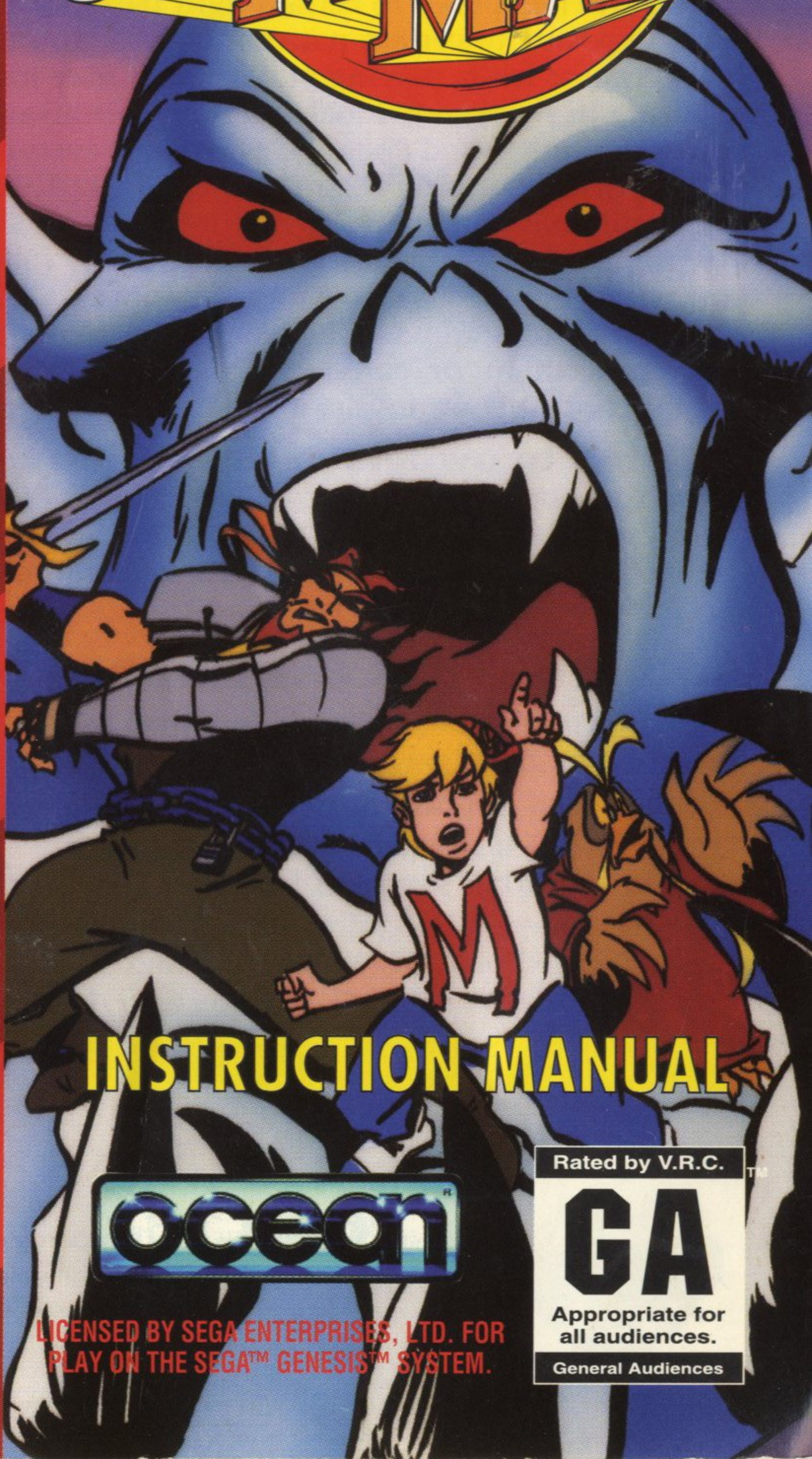


SEGA™

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GENESIS™

THE ADVENTURES OF MIGHTY MAX™

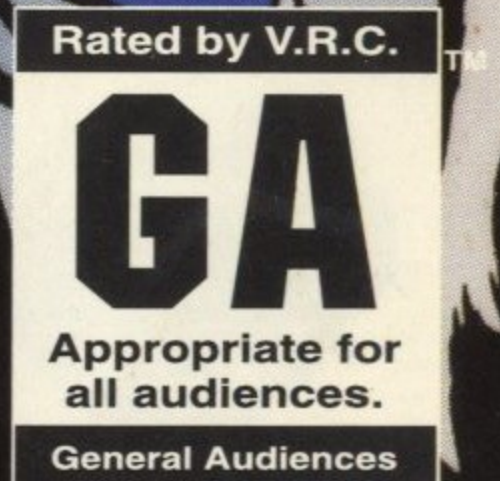


INSTRUCTION MANUAL

ocean



LICENSED BY SEGA ENTERPRISES, LTD. FOR PLAY ON THE SEGA™ GENESIS™ SYSTEM.

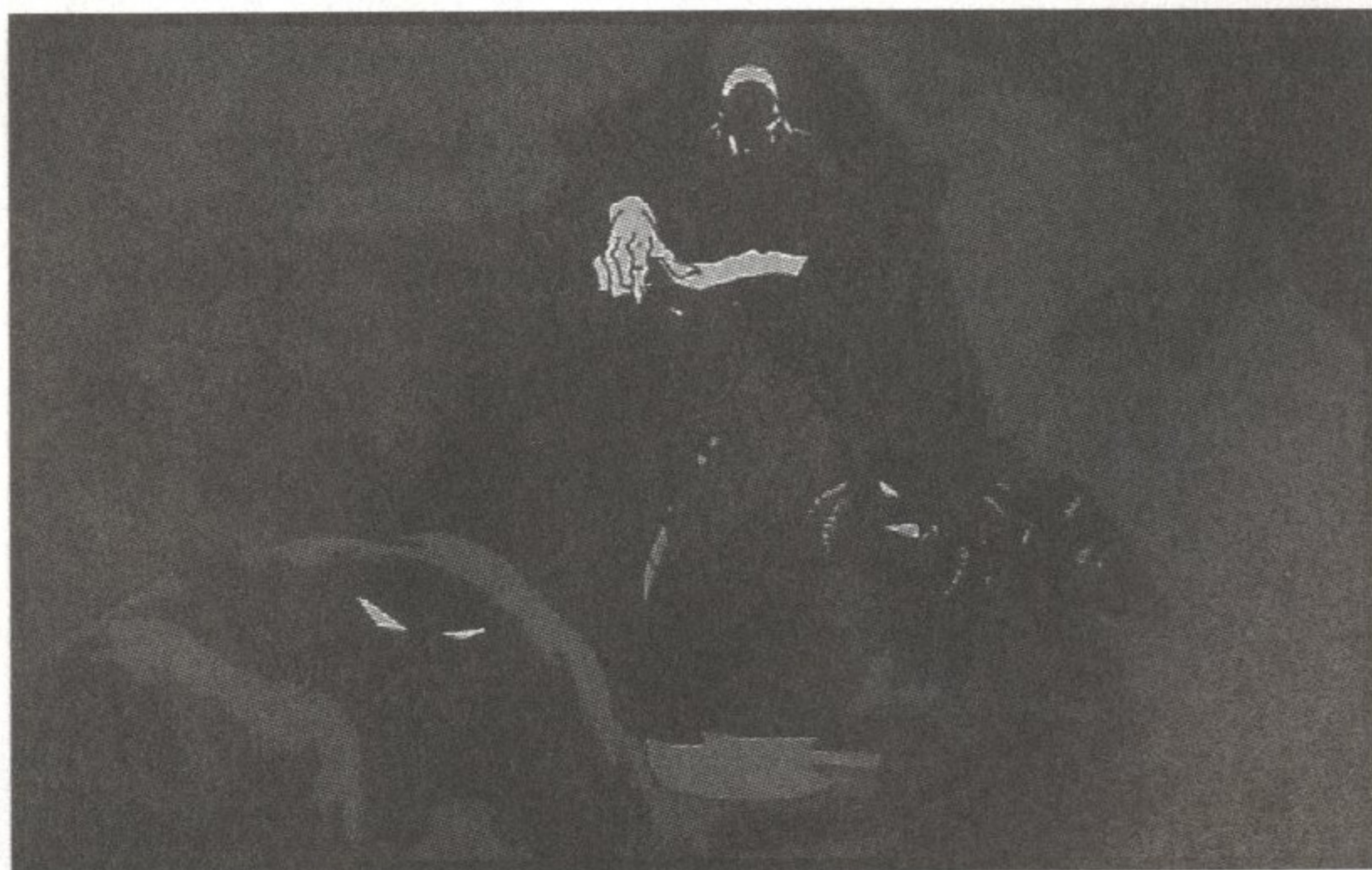




The Story

Here's the deal: eons ago, traveling around the world was a snap. Step through a doorway, portal to another place, and pow, you're there. But evil SkullMaster didn't like it that way, nooo. That was too cool for us. So he's gone and destroyed the whole trick system — or most of it, anyway.

SkullMaster's kept some secret portals as part of his world domination plan. He's using them to stockpile and hide the planet's most powerful arsenal. Each weapon is in eight separate pieces weighing tons, and being guarded by his gross horde of minions. Now, SkullMaster's about to control the globe. However, if Max and his buds can get those heavy weapons together, they'll have SkullMaster under control!





Getting Started

Make sure the power to your Genesis is turned off. Insert the Game cartridge, then turn the power on.

If you're playing for the first time, just press the **START** button to begin. If you wait, a demonstration will run. Press the **START** button again, at any time, to return to the Title Screen.





Controls



Press **D-Pad** Up: climb.

Press **D-Pad** Left/Right: move left or right.

Press **D-Pad** Down: crouch/climb down.

Press **D-Pad** Left or Right when crouched: crawl left or right.

Start Button: pause game and un-pause game.

Press **C Button:** pick up and throw.

Press **B Button:** jump.

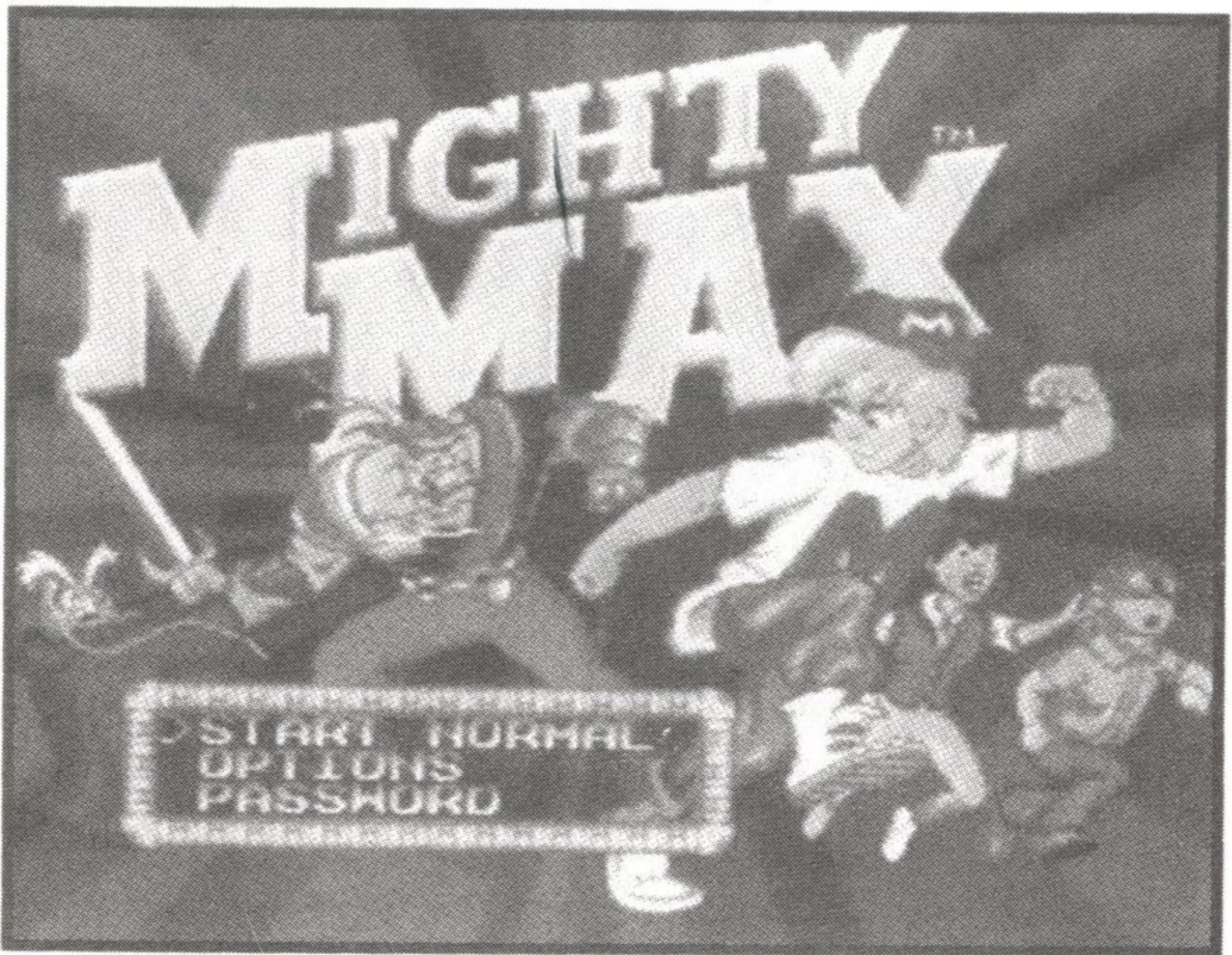
Press **A Button:** fire.

