



NTSC U/C

PlayStation®



SONY



**WARNING: READ BEFORE USING YOUR PLAYSTATION™ GAME CONSOLE.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

**WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

**HANDLING YOUR PLAYSTATION™ DISC:**

This compact disc is intended for use only with the PlayStation game console.

Do not bend it, crush it or submerge it in liquids.

Do not leave it in direct sunlight or near a radiator or other source of heat.

Be sure to take an occasional rest break during extended play.

Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use.

Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

## Blasto™ Tips and Hints

### PlayStation™ Hint Line

Hints for all games produced by SCEA are available:

**Within the US: 1-900-933-SONY (1-900-933-7669)**

\$0.95/ min. auto hints, \$1.40/ min. live, \$6.95 - \$16.95 for tips by mail, \$5.00 - \$20.00 for card recharge

**Within Canada: 1-900-451-5757**

\$1.50/ min. auto hints

For US callers, game counselors are available 8AM-5PM PST, Monday-Friday. Automated is available 24 hours a day, 7 days a week. Live support for Canada is not available at this time.

This hint line supports games produced by Sony Computer Entertainment America. No hints will be given on our Consumer Service Line. Callers under 18 years of age, please obtain permission from a parent or guardian before calling. This service requires a touch-tone phone.

### Consumer Service/Technical Support

**1-800-345-SONY (1-800-345-7669)**

Call this number for help with technical support, installation or general questions regarding the PlayStation game console and its peripherals. Representatives are available Monday-Friday, 8AM-6PM Pacific Standard Time.

**PlayStation Online [www.playstation.com](http://www.playstation.com)**

Our news is always hot! Visit our website and find out what's happening – new titles, new products and the latest information about the PlayStation game console.

## CONTENTS

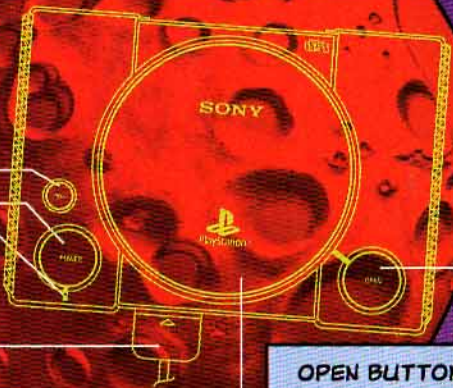
GETTING STARTED . . . . .	2
BASIC CONTROLS . . . . .	3
SAVE URANUS! . . . . .	6
WEAPONS . . . . .	8
SPECIAL PICKUPS . . . . .	12
ENEMIES . . . . .	14
EPISODES . . . . .	20
BADE . . . . .	23
CREDITS . . . . .	24
WARRANTY . . . . .	25



# BLASTO™

# GETTING STARTED

RESET BUTTON  
POWER BUTTON  
POWER INDICATOR  
CONTROLLER PORT



OPEN BUTTON  
DISC COVER

SET UP YOUR PLAYSTATION™ GAME CONSOLE ACCORDING TO THE INSTRUCTIONS IN ITS INSTRUCTION MANUAL. MAKE SURE THE POWER IS OFF BEFORE INSERTING OR REMOVING A COMPACT DISC. INSERT THE BLASTO™ DISC AND CLOSE THE CD DOOR. INSERT GAME CONTROLLER(S) AND TURN ON THE PLAYSTATION™ GAME CONSOLE. FOLLOW ON-SCREEN INSTRUCTIONS TO BEGIN.

# CONTROLS

L1 & L2 BUTTONS

R1 & R2 BUTTONS

DIRECTIONAL  
BUTTONS

SELECT BUTTON  
START BUTTON

△ BUTTON  
○ BUTTON  
□ BUTTON  
× BUTTON

## BASIC CONTROLS

- |   |              |     |               |
|---|--------------|-----|---------------|
| ← | TURN LEFT    | →   | TURN RIGHT    |
| ↑ | MOVE FORWARD | ↓   | MOVE BACKWARD |
| ↕ | JUMP BACK    | ↓+⊗ | BACK FLIP     |
- ⊙ FIRE WEAPON  
HOLD TO CHARGE POWER BLAST
  - ⊗ JUMP UP AND GRAB ONTO LEDGES, WALLS AND RAILS. PRESS ⊗ AGAIN OR ↑ TO PULL BLASTO UP, OR PRESS ←/→ TO MOVE LEFT/RIGHT. MOVE UP CLOSE TO AN ENEMY AND PRESS ⊙ TO PISTOL WHIP 'EM.

