

Blaster Master 2 FAQ

by Jatin Bhatia

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* Blaster Master 2 FAQ *

For : Blaster Master 2
System : Sega Genesis
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I. Introduction

* This FAQ contains a little info on the game, controls and some of the Game Genie codes for Blaster Master 2. It does not contains the mission walkthrough.

* I have not tested all the codes myself, so there could be some fault. If you find a non-working code, please E-mail me. I do not take the responsibility for any damage caused due to these game genie codes.

* I would be glad to receive your contributions and suggestions, and you will be credited.

II. About The Game

Name : Blaster Master 2
System : Sega Genesis
Company : Sunsoft
Released : 1993
Type : Shooter
Genre : Action/Adventure
Players : Single Player
Language : English

Blaster Master 2 is a sequel to Blaster Master, and although I have not played the original, most people seem to think it is not that good. But still I found it to be a nice game to play for a couple of hours. You play as Jason and control a robotic vehicle call S.O.P.H.I.A. in the game and its your usual jump and shoot side-scroller game. For more info, you can see the reviews posted at Gamefaqs.com

III. Story

Taken from Blaster Master Home Page (<http://bmhp.iwarp.com/BM2.htm>) :

It has been four years since Jason's Encounter with the Plutonium Boss and the radioactive mutants under the Earth. His only reminder of the incident is S.O.P.H.I.A., the vehicle he used to stop them, which he has hidden in an abandoned barn. One day, one bolt of lightning struck the house and caused the ceiling to crumble, knocking Jason unconscious. When Jason woke up, S.O.P.H.I.A. was in pieces and the parts he had collected from his first dealings with the Mutant Bosses were missing. Little does Jason know that there are more lightning beings where the first one came from and they are planning to destroy the Earth. The beings started digging towards the Earth's core in order to shift the planet's weight off its axis, leading to total annihilation. The parts from S.O.P.H.I.A. are being used to create a robotic army to assist the being in accomplishing their mission. Now, Jason must stop them, but he won't make it without the help of S.O.P.H.I.A. Since he can't recover the parts, he decided to redesign it to better prepare himself for the ordeal facing him. After 29 days, S.O.P.H.I.A. was completely rebuilt and ready for battle. Remembering where he saw the being's footsteps, Jason jumped in his vehicle and headed towards the mountains where the challenge begins.

IV. Game Menu

Keep pressing the Start key until you reach the Blaster Master 2 logo screen. If you do nothing now, the demo will start playing. Otherwise, press Start. You will reach a menu with following options :

Start : To start playing the game

Credits : The number of continues you get, choose from 2, 4 and 6.

Side view Controls : To change the default side view controls.

Over head Controls : To change the default over head controls.

Sound Test : To listen to the various music and sounds of the game.
Press 'A' to play and 'B' to stop.

V. Controls

These are the default controls of the game, and these can be changed.

D-Pad : Directions, selecting the options in the menu.

Start : Skipping intro, starting and pausing the game.

Side view Controls-

Button A : Normal fire

Button B : Jump

Button C : Special fire

Over head Controls-

Button A : Fire

Button B : Turret left

Button C : Turret right

VI. Tips

Not much here right now. Just keep firing and jumping. Just Kidding.

* Use your simple fire splendidly. Its unlimited, so keep firing.

* Use the special fire wisely. Don't use it against single enemies, wait for an area where there are a lot of enemies on screen, and then use it.

* Do increase the number of credits that you get at the Start menu. Of course don't do that if you want a challenge.

* You don't need to kill every enemy. No need to play Rambo.

* Try not to go back to an area, as the enemy will respawn

VII. Game Genie Codes

1. BVLТ-JA5Y

Protection from most hazards (NOT IN TOP-VIEW MODE)

2. D5VA-GA90

Medium falls don't hurt (DON'T COMBINE WITH CODES 15 AND 16)

3. ACBA-GAB2

Start with 1 life

4. AGBA-GAB2

Start with 2 lives

5. AWBA-GAB2

Start with 5 lives

6. BGBA-GAB2
Start with 10 lives
7. CRBA-GAB2
Start with 20 lives
8. SCBT-GA5E
Infinite lives (NOT IN TOP-VIEW MODE)
9. 8H5A-H98G
Jump about 6x normal height in vehicle
10. 815A-H98G
Jump about 3x normal height in vehicle
11. 895A-H98G
Jump about 2x normal height in vehicle
12. 9D5A-H98G
Jump about 1-1/2x normal height in vehicle
13. 9M5A-H98G
Jump about 3/4x normal height in vehicle
14. 9S5A-H98G
Jump about 1/2x normal height in vehicle
15. 9D5T-H99C + D5VA-GA90
Jump about 2x normal height when walking and don't take damage from medium falls
16. 9H5T-H99C + D5VA-GA90
Jump about 1-1/2x normal height when walking and don't take damage from medium falls
17. 9S5T-H99C
Jump about 3/4x normal height when walking
18. 9X5T-H99C
Jump about 1/2x normal height when walking
19. B5ZT-GA9J
Infinite 3-way fire
20. CD0T-GA94 + BD0T-GA62
Infinite hyper missiles
21. CD1A-GA86
Infinite 8-way lightnings
22. B4FT-GA3G
Infinite shields
23. ABMT-JAHR
Weapon icon adds 0 more to amt. you have
24. AFMT-JAHR
Weapon icon adds 1 more to amt. you have