Hold **A Button:** scatter fire.



Screens

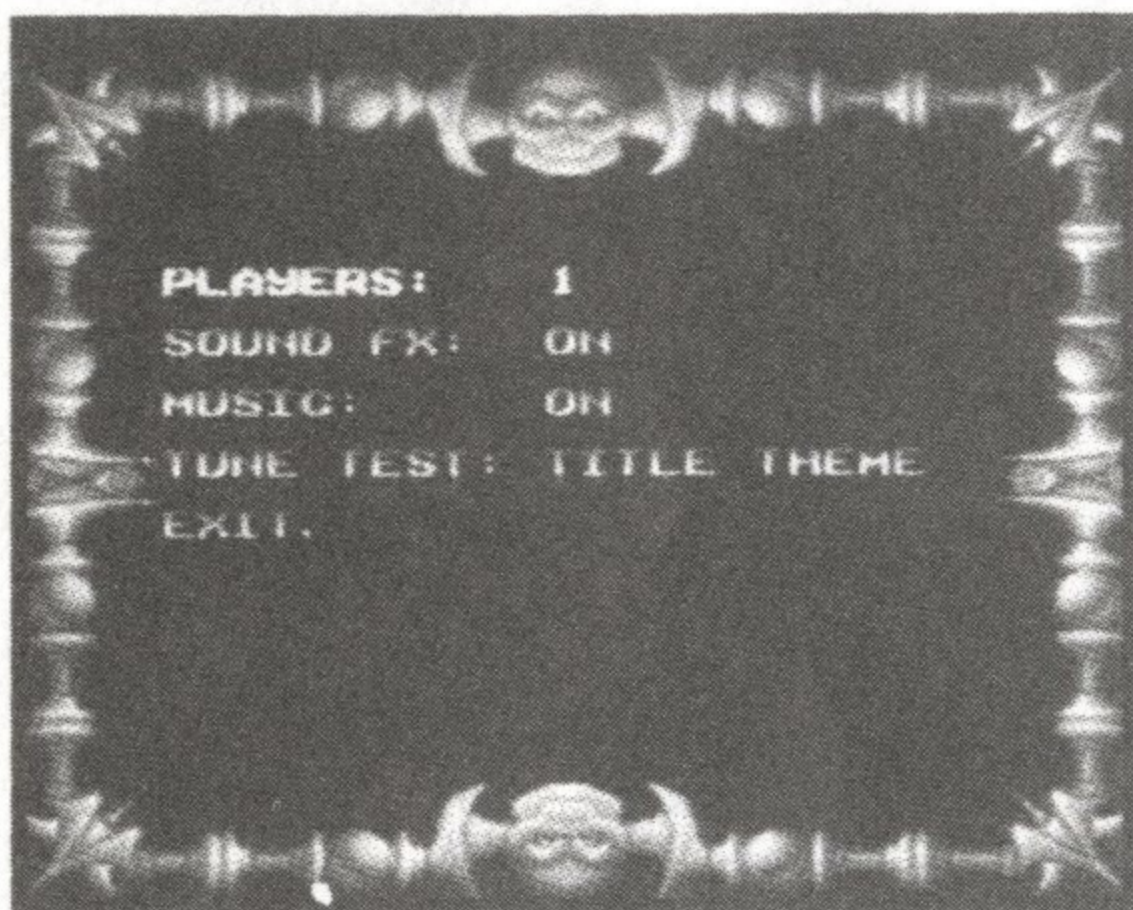
From the Title Screen, you will have three choices: **START**, **OPTIONS** and **PASSWORD**. Push the **D-Pad** Up or Down to move between the options, and then press the **START** button to select your choice.





Start

Select this option when you are ready to play. Pressing the **D-Pad** Left or Right on this option will let you choose a game mode of **EASY** or **NORMAL**. The **EASY** game allows you to play the game at an easier level and is great for beginners.



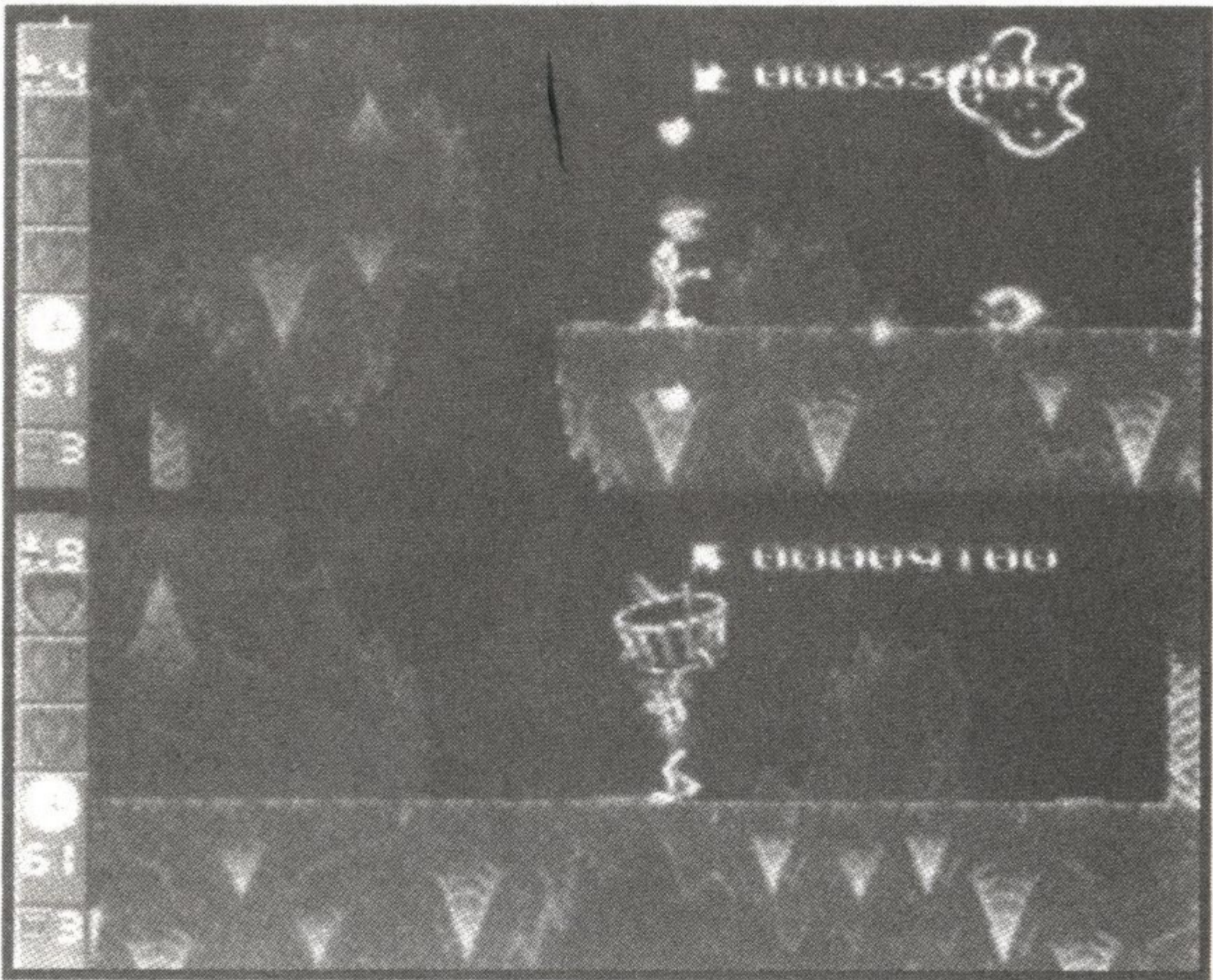
Options

Five options are given when you select Options: Number of Players, Sound Effects On/Off, Music On/Off, Tune Test and Exit. Pressing the **D-Pad** Left or Right will change these options. Select **EXIT** to return to the Title Screen.



2-Player Mode

Max may want to compete with a friend in a race to find and reassemble the weapons. If that's the case, and 2 players go "head to head," they'll actually be able to sabotage each other too. The screen will split horizontally. Player 1 plays in the top half and Player 2 plays in the bottom half.

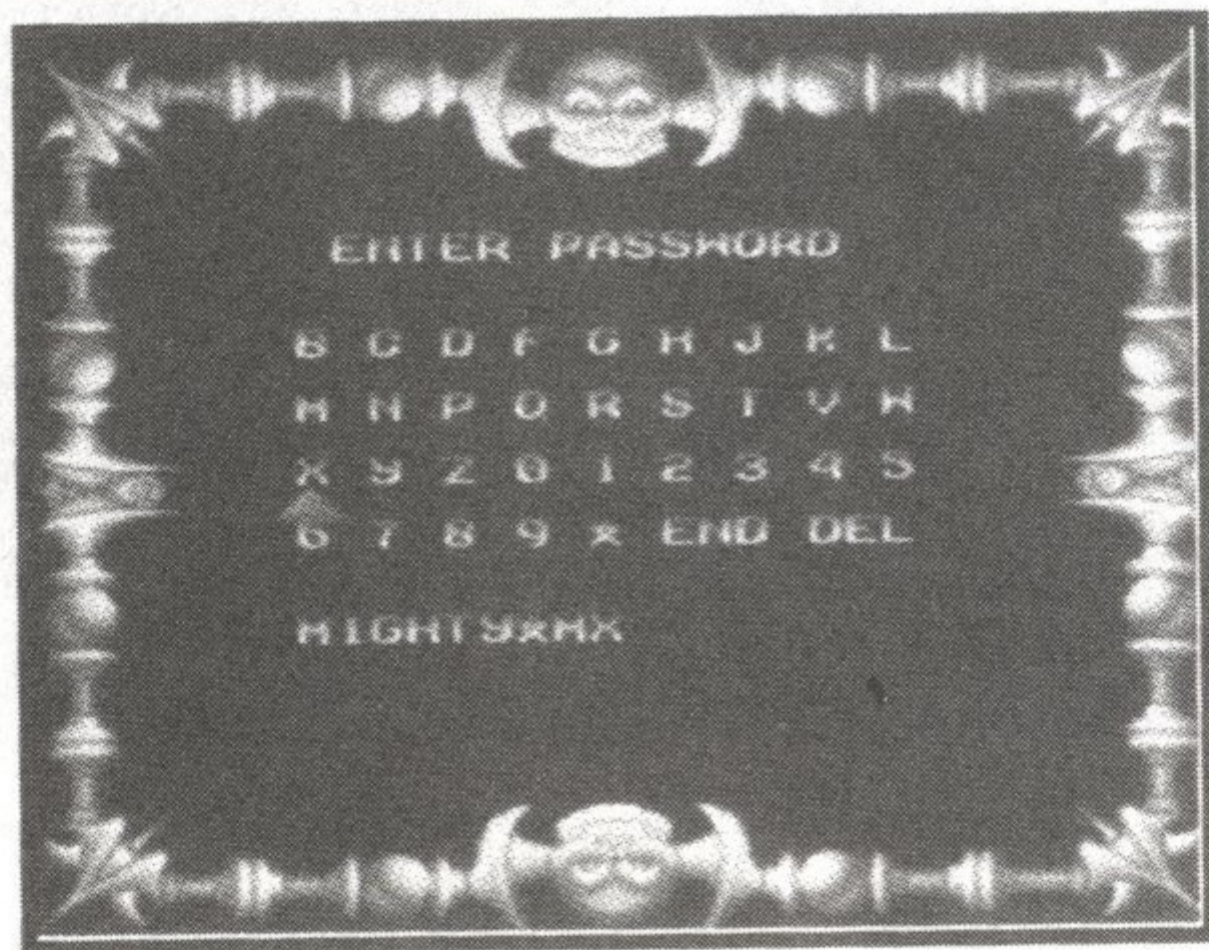




Password

Passwords are given to the player when he reaches various points in the game. These allow the player to restart the game from this point.

To access the **PASSWORD** Screen from the Title Screen, select **PASSWORD** (highlight it) and then press the **START** button. To enter a password, press the **D-Pad** Left, Right, Up or Down, then press either the **A**, **B**, or **C** button to enter a letter on the password line. Once you have entered your correct password, press the **START** button to begin play.





Mighty Max and Friends

Mighty Max

Mighty Max has been chosen by the ancient warriors to save the world from the evil hands of SkullMaster. He is armed with a ping-pong weapon that fires balls at high speed.



Felix & Bea

Friends of Max, who together will help rebuild the components of the hidden weapon. They too have a ping-pong ball weapon.



Norman & Virgil

Ancient warriors who act as Max's guides and protectors in this battle

between good and evil. Throughout the game, they provide assistance to Max and his friends regarding the dangers that await them.





