is the meat and bones of the guide, the walkthrough that will cover all 8 levels of the game and their bosses.

b0. Starting Up

Boot up the game and you will see the Sega logo. Press any button to go beyond it and the Sunsoft logo to reach the title screen. Press start and you are automatically taken to an options screen. Here, you can change the amount of credits you have, listen to the sound test, or change the default controls.

I highly suggested upping your credits to 6. Like its predecessor, this game doesn't have a save/password feature, so you'll have to beat it in one sitting. Having enough continues to pull that off will save you frustration down the line.

b1. Stage 1 - Enter the Mountains

We start off in the mountains. This forest looks like it's seen better days.

Use this moment to adapt to the controls. Once the game picks up, you won't get much breathing room.

ENEMIES / HAZARDS TO WATCH OUT FOR

There is a small selection of enemies you'll have to watch out for in this area.

- * A fireball will show up and damage you if you sit idle for too long. I don't know why they put this in the game, but it can be destroyed by your cannon.
- * Blue beetles simply climb up and down trees and are easy to dispatch.
- * White walkers march their way towards you, so shoot them before they can ram you.
- * Giant bees also try to ram you and stay in the upper part of the level.
- * Spitting plants are hidden in platforms. They emerge and spit projectiles in a wide, upwards trajectory. They can't be killed; move fast if you see one pop out of the ground.
- * Turrets are attached to ceilings in caves. Shoot them down from a safe position.
- * Pulse Sacs are attached to some platforms. They fall down and explode if you get too close, but drop goods whether you shoot them down or if they self destruct.

Now let's tackle the level.

Shoot down the beetle and go to the right and down the hill. Shoot the walker that's coming toward you. There are a series of platforms in the air. Climb them and head to the left, where you should find some Homing ammo.

Keep to the aerial platforms and head to the right, there will be plenty of hearts to keep your health up and some ammo for thunder break. You will reach a plateau with a ladder leading down into a small cave with a heart. If you need the health, jump out of Sophia (C+Down) and climb down the ladder.

TIP: Never park directly on top of a ladder. It will make getting back into Sophia a real chore.

Shoot the turret from a safe position, grab the heart and climb back up. Watch out for any enemies that might have spawned while you were in the cave and destroy them while you're still in the safety of the ladder. Get back into Sophia and go to the right where you will find another ladder. This cave has Multi-Warhead ammo. You can go down the ladder with Jason again or you can go over the side and drive in with Sophia.

Keep moving right and you will reach a third ladder. Ignore this one and jump onto the platform in the air. There should be a bee or two around here. Destroy them and keep to the right, where you should find thunder ammo. Go to the left and you will find the cave the third ladder led to, which has homing ammo and two hearts. Once you've got them, head right again and there will be a hole in the ground. It's the only way to go, so drop down the hole and into the mine.

We are in the second half of the stage, and that means there are new things to watch out for!

ENEMIES / HAZARDS TO WATCH OUT FOR

- * Water drops fall from the ceiling and are basically everywhere. They can damage Sophia and Jason. No, I don't know why DROPS OF WATER are hazardous to a badass tank.
- * Log traps fall when you get close. Keep moving and you'll avoid them.
- * Giant bats swoop down from left to right in a predictable pattern. Shoot them when they're immobile on the ceiling.
- * Red walkers move faster than their white brethren and occasionally shoot at you. Dispatch them the same way.

We're inside of the mountain. Equip Thunder Break and KEEP MOVING FORWARD, the logs on the ceiling will drop and try to crush you. When you pass the logs there will be a long line of bats. Use thunder intermittently to cut down swaths of the bats as they dive at you, and you should make it relatively unscathed.

When you get off the wooden platform, there will be a path left and right. Go to the right and there will be a ladder. Mind the water droplets and head down the ladder with Jason. There will be a bat in this room, so kill it before you go to the door.

Enter the door (A+Up) for the first boss fight.

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| BOSS 1-1 |
o=====o

BOSS : Giant Larva
DIFFICULTY : Easy
REWARD : Hyper

This is the first boss and it's a pretty easy battle. The larva moves forward until it hits a wall and starts going in the opposite direction, occasionally lifting its body to spit forth smaller larvae. As bosses take more damage in

the game, their bodies redden and they become faster and more aggressive.

The only way to damage the larva is to shoot its slimy underside when it lifts its body to summon the smaller grubs. The summoned grubs will bounce before crawling quickly across the floor, so shoot them when they're in the air or jump over them. Make sure you keep the larva in your sight and keep shooting its underside and it will eventually explode, granting you with the Hyper gun upgrade.

BOSS DEFEATED

This new gun upgrade applies to both Jason and Sophia. Your bullets are blue and fire much more rapidly. Get used to it, because you will have this gun for the rest of the game.

Leave the boss room and head back up the ladder. Shoot the walkers and the bat waiting for you before you reach the top and jump back into Sophia. Now it's time to go left. Stay on the bottom path. There will be plenty of walkers and turrets. There's a short ladder and a wall of cracked blocks at the end which can only be destroyed with your shiny new Hyper gun! If you need the health, there is a heart (and a bat) at the top of the ladder. The path leading right from the ladder just goes back to where you came from.

Use Jason to shoot the lower rocks in the blockade and destroy the upper half with Sophia, then go to the left, you will be on a series of stacked platforms. The wooden platforms above just lead back to the entrance so ignore them.

The path under where you just came from is a small tunnel with some hearts and subweapon ammo. The path right under that one has a walker and a locked door. Below that one is the main path with another locked door; this is the exit but we can't use it right now. This is the direction we need to go, so drop down to the very bottom of the stage and head right, shooting down all of the turrets and walkers heading for you.

At the top of the hill will be a ladder. The path further right leads to a dead end with a heart. You can farm walkers in this area for health if you need it, otherwise, go down and enter the door for the next boss fight.

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| BOSS 1-2 |
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BOSS      : Giant Bee
DIFFICULTY : Easy
REWARD    : Key I
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Looks like the larva in this room underwent metamorphosis! The bee really only has two attacks: it will try to fly into you, and it will throw some kind of lethal honey (!) at you. The arena is set up so there are steps on both sides. Shoot the bee when it's stationary and move when it comes for you. Use the steps to jump over the bee before it corners you.

Repeat this until it's dead and you will get a lousy key for your troubles.

BOSS DEFEATED

Go back up the ladder, shooting the walkers that are most likely hanging out

there, and get back into Sophia. Go left and back to where we saw the locked door. SKIP the door and climb the stacked platforms so you can jump into the tunnel that is right above the exit. Enter this door to find a secret room with a heart and a star (extra life).

