

Nintendo SNS-006

Nintendo Sonic Blast Man Super NES Game Instruction Manual

Model: SNS-006

1. INTRODUCTION TO SONIC BLAST MAN

Welcome to the world of Sonic Blast Man! This game for the Super Nintendo Entertainment System (SNES) plunges you into an action-packed adventure where you control the powerful Sonic Blast Man. His body is a lethal weapon, highly skilled in various forms of physical combat.

As Sonic Blast Man, you will utilize Dynamite Punches, Flip Kicks, Judo Throws, and other fighting techniques to overcome adversaries. Your journey will take you across Earth and to a Space Station, where you will face hundreds of human, robot, and alien foes. Prepare for challenges that will push your skills to their absolute limits.

Image 1.1: The back of the Sonic Blast Man game box, illustrating the game's premise and action sequences. It highlights the character's combat skills and the diverse enemies encountered.

2. GETTING STARTED: SETUP

- Power Off:** Ensure your Super Nintendo Entertainment System console is powered off before inserting or removing any game pak.
- Insert Game Pak:** Gently insert the Sonic Blast Man game pak into the cartridge slot on your SNES console. Push down firmly until it clicks into place.
- Connect Controller:** Plug your SNES controller into Controller Port 1 on the front of the console.
- Power On:** Turn on your television and then power on your SNES console. The game should start automatically. If not, ensure the cartridge is fully seated and try again.

3. BASIC CONTROLS

Mastering the controls is essential for effective combat. The standard Super Nintendo controller is used to guide Sonic Blast Man through his missions.

Button	Action
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Button	Action
Directional Pad (D-Pad)	Move Sonic Blast Man (Left, Right, Up, Down)
A Button	Jump
B Button	Attack (Punch/Kick)
X Button	Special Attack / Grab
Y Button	Attack (Punch/Kick)
L/R Buttons	Guard / Dodge (context-sensitive)
START Button	Pause Game / Access Menu
SELECT Button	Not typically used in gameplay, may cycle options in menus.

Note: Specific combinations of directional input and attack buttons will execute advanced moves like Flip Kicks and Judo Throws. Experiment to discover Sonic Blast Man's full combat repertoire.

4. GAMEPLAY MECHANICS

4.1 Combat Techniques

- **Dynamite Punches:** A powerful, charged attack capable of dealing significant damage.
- **Flip Kicks:** Agile aerial attacks effective against multiple enemies or for repositioning.
- **Judo Throws:** Grappling techniques to pick up and toss enemies, often damaging other foes in the process.
- **Spin Attack:** Sonic Blast Man can spin across the screen, hitting multiple enemies.
- **Wind-up Punch:** A strong, delayed punch that can send enemies flying off-screen.

4.2 Items and Power-ups

Throughout your adventure, you will encounter various items that aid Sonic Blast Man. These are often found by smashing objects like barrels or are dropped by defeated enemies.

- **Food Items:** Replenish Sonic Blast Man's energy (health).
- **Super Gloves:** Grant additional uses of the powerful Dynamite Punch.
- **Sonic Helmet:** Provides an extra life, allowing you to continue your fight.
- **Money Bags:** Add points to your score, contributing to high scores.

Note: Unlike some other beat-em-up games, Sonic Blast Man does not utilize external weapons. All combat relies on the character's inherent abilities.

5. ENEMIES AND ENVIRONMENTS

5.1 Adversaries

Sonic Blast Man will face a diverse array of enemies, each requiring different strategies to defeat. These include:

- **Human Foes:** Initial adversaries encountered on Earth.
- **Robot Foes:** Mechanized enemies with varying attack patterns.

- **Alien Foes:** Extraterrestrial threats encountered in later stages, including the Space Station.

5.2 Game Stages

The game features multiple stages, each with unique environments and challenges:

- **Earth-based Stages:** Begin your adventure in urban or terrestrial settings.
- **Space Station Stages:** Progress to advanced levels set in outer space, introducing new enemy types and environmental hazards.

Bonus screens may be accessible after defeating certain stage bosses, offering opportunities for extra points or items.

6. MAINTENANCE AND CARE

To ensure the longevity and proper functioning of your Sonic Blast Man game pak, follow these maintenance guidelines:

- **Storage:** Store the game pak in its original case or a protective sleeve when not in use to prevent dust and damage. Keep it away from extreme temperatures and direct sunlight.
- **Cleaning:** If the game pak's connectors appear dirty, gently clean them with a cotton swab lightly dampened with isopropyl alcohol. Allow to dry completely before use. Do not use abrasive materials or harsh chemicals.
- **Handling:** Always handle the game pak by its edges. Avoid touching the metal connectors to prevent corrosion from skin oils.

7. TROUBLESHOOTING

If you encounter issues while playing Sonic Blast Man, consider the following troubleshooting steps:

- **Game Not Starting:**
 - Ensure the game pak is fully and correctly inserted into the SNES console.
 - Clean the game pak's connectors as described in the Maintenance section.
 - Verify that your SNES console and television are properly connected and powered on.
- **Graphical Glitches or Freezing:**
 - Remove and re-insert the game pak.
 - Clean the game pak's connectors.
 - Ensure the console is well-ventilated and not overheating.
- **Controller Not Responding:**
 - Check that the controller is securely plugged into the correct port (Port 1).
 - Test with another SNES controller if available to rule out a controller issue.

For persistent issues, consult your Super Nintendo Entertainment System console's instruction manual or contact Nintendo customer support.

8. SPECIFICATIONS

- **Product Title:** Sonic Blast Man
- **Platform:** Super Nintendo Entertainment System (SNES)

- **Model Number:** SNS-006 (Game Pak)
- **ASIN:** B00002SW2G
- **Manufacturer:** Taito Video Games
- **Item Weight:** 3.2 ounces
- **Package Dimensions:** Approximately 5.3 x 3.4 x 0.8 inches
- **Date First Available:** January 1, 2000
- **Rating:** Rating Pending (as per original release information)

9. LEGAL AND WARRANTY INFORMATION

This product is designed for use on your Super Nintendo Entertainment System.

9.1 Nintendo Official Seal of Quality

The Official Nintendo Seal of Quality is your assurance that Nintendo has approved the quality of this product. Always look for this seal when buying games and accessories to ensure complete compatibility with your Super Nintendo Entertainment System.

9.2 Manufacturer and Trademarks

Manufactured by Taito America Corporation, located at 390 Holbrook Drive, Wheeling, IL 60090. Made in Japan.

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9.3 Regional Use

This game pak is intended for sale and use in the USA, Canada, and Mexico only.

9.4 Environmental Information

This package is made from recycled materials and is recyclable.