Blaster Master FAQWalkthrough

by Remi_Marois   Updated to v1.1 on Aug 14, 2007

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         |  |  |  ||  __  ||____  |   | |   |  |___ |  |\  \
         |__|  |__||_|  |_||______|   |_|   |______||__| \___\



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I) Dislaimer and Legal Information DSLGI

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II) The Controler CNTLR

legend

LOCATION	(A) "a" button	[U] press up
[1] inside the vehicle	(B) "b" button	[D] press down
[2] outside the vehicle	[sel] "select"	[R] press right
[3] inside the cabins	[sta] "start"	[L] press left

```
.-------------------------------------.
|          _________________          |
|    _     _________________          |
|  _| |_   _________________          |
| |_ o _|  [select] [start]  (B) (A) |
|   |_|                               |
|                                     |
'-------------------------------------'
```

BUTTON	LOCATION	EFFECT
(A)	[1 & 2]	-jump button (*hover when pushed twice)
	[3]	-throw some grenades (low range)
(B)	all	-fire button
(B)+[D]	[1]	-fire one of your three special weapons
[sta]	[1]	-vehicle's components and number of special weapons you are carrying
	all	-pause the game
[sel]	[1]	-switch between [1] and [2]

```
      | [U]    |    [1]    |-aim up                                 |
      |--------|-----------|----------------------------------------|
      | [UDLR] | [2 & 3]   |-directions                             |
      |--------|-----------|----------------------------------------|
      | [D]    |    [2]    |-enter the cabins                       |
      |________|___________|________________________________________|
             * you will be able to do it only at the third step

o---------------------------------------------------------------------------o
| III) Complete Walkthrough                                       WLKTH    |
o---------------------------------------------------------------------------o

-=-=-=-=-=-=-=-=-=-=-=-=-=-=-
First step: THE HYPER BEAM                                      -1HPBM-
      Boss: MOTHER BRAIN
-=-=-=-=-=-=-=-=-=-=-=-=-=-=-

1_  First, go right as far as you can and enter the right door. go
    down a litle bit and enter the door. here, skip the ladder and go
    down. do not enter the cabin and go right. do not submerge in the
    water yet, (unless you want to take the missile) keep going right
    until you see the other lake.
     ____________________  ____
    |                    ||    |
    |_1==>_______________==    |
                          |    |
                          |    |__________
                          |    ==         |
                          |____||__.____  |
                                  :    | |
                                  :    | |______
    (c) are just some optional    :    |__     _|
        cabins                    :    (c)| --_  |_____
                                 (c) X===== --  _______==>2
                                            ~w~a~t~e~r~
                                            ~~~~~~~~~~~
                                     ~~~~~~~~~~~~~~~~~~~~~~H misiles~
-----------------------------------------------------------------------------
2_  Now, jump in the water. press select, then swim all the way right
    until you reach the cabin. here there be MOTHER BRAIN and THE HYPER
    BEAM  _________
         |
  |______|   _                        C
  ___==>2___| |__                     :
                ~~~~~~~~~~~~~~~~~~~~   ~
                ~~~~~~~~~~~~~~~~~~~~   ~
                ~~~~~~~                ~
                ~~~~~~~~~~~            ~
                          ~~~          ~
                           ~~          ~
                            ~~~~~~~~~~~~
---------------------------------------------------------------------------
3_  Once in the cabin, go up and enter the door. go all the way down,
    then just follow the way until you reach the other room. kill the
    ennemies with your grenades, and enter the upper door. this is the
    Mother Brain's hideout. stay close and use your grenades, you
    should kill him without too much efforts. take THE HYPER BEAM.

                _____
               |     |
               |  M  |
```

```
               |__ __|
               |     |
               |     |
               |  *  |
         _____|__ __|
        |     |     |    *  kill the ennemies with your grenades
        |     |___  |    M  MOTHER BRAIN
        | |____   | |
     ___|___   |  | |
    |   ==  |  |____|
    |   ||  |  |______
    | 3 ||  |_______  |
    |___||  ________| |
         |____________|
```

4_ Go back to the surface, and go left until you reach the other lake. keep going left and kill the mutant. (X) enter the next room, go down and enter the gate that leads to area 2.

```
 _____________|             |______|    _
|    =_X__<=====       _________________| |__
|   |           ~~~~~~~~~~~                 ~~~~~~~~~~~            4
|   |          ~~~~~~~~~~~                   ~~~~~~~~~~~~          ~
|   |      ~~~~~~~~~~~~~~~H missiles~       ~~~~~~~~~~~~~~         ~
area2                                       ~~~~~~~~~  ~~          ~
'___'                                                  ~~          ~
                                                       ~~          ~
                                                       ~~~~~~~~~~~~~
```

-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-

Second step: CRUSHER BEAM -2CRSH-

Boss: CRABULLUS

-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-

1_ As soon as you enter the 2nd area, some kind of caterpillars will fall in front of you. try to kill them before they reach the ground. if you can't, just try to avoid them. go right until the next door. enter it. keep going up and enter the right door. (look at the plan and follow the way) keep going right and enter the door.

```
                        ________
                       | _____ _|_________
                       |__ | ___==_______=|=2==>
                       | __|____|
                       |------_ |
                       |_-----  |
                       |--- ---_|   According to myself, it is not
                       | ______ |   a good idea to use special
                       |-_ _|__-|   weapons against all the
                       |  ___| -|   caterpillars. save these weapon
                       |__ | '-_|   for the 3rd area.
      ___________________ | __|___ |
     |                   ||_    | _|
     |__1==>_____________==__ __|__=
                       |________|
```