Choosing A Portal

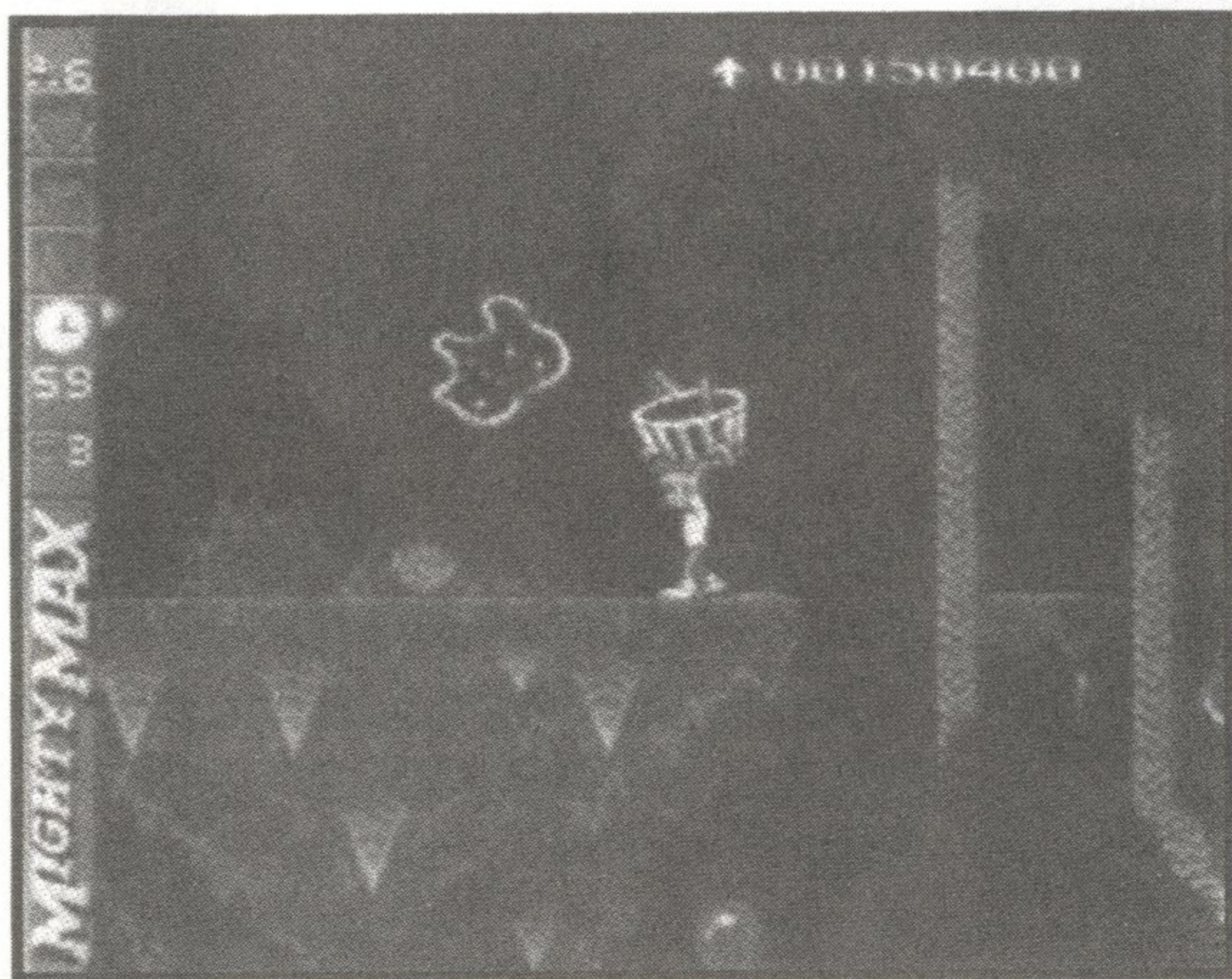
The adventures of Mighty Max begin outside Max's house. There is a choice of two portals. Pressing the **D-Pad** Left or Right will change the selected portal. Virgil will tell you by "thought transfer" all about the theme to which the portal leads.





The Game Screen

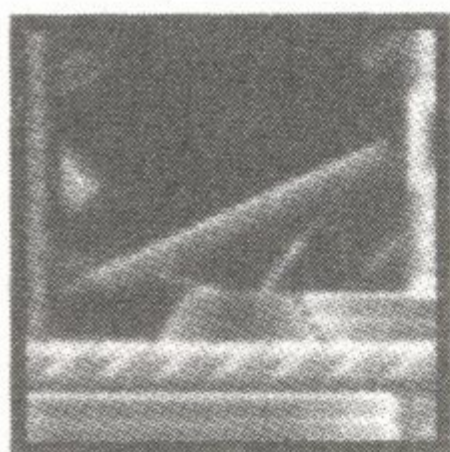
You must complete each level by throwing all of the surrounding weapon pieces into the portals. When there are no pieces left, the Weapon Pieces Remaining portion of the Status Panel will show zero. You must then jump through a portal and teleport to the next level.





Tools

Use these tools to help you collect the weapon pieces.



See-Saws: Placing pieces on one end of a see-saw and dropping an object on the other, will flip the piece up to you.



Rafts: Push pieces onto a raft and they will float.



Magnets: Well-placed magnets can be switched on and moved to attract pieces.



Balloons: By attaching a piece to a balloon and releasing the balloon, the piece will float. Just shoot the balloon to stop it where you want.



Special Bonuses

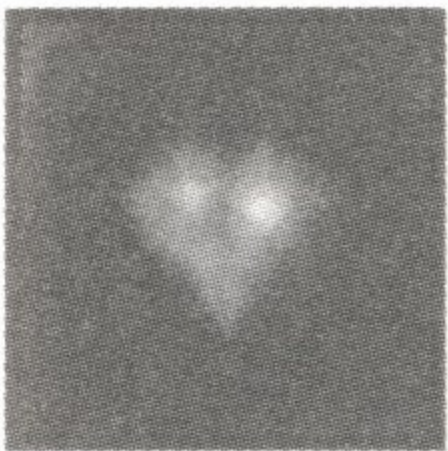
Each player will be awarded bonus points for collecting the following hidden items:



Power Pill: This will improve your running and jumping ability.



Freezer: Temporarily freezes all enemies.



Heart: Gives one extra life.



Megaphone: When Max picks this up, Norman appears to protect him from the enemy.



Wishbone: When Max picks this up, Virgil appears and offers Max a hint or tells him about a secret room.

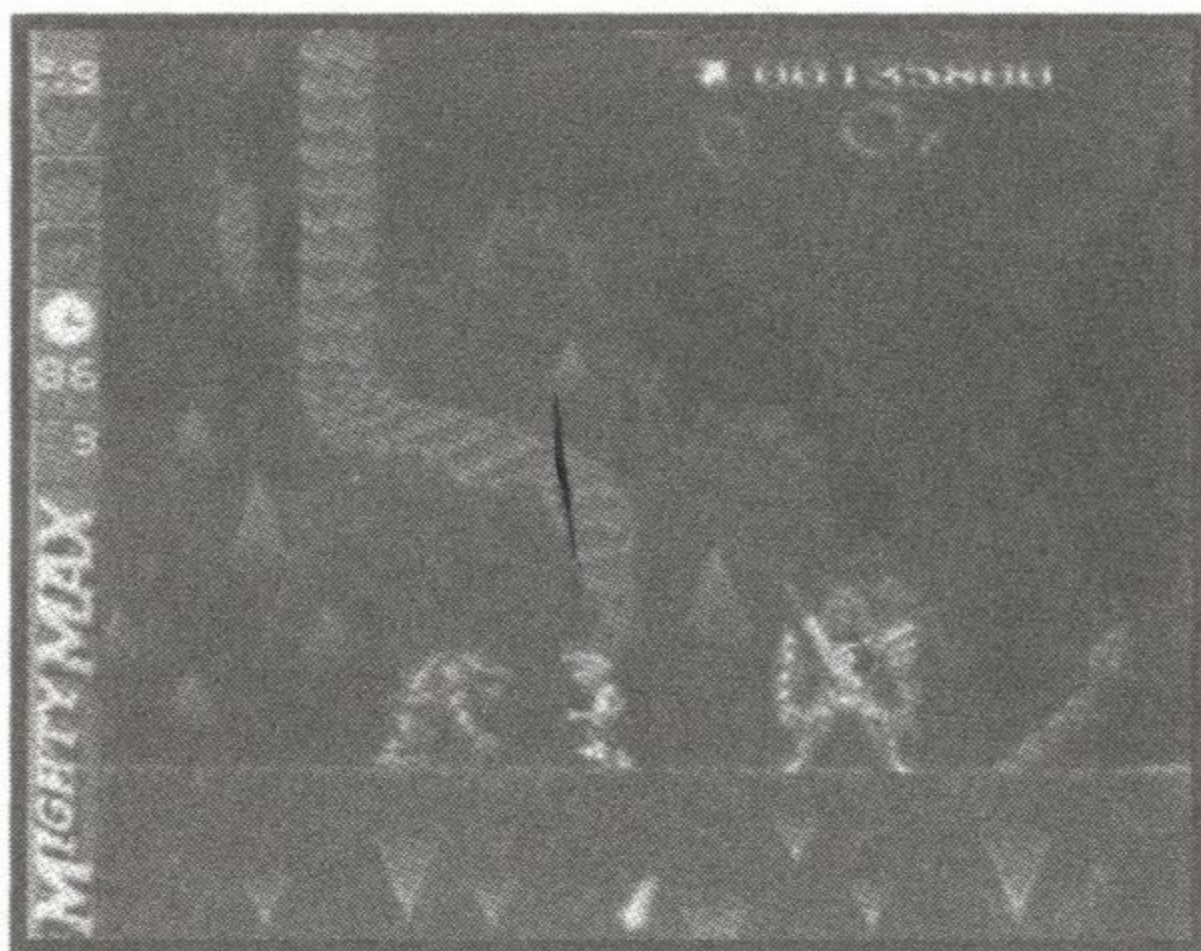


Diamond: Extremely rare. If you manage to pick this up, you'll be awarded three extra lives and a million points!

Level Warp: When you pick this up, the level you are on is automatically completed.



Level 1: The Volcano



It's a hot time in the ol' crater tonight! Look out for these sizzlers.

Firebug: A small bug that spits out fireballs in all directions.

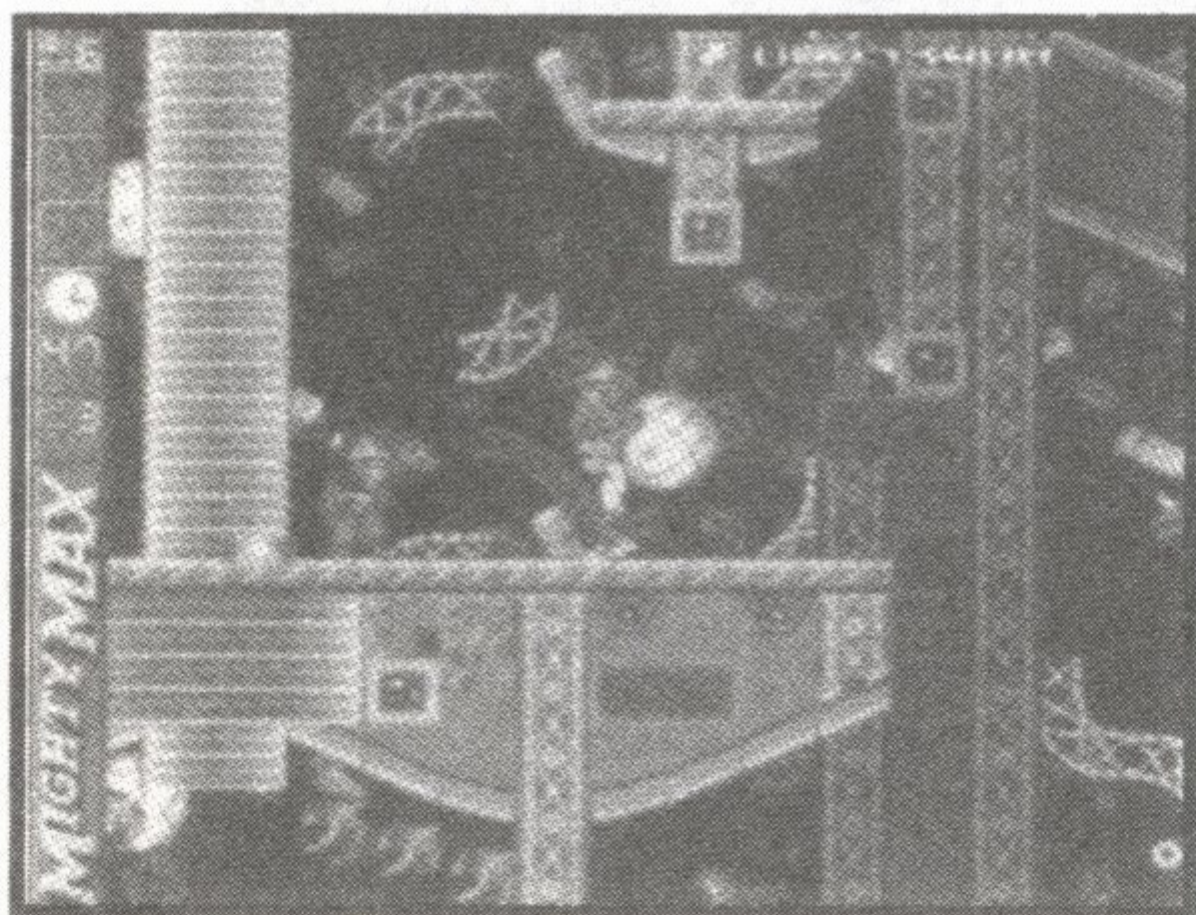
Firefly: This guy flies around aimlessly but once in a while will breathe some fire.

Rock Monster: He just wanders around like a rolling stone.

Eruptor: They'll try to get near you, and when they do, heads will explode shrapnel all over.



Level 2: The Space Station



If we can land a man on the moon, why can't we clobber these guys?

Cadets: They wander around in their little tiny helmets.

Rookie: He throws rocks at you when you're near, maybe he's jealous!

Climber: If you get close to him, he homes in on you.

Trooper: Likes to fire a laser gun at you if you're nearby.