25. APMT-JAHR
Weapon icon adds 3 more to amt. you have
26. BKMT-JAHR
Weapon icon adds 10 more to amt. you have
27. CVMT-JAHR
Weapon icon adds 20 more to amt. you have
28. GKMT-JAHR
Weapon icon adds 50 more to amt. you have
29. NPMT-JAHR
Weapon icon adds 99 more to amt. you have (max)
30. ABMA-JACW
Heart icon adds 0 points to energy bar
31. AFMA-JACW
Heart icon adds 1 point to energy bar
32. AKMA-JACW
Heart icon adds 2 points to energy bar
33. AVMA-JACW
Heart icon adds 4 points to energy bar
34. AZMA-JACW
Heart icon adds 5 points to energy bar
35. A3MA-JACW
Heart icon adds 6 points to energy bar
36. A7MA-JACW
Heart icon adds 7 points to energy bar
37. BBMA-JACW
Heart icon adds 8 points to energy bar
38. BFMA-JACW
Heart icon adds 9 points to energy bar
39. BKMA-JACW
Heart icon adds 10 points to energy bar
40. BPMA-JACW
Heart icon adds 11 points to energy bar
41. BVMA-JACW
Heart icon adds 12 points to energy bar (max)
42. VCFT-HGCG
Shields last 10x normal time
43. 2WFT-GWCG
Shields last 5x normal time
44. 5WFT-GLCG
Shields last 3x normal time

- 45. 7CFT-GGCG
Shields last 2x normal time
- 46. 9LFT-GACG
Shields last 1/2x normal time
- 47. Y8FT-GACG
Shields last 1/3x normal time
- 48. NWFT-GACG
Shields last 1/5x normal time
- 49. GLFT-GACG
Shields last 1/10x normal time
- 50. A3FT-AA82
Infinite continue credits
- 51. A3GA-AA5L
Infinite time to decide whether to use a continue credit

VIII. Frequently Asked Question's (FAQ's)

Of course no one has yet asked me anything, but this is where any future questions would be placed. I have made up some questions myself and answered for you :

Q: Who made this game?

A: Sunsoft.

Q: Is this game any good?

A: Certainly not the best on the Genesis, but is the best of its kind, as its the only one.

Q: What are the platforms the game has been launched on?

A: Just Sega Genesis/Mega drive. (as far as I know)

Q: Who made this guide?

A: Me, Jatin Bhatia.

Q: How can I contact you?

A: See the last section.

Q: I just found out something you have missed/done wrong/etc?

A: Quick, send me an E-mail. Also mention the name you want to be credited as.

Q: I am having some technical trouble in running/playing the game, can you help?

A: No. I am sorry I can't help you. If you did legally buy the game, contact the vendor/maker of the game.

Q: Can I post your guide on my website?

A: Only if I allow you to. You will first have to send me an E-mail, with the address of your site, then I will check it up and reply. Most probably my answer would be yes, but you have to take my permission.

Q: Can I use some portion of your guide in my work?

A: Of course not. I do wonder if anyone would like to take anything from this crappy guide.

Q: How can I take screen shots in this game?

A: I don't know. If anyone does knows, tell me.

Q: How can I cheat in the game?

A: I am not aware of any in-game cheats codes, but you can cheat using the game genie codes, see the Game Genie Codes section.

IX. Version History

Version 1.0

- * July 07, 2003
- * The first version. Includes all the things I am aware of.
- * Spell checked and posted it.
- * Didn't got posted, so added more things to it.
- * July 22, 2003

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XI. Credits

Special Thanks to

God : for everything
Me : for writing this FAQ
My brother : for getting me this game and the emulator

CJayC : for including this file and creating Gamefaqs
BMHP : for the story
Blaster Master Home Page (<http://bmhp.iwarp.com/BM2.htm>)
You : for reading this FAQ

XII. Contact Info

If I missed something or something is wrong in his file, please inform me.
Any Comments, Contributions, Suggestions, and Corrections are welcome.
If you want to host this guide at your site, drop me an E-mail. Please
include something like " Blaster Master 2 FAQ " in the subject.

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