2_ Keep going up until you reach the top, and enter the left door.

```
    ________
   |_       |    you will encounter many caterpillars on the way,
3<==_       |    take your time, and do not jump everywhere at
   | _      |    random, because you can easily fall in the red
```

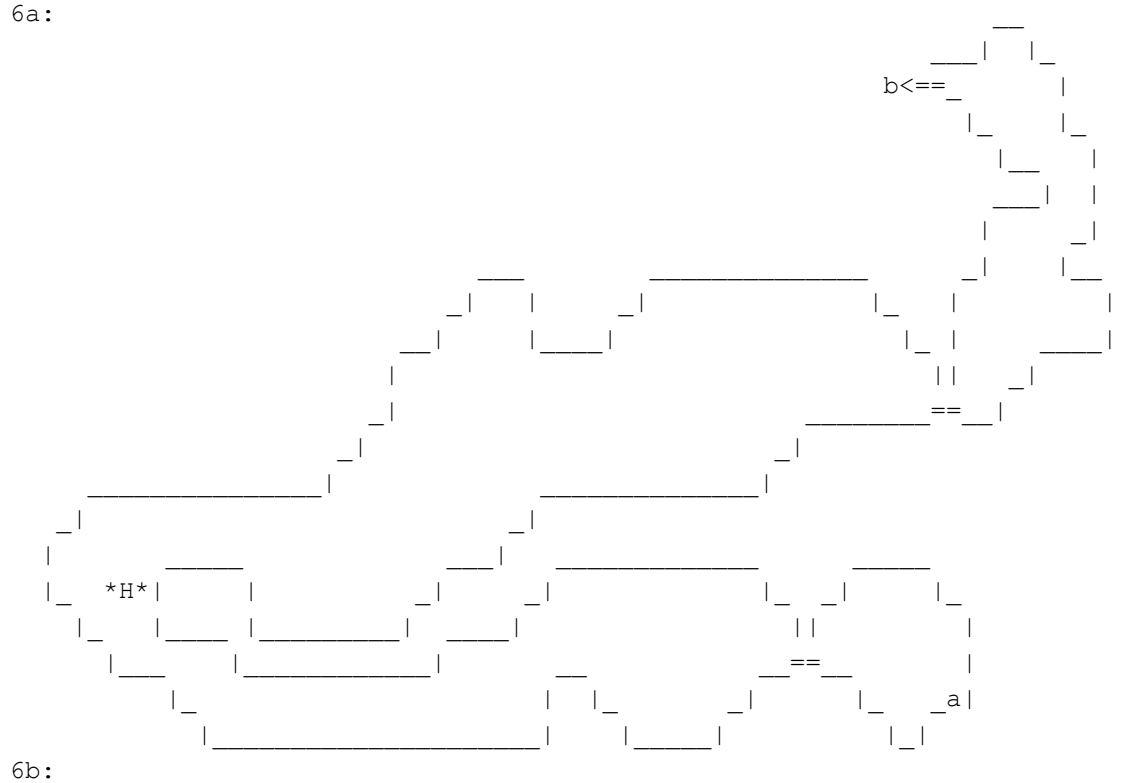
```
   |_ _     |    lava. the best way to reach the top is to stay
   | _ _    |    left. do not leave your vehicle to kill the
   |_ _ _   |    caterpillars, it's too dangerous.
   |__  ___ |
   |_ ____  |    lava = 2 damage pts/0.73 sec
   |_____ _ |
   | ___ __ |
   |___ __  |
   | ____ _ |
   |_ _ ____|
2==>__ ___ _=
   |________|
-------------------------------------------------------------------------------
3_                          ___________
      ________  __________ |           |
     |       _||          ||    ___    |
     |(c) _  _==__________==_ -|___||- |
     |:    __ |            ||-_____|| -|
     |:   _   |           ___  _____|- |
     |:_____ _|.--------.|   ||   __  -|
     |       _ ||        ==  -||- | _|- |
     |_ ______||_C______| |-____-||!__-| ! POW & THUNDER
     | _      |
     |_____  _|  What you have to do now is quite simple. just
     |     ___=  follow the way up, and skip the first door you
     | ____   |  see. enter the upper right door and keep going
     |_       |  right. now, you can go down or up...  go up.
     |_______ |  (the other way is a dead-end) go right then all
     =_ |    _|  the way down to get both the POW and the THUNDER
     | _X__ __|  capsules. now keep going left as far as you can.
     |__|  _  |  (enter the left door on your way) here is the
     |_ X___ _|  good cabin. prepare to fight CRABULLUS.
     =X_    __<==3
     |_______ |
-------------------------------------------------------------------------------
4_                  _____
                   |     |
                   |  C  | <== here there be CRABULLUS
 _____ _____ _____|__ __|_____
|     |     |     |     |     |        The best way to kill the
|     =     =     =     |     |        boss is to stay away and
|__ __|_____|__ __|_____|__ __|        to be patient. do not use
|     |     |*GUN |     |     |        your bombs unless you are
|     =     |-----|     |     |        forced to do so, and do
|_____|__ __|__ __|__ __|__ __|_____   not try to kill him too
|*GUN |     |     |     |     |     |  fast. take your time and
|     |     =     =     =     |     |  it will be easy.
|__ __|_____|__ __|_____|_____|__ __|
|     |     |     |     |     |     |  Get the CRUSHER BEAM and
|     =     |     |     =     =     |  exit the cabin
|_____|__ __|__ __|__ __|_____|_____|
|     |     |     |     |     |     |  you can go back in the cabin
|  4  =     =     =     =     =     |  if you want to take more GUN.
|_____|_____|_____|_____|_____|_____|
-------------------------------------------------------------------------------
5_  Now, go back right and enter the door. keep   ___________
    going right then take   ________  __________ |           |
    both the POW and the   |       _||          ||    ___    |
    THUNDER capsules. go   |(c) _  _==__________==_ -|___||- |
    up, then left, and     |:    __ |            ||-_____|| -|
```

```
    enter the left door.   |:   _   |           ___  _____|- |
    if every thing is all  |:_____ _|.--------.|   ||   __  -|
    right, you are in the  |      _ ||        ==  -||- | _|- |
    long vertical room.    |_ ______||_5==>___| |-____-||!__-|
    just keep going down   | _      |
    until you see the 2nd  |_____  _|        ! POW & THUNDER
    right door, then go    |     ___=
    left. enter the left   | ____   |        X you will now be
    door in front of the   |_       |          able to destroy
    right one. (destroy the|_______ |          the bricks at the
    bricks) you will find  =_ |    _|          bottom of these
    the gate that leads to | _X__ __|          walls.
    the third area.  _____ |__|  _  |
                    |     ||_ X___ _|      (c) an optional
  (in this room)--> |     ==X_    __=          cabin
                 area3___|||_______ |
                           |        |
```