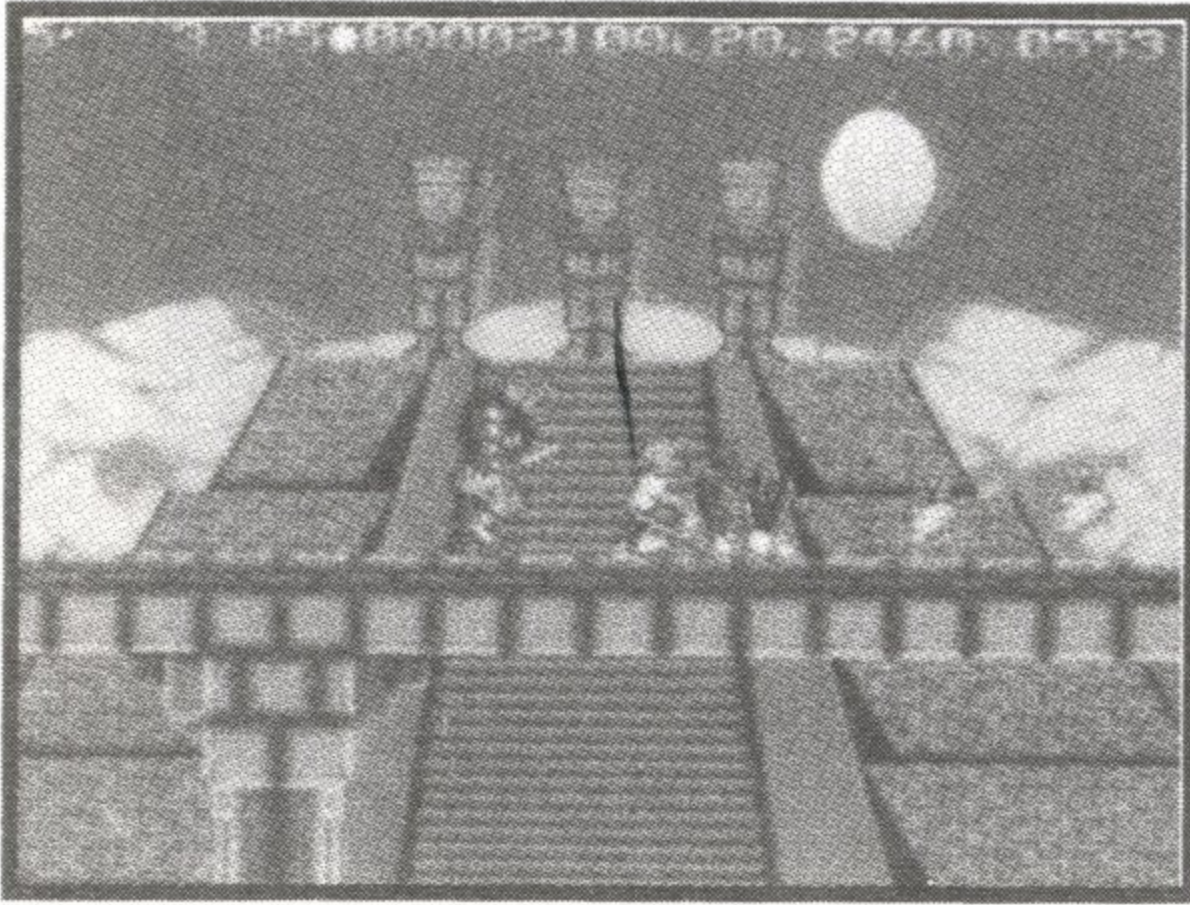
Shirker: Can you guess what he does? He shirks.

Driller: Starts his drill up to shake the ground whenever your around.



Level 3:

The Inca Ruins



Sandmen: Get too close and they'll bring you a dream (hypnotize you).

Scorpion: Roams the sand, occasionally firing a lethal sting.

Mummies: If they sense you're around, they'll zoom in on you.

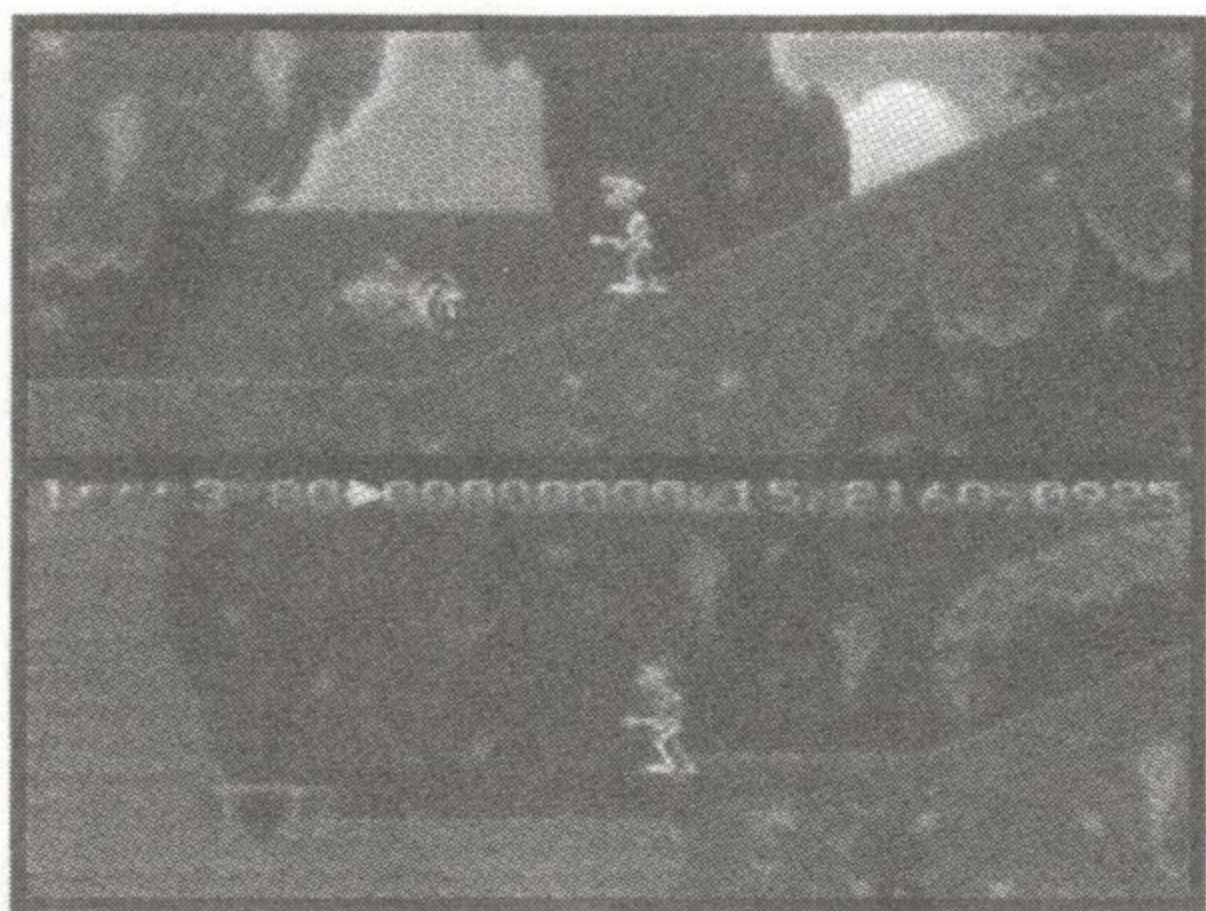
Snakes: These slithery guys get in the way a lot.

Baby Vulture: They're just hanging around. They hatch from eggs in their big nests.



Level 4:

The Water



It's like a trip to some crazy sea aquarium — the fish are really jumpin'.

Sea Turtle: This guy walks slowly on the land, but really picks up speed in the water.

Seahorse: He's a lamb out of water, but spits deadly bolts when he's really wet.

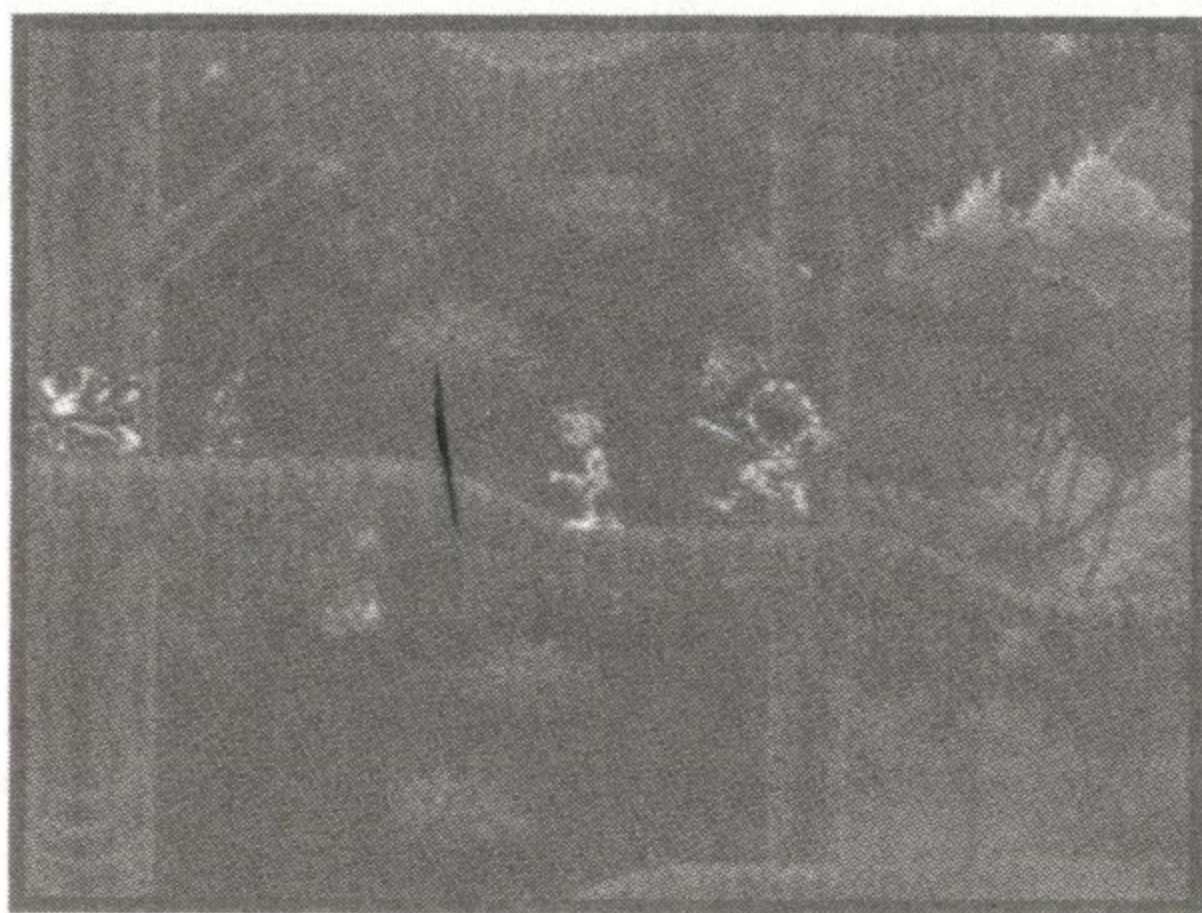
Shark: What can you say about a shark? Deadly in the water!

Blowfish: When you're near the seaweed, they'll blow into it and get you tangled up.



Level 5:

The Jungle



Here in the jungle, the mighty jungle, you will be facing some really wild ones:

Pygmies: They fire high speed darts.

Witch Doctor: He sticks pins in dolls to reverse your controls.

Bats: These guys are hanging upside down near the trees and zoom in on you if you get too close.

Killer Parrot: He flies around aimlessly, but once in a while decides to do a "dive bomb."

Tree Furtler: These little creatures are small, but they're always jumping from tree to tree.

Tasmanian Devil: This hungry beast will eat any exotic fruit he comes across.



Conveyor Belts: Place the pieces onto one of these and they will travel along steadily.

Spring Platforms: When a piece is dropped onto one of these, it will bounce up in the air.

Moving Platforms: Place a piece on one of these and it will go wherever the platform moves.

Trap Door: If you want to move a piece downward, this'll come in very handy.

Flying Fish: These guys leap out of the water and fly around. Eventually they drop back in.



