Super Road Blaster

Manual

Introduction

Welcome to Super Road Blaster.
This is an unlicensed SNES port of the 1986 Laserdisc arcade game by Data East, making it the first interactive movie game and the biggest game on the system yet (6320 Mbit).
You assume the role of a vigilante who drives a customized sports car in order to bring the biker gang responsible for your wife's death to justice.

Super Road Blaster is the first game to use the MSU-1, an enhancement device comparable to special chips such as the Super FX included in certain SNES cartridges.
This game shows what titles on the ill-fated SNES CD-ROM drive might have looked like.

The primary reason why this port has been created:
I've been in love with this game since childhood.
I sincerely hope that you'll have as much fun playing this game as I had developing it.

-Matthias "d4s" Nagler, 2012-05-14

Requirements

This game uses the MSU-1 enhancement chip.
Due to this, a MSU-1-enabled device is required to play this game.
At the time of writing, your only options are:
- bsnes, an SNES emulator developed by byuu
- sd2snes, an SD-card adaptor cartridge for the SNES developed by ikari01

This means you can play the game both with an emulator on your PC or on a real Super Nintendo system.
In order to play this game, unzip all of the game archive content into a single folder on your hard disk or SD-card.
Open the file `SuperRoadBlaster.sfc`.
You can play in either NTSC (60Hz) or PAL (50Hz) video modes.
The game will adjust to the required speed automatically and run just the same in any of these two modes.
This game is provided as-is and free-of-charge, without any express or implied warranty.
Use at your own risk.

Gameplay & Controls

Super Road Blaster consists of nine deadly stages, each having more unrealistic high-speed chases, over-the-top explosions and cheesy 80ies rock music than you can shake a stick at.
All this is delivered in fullscreen, at 30 frames per second animated video and with CD-

quality audio.
In order to survive, you'll have to react to the commands presented on screen, namely:
- steering left and right (directional pad)
- braking (B-button)
- turbo-boosting (A-button)

Failure to react timely to any one of these commands will result in instant death.
You have a total of 6 tries before the game is over.
Each command executed successfully will net you 1000 points.
Hitting the appropriate button at just the right time (within one sixth of a second of the respective commands appearance) will yield 2000 points.

Troubleshooting

bsnes:
This game works out-of-the-box with bsnes version 070 to bsnes version 088.
For bsnes version 089 (and presumably all future versions), the supported ROM format was changed and the files in the Super Road Blaster archive have to be renamed in order to be recognized by the emulator.
There should be tools available to do this.
Please refer to http://byuu.org/bsnes/.

Other emulators:
At the time of writing, all other emulator besides bsnes (such as ZSNES or SNES9x) do not support the MSU-1 and are thus unable to play the game.

sd2snes:
If you experience choppy, slow or jagged video and audio output using the sd2snes, your SD-card might be too slow. Try one with enhanced access speed.

crashes:
If the game gives you a pink error message at some point, something went wrong and the game cannot continue.
This may happen if the game is unable to access the MSU-1 (most likely because it is not supported by the device you're trying to play the game with), or the corresponding video data file(`SuperRoadBlaster.msu`), or if this video file is corrupt or in the wrong format (for example, when you try to use the video file from the beta version of Road Blaster).

Also, you may be missing any of the files required by the game.
Make sure all of the following files are present in the game folder:
- `SuperRoadBlaster.sfc` (program ROM image)
- `SuperRoadBlaster.msu` (video data file)
- `SuperRoadBlaster.xml` (cartridge manifest)
- `SuperRoadBlaster-0.pcm` to `-121.pcm` (audio tracks)

That's a total of 125 files.

When in doubt, redownload game package and try again.

Contact & bug reports

Feel free to contact me with any questions and/or problems you might have concerning this game:

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