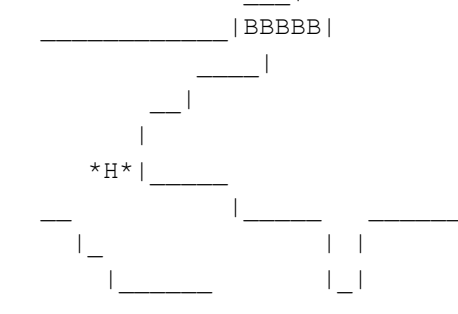
```
-=-=-=
```

```
  | __==__    _|  killing the caterpillar-launchers is safer and
  |__ ||_______|  faster. do not enter the very left door, go a litle
  | __|           bit up, and enter the door you see.
  |_  |
  | __<==2
  |___|
-------------------------------------------------------------------------
3_  If everything is all right, you should be in a small vertical
    area. go all the way up,    __________ [X]
    and kill all the enemies   |             __|
    you see on your way. It   _|            |
    is a litle bit longer,  _|              |_____
    but it will decrease   |          __          |_____   _______
    the difficulty level  _|         |  |_              | |       |
    of that small area.  |          _|    |______       |_|       |
    enter the right    __|        _|             |                |
    door. you are    _|        __|               |_               |_
    now in a very __|         |  large area. just  |_               |_
                 _|           _| follow the way that  |__             _==>4
      _________|           _|  leads to the very right  |_         _|
     |c__                __|  door. you may see an optional|_______|
         |__           | cabin, so ignore it. there is also a place that
      ______|  _      _| you cannot reach yet, [X] so just ignore it
 _ _ |        | |   _|  again, and keep going right. enter the right
| - ||       _| |__|   door.
|_ _==_    _|
|__ |  |__|
| __|
|_  |
|_-_<==3
-------------------------------------------------------------------------
4_  You are now in a vertical area and you have two choices:   __
    a: (safer) kill all the caterpillar-launchers, go      ___|  |_
               down and enter the bottom left door.     4==>_      |
    b: (faster) go down quicly and try to avoid the          |_    |_
                caterpillars as much as possible. (it is       |__   |
                possible for you to avoid them all) enter the  ___|  |
                left door.                                     |     _|
                                 ___        _______________      _|    |__
 You are now in a very      _|   |      _|              |_   |         |
 large area, just follow __|     |____|                  |_ |     ____|
 the way left, down,    |                                 ||   _|
 then right until you  _|                            ________==__|
 reach the very left _|                            _|
     ________________|             ________________|
   _|                            _|
  |       _____              ___|   ______________      _____
  |_     |     |           _|     _|              |_  _|     |_
    |_   |____ |__________|  ____|                 ||         |
      |___    |______________|       __            __==__        |
          |_                       |  |_       _|      |_   _C|
            |_______________________|    |_____|          |_|
 door. you will see a cabin here, so enter it and prepare to fight
 PHOTOPHAGE!
-------------------------------------------------------------------------
5_  Well, this cabin is quite simple, but it can be very
 ___frustrating for those who want to keep all their gun
| 5 | parts. you will encounter two kind of enemies: the
|  _| grey ones, and the red ones. you can kill the grey
| |_  ones with only one shot of your gun, but the red
```

```
|_  | ones takes you four gun shots. stay away from your
 _| | enemies and kill them as soon as possible. go all
|  _| the way down, but do not scroll the screen too fast,
| |_  because you will encounter too many enemies, and it
|   | is going to be really hard to avoid their gun shots.
|   |
|] [| When you first enter the room, red enemies will
|_  | always come from the left, and grey enemies will
 _| | ___  always come from the right. go down and kill
|   || P | them. after killing exacly 9 enemies, (5 reds
|  _||_ _| and 4 greys) you will encounter four red enemies,
| |_ |   | so do not go down too fast. then, red ones will now
|   ||===| come from the right, and grey ones from the left.
|_  ||===| now, enter the bottom door. kill the two enemies
 _| ||===| and go right. now kill the two scaners, but do not go
|  _||===| on the same vertical line as they are, because they
| |_ |===| will throw their poweful laser. OUCH! enter the
|_ _||_ _| door. here shoot the green blocks and take the
|   ||   | different items. Photophage is an easy boss as long
|________| as you are able to predict the landing place, when
          he disapears. to do so, go up and kill the first ones
          with your bombs. then they will appear in zig zag,
          from top to bottom. a maximum of 16 different
          "photophage-clones" can be created.
-------------------------------------------------------------------------
6_  Take the HOVER MECHANICS, and exit the cabin. now, you will
 have to go ALL THE WAY BACK to the place you started the game in
 area 1!
                       ==>here are the maps:
6a:
```




```
6b:
```



```
              |                 |
              |_                |_
                |_               |_
                  |__              _<==b
                     |_          _|
                       |_______|
6c:    _____________________  ______
      |d<=_   ____    __,_  ||  __  |
      |  ____,_    _,____  _==____  |
      |______,___,______,___||__  ,_|
    _____   _   ____________ |  __  |
    x_ | |_| |_|      __    ||  ____|
      >|    _     ____  ____==__    |
      >____| |_       __    ||___,__|
                |_   __  ____|
                  |_   __    |
                 c==>_       =
                      |______|
6d:
                      _____ |__|  _  |
                     |     ||_ X___ _|
                     |     ==X_    __==>e
                   d==>___|||_______ |
                             |        |
6e:                                          ________
                                            |_       |
                                        e==>_        |
                                            | _      |
                                            |_ _     |
                                            | _ _    |
                                            |_ _ _   |
                                            |__  ___ |
                                            |_ ____  |
                                            |_____ _ |
                                            | ___ __ |
                                            |___ __  |
                      ________              | ____ _ |
                     | _____ _|__________|_ _ ____|
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                     | __|____|          |________|
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                     | ______ |
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                     |__ | '-_|
 ___________________ | __|___ |
|                   ||_    | _|
|__f<==____________==__ __|__=