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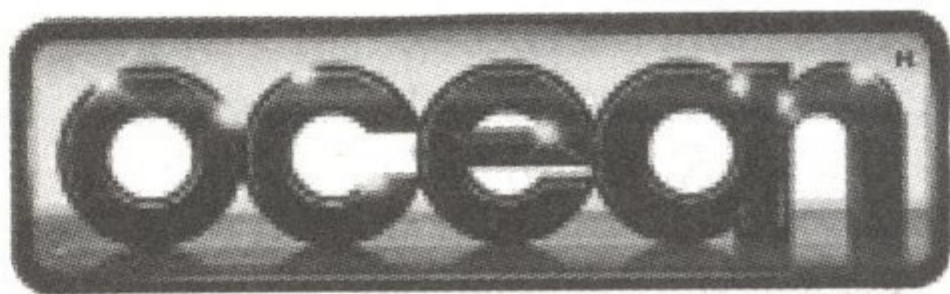
NOTES

password is



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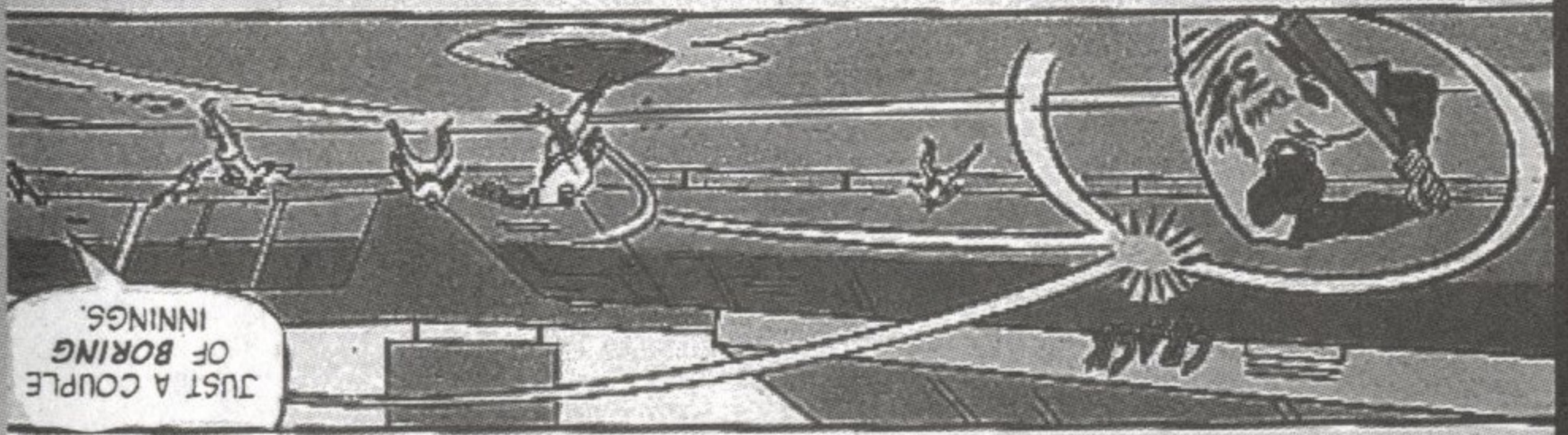
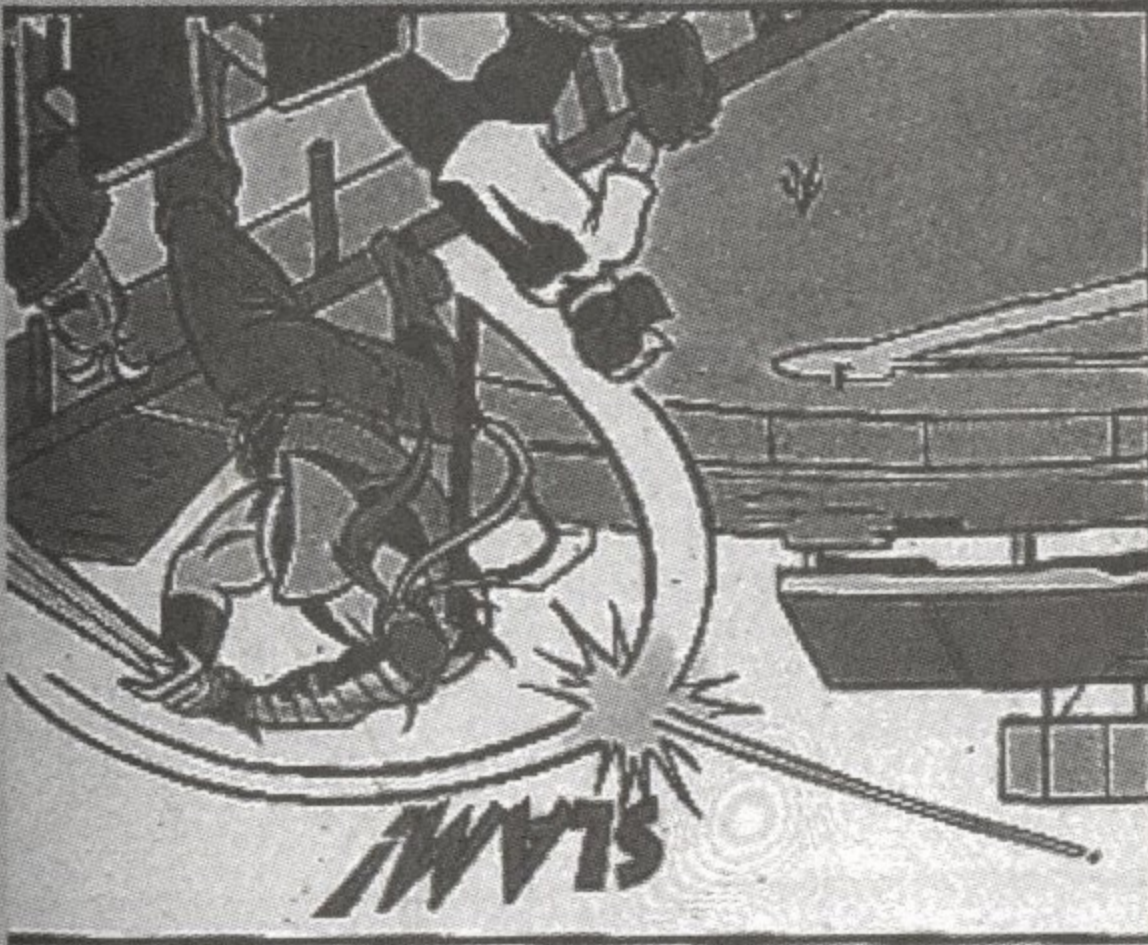


WITH A SWING
LIKE THAT, I'M
GLAD HE'S ON
OUR TEAM.

PRESS

W

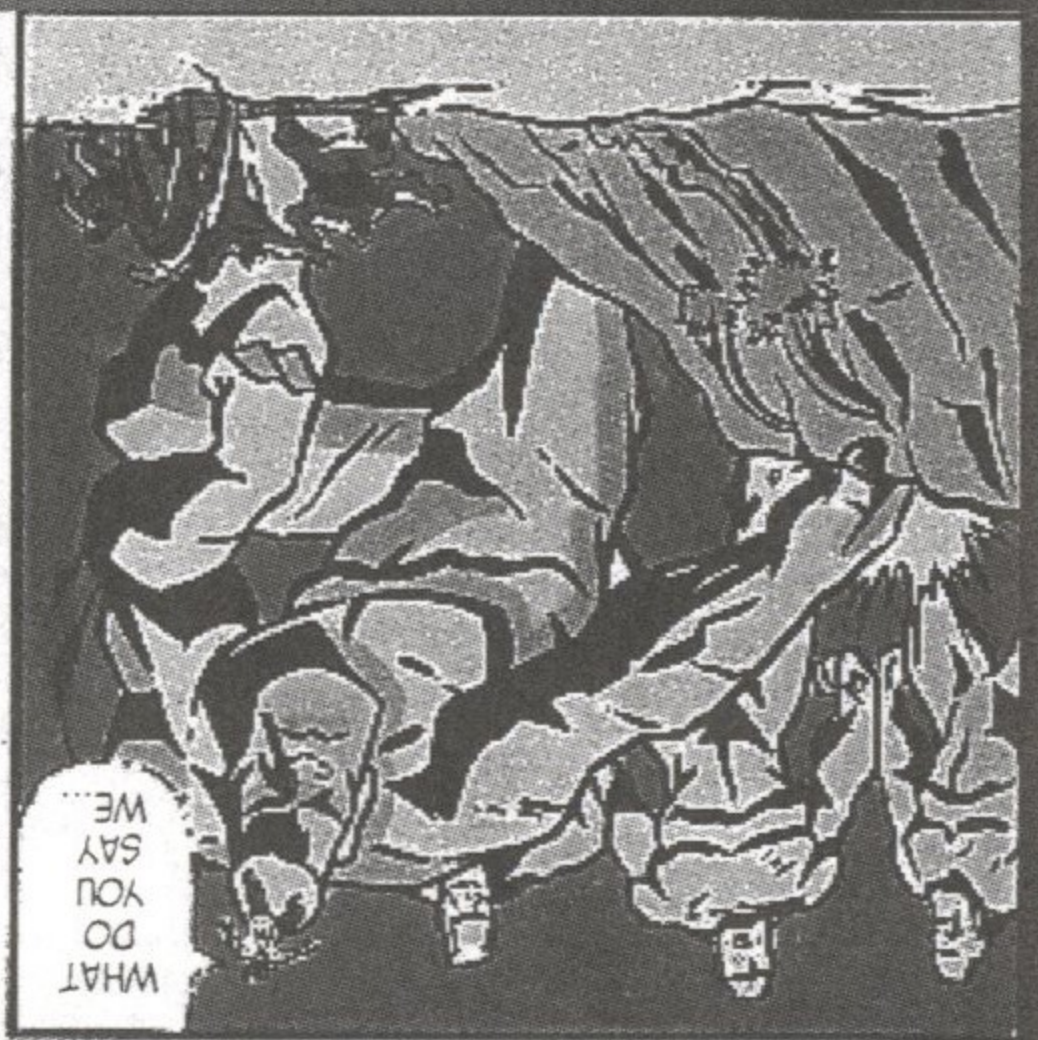
THE END



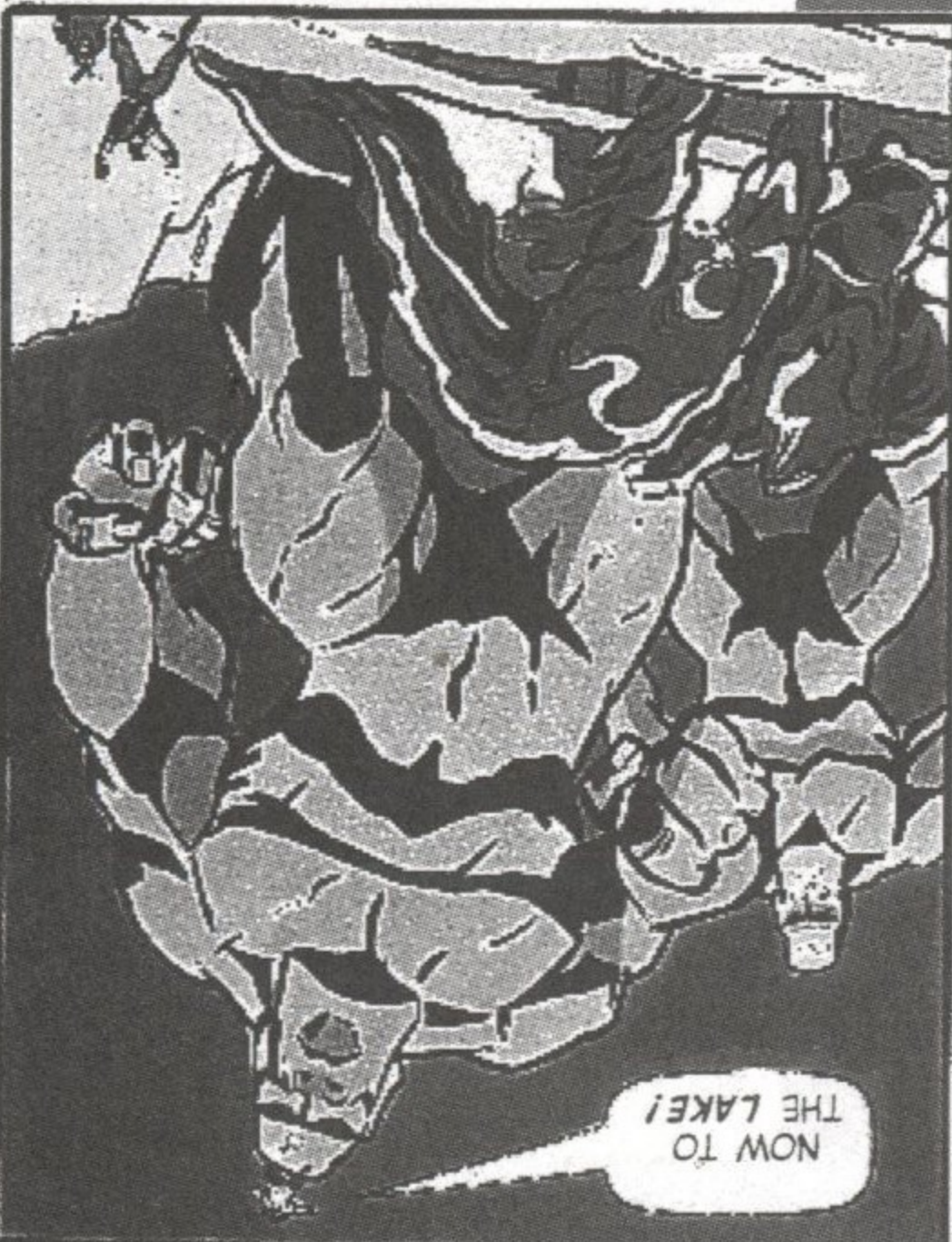
IT'S THE BOTTOM OF THE NINTH AND THE BRASS ARE LEADING...



...CLOG THE
PLUMBING!