GET A GRIP, MAN!

## BASIC CONTROLS CONT.

- FIRE SPECIAL WEAPON
- △** ACTION/THROW SWITCHES/KAY EFCEE'S SPECIAL MOVE, ETC.
- L1** PRESS AND HOLD **L1** AND USE THE DIRECTIONAL BUTTONS TO CONTROL CAMERA. HIT **L2** WHILE DOING THIS TO LOCK THE CAMERA DOWN TEMPORARILY. PRESS **L1** AGAIN TO RETURN THE CAMERA BACK TO THE DEFAULT POSITION.
- L2** SIDE STEP LEFT
- R1 + L2** WHILE HOLDING DOWN **R1** PRESS **L2** TO SLOWLY SIDE STEP LEFT
- R1** WALK/HOVER
- R2** SIDE STEP RIGHT
- R1 + R2** WHILE HOLDING DOWN **R1** PRESS **R2** TO SLOWLY SIDE STEP RIGHT

HINT: SWIM THROUGH BUBBLES TO GET MORE AIR!



## SWIM MODE

- HOLD DOWN OR TAP TO SWIM
- R1** FLOAT/TREAD WATER/BRAKE
- L2** OR **R2** QUICK PADDLE LEFT OR RIGHT
- ↑** DIVE
- ↓** RISE
- ↓ + ○** QUICK TURN AROUND

WHEN TREADING WATER, USE THE DIRECTIONAL BUTTONS TO MOVE AROUND.

4

## JET-PAK MODE

- L1** STABILIZE/ENGAGE SNIPER MODE
- R1** STABILIZES THE JET-PAK IN MID AIR
- L2** OR **R2** THRUST LEFT OR RIGHT
- ↑** DIVE
- ↓** RISE



5

MEANWHILE, ON URANUS (THE PLANET)  
TWISTED RULER **BOSC** ADDRESSES HIS MINIONS...

LONG HAVE THE HUMANS SAT FAT  
AND SAFE ON THEIR SHINY BLUE PLANET...  
WHILE WE - THE TRUE MASTERS OF  
THE UNIVERSE HAVE BEEN BANISHED  
TO THIS HELL-HOLE KNOWN AS  
THE 5TH DIMENSION!!



WELL, NOW  
IT'S **PAYBACK  
TIME!**

AT THE MOMENT, THE ONLY HOPE THE HUMAN RACE HAS  
FOR SURVIVAL RESTS ON THE VERY WIDE SHOULDERS  
OF **BLASTO**-SPACE EXPLORER, WEAPON FREAK AND  
ALL-AROUND ALIEN ERADICATOR. HE'S JUST WHAT THE  
WORLD NEEDS: A UNIVERSAL PATRIOT WHO WANTS  
NOTHING MORE THAN TO RID THE UNIVERSE OF SLIMY  
GREEN ALIENS. PSYCHOLOGICALLY UNSTABLE? MAYBE.  
TRIGGER HAPPY? POSSIBLY. EARTH'S LAST CHANCE?  
DEFINITELY! URANUS IS ON THE LINE AND **BLASTO'S**  
HERE TO SAVE IT!

USING OUR **PAN-DIMENSIONAL  
MALLET**, WE WILL **PUNCH** A HOLE IN  
THE SPACE-TIME CONTINUUM, CREATING  
A BRIDGE TO EARTH! AND NO ONE WILL  
**DARE** STAND IN OUR WAY!!



AS A FAMOUS WEB-SLINGER WOULD SAY,  
"MY SPIDER SENSE IS TINGLING!"  
EITHER THAT, OR I'VE GOTTEN ANOTHER  
LEECH BETWEEN MY BUTT CHEEKS!!




EAT THIS,  
YOU ALIEN  
SCUM!!

## WEAPONS

### BLAST-O-MATIC™: 100 TETRA-WATT BLASTER

BLASTO'S TRUE LOVE IS HIS STANDARD ISSUE 100 TETRA-WATT BLAST-O-MATIC PISTOL. WHEN FULLY CHARGED, THIS SLEEK LITTLE NUMBER IS CAPABLE OF BURNING A HOLE THROUGH ANYTHING LIVING IN JUST ONE SHOT.