When you're done with that, head back to the door I told you to skip and enter it. This takes us to our first overhead portion of the game. You will get overhead sections at the end of every level except for the final one. But before we begin...

The first thing you need to know about all the overhead sections is that there is absolutely no reason to explore every nook and cranny because there is nothing in any of these sections that you can take with you to any other part of the game. You'll just want to follow the right path and get out as soon as possible.

The second thing you need to know is that this part can be GLITCHY. Do NOT let the enemies ram you against a wall. It's possible that you will go through or inside the wall. If you get stuck inside of a wall, it's pretty much game over and you'll need to reset the game.

I will be using North / South / East / West for directions for these sections. I won't be listing the enemies because they aren't that interesting.

When you start, you will be inside of the entrance. There will be an enemy that looks like an SUV with legs. You can't kill them, so avoid them and stay out of their line of sight or they will ram you.

Go north and the door will open automatically. There is a rolling ball on the bridge so be careful and shoot it while you're crossing. Go east and then south at the first turn off. The path will zigzag a bit. Go on the north path and you will hit another wooden portion with some more rolling balls. Follow the path west along the wall and then east and through the door. Take the north path here and follow the spiraling trail to the doorway.

This takes you to a small room with some blocks, enemies, and wall turrets. You can break the blocks and look for health if you need it. Go north and through the exit to stage 2.

b2. Stage 2 - Industrial Underground

We're deeper underground. There are some castle ruins and an abandoned industrial zone still generating power. Perhaps the castle ruins are a throwback to the first game's second level...?

ENEMIES / HAZARDS TO WATCH OUT FOR *****

- * Heavy Walkers are slower than their smaller cousins but launch homing missiles at you. The missiles can be destroyed and sometimes leave power ups behind, so you can actually farm them for health.
- * Any kind of water (pools, waterfalls) is hazardous to Jason/Sophia. It must be extremely toxic, even if it doesn't look the part.
- * Spinning turrets are more aggressive than the ones in the previous level, and you'll run into many more of them.
- * Crimson wildcats lunge at you and spit fire.

- * Spiders fall down and then jump at you with startling accuracy.
- * Piranha jump out of pits of water during Jason sections.
- * Pillar traps act just like the log traps from the first stage.
- * Pretty much an (over)abundance of electricity in the industrial area.
- * Bats and water droplets are back.

There are a series of platforms right above the starting area with a heart and some thunder / homing / warhead ammo. It doesn't look like it but you can jump onto one of the platforms from the top of the hill to the right. The enemies here are annoying so you may want to use your subweapons to clear them out.

When you keep going to the right you will reach a Sophia-size door leading to a small room with hearts and more subweapon ammo. To the right of the door is a slope going back to the upper left. There is another heart and more ammo here. Further right of the door and the slope is a platform with warhead ammo and a large pool of water. Ignore this path and jump onto the small platform from the slope above the door.

Regardless of which path you take, you WILL pass through the water to get to the other side. The reason we are taking the top path is because there are hearts in the center of it. Use your shield subweapon (if you have any ammo) or temporary invincibility from initial damage to go through the water. Drop down at the end and go down the bottom path until you can go forward no longer. This passage is too small for Sophia, so it's time to hop out and explore with Jason.

There's a turret guarding a heart and warhead ammo right above you. Destroy it and go through the door to the right. This next part starts in a vertical shaft with water droplets falling from everywhere. There are very few safe spots in the shaft so you can either take your time making your way up or rush in hopes of taking minimal damage.

Halfway up the shaft, a path will open to the right. Go through here and watch your step: there are 3 instant death pits with piranha jumping out, and a heavy walker on the floor above hurling missiles at you. You can kill the piranha in hopes of power ups, but you'll have to jump to catch them before they fall.

Cross the pits and climb the step. Destroy the walker and turret in this room and grab thunder ammo and extra life. Follow the staircase to the left up to a false ceiling. Jump in and follow the path back to the shaft. Make your way to the top where there are two hearts waiting for you. If you don't need them, save them for later. We need to come back along this way to get back to Sophia.

Go down the staircase to the right. There are plenty more droplets and turrets along the way. At the end of the passage is a door leading to a boss.

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| BOSS 2-1 |
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BOSS      : Bolt Machine
DIFFICULTY : Medium
REWARD    : Electro Armor
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What we have here is a vehicle the size of Jason that is equipped with some modified (inferior) version of thunder break. It basically drives back and forth in the center of the arena shooting lightning bolts. The lightning goes

out in the four directions either straight or diagonally in intervals. The core of its cannons glows really fast right before it shoots.

The reason why this fight is labeled medium difficulty is because as the boss starts shooting faster, it becomes nearly impossible to reliably jump over each shot due to Jason's floaty jumps. However, there is a trick to overcome this.

Go to the far left or right of the arena. The ceiling slopes down near the walls so they actually stifle Jason's jumps and let him hit the floor sooner so he can jump again. Time all your jumps right and you can get through this fight without taking any damage.

You are rewarded for your efforts with Electro Armor.

BOSS DEFEATED*

The Electro Armor doesn't actually give you any new abilities. It is the first of several figurative "key" items that simply let you access new areas. With that disappointment out of the way, head back the way you came. Take particular care in going down the platforms. Fall from a certain height, regardless of your health, and you'll die instantly.

When you get back to Sophia, go up the right path beyond the two pillar traps. We are now in the ruins of the industrial zone. There is thunder ammo on the metal platform above. Keep going right and there will be a series of metal blocks that you can't break yet, so follow the path above it.

This area has a series of platforms with some more ammo and hearts. All the way to the right is a passage too small for Sophia, so it's time to go out as Jason again. There's a continuous electrical surge at the entrance. We have the Electro Armor so we can pass through here safely now.

At the top of this room is ammo for your two missiles and three hearts. Grab what you need and go down to the door to the next section.

This part has more insta-death pits of water but now there are thunderbolts that shoot down from above. Time your jumps and go down the shaft at the end. There is a staircase that goes to the left that leads to a dead end. Ignore it and go down the staircase directly beneath you.

At the bottom of this first staircase is a false wall to the left with a heavy walker hiding inside. Jump in and destroy it. The path leads to a small room with thunder ammo and an extra life (the star may blend in with the torch in the background, but trust me, it's there). Now follow the stairs all the way to the bottom.

This is an open room with lots of spiders and small platforms. Take your time and plan your jumps to reach the top. Once there, you will see a door leading to the next boss.

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| BOSS 2-2 |
o=====o

BOSS : Drill Machine
DIFFICULTY : Medium
REWARD : Drill kit

Oh, look! It's another vehicle that Sophia could easily crush. This one has a drill instead. And the room is set up just like the last one!

