



As the pilot of a Federation Clearance Ship you have the dangerous job of patrolling the Galaxy space lanes avoiding black holes, alien ships and other hazards to destroy any asteroids or meteors which may be a danger to space traffic. Master Blaster is pure fun!!



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Made in UK

MASTER
BLASTER



0036

MASTER
BLASTER



£1.99

COMMODORE
64/128

COMMODORE LOADING INSTRUCTIONS

PRESS SHIFT & RUN STOP TOGETHER
THEN PLAY ON THE RECORDER

Master Blaster is set in the Galaxy Space Lanes of the Solar System between Pluto and Mercury. In your Federation Clearance Ship you must patrol the space lanes between each planet destroying all the asteroids and meteors that lie in your path. Each of the nine planets has four sectors. Once all the debris in a sector has been cleared, travel to the next sector by moving to the centre of the Space Teleportal System which appears on the screen. Once all four sectors are cleared you must then dock with your factory ship. Progress through all the levels docking at each planet, but beware of enemy ships, black holes and shooting stars. Protect yourself against collision using your shields but if destruction is inevitable you may escape by using hyperspace. Your target is to reach level 36 and dock with your factory ship on Mercury. Only then will the Space Lanes of the Solar System be safe.

CONTROLS

KEYBOARD ONLY

A	Rotate Left
D	Rotate Right
RETURN	FIRE
=	Thrust
S	Shield
SPACE	Hyperspace
.	Smart Bomb

FEATURES

16-Way Movement
3 Sizes of Asteroid
36 Levels
Rolling Asteroids
9 Different Enemy Ships (one for each planet)
Docking with each Factory Ship at each planet
Black Holes
Shooting Stars
Hyperspace Option
Shields
Smart Bombs
Alien Motherships
Warping
Amazing in game soundtrack and effects

Have you written a game which comes up to Zeppelin's high standards?
If so, send off for immediate valuation to the address below.

Have you tried **TERRAFIGHTER**
Zeppelin's super blast em up?



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