PICK UP BLAST-O-MATIC POWER UPS TO INCREASE YOUR FIREPOWER. THEY COME IN TWO CONVENIENTLY PACKAGED VARIETIES, INCLUDING THE TRULY INSANE 200 TETRA-WATT, AND THE REALLY INSANE 300 TETRA-WATT VERSION. EACH SUCCESSIVE COLOR CODED LASER GIVES YOU MORE POWERFUL SHOTS.

BESIDES ITS BASIC FUNCTIONS, THE BLAST-O-MATIC HAS A SPECIAL WEAPONS FEATURE WHICH ALLOWS A MULTITUDE OF ACCESSORIES TO BE ADDED. YOU WILL FIND A VARIETY OF WEAPON ADD-ONS THAT ARE GUARANTEED FOR HOURS OF ALIEN FRYING FUN AND FROLIC.



### ATOMDICER™: RAPID FIRE PLASMATIK

THIS POWERFUL LITTLE ADDITION FIRES POWERFUL ROUNDS FASTER THAN ANY OTHER GUN. A PERFECT WEAPON AGAINST GROUPS, THIS IS DESTINED TO BE THE WEAPON OF CHOICE OF THE NEXT GENERATION.

### KRISPI 500™: FLAMESPITTER

HOLD THE SPECIAL WEAPON BUTTON DOWN WHEN BLASTO IS IN POSSESSION OF THIS "TOY", AND A WHITE-HOT PLUME OF FIERY DEATH WILL SPOUT FORTH. DOUBLE-TAP Ⓞ TO UNLEASH A BALL OF FIRE WHICH EXPLODES ON CONTACT WITH ANYTHING, SENDING OUT A WAVE OF FIRE CAPABLE OF TORCHING GROUPS OF ALIENS IN ONE SHOT.



OOH, THAT'S  
GOTTA HURT!


### NUKE-O-MATIC™: ATOMSCATTER 9000

A GREAT WAY TO START THE DAY. THE NUKE-O-MATIK™: ATOMSCATTER 9000 FIRES A NUCLEAR PROJECTILE THAT DESTROYS ANYTHING WITHIN ITS DESTRUCTION RADIUS. MAKE SURE BLASTO HAS PLENTY OF ROOM TO MANEUVER AND GET AWAY BEFORE THE WARHEADS DETONATE.





### LOKENBURN™: HEATSEEK 360

THIS BLAST-O-MATIK™ ADD-ON FIRES GUIDED MISSILES AT ANY ALIENS IN YOUR VICINITY. SHOTS WILL LOCK-ON TO THE ENEMIES CLOSEST TO BLASTO, THEN RAIN DOWN SLIME-SEARING EXPLOSIVES. IF YOU SWEEP THE GUN OVER A GROUP OF ALIENS WHILE HOLDING DOWN , THEY ALL BECOME "LOCKED ON" TARGETS, WHICH CAN BE ERADICATED WITH A SINGLE SHOT.

### XENOMATIC™: INSTANT ALIEN GENERATOR

WATCH OUT FOR THIS ONE! THIS ADD-ON LOOKS LIKE ANY OTHER SPECIAL WEAPON. CREATED IN BOSC'S WEAPONS DEPOT, IT IS DESIGNED TO SHOOT OUT ALIENS AND COULD PUT BLASTO IN JEOPARDY FASTER THAN YOU CAN SAY OVERPOPULATION.





### FISSION™ "ONE SHOT" MEGA BLAST

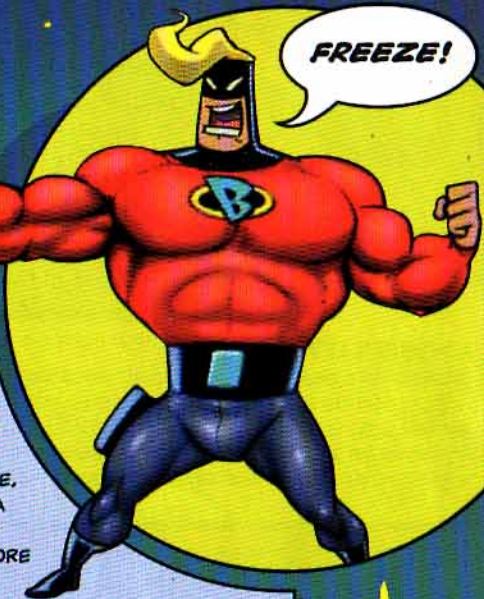
APTLY NAMED FOR ITS ABILITY TO TAKE OUT ANYTHING IN "ONE SHOT", THIS RARE WEAPON IS GUARANTEED TO TOAST EVERYTHING THIS SIDE OF ZANTAX 5. THE ONLY ONE OF ITS KIND, THE PROTOTYPE IS HIDDEN DEEP WITHIN BOSC'S FORTRESS. THIS GUN SHOULD NOT BE TAKEN LIGHTLY.