This is actually a two phase boss fight and the drill is just the first part of it. The machine basically follows you around and hurls its drill at you. Keep your distance, blast it and use the platforms to jump out of harm's way. As the drill takes more damage, its reach will lengthen, so be prepared to alter your timing.

Once the drill is destroyed, the "real" battle begins. The boss will drive back and forth launching a plethora of bombs all over the room. The best strategy here is to move to the far side of either the left or right platforms (with you nearest to the wall) so that Jason is right behind it, crouch, and just lay into the boss. Its speed and distance will increase with damage. If you placed yourself correctly, it won't ram into you. You should barely get hurt by any of the bombs from this position.

You will get the boss's drill as a reward.

BOSS DEFEATED

You can turn on the drill by going into the pause menu and selecting the drill icon at the bottom of the second column. This replaces Sophia's cannon with a twisting drill, which CANNOT hurt enemies. I suggest only turning the drill on when it's needed (which will not be often).

There will be a heavy walker launching missiles your way when you leave the boss room. If you stand a bit to the left and shoot upwards, you can farm the missiles for power ups. It's a cheap method, but the game has its own cheap tactics against you so it balances out.

Go back the way you came to get to Sophia. Once you're back in the driver's seat, go back down to where you saw the metal blocks. Turn on the drill, break them, then turn it off. There are some crusher traps in this hallway so use a shield or time your way past them. The only thing of interest in this next room is at the very top where there will be thunder ammo and the exit to the overhead section on the right.

This part is actually pretty straightforward but I'll give directions anyway. Go east past the sliding door and continue eastward. Break the blocks that are blocking your way. If you need health you can destroy the blocks scattered about. There is a new spinning enemy herethat likes to shoot while twirls like a ballerina. Destroy it from a distance or it will try to ram you (possible into a wall, fulfilling a gamebreaking glitch).

When you've gone east as far as possible there will be a doorway on the south wall. This takes you to the second half of the overhead sections. Again, this is pretty straightforward but I'll still tell you where to go.

Head west and time your way through the turrets and electrical currents. Go north and through the sliding door. Follow the trail and you will go through another sliding door eventually. This path spirals a bit. At its center is the doorway to Stage 3.

b3. Stage 3 - Volcanic Zone

It looks like we've stumbled inside of a volcano. Either way, it's hot and dangerous here.

ENEMIES / HAZARDS TO WATCH OUT FOR

- * Molten floors ARE LETHAL TO JASON. Sophia is immune to their damage.
- * Fire balls rain down from above in certain areas.
- * Arc Walkers lob shots that arc downward.
- * Fire flies spin into burning wheels and hound you.
- * Firebreathing statue heads come in two varieties: ceiling skulls spit balls of fire down periodically, while heads attached to walls spit jets of fire.
- * Ceiling traps will drop parts of the ceiling on you.

This level is very Jason-centric. You will see what I mean soon.

Head to the right from the start of the level. A firefly is waiting for you so use your subweapons to kill it before it can get to you. Keep going right and you will encounter an arc walker and another fire fly. You will drop down a bit and there will be a small passage to the left that Sophia is too big to get through. Time for Jason to go at it alone.

This passage splits two ways. The top path has two arc walkers, shield ammo and a heart. The passage below snakes down to where we need to go. The walkers will respawn if you kill them to grab the goods. The snaking trail leads to fire pits with fireballs leaping out of them. Time your jumps and shoot the walker at the end. Enter the door.

This room is a platforming challenge. There are fireballs AND fire pillars leaping out of the pits, fireflies placed in the worst positions, and statues that breathe fire attached to the walls. The statues can (and should) be destroyed.

In the middle of the room, there are two series of platforms on the left and right that lead to the top. They both go to the same place but the platforms on the right are a safer journey and have a heart. At the top of the room is a door leading to a boss.

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| BOSS 3-1 |
o=====o

BOSS : Hovercraft
DIFFICULTY : Easy
REWARD : Light Visor

This boss is some kind of floating craft that jumps out of the fire pits, shoots down at you and then retreats back into the depths. The room is actually pretty big and has a bunch of platforms separated by pits, but this boss is so easy that you don't even have to leave the starting platform.

My foolproof strategy: When the boss leaps out of the pit, move to the opposite end of the platform and shoot diagonally. It doesn't look like it, but the boss's hitbox is large enough that you will damage it. Alternatively, you can jump and shoot too.

When the boss falls back into the pit, move to the center of the platform. The boss will emerge either to the left or right of you, but it's wide enough that its body can damage you on the way up if you're too close. Rinse and repeat until it's dead.

The only tricky part is that the boss dies over the pit, so you will have to leap to catch the item it drops. While Jason can survive damage from the fire pit to get the item, you really don't want to take unnecessary damage even after a boss fight.

Victory over the boss will get you the Light Visor.

BOSS DEFEATED

The Light Visor is just another "key" item that's unlocking a place we couldn't reach earlier.

Make your way back down the platforms. When you reach the pits with platforms slightly lower than the one you're standing on, don't jump down to them. Walking actually gets you enough momentum to make it across. Jumping will just incur fall damage because of the height difference.

Once you're back in Sophia, head to the right. You will reach another a two-way split path: A ladder going down and a walkway to the right. Both are too small for Sophia. That means it's time for Jason yet again. Gee, aren't you enjoying your badass tank from outerspace?

Take the ladder down as Jason. There are some more fire pits with skulls spitting fireballs, so you know the drill by now. At the end of the path is a door and a heart next to it. If you don't have the Light Visor when you try to enter this door, you'll get a message about the room being too bright for Jason to see and sent back. But since we already have the visor, we don't need to worry about that.

In this room is a wall made out of blocks and an arc walker waiting behind it. The blocks making up the wall have the properties of molten floors. DO NOT TOUCH THEM. Molten floors are instant death to Jason without proper protection. Down the hill are some pits...all the pits in this room are instant death traps so try to be careful. That's funny...this room doesn't look that bright to me!

This next room has a series of pits and some ceiling traps. When you see a portion of the ceiling shake, it will try to drop on you. Jason moves fast enough that he can outrun it, so just keep moving and you will never get hit. At the end of this path is a ladder. The only way to go is up.

The path to the right of the ladder leads to some pits and a dead end with a heart. Go down the left hallway until you see another ladder and climb up it. There's a firefly waiting for you. Don't touch the molten floors. There will be a series of blocks to the upper right. Shoot all of them and go back down the ladder and keep going left.

There is a drop here with a fireball. You will take fall damage so just walk over the side and keep towards the wall. Continue down the path and you will return to Sophia. Hop in and go on the upper right path. There are a lot of fire balls raining from the sky so a shield or two would be advised. This road is long and hilly, with plenty of fireflies.

