Math Blaster

Instruction Booklet

Davidson
Thank you for purchasing MATH BLASTER: Episode One. This exciting educational title will thrill you into a new way of learning math. Strap yourself in and blast off to the mathematical universe of Blasternaut.

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.
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Dear Parents,

Over two million children have enjoyed learning basic math skills with the Math Blaster series on computer, and now, with *Math Blaster: Episode One* on Super Nintendo Entertainment System, even more kids will have the chance to play and to learn. Yours will be one of them! While playing this exciting, arcade-style game, your child will master addition, subtraction, multiplication and division. Twelve levels of math difficulty and two levels of game play insure endless hours of numeric fun.

We hope to count both you and your child among our many Math Blaster fans!

Yours sincerely,
Jan Davidson
President and Founder
Oh, no! The evil Trash Alien has captured Spot, whisked him off to a faraway planet, and left the universe littered with trash! Blasternaut’s preparing a daring three-part rescue mission to save his trusty sidekick, but he needs your help. Climb on board and prepare to zap the garbage out of the sky, freeze all alien enemies and rescue Spot!
GETTING STARTED

Turn off your Super Nintendo Entertainment System (SNES) before putting in the game pak. Put Math Blaster into the SNES and turn on the power. Watch the introduction or press START to continue to the OPTIONS/START screen.

SETTING UP

1. Set up your Super Nintendo Entertainment System; plug in the first Controller.
2. With the power switch OFF, insert the Math Blaster game pak into the same slot; press it down firmly.
3. Turn on your TV or monitor; then turn on the SNES.
4. The License, Nintendo, and Title screens will appear. In a few moments, a game demo will begin.
5. Press START to get to the introduction, or press START again to bypass the introduction and get to the OPTIONS/START menu.
BUTTON CONTROLS

Control Pad
- Aims sights in Trash Zapper
- Left or Right: Walk or fly left or right
- Down: Duck
- Up: Hover

A Button: Fires freeze-rays

B Button: Shields up in Trash Zapper
- Thrusters for Blasternaut’s jetpack to make him fly

Start: Pauses or resumes game
CHOOSE OPTIONS

Make OPTIONS menu choices before you start play:

1. Press the Control Pad up or down to select an option.
2. Press the A or B Button to change the setting.

Game Difficulty
PRACTICE gives a beginner unlimited lives only in Trash Zapper. NORMAL puts you in the game with three lives.

Math Difficulty – Select a level:

<table>
<thead>
<tr>
<th>Subject</th>
<th>Easy</th>
<th>Medium</th>
<th>Hard</th>
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<tbody>
<tr>
<td>Addition</td>
<td>Level 1</td>
<td>Level 2</td>
<td>Level 3</td>
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<tr>
<td>Subtraction</td>
<td>Level 4</td>
<td>Level 5</td>
<td>Level 6</td>
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<tr>
<td>Multiplication</td>
<td>Level 7</td>
<td>Level 8</td>
<td>Level 9</td>
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<tr>
<td>Division</td>
<td>Level 10</td>
<td>Level 11</td>
<td>Level 12</td>
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Music
Select ON to listen to the beat. Or turn it OFF.

Sound Effects
ON or OFF.

Select Controls
You can reset the Buttons to your own liking, using eight different settings.

Start Game
Press the A or B Button or select START to begin the game.
Complete the math equation by blasting the piece of trash with the correct number out of the universe. If you blast the wrong piece of trash, you’ll lose energy. If you allow one of the Trash Alien’s cruise missiles to rock Blasternaut’s ship, you’ll lose energy. Remember to raise your shields for protection. Shoot satellites to recharge shield power. And for extra points, zap the Trash Alien’s attack ships.

- Answer 10 equations to move on to the Bonus Round and to the next stage.
In order to chase the Trash Alien through the caves, Blasternaut must carry a code number that falls between the numbers on either side of the cave gaps. For example, if the numbers are 5 and 9, then Blasternaut’s code must be more than 5 and less than 9 (6, 7, or 8 would work). Change the code by letting a water drop with a useful number and operation sign plop on Blasternaut’s head. Fly away from lava bombs and force fields. And use the freeze-ray to stop alien cave creatures in their tracks.

- Snag cave gems for bonus points.
- The cave will scroll as you play. Fly Blasternaut to the top to move to the next phase of the mission.
The evil Trash Alien is getting away with Spot! Blasternaut must blast his way through the garbage, then head into the porthole that has the correct answer to the equation. Look out for escaped alien cave creatures. And whatever you do, complete your mission before the sun is eclipsed.

- Answer 10 equations to move on to the Bonus Round and to the next stage.
SCORING

Trash Zapper
Each correct answer = 200
Alien Ship = 150
Asteroids = 100 added to bonus score
Bonus score = Maximum number of correct answers in a row at current stage X 1000
Wrong answer = Lose 1 unit of energy
Hit by alien bomb = Lose 1 unit of energy

Cave Runner
Gems = 100, 200, 300, 400 (depending on color) added to Bonus
Water Drops = 10 for grabbing a water drop
Alien Cave Creature = 50 for shooting any Alien Cave Creature (ACC)

Math Blaster
Shooting any trash = 10
Each correct answer = 200
Bonus score = Maximum number of correct answers in a row at current stage X 1000
Gems = 100, 200, 300 (depending on color) added to Bonus
Wrong answer = Lose 1 unit of energy
Hit by trash or Alien Creature = Lose 1 unit of energy
Eclipse = Lose all energy (lose a life)
# Scoreboard

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<th>Blasternaut</th>
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<th>Score</th>
<th>Last Stage</th>
<th>Last Level</th>
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GAME CREDITS

Developed for Davidson & Associates, Inc.
by Western Technologies, Inc.
in association with Spidersoft, Ltd.

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Customer Support
19840 Pioneer Avenue
Torrance, CA 90503

Davidson Customer Support: (310) 793-0600

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