10



### CHILCO 350™: ICE-BLASTER

THE CHILCO 350™ HAS A SHORT AND LONG RANGE ATTACK. HOLDING DOWN  SPRAYS OUT A STREAM OF ICE BOLTS WHICH FREEZES AND IMMOBILIZES AN ENEMY. IF LEFT ALONE, THE ENEMY WILL SLOWLY MELT INTO A PUDDLE OF ALIEN SLIME. HOWEVER, IF SHOT WITH THE BLAST-O-MATIK BEFORE MELTING, THE ENEMY WILL SHATTER. FOR LONG RANGE ATTACKS, DOUBLE-TAP AND HOLD . THE CHILCO WILL "CHARGE-UP" AND LAUNCH AN ICE-BOLT THAT WILL FREEZE ANYTHING WITHIN ITS EXPLODING RADIUS. BECAUSE THE ATTACK IS SPREAD OUT, FROZEN ALIENS WILL DEFROST AND RESUME THEIR ATTACK IF NOT SHATTERED WITHIN A FEW SECONDS.



11

## SPECIAL PICK-UPS

### INVINCIBILITY

AFTER ACQUIRING THIS SPECIAL PICK-UP, BLASTO'S SUIT WILL TAKE ON A GOLD METALLIC SHEEN AND REFLECT ITS SURROUNDINGS LIKE A MIRROR, PROTECTING HIM FROM DAMAGE. BLASTO CAN STILL BE KILLED BY FALLING OFF THE EDGE OF A PLATFORM BUT WILL RECEIVE NO DAMAGE FROM ENEMY FIRE OR ATTACKS.

### INVISIBILITY

BLASTO WILL BECOME TRANSLUCENT WHENEVER HE ACQUIRES THIS SPECIAL PICK-UP AND IS COMPLETELY INVISIBLE TO ENEMY EYES AND CAN AVOID ATTACK. HOWEVER, IF BLASTO FIRES UPON AN ENEMY, HIS LOCATION WILL BECOME KNOWN AND NEARBY ENEMIES WILL RETURN FIRE.

### HEALTH

THE HEALTH PICK-UPS RESEMBLE LARGE VITAMIN PILLS AND COME IN A VARIETY OF DOSAGES:

**GREEN** RESTORES 50% OF YOUR HEALTH

**BLUE** RESTORES 100% OF YOUR HEALTH

**RED** RESTORES 150% OF YOUR HEALTH

(RED ALSO INCREASES YOUR TOTAL HEALTH STORAGE CAPACITY).

12



### KAY EFCEE

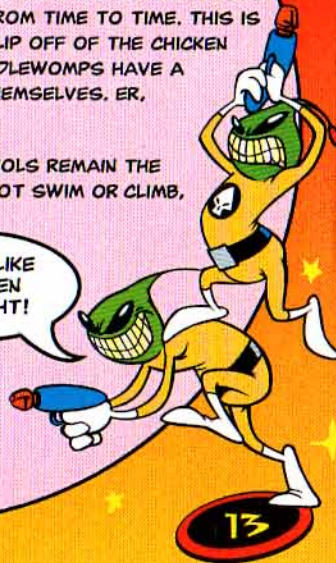
KAY EFCEE IS A ZENUBIAN SCUDDLEWOMP (AN 8-FOOT TALL, BLUE, PLUCKED CHICKEN TO YOU AND ME). BLASTO RIDES KAY EFCEE TO HELP HIM OVERCOME SOME TRICKY SITUATIONS AS KAY EFCEE CAN JUMP HIGHER AND FARTHER THAN BLASTO. UNFORTUNATELY KAY EFCEE IS PRETTY USELESS AT CLIMBING SO BLASTO MAY HAVE TO DISMOUNT FROM TIME TO TIME. THIS IS DONE BY EXECUTING A BACKFLIP OFF OF THE CHICKEN (SORRY, SCUDDLEWOMP). SCUDDLEWOMPS HAVE A LITTLE KNOWN TALENT FOR DEFENDING THEMSELVES. ER, JUST PRESS **A** AND YOU'LL SEE.