The end of the road opens into a large area with lots of platforms. There are several hearts and ammo for all your subweapons scattered about. When you've

gotten everything you want, there's an opening to the right with a drop to the next part of the level.

In this room is a ladder, molten floors and another blockade. Get out of Sophia exactly where you landed and go down the ladder. Cross the pits to a door leading to the next boss.

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o=====o
| BOSS 3-2 |
o=====o
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```
BOSS      : Hovercraft 2.0
DIFFICULTY : Easy
REWARD    : Heat Armor
```

This boss looks a lot like the previous one except this hovercraft is piloted by...some sort of goblin? The fact of the matter is that this fight is EXACTLY like the last one so use the exact same strategy. The only difference I noticed between the two bosses is that this one is a little faster. Remember to jump and grab the item when the boss dies.

Winning this rehashed fight gets you the Heat Armor.

BOSS DEFEATED

The Heat Armor turns you a cool shade of red and lets Jason walk on molten floors now. The platforms above you lead to a small room with two hearts and some ammo. Head back to where you left Sophia and use Jason to destroy the blocks. Take Sophia down the newly opened path and it will lead over some pits and to an exit.

We're in the overhead section. Destroy the blocks and head east and then south through the sliding door. Take the first path east. This path is linear so keep along it and use the alcoves to avoid the walking SUVs. At the end of this path is a sliding door going east. This room has an enemy generator and two health power ups. Just keep going east and you will find the exit to the next level.

b4. Stage 4 - The Dolphin Mazes

This level seems to be close to an underground body of water. Strangely, there are dolphin statues scattered along the background (hence why I named this level). Who knew that the Lightning Beings adored marine mammals so much?

ENEMIES / HAZARDS TO WATCH OUT FOR

- * Underground statues like to rear their ugly heads and damage you by touch.
- * Green Walkers are a deadlier variation of the heavy walkers: They move faster, as do their missiles.
- * Blue turrets with actual accuracy are all over the latter half of the level.

This level is strange in that everything of interest is condensed in the center portion. It's actually not a very large level and you won't be spending much

time here, as evident by the small list of hazards.

Head right and tread carefully: statue heads will jut out of the ground and damage you on contact, so shoot them when they block your way. When you get far enough up, the path will immediately split in two. There is a ladder above for Jason and to the left is a long hallway full of doors. Both of these paths are actually part of a door maze, but where you need to go is actually pretty simple once you know.

Head to the left and stop at the very first doorway. Enter it with Jason and you will be taken to the very top of the upper path. Watch out for the walker and drop down the platforms until you see a door to the very right. This leads to the boss.

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| BOSS 4-1 |
o=====o
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```
BOSS      : Cannon Face
DIFFICULTY : Easy
REWARD    : Multi-Warheads, Key II
```

This must be one of the Lightning Being's reject abominations. It's a floating metal plate/plaque with its face forever contorted into a creepy, smug smile.

This fight is pretty simple. Cannon Face floats in the middle of the arena and moves around in a circular pattern. When it comes to a halt, spinning cannons will emerge from its sides and shoot twice. Simply jump onto the second step on either side of the arena and blast its ugly mug, taking care to dodge its shots and not to get too close when it spins around and around.

When it dies it actually drops two upgrades: a second key and Multi-Warheads for Jason.

BOSS DEFEATED

Subweapons for Jason can only be used outside of boss battles so they're actually not that useful. The new key we have obviously goes to a door, so it's time to head back to Sophia.

Go back to the top door in the shaft and it will take you to where you left Sophia. Go all the way left through the door maze. At the end is a canteen for a module upgrade that we don't have yet. The point of interest here is the door locked with a metal cover. We have the key, so go inside to fight the boss.

