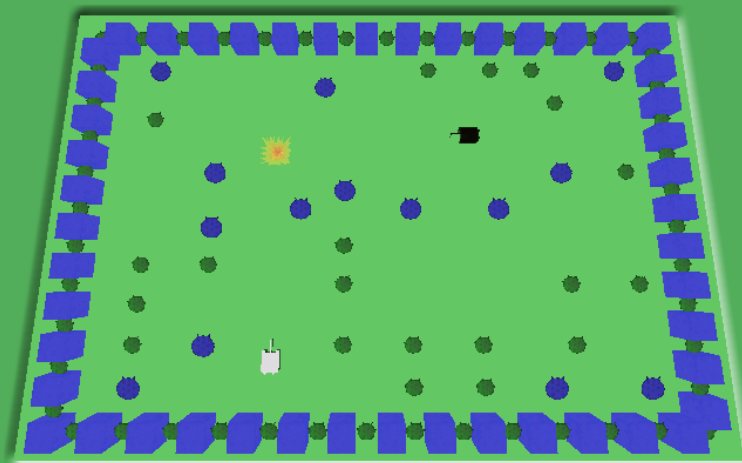




## *Blasto\* 3D*

### *IBM-PC Game*

*Puts you in command of an armored tank traveling through a dangerous mine field. You score points by destroying mines or blasting your opponent's tank!*



*\*trademark of Milton Bradley Company*

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# Quick Reference Guide

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Note that the key sequences required to access functions depend on the type of controls set in the Configuration Utility. Important keystroke sequences are summarized here for your “quick reference.”

<u>Classic</u>	<u>Enhanced</u>	
E, S, D, X	Up, Left, Right, Down	Moves the black tank around the mine field.
Q	Right Control	Fires the black tank’s cannon.
I, J, K, M	W, A, D, S	Moves the white tank around the mine field in a two-player game.
ENTER	Left Control	Fires the white tank’s cannon.
ESC	ESC	Ends the game abruptly.

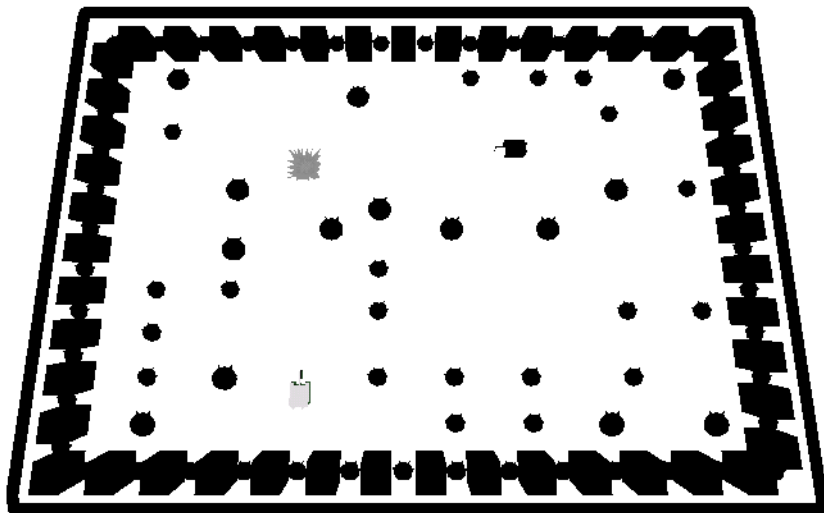
*Note:* The tank cannot be moved diagonally.

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NUCLEAR LOADED  
ENTERTAINMENT

## *Blasto\* 3D*



\*trademark of the Milton Bradley Company

Blasto 3D by Jocelyn 'GoSsE Perreault

Special thanks: Maskott, Skorbut, Thruan, XtremeWebz, X.

Made for the

**RETRO REMAKES**  
**REMAKES COMPETITION**

Nuclear Loaded Entertainment on the web: <http://www.nuloen.com/>

Retro Remakes on the web: <http://www.remakes.org/>

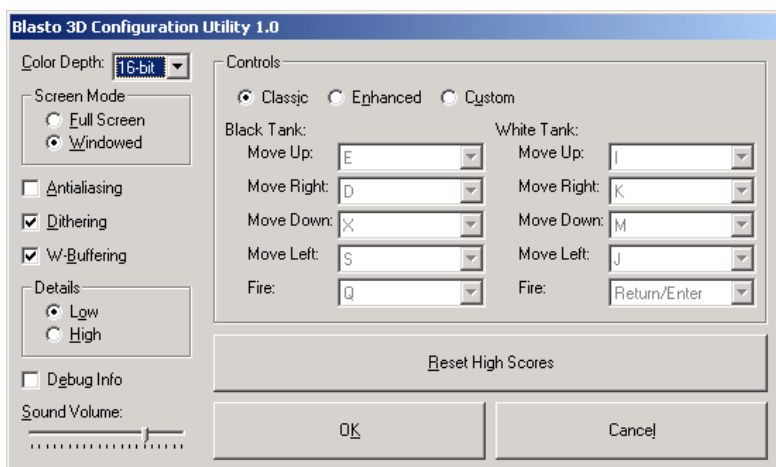
### INTRODUCTION

Have you ever wondered what it would be like to maneuver a tank through a mine field? The Blasto\* 3D game, developed for IBM-PCs by Nuclear Loaded Entertainment, puts you in command of an armored tank. The object of the game is to guide your tank through a treacherous mine field, blasting as many mines as possible, or to maneuver around dangerous barricades while firing at the enemy. Depending on the type of game you select, you can

- ⚔ Race against the clock, trying to improve your score with each game.
- ⚔ Play against a friend and try to hit the other tank, as well as the mines in the field.
- ⚔ Increase the speed of the tank as your skill improves.
- ⚔ Play an enhanced version of the classic game.