                     |________|
6f:  _____________________  ____
    |                     ||    |
    |_7<==_________________==    |
                            |    |
                            |    |__________
                            |    ==          |
                            |____||__.____  |
                                      :    | |
                                      :    | |______
```

```
                                  :    |__     _|
                                 _______(c)| --_  |_____
                                | _ =_______ --  _______
                                |- _|       ~w~a~t~e~r~
                                | _-|       ~~~~~~~~~~~
                                |_  |    ~~~~~~~~~~~~~~~
                                |_-_|
                                |_f_|
-----------------------------------------------------------------------------
7_  ___     Here, you need to have at least 5 HOV. use it to go up
   |  _|   (a litle bit to the right) and lend on the plateform.
   |-_ |   (to the left) just do it again (3 times) until you
   |  _=_  reach the door and enter it.
   |-_ |
   |  _|-  Now, go all the way down and enter the gate that leads
   |-_ |_  to the fourth area.
   |  _|
   |-  |- *hov*
  area4|__7_______________
_____________________________________________________________________________

-=-=-=-=-=-=-=-=-=-=-=-
Fourth step: KEY                                                   -4FTSK-
       Boss: FRED!
-=-=-=-=-=-=-=-=-=-=-=-


1_                          __   ____      The first room is very
       _________________ |  \_/    \/|  basic, just keep going
      | __ __        -- _||      __   |  left. it might be a good
      |1==>______--_____==_ _  _  _ _|  idea to kill all the
  ___                    | |_|  __ |_|  enemies here too. enter the
 /   | _______________ __ |  _ __  __ |  right door. just go down,
|c  _||         --  \/ _|| |_\  __  _|  and enter the left door.
|  __==_________________==___________=  it is quite simple here
| -- |                                  too; go left, kill the
|__  | * the maze*             enemies and enter the door. just
|  _-|       _        _        ignore the optional cabin, and go
|   _|______| |______| |       all the way down. the bottom left
|-- _=______   ______  |       door leads to the maze. this maze
|__--|   _  |_|  _   | |       is not too complicated, (when you
        | |_____| |__| |__     already know the right way) but if
        |  _____   __   __x    you proceed at random, you can loose
        | |     | |  | |       considerable time. first, go all the
        | |__    x    x        way right until you see a dead-end and
        |  __x                 go down. now do the same thing but to
        | |   _       _       _   the left. (go all the way left until
        | |__| |_____| |_____| |  you see a dead-end) jump all the way
        |  __   _____   _____  |  down and go right. at this point,
  _     |_|  | |     | |     | |  keep going right until you see
 |C|          x       x      | |  another dead-end, then go down. an
  :                           | |  enemy is now blocking the tiny
 _:_____________  __________ \ /____  passageway, so just jump on him.
| :             ||  ______  ||____  | now follow the way (right,down,
| : __   __  __ || | _____| |_____| | left) and use your hover to propel
|_:_________________||________________| you to the upper floor. if you
 keep going left, you will find a long ladder that leads to the CABIN.
-----------------------------------------------------------------------------
2_  This cabin is quite simple, but  _  .
    not easy. keep shooting and be  | |__
```

```
    careful; do not ~~~~~~~~~~~~~~~~| .  |_________________
    fall in the water.~~~~~~~~~~~~~~|_   |                  |
    just follow the ~~____________~.~.| .|         ||        |
    way until you   ~|            |_~.| .|   ======..======  |
    see Fred. stay  ~|            | |_|  |         ||        |
    beside him and  ~|   2        |~~~~~~|         ||  ======|
    use your bombs. ~|            |~~~~~~|         ||        |
    shoot him when  ~|____________|~~~~~~|__       ||======  |
 _____________~~~~~~~~~~~~~~~~~~~~~~|~~_~~.|========='         |
|         ||  ___~.~__   ||    || |~|~|~.~_   ||       ======|
|     ||  ||  |  |_|  |  || || || __|~|__| |  ||   ||        |
|__ __||______|____  _|_____||____|~~~~~~~~|_______||________|
|                  ||     |~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
|                  ==  F  | his mouth is open, and he will be
|__________________||_____| easily killed. his pattern is divided
                            in three, try to avoid the third one.
-----------------------------------------------------------------------------
3_                                      ___________  _____
                          __    ____   /____.___ _ \/     \/|
                         |  \_/    \/|    :   | __        |
                         |      __   |    :   |   __      |
                        ==_ _  _  _ _|    :   |     .__   |
 ___                     | |_|  __ |_|    :   | __  :__   |
/   | _____________ __ |  _ __  __ | ___:___|   .__     |
|c  _||         --  \/ _|| |_\  __  _||  |:|      :__     |
|  __==_________________==___________==__X:X_____--  area5|
| -- |
|__  | * the maze*
|  _-|       _        _    Take the big KEY, and exit the cabin.
|   _|______| |______| |   now go back all the way until you
|-- _=______   ______  |   reach the second room of that 4th
|__--|   _  |_|  _   | |   area, and enter the bottom right door.
        | |_____| |__| |__   unlock the first door, and get out
        |  _____   __   __x  of your vehicle. climb the long ladder
        | |     | |  | |     until you reach the top and go left.
        | |__    x    x      be careful because if you fall from a
        |  __x               high cliff, you may loose your life or
        | |   _       _       _  at least, several POW. now unlock
        | |__| |_____| |_____| | the second door and go back to
        |  __   _____   _____  | your vehicle. enter the gate that
  _     |_|  | |     | |     | | leads to the fifth area.
 |3|          x       x      | |
  :                           | |
 _:_____________  __________ \ /____
| :             ||  ______  ||____  |
| : __   __  __ || | _____| |_____| |
|_:_________________||________________|
_____________________________________________________________________________

-=-=-=-=-=-=-=-=-=-=-=-=-
Fifth step: DIVE PART                                          -5DVPT-
      Boss: HARD SHELL
-=-=-=-=-=-=-=-=-=-=-=-=-


                                                  ___    ____
1_  You are now on a tiny platform that is all     /   \  |  _=
 surrounded by water, but do not worry, just    1==>_   |_| _ |
 jump in the water with your vehicle, and sink    |  ~~~~~~~ ~|
 all the way down. few bricks are blocking the    |~~~~~~~~~~~|
 way, so destroy it and keep sinking down. once   |___     ___|
```