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o=====o
| BOSS 4-2 |
o=====o
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```
BOSS      : Vanishing Face
DIFFICULTY : Pathetic
REWARD    : Hover
```

This boss sucks.

Cannon Face's battered, younger brother is here to challenge you. He has one

"attack" and that's to hurl himself in your direction. Usually. He teleports around the room, sits still for a moment and then moves. Sometimes it will be in your direction, sometimes it will be in a completely different direction. He can move a few inches or all the way across the room. There isn't a lot of rhyme or reason to his movements.

This arena is set up like the previous one. The easy way to expose this boss for how pathetic he really is it to stay at the bottom and mow him down. He will never hurl himself far enough down to damage you. You want to be careful though because he will (rarely) teleport to that very spot.

Once you've put this embarrassment to the Lightning Beings out of his misery, he will drop the Hover module.

BOSS DEFEATED

Sophia can fly again! Who knew such a lame boss would be holding on to such an awesome module? You can turn Hover on and off by selecting between the top and middle options in the second column of the pause menu.

FLYING LESSONS: Unlike the first Blaster Master, when you have Hover turned on, you never jump...you simply fly. The trick to learning how to fly properly is to tap or lightly press the jump button. Holding it down will send you shooting straight up like a rocket and just burns fuel. Tapping or light presses gives you infinitely more control over your flight.

Now that those lessons are out of the way, it's time to put hover to work. Grab the fuel canteen to the left if you haven't already and go to the right until you're at the center of the door maze. There is a vertical shaft right above you. This is the beginning of a hover maze, but like the door maze...if you know where to go, this is a piece of cake.

I recommend equipping thunder break or the shield before we start, because this part is teeming with turrets and walkers.

Carefully hover up the shaft and go through the first opening to the right. This path will wind upwards a bit; the shallow water here doesn't hurt you at all. There will be a long vertical shaft. Fly all the way to the top and take the right path. There should be three more vertical shafts here. Take the middle one and follow it to the end, where you will find the door to the overhead portion of the level.

You may be curious about what else is in the maze. There's a fuel canteen and maybe some ammo, none of which is worth exploring for due to the overabundance of enemies.

When you're ready, head into the door for the overhead portion.

***WARNING: The walking SUV at the beginning of this part WILL push you into the wall, which will glitch you inside of it and end your game. This is a gamebreaking glitch. I've said this before, but basically, never let any enemy push you into a wall if you don't want to have to reset the game.

Be VERY careful here and use the alcove to avoid the SUV. The path is very linear so follow it north over a bridge with flying purple things. Avoid the balls in this room and go west and south over another bridge. Go west and then north over yet another bridge. Keep north and then head east. This is a long hallway with ground turrets that shoot orbs at you. They can't be destroyed so don't bother, just get out of there as fast as you can.

Head south over another bridge. The exit is right here, but both paths are guarded by evil SUVs. Great. Be very careful and use the alcove on either side to bypass them. Head through the doorway to the next level.

b5. Stage 5 - Marine Zone

We're so close to water, you can smell the salt!

ENEMIES / HAZARDS TO WATCH OUT FOR

- * Orange Heavy Walkers are similar to their other variations.
- * Spiked mines explode and shoot projectiles in every direction when you get too close to them. When submerged they're mostly just obstacles.
- * Fish swim back and forth and can only be damaged from behind.
- * The water in the first half of this level is hazardous to Sophia but not Jason (bizarre, I know).
- * Leaping piranha are back.

Make sure you turn hover off. This area is pretty cramped and you won't be needing it for awhile. You don't want to burn fuel you'll want later.

Go down the hill here and take your time. The mines explode if you get too close. There will be three corridors when you reach the middle. The lower left path has a plethora of hearts and weapon ammo. The upper right path leads to a wall you can't breach. The lower right path is where we need to go for now.

Shoot or avoid the piranha. At the end of the path is a destructible block in the floor that only Jason can fit through. Switch to multi-warheads to take advantage of his new upgrade and make your way down, shooting the weak blocks on the opposite ends of each platform. The walkers here give you no breathing room but there are hearts to make up for that.

When you reach the bottom there will be an open area to the left. There is a shipwreck in the water below and a bunch of tiny platforms for you to jump on. DON'T shoot here; they're destructible and you'll literally be removing your footing.

Jason can walk in the water below just fine but there's nothing of interest down there. The middle path of blocks leads over to shield ammo. There are mines all around so be careful. The top path leads to a boss.

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| BOSS 5-1 |
o=====o

BOSS : Mutant Fish
DIFFICULTY : Easy
REWARD : Homing

This room is submerged so Jason's jumps are floatier than ever. The boss this time is a giant mutated fish. Maybe the Lightning Beings are running out of good bosses?

This is a vertical arena. There are three platforms stacked in the middle of the room. The fish basically descends/ascends the side of the platforms until it's level with you. It opens its mouth for a second or two and then charges at you. It moves faster the closer it is to death.

At the start of the fight, walk to the center under the first platform and slightly to its right. You will see the fish slowly descend to meet you. It can only be damaged in the face when its mouth is open, so shoot it and jump right when it closes its mouth. Manuever your body so that you avoid landing on the platform above and instead land back on the ground floor. Meet the fish on your opposite side and repeat this strategy.

As it gets faster, you will have to alter this strategy and incorporate the platform right above you. Jump BEFORE the fish closes its mouth but keep firing your gun; you will damage it on the way up. It will meet up with you as soon as you recover on the ledge above. Here, walk TOWARDS the fish and time it so that you walk over the side and descend straight down as it opens its mouth. You will get a couple of shots in while falling and you will be out of its range before it charges. Repeat this until its dead.

From the remains of the fish, you will find the Homing subweapon for Jason.

BOSS DEFEATED

That's odd, this upgrade isn't going to lead us anywhere we couldn't get before! The secret here is that blockade I mentioned awhile ago disappears once the boss is dead. Make your way back to Sophia.

Once inside of Sophia, go back to the left where the four way split was and take the upper right path. There are plenty of mines and walkers so be careful. There is a shaft with destructible blocks. At the top are hearts, fuel and thunder ammo. Use hover to get them.

At the end of the path is a door leading to the next part of the level. Everything is submerged underwater here. Sophia (and Jason) can't jump high down here, and naturally, hover doesn't work either. The fish enemies here have odd hit detection: They only take damage from the back, and only if their back is turned to you. Shooting from the front does nothing.

Head to the left. There's an upper path here but we can't jump high enough to reach it. Keep heading left and there will be a door to the next boss.

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| BOSS 5-2 |
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```
BOSS      : Mutant Anglerfish
DIFFICULTY : Medium-Hard
REWARD    : Dive module
```

This guy looks significantly less threatening than a real angler.

This boss is exactly like the last one, attacks and all. There is a slight twist to his approach which is why I rate it medium-hard in difficulty. The boss will summon up to three fish minions that swim back and forth. He only summons them while ascending/descending, and only if there aren't three out there already. The good news is that if you follow the strategy I gave for

the previous boss, those fish will never bother you.

When the boss is dead you can snatch the Dive module from its cold dead fins.

BOSS DEFEATED

Well...this is disappointing. Despite the elaborate Sophia dive design, this upgrade only makes Sophia move normally underwater. It's pretty obvious to me that they had dive planned out like it was in the original game, but cut it. It should also start becoming apparent to everyone else that aspects of this game are rushed or trimmed due to memory and time constraints.

Head to the right. We can now jump onto the upper path, so follow it to the top. To the left is a dead end with a heart. Head right and avoid the floating mines. There are three skinny corridors here. The bottom and middle paths lead to dead ends with hearts. Take the top one and keep going right, avoiding the mines and fish along the way.

When you reach the end, the trail will go down and to the left. At the bottom of this path is a two-way split. The right path leads to a dead end with a heart. The left one has door to the overhead section and a heart next to it.

In the overhead section, there will be two SUVs waiting for you. Head southwest and into a long room with plenty of enemy generators. Just head north and then east when the path opens up. Follow this twisting path southeast and then north.

Be careful here. The spinning gunships will ram you into a wall, and every corridor has one in it. Take your time dispatching them and head east. Follow the path south and it will take you along a twisting trail filled with blocks. This path heads east with some sphereships shooting missiles. Follow the trail until you reach the exit.

b6. Stage 6 - Cerulean Caverns

This place is very, very blue. Hey, it looks a little familiar, doesn't it? It's a palette swap of the first level's mine area. Despite the blue, it's not ice-based. Missed opportunity (or sigh of relief).

ENEMIES / HAZARDS TO WATCH OUT FOR

- * Droplets, Arc Walkers, Bats, and turrets are all back.
- * There are no new hazards here.

This is another condensed level. There are a lot of paths and offshoots with not much of interest hiding in them to give the illusion that this level is larger than it actually is. This level is, however, padded with a lot of enemies. And for some reason, water is deadly again...

Climb the platforms upward. When you reach the top, the only way is to the right. There are two hearts to the right of the point we need to drop through. When you drop down, there are two more hearts on the platform to your immediate left. Go down the slope and to the left of the hole is another heart and ammo

for your missiles.

This next part is annoying because it's full of enemies. Use a shield and drop down the hole. There are turrets and arc walkers everywhere, and a lot of platforms and passages that are just there to distract you. Move quickly off of the platforms so you can reach the very bottom of the level. Once you're there, you will see a door to the next boss.

o=====o
| BOSS 6-1 |
o=====o

BOSS : Giant Larva II
DIFFICULTY : Easy
REWARD : Jetpack

Yep, it's this guy again. I guess you can't rehash the level without the bosses too, right? To be fair, Blaster Master wasn't afraid of reusing bosses, but it didn't reuse levels and the returning bosses were upgraded.