WHILE RIDING KAY EFCEE, THE STANDARD CONTROLS REMAIN THE SAME, BUT KEEP IN MIND THAT KAY EFCEE CANNOT SWIM OR CLIMB, AND REACTS SLOWLY WHEN TURNING.

### EXTRA LIVES

EVEN THE STRONGEST SUPER HERO GETS DEFEATED ONCE IN A WHILE. RED EXTRA LIFE PICK-UPS REWARD YOU WITH ONE LIFE, AND THE BLUE PICK-UPS GIVE YOU SEVERAL LIVES.

I FEEL LIKE CHICKEN TONIGHT!



13



# ENEMIES



## PEAR TROOPS

THE PEAR TROOP IS THE MAIN FORCE OF BOSC'S ARMY.

### MARK I (PINK)

MARK I'S CARRY A STANDARD ISSUE BLASTER AND ARE THE LOWEST RANKING.

### MARK II (ORANGE)

THESE GUYS ARE NASTIER, MORE CUNNING AND MORE HEAVILY ARMED THAN MARK I'S.

### MARK III (RED)

MARK III'S ARE KNOWN AND FEARED THROUGHOUT THE GALAXY. THEY ARE THE MOST INTELLIGENT OF THE PEAR TROOPS, CARRY LARGE BLASTERS, AND CAN TAKE A GREAT DEAL OF ABUSE.

## AQUA DIVISION

THEIR AQUANAUTIC TRAINING, BREATHING APPARATUS, POWERFUL SPEAR GUNS AND UNDERWATER FIGHTING TACTICS COULD POSE A SERIOUS THREAT IN WATER.

## HOV-BOARD DIVISION

THESE AERIAL ATTACK TROOPS STAND ATOP HOV-BOARDS, RIDING THEM LIKE SURFBOARDS.

IF IT DOESN'T SQUEAL, IT'S NOT WORTH SHOOTING!

14

## PEAR: XV6 ATTACK SAUCER

BOSC'S AIR FORCE, THE MOST POWERFUL IN THE GALAXY, IS LEAD BY THE XV6 ATTACK SAUCER—THE PRIDE OF HIS FLEET. THESE SHINY METAL CRAFT REPEL STANDARD LASER FIRE AND ONLY A FULLY-CHARGED SHOT WILL INFLICT ANY DAMAGE ON THEM.

## PEAR: XV6.I ATTACK SAUCER WITH HEADSWELL RAYGUN

THE "XV6.I" COMES WITH THE STANDARD LASER ATTACK BUT ALSO HAS THE SECRET "HEADSWELL RAY." THIS CRAFT IS FAST AND FORMIDABLE; AND THE FEARED "HEADSWELL RAY" ISN'T TOO PLEASANT. A SURVIVOR ALLEGEDLY STATES THAT ONLY BY BACKFLIPPING OUT OF RANGE DID HE MANAGE TO SHAKE LOOSE THE RAY.



## BOSC'S ELITE GUARD

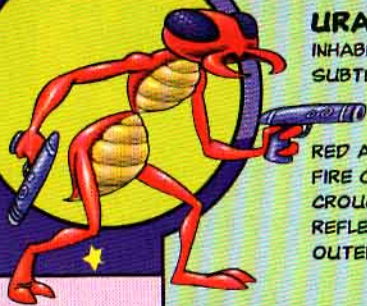
THE ELITE GUARD ARE COLD, CALCULATING KILLERS TRAINED IN THE JUNGLES OF ZORTARE 3. AS BOSC'S PERSONAL GUARD, THEY ARE HIGHLY INTELLIGENT, DEXTEROUS AND CARRY BIG GUNS. THEIR MOTTO "XLIVV LUXX MESTAXUM," SAYS IT ALL—"TO DIE IS HONORABLE; TO KILL YOUR WIFE AND EAT YOUR CHILDREN IS GOOD FOR A LAUGH."

## CENTAUR COP

CENTAUR COPS ARE FAST, HIGHLY MANEUVERABLE, AND REALLY BIG. THEY WIELD AN "ELECTRO-BATTON" THAT FRIES EVERYTHING IT COMES INTO CONTACT WITH. THEY ALSO LAUNCH "FREEZE-BOLTS" CAPABLE OF FREEZING BLASTO AND RENDERING HIM AN EASY TARGET.