you are on the bottom right corner, get out your
vehicle, and go thru the tiny passageway that
leads to the bottom right door, and enter it.
the next room is quite linear, so keep going
left and enter the left door. here, ignore the
upper door and go down. you will see another
door to the left, enter it. go down as soon as
you enter the door, because some strange enemies
will run on you. (try to avoid them instead of
killing them) go left until you see a door, but
do not enter it. go up and enter the other door.
here, go all the way left
until you see the cabin,
and enter it.

```
=_B |   | __=
    |____|B|____|
    |____| |    |
   =__X |  \   |
    |  | |   \  |
    |_____    \_|
    |    /  ____|
    |    | |    |
    |       \   |
    |        \  |
    |         \ |
    |_____ _____|
    |     ||            ||__| -----  |
    |     ==____________==____|   |__|
    |     |
```

```
_____  ___    ________
|          ||   |  |        ||     |     B bricks
|C_________==   |  |        ==     |
            |   \  /        ||_____|
            |    \/      _  |
            |    ||     //  /
            =_/\_______//__/
```

2_

```
____
|    |
|__  |
 __| |
|  __|
| |__
|__  |
 __| |
|  __|
| |__
|__  |
 __| |
|  __|
| |__
|__  |
 __| |_____________________  ___
|    = ||    ||    ||    || \/   |
|____|____||____||____||____/\_ _|
                                | H |
                                |___|
```

As soon as you enter the cabin, three red enemies will try to kill you. (see area 3) shoot them and go all the way down. note that there is no "grey" enemies here, but it still not very difficult. if you go down slowly, it can be very easy. enter the bottom left door and keep going right. do not loose all your POW trying to kill the moving scanors, just avoid them until you see the next door and enter it.