The larva is exactly like it was the first time you fought it. It should actually be an easier battle since you have the Hyper gun now. Use the same strategy as you did the first time and it will die in no time.

You will find the Jetpack from the boss's ashes.

BOSS DEFEATED

This game seems to have a trend of lame bosses dropping the best upgrades. The jetpack works for Jason just like hover does for Sophia. You can turn it on and off in the pause menu and it doesn't propel Jason as quickly as Hover does so you don't have to worry as much about losing control. An added bonus to the Jetpack is that as you activate it while in the air and Jason is in the floaty, flying pose, you won't take fall damage.

Get back into Sophia and head to the right. The door all the way to the right is locked so ignore that path at the moment. Instead, jump onto the upper path. There are some blocks here and the passage is obviously too small for Sophia so jump out again and shoot through the blocks.

This next portion is reminiscent of the hover maze in the fourth level but not quite as annoying. Equip the homing missiles onto Jason to make things go a little smoother.

Fly up and ignore the left path (dead end). When you get high enough there will be another path to your left. This one spirals a bit and has fuel and thunder ammo. Right above you are more blocks that can be destroyed. Keep flying up and there will be a wall of blocks to the right. Drop down and the boss door will be under the set of blocks here.

o=====o
| BOSS 6-2 |
o=====o

BOSS : Giant Bee II
DIFFICULTY : Medium
REWARD : Thunder Break, Key III

I guess if there are grubs then bees can't be too far behind, right? At least, that's one way to rationalize another rehashed boss fight.

The bee fight is exactly the same as last time except it may be a little bit more liberal with hurling its toxic honey at you. You'll want to come into this fight with full or high health if you're not good at dodging the bee and its honey.

When it's dead and gone, you'll claim thunder break for Jason and another key. And they're attached together...

BOSS DEFEATED

The bee comes back AND it drops another lousy key? At least Jason gets thunder break, which is the best subweapon to equip him with.

Make your way back to Sophia and take the bottom path. The door here leads straight to the overhead portion, which is a deep indigo in color.

Head west through the turretfire, north, and then east through a series of rooms with sphereships. Go south and ignore the enemy generators, then head west. Head north and there will be walking SUVs patrolling the area. When you pass this part, there will be an invincibility power up in the western corridor. Head east through a series of small rooms populated by sphereships and enemy generators. Keep heading east through the blocks and into the exit.

b7. Stage 7 - Cave of Exodus

This is the penultimate level, hence the name. Aaaaand it's a pallete swap of stage 2 and 3!

ENEMIES / HAZARDS TO WATCH OUT FOR

- * Droplets, Arc Walkers, Bats, turrets, and spiders are all back.
- * There are no new hazards here.

No new hazards is becoming a trend.

Head right from the entrance and the level immediately splits up and down. The path leading up leads to the first boss. This is a special case because this boss is COMPLETELY OPTIONAL to fight. If you don't want to fight the boss and reap its reward, you can skip to after its defeat.

Head up and climb the platforms. There are three passages above with ceilings made of destructible blocks. Break the blocks on the passage farthest to the right and then use Jason to climb (or fly) up the first ladder you come across. The left path is a dead end with water that doesn't hurt you. The boss door is to the right.

o=====o

| BOSS 7-1 |

o=====o

BOSS : Bolt Machine MkII
DIFFICULTY : Medium
REWARD : Shield

This guy is back for a rematch. The room is a little smaller this time with the ceiling in the middle sloping downward. This doesn't mean much; the strategy from the first fight still works here.

You will acquire the Shield subweapon for Jason from the debris of this boss.

BOSS DEFEATED

The shield is nice to have for Jason, but we're so late into the game that you won't have much opportunity to use it.

Head back to Sophia, and make your way down back to the entrance of the level. From here, drop down and head right. Break through the blocks and there will be a series of ladders. Take the ladder farthest to the right. Keep climbing and you will be in a shaft full of turrets (thunder works well here). Keep making your way up. At the very top is the boss door.

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| BOSS 7-2 |

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BOSS : Drill Machine MkII
DIFFICULTY : Medium
REWARD : Key IV

Don't tell me you weren't expecting this boss to come back too?

The old strategy still works here. The sloping ceiling makes it a little harder to dodge the drill, but the boss has no new tricks.

From this boss you will acquire...another key!

BOSS DEFEATED

The final upgrade is a key? I think I've talked enough about the game being rushed/short on memory so I will let that speak for itself. A key goes to a door, so we know what we're looking for.

Head back down to Sophia and go right. This area is made of a series of platforms. There is an odd crevice on the left side of this area that you need a hovering Sophia to break the blocks in order to gain "entrance." As far as I know, it's a time waster, but if anyone else knows if this is some sort of secret, please fill me in on it.

Anyways, just keep climbing until you reach the top, where the door to the overhead section is.

The doorway to the very right is the exit...so we're going to have to take the long way to get there. Head north and then east. Head south through the overabundance of turrets and electricity. Head west past the spiked balls and

there will be corridors with even more electricity.

There will be a room with some sphereships. Keep heading west and the path will turn north. There are even more things shooting at you. The path turns east. Go around the hole in the ground and follow the eastern path south. There is an SUV here and some breakable blocks to the east. Watch out for the spinning gunship here and keep along the path to the exit.

b8. Stage 8 - The Gauntlet

This is it. We're at the final level. Hey, wait...another pallet swap?

ENEMIES / HAZARDS TO WATCH OUT FOR

- * Piranhas, mines, arc walkers are all back.
- * There are no new hazards here.

No new hazards in the final level? That's either a disappointment or sigh of relief depending on how you feel about the journey so far.

I named this place the gauntlet because it's linear, claustrophobic and throws a ton of enemies at you in tiny, enclosed corridors. The shield REALLY comes in handy here, and you'll need hover fuel too. Don't worry though, enemies tend to drop fuel when killed.

This place is reminiscent of the door maze in stage 4. Ignore ALL of the doors except for the one I tell you to enter. All the doors will take you back to the beginning or are just false doors you can't enter. The false doors are odd since there's nothing else like them in the game, so I'm not entirely sure that they don't hold some secrets I haven't discovered yet.

To begin, make sure you have hover turned on and head left. Fly up this shaft and then up the one directly to your left. When you reach the top here, go up the shaft to the farthest right. At the top will be an arc walker and a door.

Head right and carefully descend. There are piranhas in the water pits down here. Keep to the right and drop down this corridor. Go to the left and there will be a mine and metal blocks you need the drill (!) to break. Drop down and head to the right through a long corridor with blue fireballs dropping from the ceiling.