PLAY NICE!

15



### URANIAN RED ANTS

INHABITANTS OF CLIFFS AND FINE SUBTERRANEAN DWELLINGS, THE RED ANTS RULE THE MORE INHOSPITABLE AREAS OF URANUS. BEING AMBIDEXTROUS, RED ANTS PREFER TWIN PISTOLS THAT CAN FIRE QUICKLY. THEY DEFEND THEMSELVES BY CROUCHING DOWN SO LASER FIRE JUST REFLECTS OFF THEIR HARD OUTER SHELL.

### EYE-BOT

EYE-BOTS ARE REMOTE GUARD UNITS LEFT AT KEY LOCATIONS TO DEFEND AND RELAY INFORMATION BACK TO BOSCO'S STRATEGIC COMMAND. ARMED WITH A RAY-GUN AND HEAVY ARMOR, THEY ARE EVASIVE AND CAN FIRE UPON UNSUSPECTING VICTIMS WITH GREAT SPEED.



### GROUND BURST TURRETS

BURIED BENEATH THE GROUND, THEY DEFEND STRATEGIC AREAS AND BURST OUT OF THE GROUND ONCE A TRESPASSER IS WITHIN RANGE. NOT ONLY DO THEY EVOKE UNDERWEAR-STAINING RESPONSES, BUT THEY ALSO LAUNCH AN ONSLAUGHT OF SMART BOMBS ONTO THE TERROR-STRICKEN FOOL WHO DARES TO TRESPASS.

### WALL SPITTERS

WALL SPITTERS ARE SMALLER, WALL-MOUNTED VERSIONS OF THE GROUND BURST TURRETS.

### URANIAN NOMADS

URANIAN NOMADS TAKE GREAT PLEASURE IN KILLING ANYONE WHO DARES TO TREAD ACROSS THEIR LAND AND PREFER LONG-BARRELED RIFLES WHICH, ALTHOUGH ANTIQUE, ARE CAPABLE OF GREAT RANGE AND ACCURACY.



### LESSER SPOTTED ZARGON JELLY BEAN

A GENETICALLY ALTERED ORGANIC CREATION WITH A RAY-GUN SPROUTING FROM ITS HEAD. IT CAN HOVER AROUND, EVADING LASER FIRE, AND DEAL OUT ITS OWN HEALTHY PORTION OF GLOWING DEATH.

### SHEIK RAGHHKK DE CASSBAH

SHEIK RAGHHKK DE CASSBAH IS THE LEADER OF THE NOMADIC TRIBES OF URANUS AND QUITE A FEARSOME SIGHT. ALTHOUGH HE'S A PRETTY FAT GUY, RIDING A SCIDDLEWOMP GIVES HIM ENOUGH SPEED AND AGILITY TO DODGE LASER FIRE. LIKE THE REST OF HIS TRIBE, HE CARRIES A LONG-BARRELED RIFLE CAPABLE OF FIRING VERY ACCURATELY, EVEN AT GREAT RANGE.

BEGONE, OH MERCHANT OF EVIL!





**TINY THE 12-FOOT TALL MAN-EATING SNARF**

12-FOOT MAN-EATING SNARFS COME FROM THE PLANET PINTO 4. THEIR HIDES ARE REPUTEDLY THICKER THAN ANYTHING THIS SIDE OF ZANTAX 5, SO YOUR STANDARD BLAST-O-MATIK JUST WON'T CUT IT THIS TIME.

18



**EVIL BLACK CREATURE WITH SPOOKY RED EYES**

IN THE DARK FORGOTTEN UNDERGROUND PASSAGES OF BOSCO'S FORTRESS LIVES A TWISTED CREATURE OF THE NIGHT-THE EVIL BLACK CREATURE WITH SPOOKY RED EYES! THESE CREATURES CAN SUMMON POWERFUL MAGIC AND CAST EVIL SPELLS FROM THEIR FINGERTIPS, ER, LONG FINGER-LIKE APPENDAGES.

**EVIL BLASTO CLONE**

SOMEWHERE DEEP WITHIN BOSCO'S FORTRESS IS HIS TOP-SECRET LABORATORY. THIS IS THE PLACE WHERE ALL OF BOSCO'S MOST DASTARDLY EXPERIMENTS ARE CONDUCTED. HERE HE HAS SUCCESSFULLY CLONED NONE OTHER THAN OUR INTREPID HERO HIMSELF, BLASTO! HE IS SMART, FAST, TOUGH, ARMED TO THE TEETH, AND THE ROOM IS TOO SMALL FOR BOTH OF THEIR EGOS.