HARD SHELL is probably the most difficult boss of that game. the number of bubbles will increase as you damage him. try a hit and run technique, because you cannot stay close without suffering from several damage. I guess we all have to practice a lot before killing him without any frustration. anyway, when it is done, get the DIVE PARTS and exit the cabin.

3_ Now that you have the DIVE PARTS, you will be able to explore new areas. just go back to your vehicle. (look at the following map if you do not remember the exact way).

```
                          _
v  When you are back to     / \    _____________
your vehicle, go up and    /   \__/    __       c\   ___    ____
destroy the orange bricks |   _B==B  _|  |   _-- | /   \  |  _==>3b
that are blocking the ____|~~~ \  /~~ \  |~~~~~~~||_    |_| _ |
way to the first door|  _==  || \/    \  |~~~~~~~|| ~~~~~~~~ ~|
you see on your left,|~~ ||__||____||_\  |~~~~~~~||~~~~~~~~~~~|
and enter it. here,  |   | _____________ |_   ___||___     ___|
it is quite linear so|   ||             |  \ | B_==_B |   | __=
just follow the way  |___==_____________=   \_____|____|B|____|
until you reach the surface. enter the  |   | ____|____| |    |
right door and go  ___  _______________ |   ||   ==_B  |  \   |
all the way right.|   ||               ||   ||   ||  | |   \  |
ignore the cabin  |   ==_______________=|___||   ||_____    \_|
```

```
and go down. then |   | ____________________ |   ||    /  ____|
enter the bottom  |   ||                    ||   ||    | |    |
door. here, go to |___==____________________==___||       \   |
the upper right corner (to the surface) and enter |        \  |
the door. keep going right and you will find the  |         \ |
gate that leads to the sixth  _____  ____________ |__________ |
area.                        =     ||            ||__| -----  |
                             |     ==____________==____|   |_v|
 __________  ___    ________ |     |
|          ||   |  |        ||     |   B bricks
|C_________==   |  |        ==     |   v vehicle
            |   \  /        ||_____|        ___    __
            |    \/      _  |           3b==>_ \  / area6
            |    ||     //  /               | _ || _ |
            =_/\_______//__/                |________|
```

```
-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-
Sixth step: WALL I                                          -6STWL-
      Boss: FROZEN CRABULLUS
-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-


1_  You will surely notice that your vehicle was   _____
 not created to travel on the ice, so jump often *==   ==>2
 and go slowly. go all the way right and enter the |   |
 door. here, go to the upper right corner and      |   |
 enter the door. you    _______________  __________ |   |
 are now in another    |   ___   ___  ||          ||   |
 quite linear area, so =_       __   __==__________==___|
 keep going right until|  _  __  __   |
 you reach the door and|_____ _    ___|
 enter it.    ________ | __  ______   | now, go all the way
             |        ||  ___     __  | up and enter the right
             =_-- -- _==__   _       _| door.
             |  ---   ||_______________|
 ___________ | -   ---|
|           ||--- --- |
|1==>_______==__-----_=
             |________|
-------------------------------------------------------------------------
2_  here, you will have to destroy many ice blocks, ___  _________
 so go all the way up, and go right. you have to   |   ||         |
 be very prudent, because if you fall, you will    =   ==_______==>2a
 have to enter one of the two doors showed on the  |   |
 map with an * symbol. these doors will teleport   |   |
 you to the #1_ map, where you see ___  __________ |   |
 the * mark. enter the top right  |   ||          ||   |
 door and keep going right again  =   ==__________==___|
 until you reach the other door.  |   |
 enter the door and go all the way|   |
    ________    ____  _______  __ |   |         ___  ____________
   |     _  \  /   _||       \/  ||   |        |   ||           C|
   |_ -|- _- \/ _- _==_ _-_ _ _ _==___|        =   ==____________|
   |_ -|   - -_-  - || -   - - - |             |   |
   |_ -|!           ||           | ! 2 Misiles |   |
   |_ ---           ||           |             |   |
2==>_ -| _ _ _ _ _  || _ _ _ _ _ |         2a==>   |
   |___|____________=*___________=*            |___|
 up until you reach 2 doors, enter the right one. keep going
```

right and enter the door. now go up again until you reach 2
doors and enter the right one again. you will find the CABIN
to the very right.

```
3_           _________________
            |        3        | Just follow the way here, and
            |                 | walk slowly, because you can
            |                 | easily slide to the spiked areas.
            |__ ______________| in the fourth room, you have two
            |                 | choices: left or right. the right
            |                 | one is longer but easier, and the
            |_______________ __| left one is very short but a litle
            |                 | bit hard too. choose the one you
            |                 | prefer, and enter the door. now go
 ___________|__ ______________| down and enter the right door.
|                             | prepare to meet Crabullus again,
|                             | but becareful because he has longer
|___ _____________________ __| harms and he throws missiles from his
|      |                      | claws. the hit and run technique will
|____  =                      | work pretty well against him. when he
|  ____|_______________________| is dead, take the WALL I and exit the
|____  |_____                  cabin.
|  ____|     |
|      =  F  |
|______|_____|
```