This area opens up, but there's nothing of interest here so just hover and enter the left opening. Keep hovering up and staying to the left until you reach the very top of the level. There is a single door to the left. This is the door to the final boss. Make sure you're ready for the last fight!

NOTE: In the area with this door are the two "false doors" that I mentioned earlier, which are impossible to interact with. I'm still trying to figure out if there's some trick to them or if they're just decoration.

O=====O

BOSS : Ogre
DIFFICULTY : Easy
REWARD : Ending

And the one behind it all is...some ogre guy. And he's a total pushover! At least it's not another rehashed fight.

The final boss has three phases to him. He basically teleports around the room, stomps the ground and summons fireballs. He can only be damaged when his arms are out after stomping the ground. His three phases change what the fireballs do.

Phase 1: Summons a wheel of fire around himself. Keep your distance and lay into him with your gun while the fireballs are spinning. He will do this about two or three times before teleporting.

Phase 2: About three to four fireballs home in on your location. They aren't that hard to dodge. Shoot him and jump before the fireballs get you.

Phase 3: Shoots massive fireballs to the left and right of himself. Jump and shoot if the boss is level with you. If he's on a platform above, angle your gun and lay into him. The fireballs will pass right over you. Keep him in your sight so you know how to dodge.

Finally, he will explode and the world will be saved.

GAME COMPLETED

Watch the ending. It's not much, but it's there. It ends with a shot of the Earth with "The End?" written ominously beneath it. As we know from Blaster Master: Blasting Again, it's not the end of the saga!

C. Miscellaneous

c1. Frequently Asked Questions

Q: I don't know how to use subweapons on bosses?

A: YOU CAN'T! It's a baffling design decision but Jason can only use special weapons in the zoomed out side view - not the boss arenas. I guess it would make boss fights too easy?

Q: I can't find the SNES version of the game!

A: There isn't one. This game was made exclusively for the Sega Genesis with limited imports of a Mega Drive version and hasn't been ported or re-released anywhere else to this date.

Q: But I heard they were making an SNES version?

A: There was a persistent rumor that an SNES port was going to happen, but there's no evidence to support this. HOWEVER, Sunsoft did announce at CES 1992 that they were developing a Blaster Master sequel for the SNES. Obviously something must have happened for an outsourced sequel on a different platform to emerge a year later. I like to call the lost SNES sequel "Super Blaster Master," and maybe there's a prototype hidden deep in the Sunsoft vaults.

Q: But my friend said he played the SNES version...!

A: Your friend is a liar. Guys, seriously, there is no SNES version. I guess someone could try to make one if they really wanted to...

Q: How do I go back to older levels?

A: You don't. Blaster Master 2 is a linear game. When it first came out I did manage a glitch that sent me back a level, but the game was glitched out after that and unplayable so I had to reset. I don't recommend experimenting with that unless you're really bored.

Q: Where did you get the names for the bosses/stages/upgrades?

A: I made them up. As far as I know, there aren't any official names for any of these things pertaining to Blaster Master 2, so it was a combination of my imagination and info from the other Blaster Master games. No one seems to have a manual for this game anymore to even check if that's got some official names.

c2. The Verdict

I've held an opinion on Blaster Master 2 ever since I first played it not too long after it came out. Writing a Walkthrough for a game lets you look at it from a new perspective, and evaluate every aspect of its design with more scrutiny. My opinion on the game didn't change after this experience, though I feel like the journey solidified it in new ways.

So my review will actually tackle it from two perspectives.

As a sequel to Blaster Master...

Blaster Master 2 is a disappointment, plain and simple. It is inferior to its predecessor in every way: sound, music, art, design...in some ways, I can't fault Software Creations too much. They had lofty shoes to fill. But if you are going to make a sequel to a classic, you've got to give 100%, and I felt like that wasn't given here, either due to time or money constraints.

The sense of wonder and excitement journeying through an interconnected world is lost in BM2, the bosses and levels are not as fun or imaginative to challenge and the upgrades are half-baked. With a little more time and polish it could break out of its mediocrity.

As a standalone game...

By itself, Blaster Master 2 isn't bad. The controls are solid, some of the weapons and upgrades are cool. The early levels are fun. It actually comes out of the gate pretty decent but starts to putter out by stage 5, where the bosses become repetitive and the stages are uninspired. The first stage actually rewards you a bit for exploring, but the later stages get red herring detours and nooks and crannies that lead to dead ends with absolutely nothing of value to discover.

The overhead portions with Sophia become chore-like as they are weaker than the sidescrolling portions and there's really nothing of interest in them. It becomes more about avoiding enemies and racing to the end than any kind of engaging encounters. I would have preferred them scrapping the overhead sections if it meant improving the last half of the game and adding more new features to Sophia.

Boss fights from a sidescrolling perspective with Jason don't make a lot of sense. He basically functions as a gimped Sophia and none of his few unique talents are taken advantage of.

6/10

c3. The Blaster Master Legacy

This is a rundown of all things important in the Blaster Master series.

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| Blaster Master |
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RELEASE DATE : November 1988
PLATFORM      : NES
JP NAME       : Chô Wakusei Senki Metafight
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The one that started it all, Blaster Master is actually known as Metafight in Japan, which is a bit of a space opera. In America, the storyline was changed to a boy named Jason and the search for his pet frog Fred. Fred mutates and Jason follows him into the underworld, where he finds Sophia the 3rd.

Blaster Master was much more successful overseas than Metafight, and Sunsoft has been spending the past 20+ years taking advantage of this fact.

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| Worlds of Power: Blaster Master |
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Worlds of Power was a series of short novelizations of popular NES games. These novels sometimes took great liberties with the source material, so in some cases, "novelization" is a term I'd use loosely.

Blaster Master got its own book, and the author took the opportunity to expand on and fill in the blanks of the original plot. Sophia belongs to Eve, an alien girl from the planet Signar-el, who apparently lost her home world when the Plutonium Boss destroyed it. She chases after him through the cosmos with

Sophia, where she follows him to Earth and crosses paths with Jason while he is searching for Fred, and Jason's friend Alex, whose pet lobster has met a similar fate. Together, they defeat the Plutonium Boss, and Eve decides to stay on Earth.

The novel would end up being more important to Blaster Master's lore than anyone would have imagined.

o=====o
| Blaster Master Boy |
o=====o

RELEASE DATE : February 1992
PLATFORM : Gameboy
JP NAME : Bomber King Scenario 2

Blaster Master Boy (or Jr. in Europe) is one of Sunsoft's first real attempts at taking advantage of Blaster Master's immense popularity in the west. Boy is actually a rebranded Bomber King sequel, the original Bomber King itself being rebranded as "Robo Warrior" when released outside of Japan for the NES.