19

## EPISODES

### URANIAN SPACE PORT

BLASTO'S THRUSTMASTER XMP SKYROCKET LANDS AT A HIDDEN STRUCTURE SOMEWHERE IN THE URANIAN ASTEROID BELT. THIS 3 LEVEL SPACE-PORT IS BEING USED AS A FORWARD COMMAND POST FOR BOSCO AND HIS HORDE OF ALIEN SCUM.

#### **OBJECTIVE:**

BLASTO DOESN'T WANT TO SCRATCH UP HIS THRUSTMASTER'S NEW PAINT JOB, SO THERE IS ONLY ONE WAY DOWN TO URANUS FROM HERE-AND THAT'S IN BOSCO'S PERSONAL ESCAPE POD (E-POD), CUNNINGLY HIDDEN NEAR A LARGE "EXIT" SIGN.

### URANIAN DUNES

RED SAND DUNES DISAPPEAR INTO THE DISTANT HAZE, WHERE THREE ALIEN MOONS SIT LOW IN THE SKY. THERE IS NOTHING AROUND FOR MILES... EXCEPT THAT 10 FOOT, BLUE, PLUCKED, ALIEN CHICKEN...

#### **OBJECTIVE:**

CAPTURE AND BEND "KAY EFCEE" TO YOUR WILL, WHILE TRYING TO FIND HOW BOSCO IS GETTING HIS TROOPS TO AND FROM URANUS.

### ALIENVILLE

ALIEN TOWERS AND GENERATOR TUBES GREET BLASTO AS HE EMERGES FROM THE "PAN-DIMENSIONAL CROSSING MACHINE!" ALIENVILLE IS PART ALIEN BARRACKS, PART MASSIVE GENERATOR, AND PRODUCES THE HUGE POWER NECESSARY TO PUNCH A HOLE THROUGH SPACE AND TIME.

#### **OBJECTIVE:**

FIND THE JETPAK HIDDEN SOMEWHERE IN THIS ALIEN WARREN, AND USE IT TO GAIN ACCESS TO THE UPPER LEVELS. YOU'RE ON THE RIGHT TRACK-BOSCO IS JUST AROUND THE CORNER. BUT HOW THE HECK DO YOU GET PAST THAT DARNED SNARF?

### THE SPIRE MAZE

TWISTED SPIRES REACH IMPOSSIBLY INTO THE SKY WITH PRECARIOUSLY-BALANCED PLATFORMS ARE PERCHED AT THE TOP. LEAP FROM ONE PLATFORM TO THE NEXT, ALL THE WHILE KEEPING YOUR TRUSTED BLAST-O-MATIC BLAZING AND YOUR TEETH GLEAMING.

#### **OBJECTIVE:**

REACH THE END OF THE SPIRES AND FIND AN ANCIENT VOLCANO REPUTED TO HOUSE BOSCO'S FORTRESS.

...NOW WHERE DID I LEAVE THAT ESCAPE POD?

## BOSC'S FORTRESS-THE DARK CITADEL OF DESPAIR:

HOME TO THE ONE TRUE RULER OF THE UNIVERSE, BOSC THE TERRIBLE, BOSC'S FORTRESS SITS HIGH ATOP AN ANCIENT VOLCANO WITH RIVULETS OF MOLTEN MAGMA SLOWLY OOZING AROUND ITS WALLS. TALL CITADELS REACH FROM IMPOSSIBLY HIGH WALLS AND BATTLEMENTS BRISTLE WITH NASTY DEFENSES. YOU WON'T FIND THIS PLACE ON ANY VACATION BROCHURE!

### **OBJECTIVE:**

SAVE THE DAY AND LIVE TO TELL ABOUT IT!



## BABE

LET'S FACE IT-EVEN A HERO DOESN'T GET THE GIRL EVERY TIME. BUT RESCUE BABE, AND YOU WILL REGAIN ALL YOUR HEALTH, YOUR WEAPON WILL BE FULLY CHARGED, YOUR JETPACK (IF YOU HAVE ONE) WILL BE REFUELED, AND YOU WILL EARN TWO EXTRA LIVES!



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