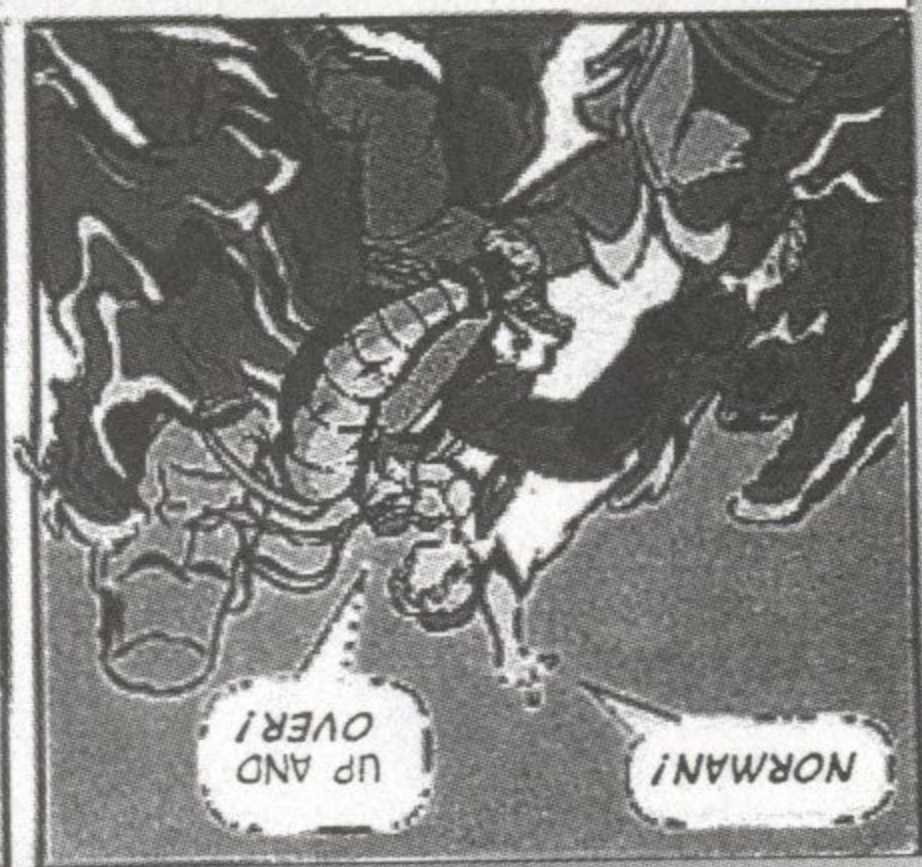


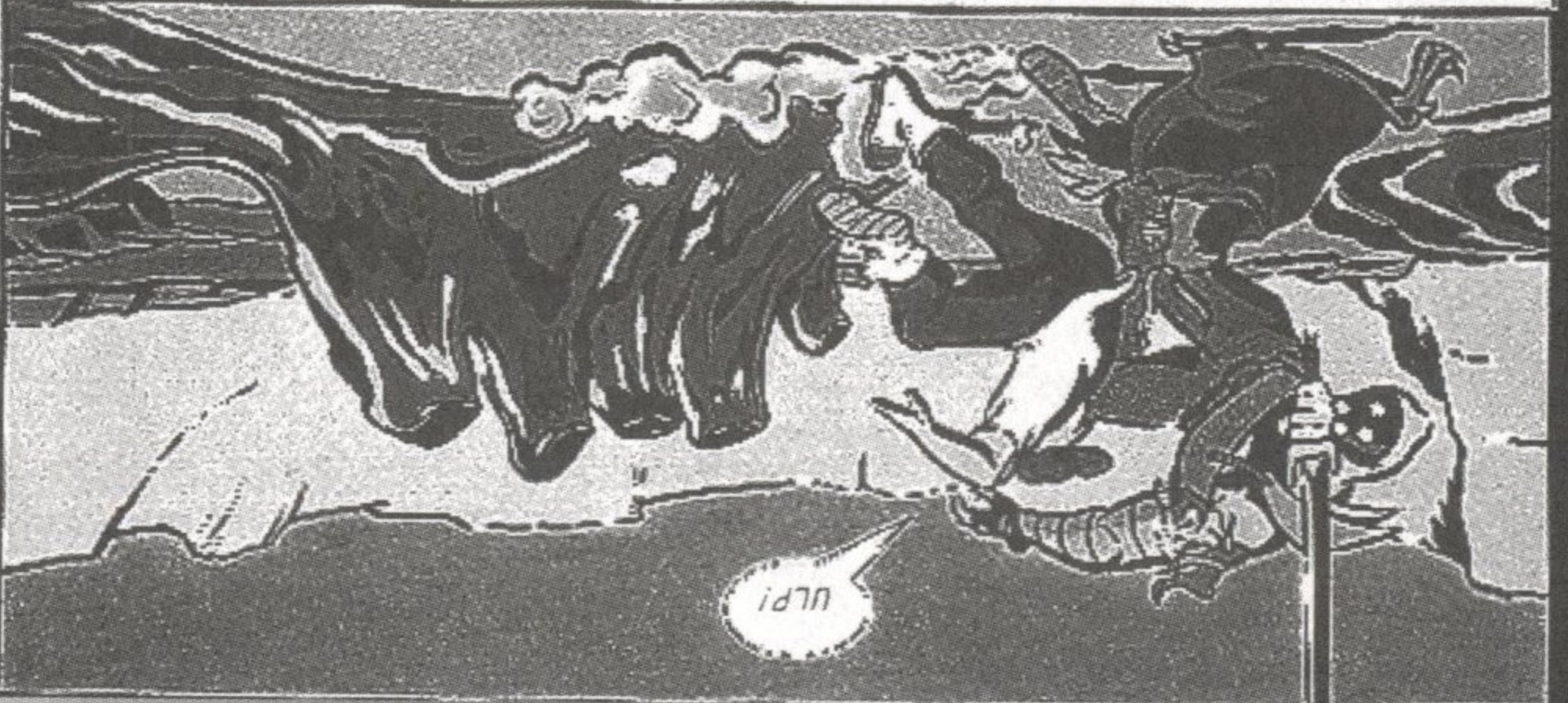
WHAT
DO
YOU
SAY
WE...



NOW TO
THE LAKE!









...WE'D BETTER GET TO
THAT LAKE, PRONTO!



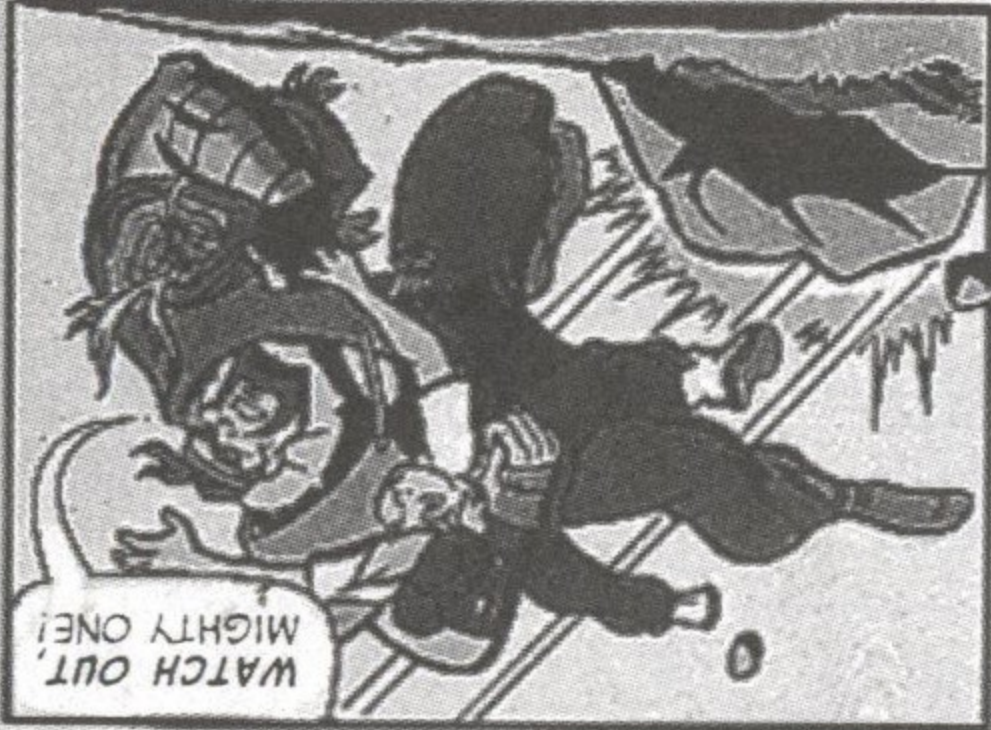
VIRGIL, UNLESS
YOU'VE GOT A
POCKET FULL
OF POSIES...



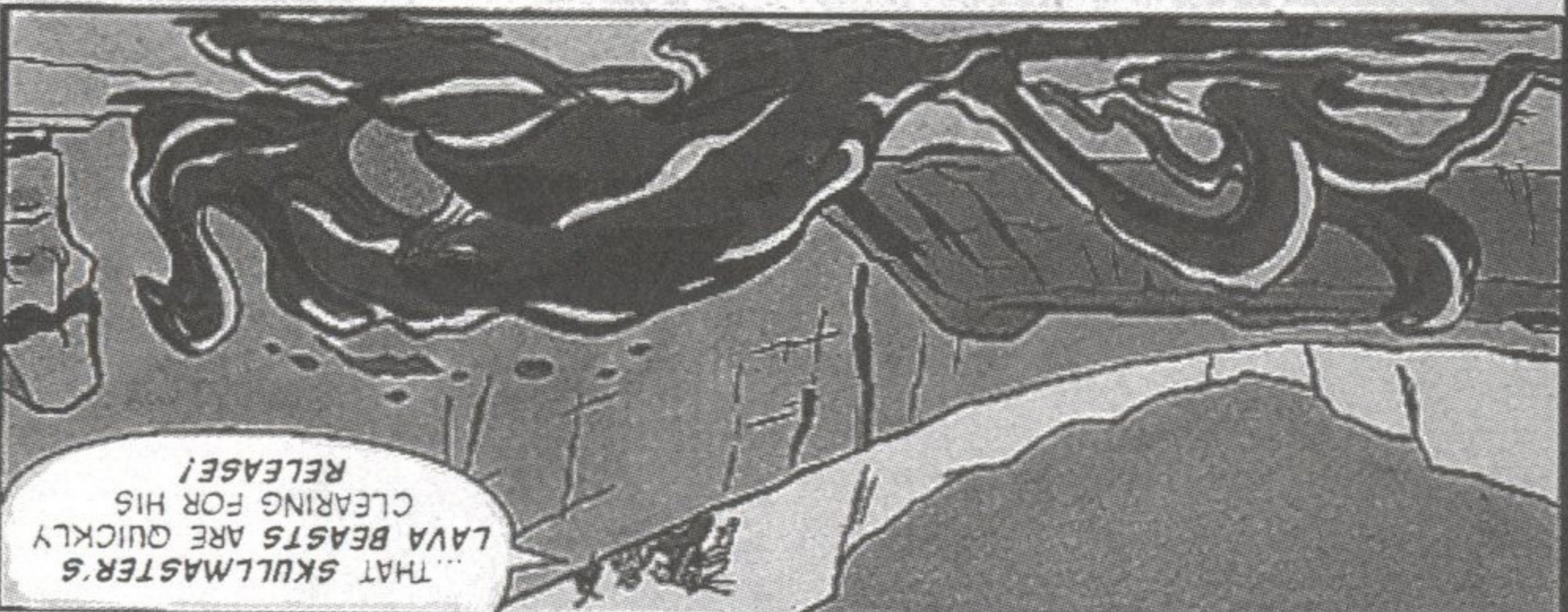
I'M MORE WORRIED ABOUT PERPETUAL FLATNESS!



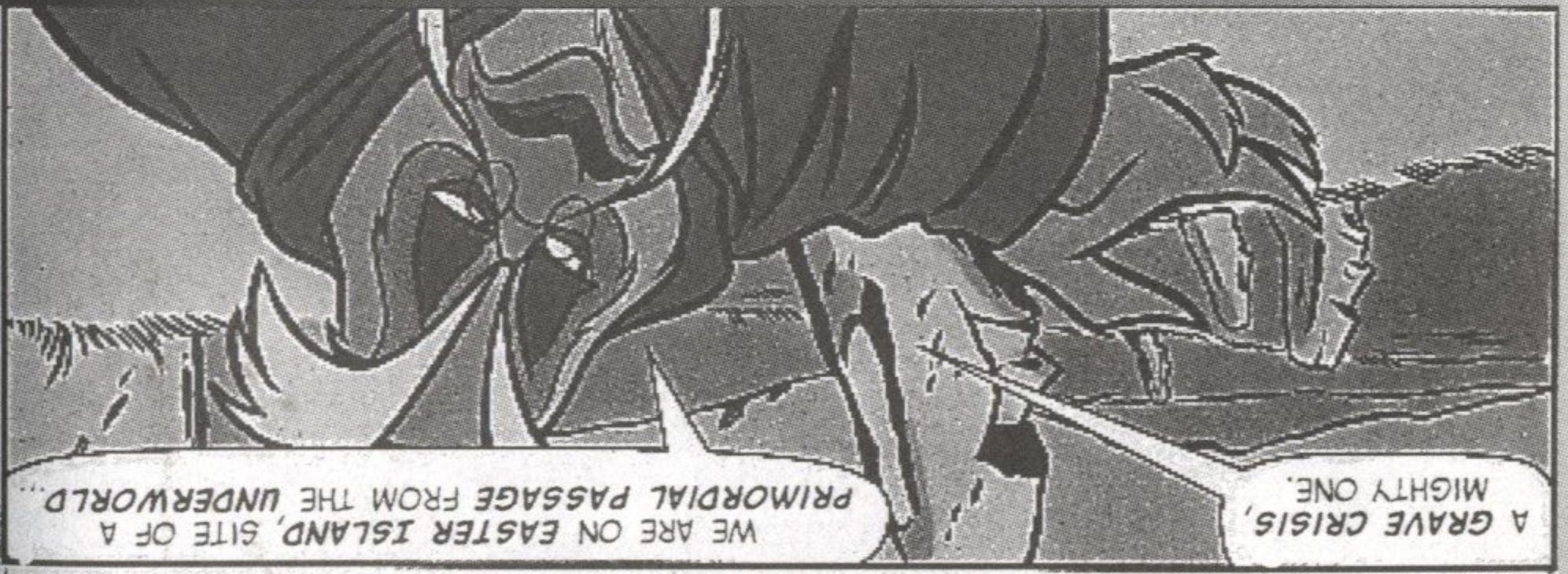
IF THEY SUCCEED, THE WORLD WILL BE PLUNGED INTO PERPETUAL DARKNESS!