It doesn't really play like a Blaster Master game (Sophia is not in the game at all), though it can be argued that this is an unorthodox evolution of the overhead gameplay from Blaster Master. From a gameplay perspective, imagine it as a hardcore reinvisioning of Bomberman (and not the Act Zero kind).

In this game, the late Plutonium Boss has left behind a doomsday device that is slowly ruining the Earth, and Jason must head back underground (sans Sophia) to find and destroy it.

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| Blaster Master 2 |
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RELEASE DATE : 1993
PLATFORM : Sega Genesis
JP NAME : None

*YOU ARE HERE.

There isn't much to say about Blaster Master 2 that wasn't already said in this guide. It's considered the black sheep of the series, was created solely for America with some limited imports in Europe, and was never released in Japan (there is no such thing as Metafight 2).

Strangely, no one seems to know when exactly this game was released.

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| Blaster Master: Enemy Below |
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RELEASE DATE : September 24, 2000
PLATFORM : Gameboy Color
JP NAME : Metafight EX

After seven long years of inactivity, the series returned with Enemy Below, a sequel that is more like a remix of the original NES game. There are new ideas,

upgrades, and bosses here, but the visual themes, music, graphics, etc. were all ported over from the NES. It's a great way of tugging the nostalgia strings while still offering a new experience. Calling it a "rom hack" does it a disservice.

In this game, scientists have used a tissue sample from the Plutonium Boss to create a new lifeform that escapes, rampages underground and recreates the lairs of the Plutonium Boss and its minions as if boss itself were resurrected. A scientist finds Jason and tells him of their plight, and he hops into Sophia and once again heads underground.

This is the second and last game in the Metafight canon.

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| Blaster Master: Blasting Again |
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RELEASE DATE : May 6th, 2001
PLATFORM      : PS1
JP NAME       : Blaster Master
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Sunsoft tried to bring Blaster Master back in full force and created a fully 3D sequel for the original PlayStation. Blasting Again is much more faithful than Blaster Master 2 as a sequel, while introducing new concepts and pushing the plot forward. It's a pretty good game and has a great soundtrack, but it's not well known. This game is essentially Blaster Master 3.

The plot of this game can get confusing because it actually takes the Worlds of Power novel as canon, so Eve, the cosmic origins of Sophia 3rd, and the planet Signar-el are all now considered parts of the Blaster Master universe. Fastforwarding about 18 years, the game features Roddy and Elfie, the children of Jason and Eve. Eve died from an illness long ago, and Jason was eventually ambushed and killed by Lightning Beings while on patrol. So yeah, Jason's dead.

Roddy and Elfie take over as the defenders of the Earth. Roddy pilots sophia J7 while Elfie is his spotter. The duo notice malevolent activity while Roddy is on patrol, which reveals itself to be a new threat to the Earth that is connected to Eve's past.

Interestingly, this game was released in Japan, simply under the title "Blaster Master," and retains the storyline. In other words, this is the game that officially overtook Metafight in canon in Japan. The absurd story about a boy and his frog, the American novel that filled in the blanks with a shapeshifting alien girl...it all became an official thing in Japan, over a decade later. Fascinating, really.

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| Blaster Master Overdrive |
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RELEASE DATE : February 8th, 2010
PLATFORM      : Wii (Wiiware)
JP NAME       : None
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Sunsoft quietly departed the major gaming business in the 2000's after Blasting Again seemingly failed to garner the attention and success they were hoping for. They made a startling comeback with the announcement of a new Blaster Master game for the Wii's download service.

Overdrive is heavily modeled after the original game. The music is based on the NES game and the levels and some designs are obviously inspired by it as well. The catacombs are back to be explored on foot, but they are more of a frantic bullet hell-esque affair than the methodical, exploratory nature of their NES counterparts.

Overdrive is billed as a "reimagining." In this game, a virus has broken out across the Earth. It transforms animals into hostile mutants and humans that are attacked by them fall into comas. Alex, a brilliant biologist, has built S.O.P.H.I.A. and uses the the tank to enter the underworld in search of the source of the virus after his family is attacked.

Despite it being a sort of reboot, there's much speculation that Overdrive is actually a prequel to the original Blaster Master, as Alex's young son resembles Jason. Perhaps this is a new canon connecting to the original game, discarding Worlds of Power (and Blasting Again by proxy) from the canon.

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| Blaster Master Zero |
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RELEASE DATE : March 9th, 2017
PLATFORM : Nintendo 3DS, Nintendo Switch (eshop)
JP NAME : Same

Not willing to call it quits, Sunsoft teamed up with Inti Creates, the masters behind the Mega Man Zero and Gunvolt games, to do a full remake/reboot of the original Blaster Master. Zero greatly expands on the original game's gameplay and design, and builds a rebooted universe that's part Blaster Master, part Worlds of Power, and part Metafight.

500 years prior to the game's story, Earth experienced an ice age that forced mankind to live in underground settlements.

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| Blaster Master Zero II |
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RELEASE DATE : March 20th, 2019
PLATFORM : Nintendo Switch (eshop)
JP NAME : Same

Blaster Master Zero was successful enough for Inti to make a direct sequel. Following the events of Zero, Zero II picks up with Eve suffering a mysterious virus after contact with the mutants. In a newly built Sophia, Jason, Eve, and Fred begin a deep space adventure to find a cure.

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| Other Blaster Master Sources |
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Blaster Master Underground
<http://bmug.nora-academy.com/>
A longstanding site based on all things Blaster Master. One of the last bastions for this aging series.

Blaster Master Wiki

http://blastermaster.wikia.com/wiki/Blaster_Master_Wiki

It's still in its infancy and could really use some more contributors, but has the potential to become THE source for all things Blaster Master.

c4. Guide History

Ver. 1.30 (8/4/2020)

- * Fixed some spelling/gramatical errors
- * Review ("The Verdict") added
- * Blaster Master Legacy updated

Ver. 1.00 (4/15/2013)

- * Stages 5-8 walked through
- * Walkthrough portion completely finished
- * Typos and other errors corrected

Ver. 0.65 (4/9/2013)

- * First publication
- * "Getting Started" section completely finished
- * Stages 1-4 walked through
- * Frequently Asked Questions addressed
- * Legality written
- * Credits given

c5. Legality

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c6. Credits

There are a couple of people/places I'd like to give thanks to:

Sunsoft

For making the original Blaster Master, which is a game I hold dear to my heart ever since my childhood.

Software Creations

For making a flawed but enjoyable sequel.

Sega

For creating the Sega Genesis, home to a lot of great gems.

GameFAQs

For hosting a load of awesome guides for games on all platforms.

KimCheeWarriorX

Their complaints about a lack of a walkthrough inspired me to write this one.

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