### USING THE CONFIGURATION UTILITY

Simply run the Configuration Utility (config.exe) included in the Blasto\* 3D directory. The utility must be run and have options saved at least once before you can play Blasto\* 3D. The utility will set the default options (or load the previously saved ones, if it was ran before) and from there you can set various options.



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# **Blasto 3D**

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## **GETTING STARTED**

After the intro has played, the main menu asks you to choose various options.

### **One-Player Games**

If you choose a one-player game, you have four additional options:

- ⚡ *Speed* – The speed you enter determines the length of the game and how fast your tank moves around the mine field. With Sluggish speed, the game lasts 90 seconds; with Rapid, 75 seconds; and with Full Tilt, 60 seconds.
- ⚡ *Tank Trails* – With several Tank Trails, the computer provides path, thus increasing the tank's maneuverability. With no Trails, your tank is forced to clear its own paths.
- ⚡ *Mine Density* – When selecting Mine Density, keep in mind that the higher the density, the greater your scoring possibilities.
- ⚡ *Game Mode* – This determines which mode you will play; classic or enhanced mode. Classic is like the game was originally played on the TI-99/4A, and enhanced is a newer version with new stuff.

Base on the type of target you hit, points are added to your score. A typical field consists of small green mines and large blue mines. These mines are positioned at random at the start of each game.

### **Two-Player Games**

The playing time for a two-player game is always 90 seconds. After you select your playing speed and game mode, additional options are displayed.

- ⚡ *Tank Motion* – With Tank Motion, you and your opponent have the option to have the tanks always displayed – Normal – or be Invisible when they are being moved.
  - ⚡ *Battleground* – This selection offers two options: Mine Field and Obstacles. The playing field for Mine Field is identical to the board in a one-player game. In a two-player game, however, you fire both the targets and your opponent's tank. The playing field in Obstacles consists of an open arena with barriers in the middle and in the four corners. Your objective is to maneuver your tank around the barriers and blast your opponent's tank.
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# ***Blasto 3D***

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If you choose Obstacles under Battleground, you are ready to begin the game, If you select Mine Field, the Tank Trails and Mine Density options appear on the game.

## **PLAYING THE GAME**

After you select the game options, the playing field appears. A black tank appears at the left side of the playing field. In a two-player game, a white tank (the opposing player) appears at the right side of the field.

In a one-player game, the playing time and the current score are shown in the upper left-hand corner of the display. The best score ever achieved appears in the upper right-hand corner. In a two-player game, the left area gives the time and score for the black tank, while the right area gives the score for the white tank. (Remember, two-player games always last for 90 seconds, regardless of the speed selected.)

You can stop a game at anytime and return to the option selection displays by pressing ESC. When the Game Over screen is selected, you can press ESC to return to the options or any other keys to play with the same options.

## **Object of the Game**

As soon as the playing field appears, the game begins. During the allotted time period, you try to score points by blasting the mines (and your opponent, in a two-player game). If you are playing Obstacles, you score only by hitting your opponent. To move the tanks around the field, use the controls chosen in the Configuration Utility.

## **Scoring**

As you move the tank around the mine field, your object is to destroy as many mines as possible. If you hit a small green mine, 10 points are added to the score. If you destroy a large blue mine, 50 points are added. In addition, hitting a blue mine causes a chain reaction, and adjacent mines, both green and blue, are destroyed by a single hit.

In a two-player game, you also received 1000 points each time you hit your opponent's tank. Both tanks then return to their starting positions. If the tanks run into each other, no points are scored, and both tanks return to their starting positions.

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# **Blasto 3D**

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Occasionally, your tank may be caught in a chain-reaction explosion. When this happens, your tank spins around and then returns to its original starting position. As a penalty in a one-player game, 200 points are deducted from your score. If you don't have 200 points, your score returns to zero. If you blast your own tank with a chain reaction in a two-player game, your opponent scores 1000 points.

If, in a one-player game, you destroy all of the mines before the time runs out, you receive 1000 points for each second left on the clock.

## **END OF THE GAME**

When the time runs out, the game is over. The computer spins around the best player (always around the black in one-player obviously). In a two-player game, it represents the winner of the game.

To change the options for the next game, press ESC and the menu is displayed back. To play another game with the same options, press any other key.

## **ENHANCED MODE**

The enhanced mode features the following:

- ✂✂ New realistic 3D sound effects.
  - ✂✂ Red mines, which explodes 1 square larger than blue mines and are worth 250 points.
  - ✂✂ Mines have hit points; sometimes you need to hit it more than once.
  - ✂✂ Random power-ups that sometime spawns when a mine (any mine) is busted.
  - ✂✂ Weapons (taken as power-ups): the tank shell (from the classic), the machine gun (higher rate of fire, less damage) and the missile launcher (radius explosion, really slow).
  - ✂✂ Other power-ups include: speed boost/decrease, invulnerability, bulldozing (let you go through mines and make them explode), time bonus/penalty, score bonus, score bonus, mines spawn, weapon reload time increase/decrease, air strike, a-bomb.
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