WATCH OUT, MIGHTY ONE!



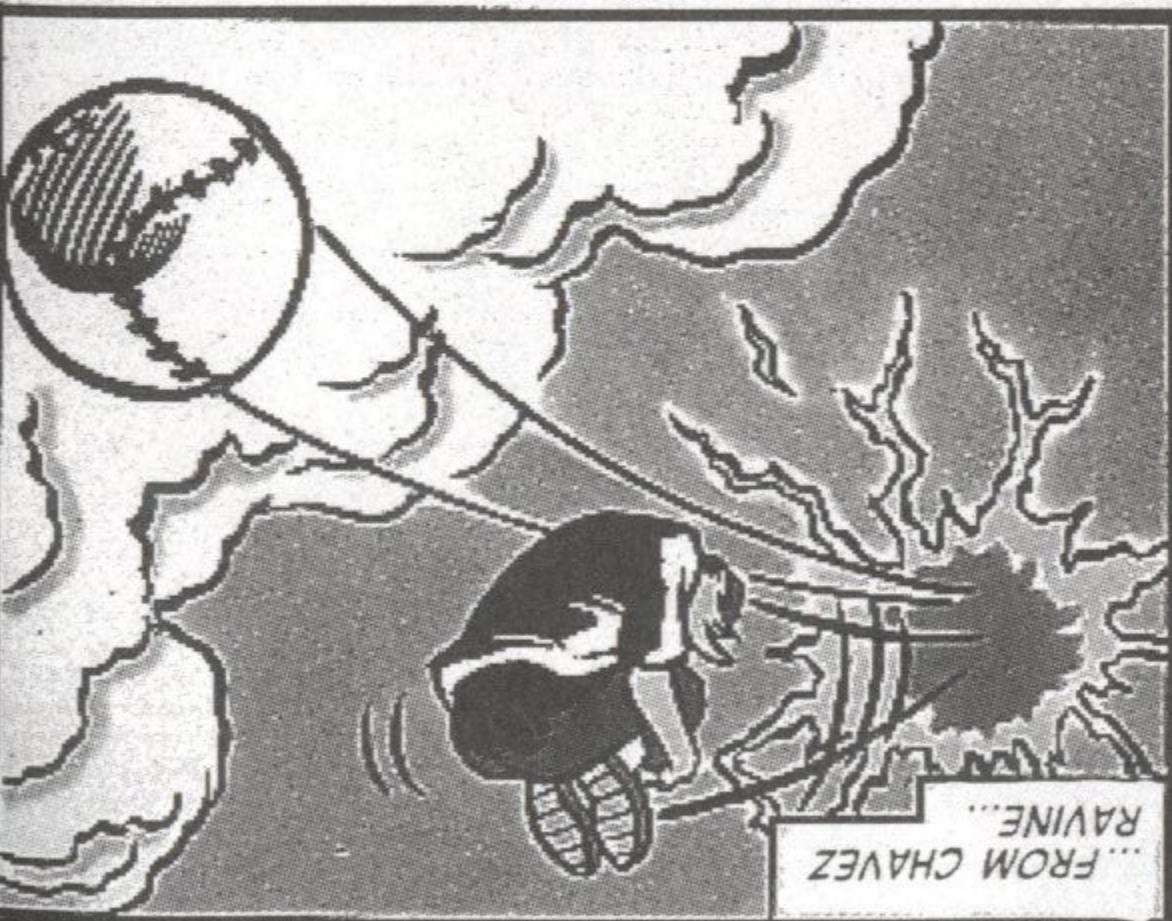
... THAT SKULLMASTER'S LAVA BEASTS ARE QUICKLY CLEARING FOR HIS RELEASE!



WE ARE ON EASTER ISLAND, SITE OF A PRIMORDIAL PASSAGE FROM THE UNDERWORLD...



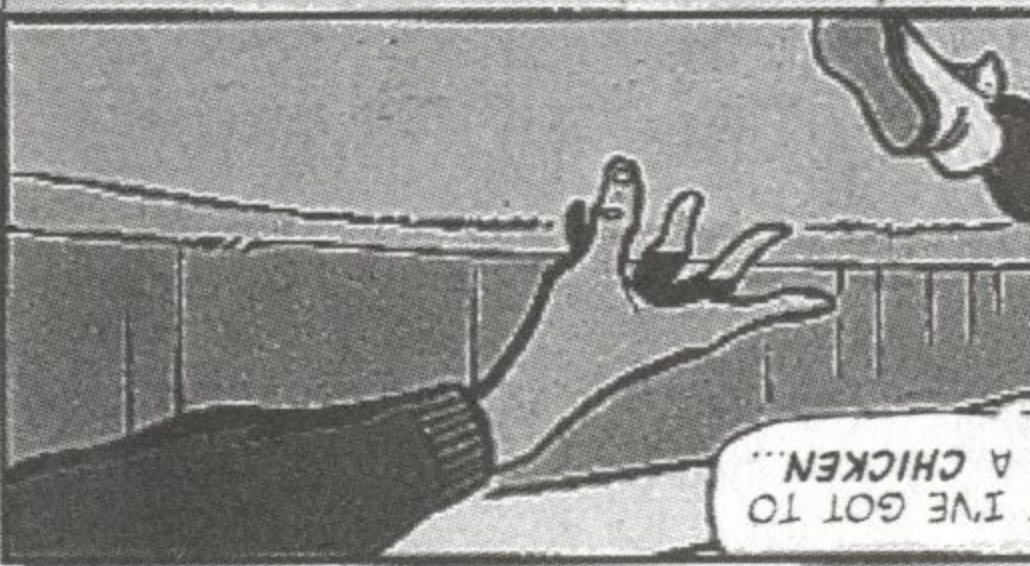
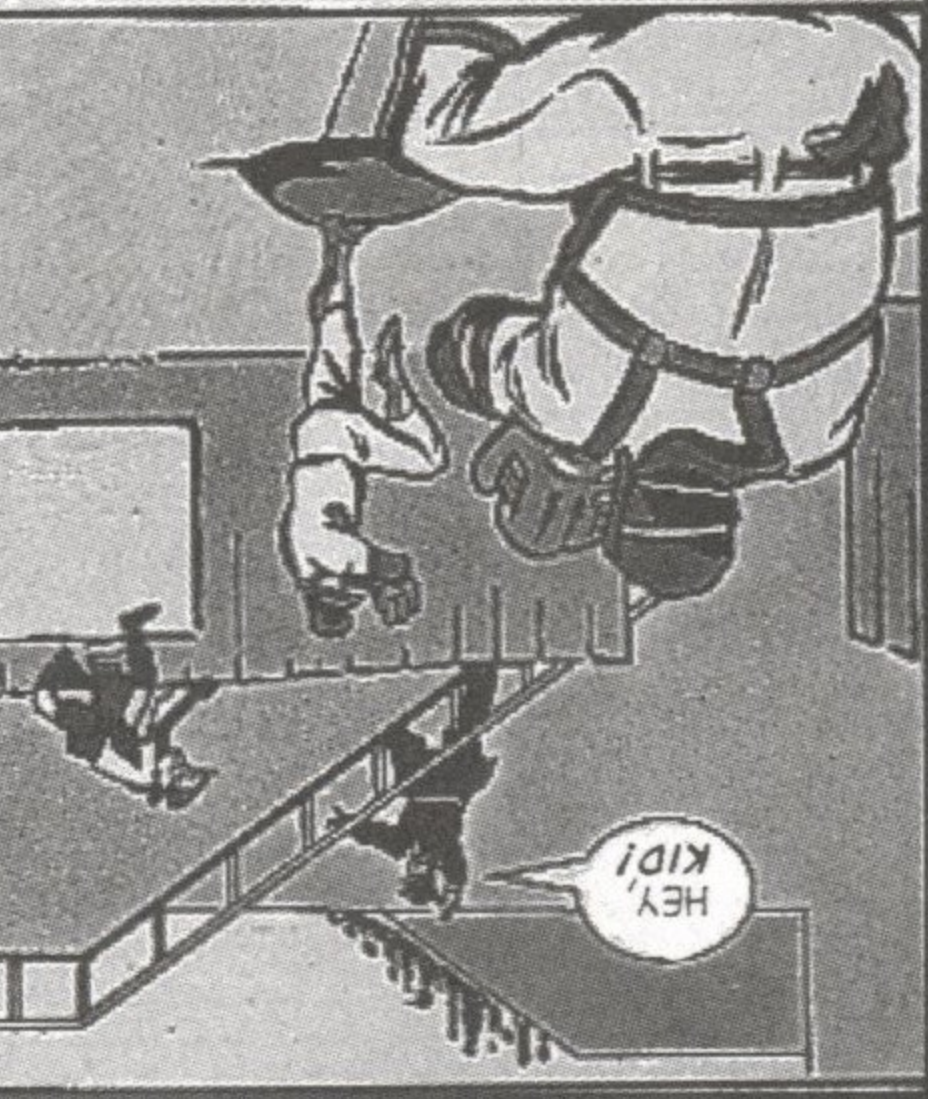
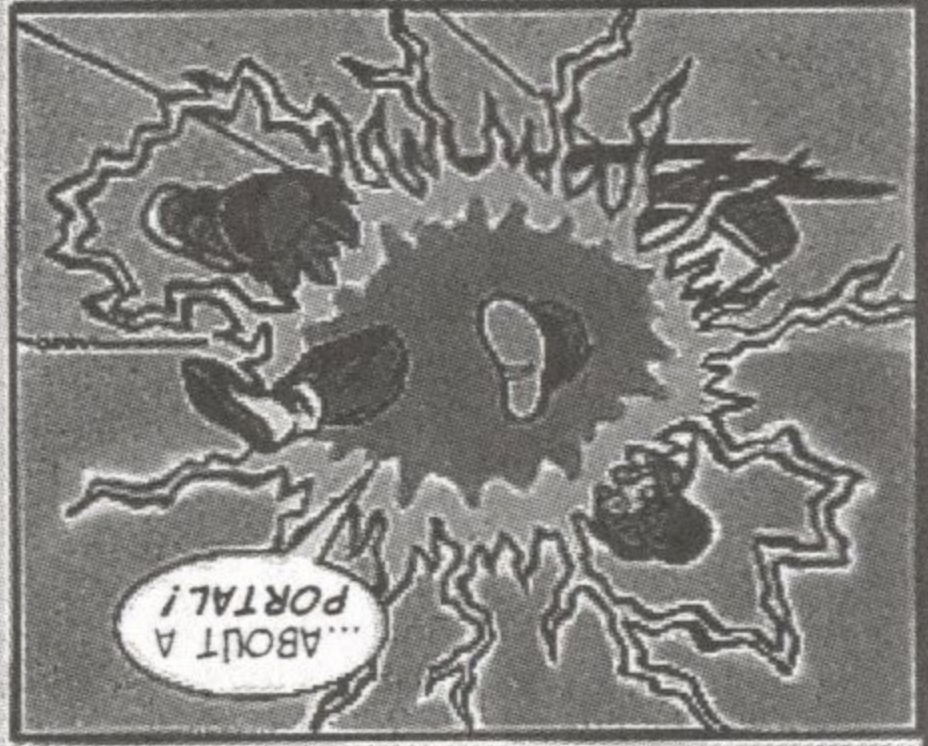
...TO EASTER ISLAND!