4_ It is now the time to go back to the SECOND area! take the
short cuts showed by the following maps:

```
4a:              ___________
                =           =
                |           |
  ______________|           | ___________  ___  _________________
 |              |           ||           ||   ||           <==4a|
 |b_____________=___________==___________==   ==_________________|
                                            |   |
                                            |   |
4b:    ___    ________    __
      /   \  |  _==_  \  / b|
     |c    |_| _ || _  || _ |
     | ~~~~~~~~ ~||_________|
     |~~~~~~~~~~~|

4c:                                        ___________  _____
                            __   ____  /____.___ _ \/     \/|
         _________________ |  \_/    \/|    :   | __        |
        | __ __       -- _||      __   |    :   |   __      |
        |d_________--_____==_ _  _  _ _|    :   |     .__   |
                            | |_|  __ |_|    :   | __  :__   |
                            |  _ __  __ | ___:___|   .__     |
                            | |_\  __  _||  |:|      :__     |
                            =___________==__X:X_____--  ___c_|
4d:

    ___
   |  _|                 |
   |-_ |                  |
   |  _=_                 |
   |-_ |                  |
   |  _|-                 |
   |-_ |_                 |
```

```
   |  _|                 | ____
   |-  |-                ||    |
   |d__|_________________==    |
                          |    |
                          |    |
                          |    |__________
                          |    ==         |
                          |____||__.____   |
                                   :    | |
                                   :    | |______
                                   :    |__     _|
                                 _______(c)| --_  |_____
                                | _ =_______ --  _______
                                |- _|       ~w~a~t~e~r~
                                | _-|       ~~~~~~~~~~~
                                |_  |    ~~~~~~~~~~~~~~~
                                |_-_|
                                |_e_|
```

4e:

```
 __________________ | __|___ ||        | Once you are in the second
| e                ||_    | _||_______ | area, keep going right and
|__________________==__ __X__==_ |    _| enter the next two doors.
|   _||            |          | _X__ __| now go all the way down and
|  __==  -|| -||| -|          |__|  _  | enter the bottom left door.
|    ||| -||- \||- |          |_ X___ _| keep going left and enter the
|    |||- |||- || -| ________ =_X    __= very left door. it is now the
|    ||  -||!_-||- ||        ||_______ | time to use the new component,
|    || -|||___||__==____area7|       _| (wall I) so climb all the way
|    ||-_________!|           | ______ | up until you reach the right
|    |                        |_   |  _| door. enter it. you will find
|    |                        |___ |___| few items and a door that leads
|    | ______________________ |  | _   | to the last room. here there be
|   _||                      ||_ X____ | the gate to the seventh area.
|   _==______________________==__     _|
|____|                        |________|
```

```
-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-
Seventh step: WALL II                                     -7SPWL-
        Boss: ENHANCED FRED
-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-
```

1_ This area is very linear, so just follow the way right until you reach a green area. (when you have two different choices, always take the lower one) note that the enemies are more resistant here, so keep shooting them until they die.

```
    ___________
   |          c|                              _____________
   |1_ _ _ _ _ |                             |            o|
   | __ _      |                     _______ |             |
   |_  _ _     | ________  ________ |       ||             |
   |  _ _   _ _||        ||        ||       ==             |
  *=__ _  _  __==_______o==o______o==o______||             |
                                             |             |
  ___________________ _________________      |             |
 |                   |                o==>1c |             |
 1b==>______________o=                 |     |____________o==>1b
  ___________________|_________________|_______
 |                                             |____________
```

```
 |1c==>_____________________________________o=o_ _- _  _-_==>1d
                                            |  -  - --   |
                                            |____________|

    ____
   |_BB_=*
   | _  |
   |   _|  when you are in the green area, go down, right, then up
   |  _ |  to reach the CABIN and enter it.
1d==>   |_____________________  ________________  ________________
   |  -_==        ==          ||                 ||              C|
   |____||________||_________o==o_________________o==o              |
                                                    |               |
                                                    |   green area  |
                                                    |               |
                                                    |_______________|
```

```
2_  This cabin is not ___ a maze, or such complicated rooms, you
    do not have any  | F | other choices than to go on the right
    way. so you only |_ _| have to follow the way again and to kill
    the guards until~|___|~~~~~~~~~ you reach the other room...
                    ~~~|_____~~~~~~~
                   ~~~~~___~~|~~~~~~~
                 ~~~~~~|~~~|~|~~~~~~~~~
                ~~~~~~~|~~~|~|~~~~~~~~~~
~~~~~~~~~~~~~~~~~~~~~~|~~~|~|~~~~~~~~~~~~~
 __~~~~~~~~~~~~~~~~~~~|~~~|~|~~~~~~~~~~~~~~~~~~~~~~~
|  |~~~~~~~~~~~~_______|___|_|___~~~~~~_~~~~~~ ____~~~~~
|  ___~~~~~~~___          ||      |~~~~| |_____|~~~~|~~~~
|  |~~|~~~ _|~~|          ||======_____|~~__________|~~~~
| =|~~|_~~|~~~~|     GUN!||2     |~~ __~|~~~~|~~~~~~~~~
|  ___ |__|~~~~|=================|~~|_~|_____|~~~~~~~~
|__|~~|~~~~~~____~~~~~~~~~~~~~~~~~_~~|_|  |~~~~~~~~~~~
~~~~~~|_____|~~~~|_________________|~|______|~~~~~~
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

... prepare to fight Fred again! now he is a litle harder to kill, and his pattern is more complicated. shoot him when his mouth is open. (with you bombs)

HERE IS FRED`S PATERN:

```
********************legend********************
  -   jump                 x   pause
  F   flame throw          B   fireballs
 {T}  tongue (Fred's weakness)
*********************************************
```

FRED 's pattern is: --FFF----x---B-----B-F-B-B---F----{T}FFFF----{T}--

Kill him, take the WALL II and exit the cabin.

```
3_  Ta-da! enjoy your full anti-gravity vehicle as you go back to
    the third area. look at the following short cuts:

3a:       ___________
         |           |
         3b_ _ _ _ _ |
         | __ _      |
         |_  _ _     |
    _____|  _ _   _ _|
   |_BB_==___________=
   | _  |
   |   _|
```

```
   |  _ |
   =_   |_____________________  __________________  _______________
   |  -_==        ==          ||                  ||          <==3a|
   |____||________||_________o==o________________o==o              |
                                                    |              |
                                                    |  green area  |
                                                    |              |
                                                    |______________|
```

3b:

```
 __________________          =_ |    _|
|   _||            |         | _X__ __|
|  __==  -|| -||| -| ________ |__|  _  |
|    ||| -||- \||- ||        ||_ X___ _|
|    |||- |||- || -||3c______==_X    __=
|    ||  -||!_-||- ||        ||_______ |
|    || -|||___||__==___<==3b||       _|
|    ||-_________!|          | ______ |
|    |                       |_   |  _|
|    |                       |___ |___|
|    | ______________________ |  | _   |
|   _||                      ||_ X____ |
|   _==______________________==__     _|
|____|                       |________|
```

```
3c:         ______________________  ______
           |1=>_   ____    __,_  ||  __  |
           |  ____,_    _,____  _==____  |
           |______,___,______,___||__  ,_|
 _______________   _   ____________ |  __  |
| area8| | | | |_| |_|       __    ||  ____|
|  |__|| |||>|     _     ____  ____==__    |
|_________|_>____| |_        __    ||___,__|___
                     |_   __  ____||  " |_| " |_
Once you are in the 3rd|_   __    ||     "      |
area, go all the way    BB_       ==_  _   _   _=
right and enter the door.  |______|___| |_| |_|
```

now, go down and enter the first door you see on your left. climb on the wall to reach the top floor and walk all the way left until you see a gate, this gate leads to the final area.

-=-

Final step: PLUTONIUM BOSS & UNDERWORLD LORD -8PBUL-

-=-

```
1_    __________  ___   This is the last area and also the more
     |          || 1 |  difficult one. you will have to be very
     |          ||   |  careful here, because there is a lot of
     |          ||   |  spiked areas that can cause you lots of
     |          ||   |  damage. first, go down and enter the left
     |          ==   |  door. now go down and pass thru the first
     |          ||___|____  spiked area you see, then enter the
     |          ==_       \ bottom right door. now go right, down,
     |__________|| \  |\   \  then left (skip the two doors you
                 |  |_| \ _=  see) and enter the left door. the
 _________  ____ | __    \ |  only way to reach the other side is
|         ||*hov||/  \   / =  to use one hover block. if you try
|        ==_  _==    \_/ /   to pass without using your HOV, you
|         |__|_|_|\______/    will loose one half of your life!
```

```
|         ||       _        |   enter the left door. here, you have
|         ||     / \______=   to find a way to go down without any
|         ||    /---\   __| ___  damage, so go a litle bit left, and
|  *hov __==  _/    |__/  |/   \  go all the way down. you will have
|_________||______________==   |  to use your HOV again to reach the
|                          ||   |  bottom right door, so do it and
|                          ||   |  enter the door. now go down and
|   _______________________==___=_______  enter the very right door.
|  |_______________________||         _C| go all the way down and enter
|                          ||           | the left door. your are now in
|__________________________==___________| the most difficult room of the
area, so take all your time and kill the red caterpillar-launchers as
soon as you can. go all the way left, go a litle bit down, then all
the way right. enter the right door and keep going right. you will
find the last CABIN of the game.
-----------------------------------------------------------------------
2_        ___  You do not have to look for vehicle items, because
        | P | you will never return to your vehicle anymore! so
 __ ____|_ _|____ __  kill the two enemies and go up. enter the door
|                   | and prepare to fight the PLUTONIUM BOSS. the
= BBBBBBBBBBBBBBBBB = best strategy against him, is the hit and run
| BBBBBBB   BBBBBBB | technique. if you beat him, do not celebrate
= BBBBBBB 2 BBBBBBB = too soon, because you will have to kill the
| BBBBBBB   BBBBBBB | UNDERWORLD LORD. he is very easy, but pretty
= BBBBBBBBBBBBBBBBB = long to kill. go on the right wall, and keep
|__ ______ ______ __| shooting him until he is dead.


_______________________________________________________________________
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--> 09/09/2003: minor form changes
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_______________________________________________________________________
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