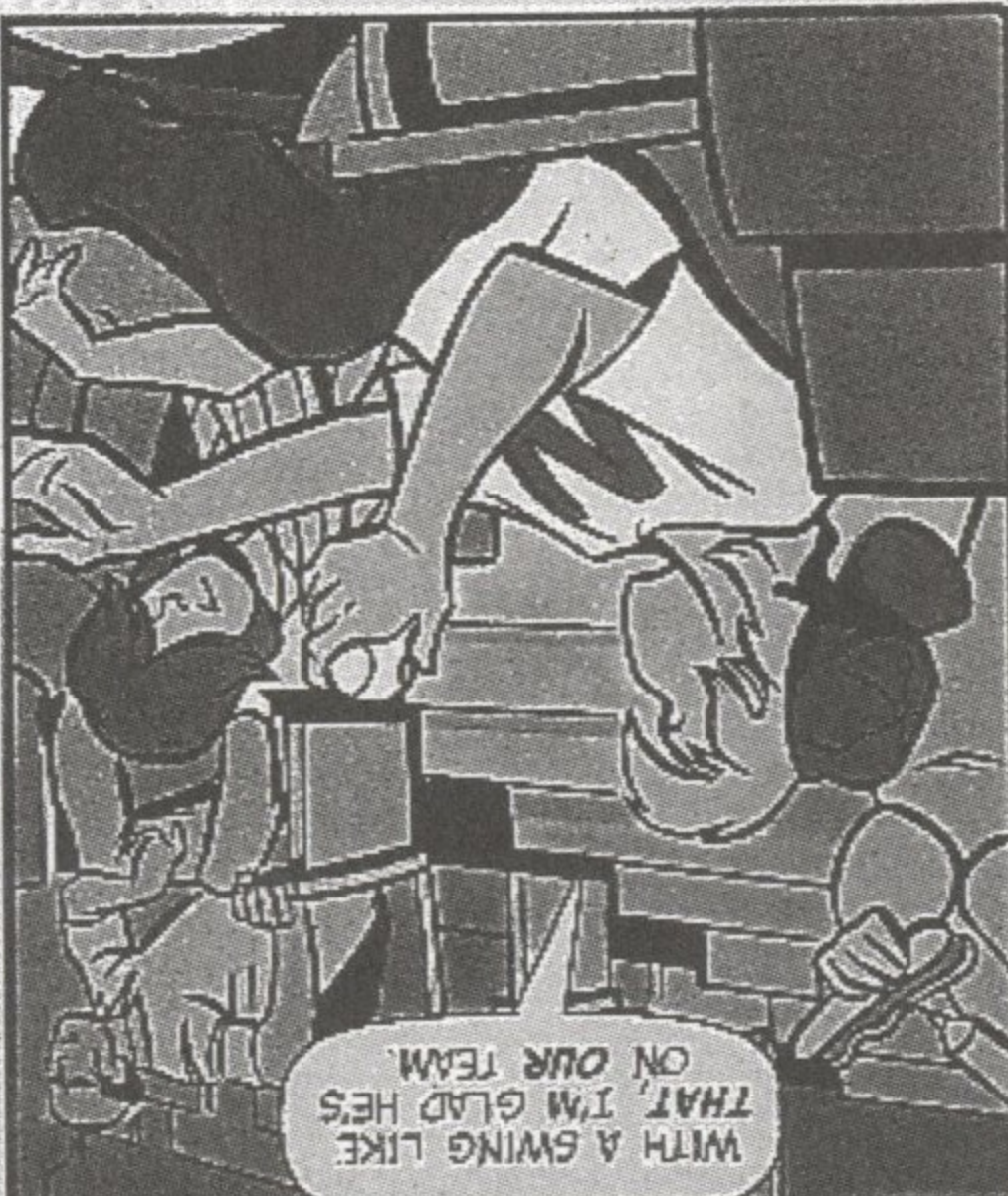
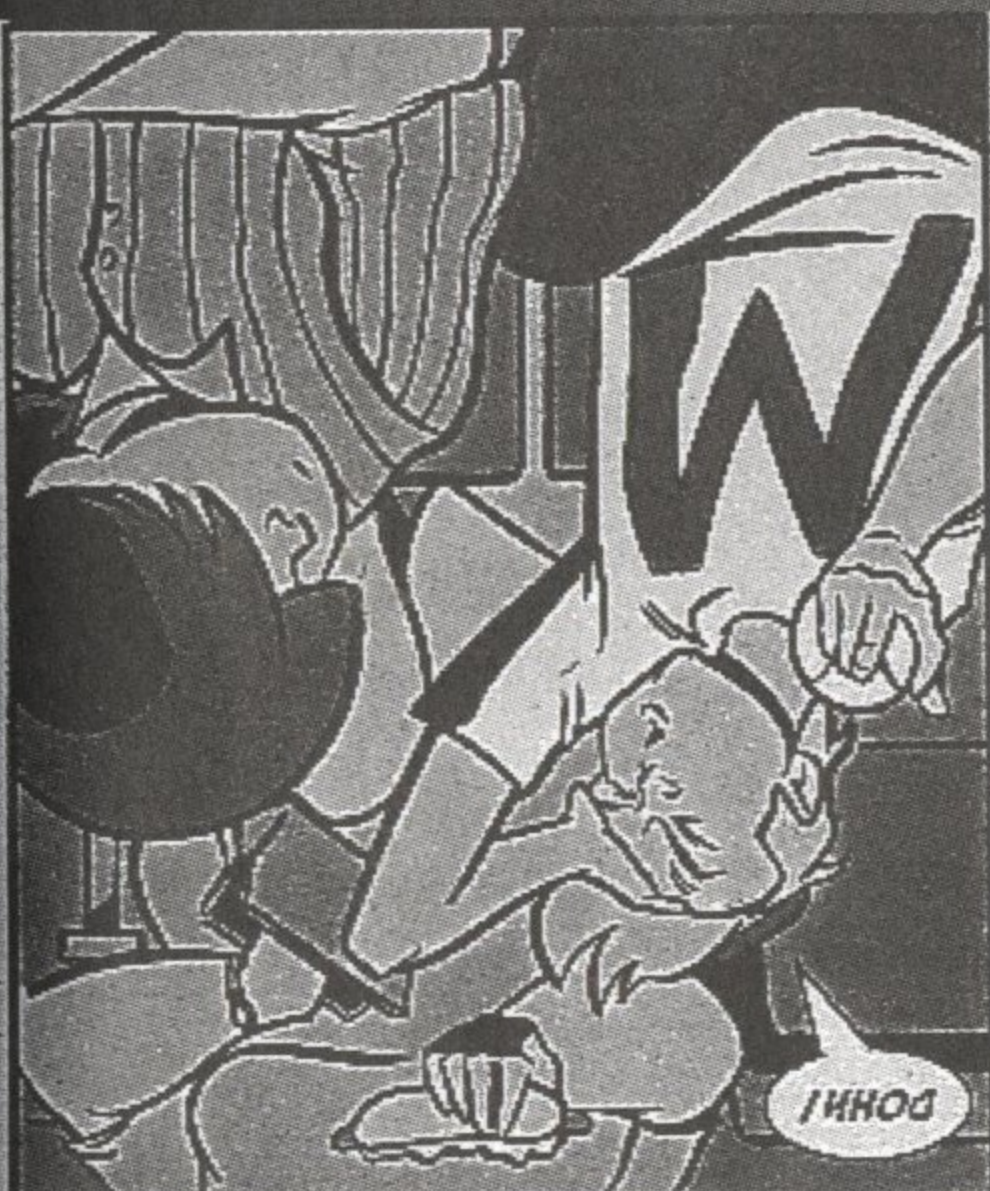
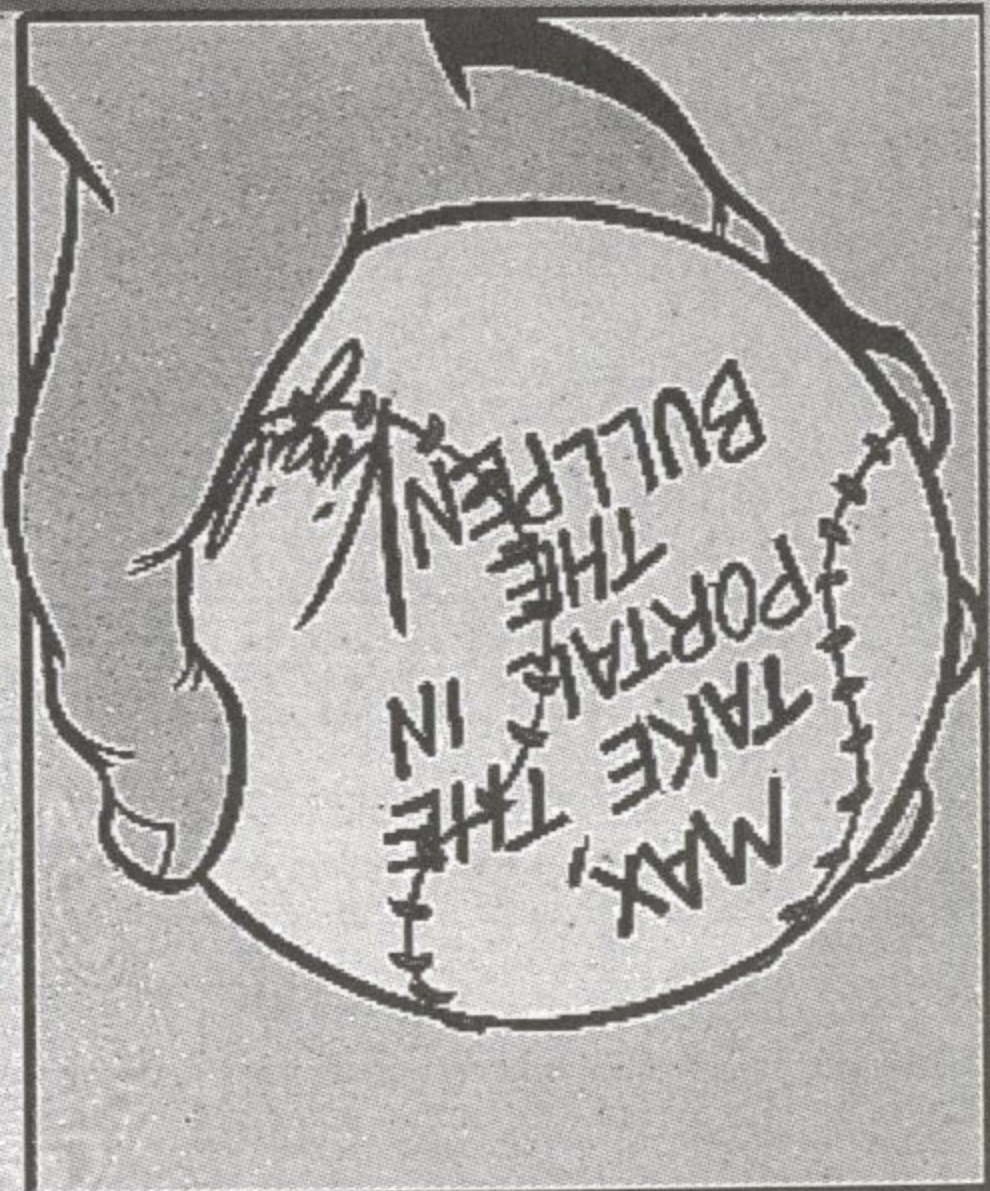


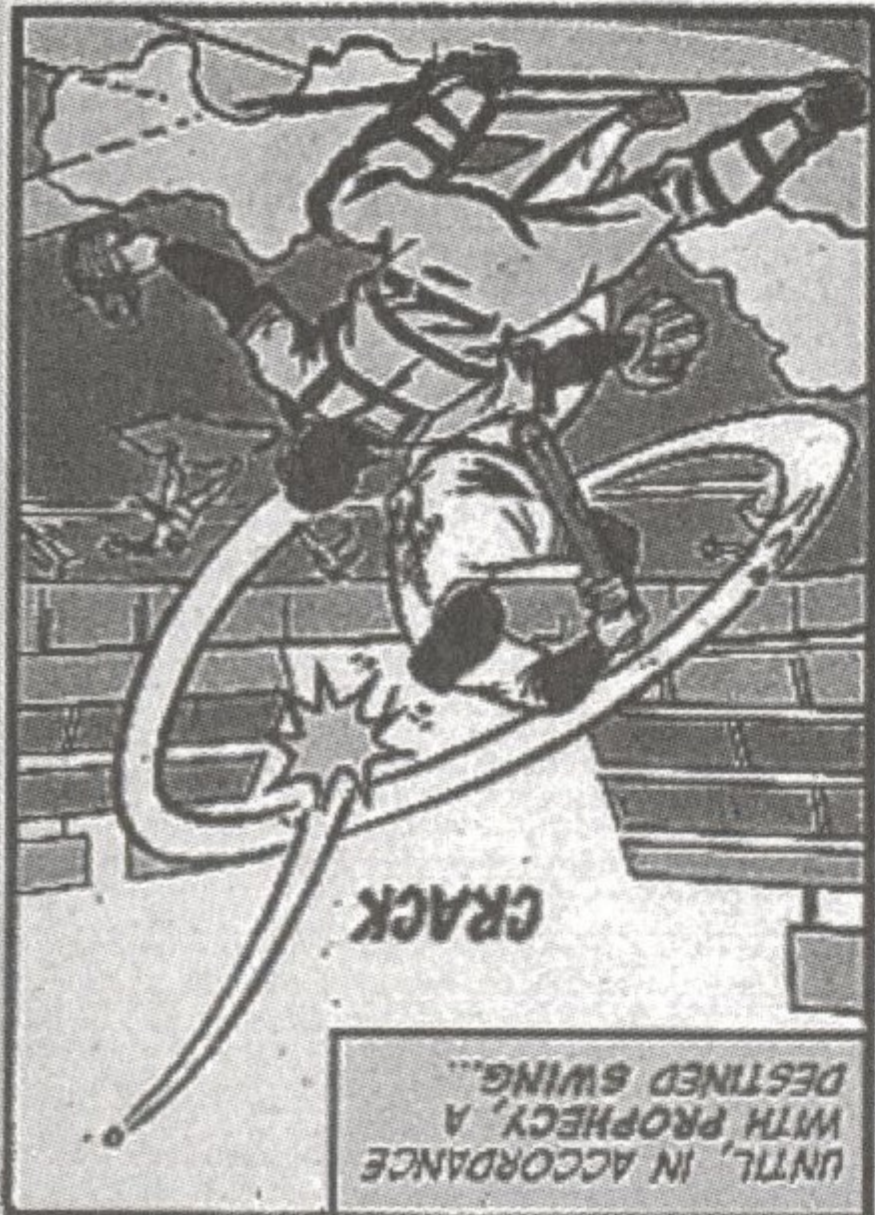
...FROM CHAVEZ RAVINE...



THE ANCIENT PORTAL...









...FROM THIS UNDERWORLD
PRISON WHERE I HAVE
BEEN TRAPPED FOR A
FOOL'S MILLENNIUM!



GO! FINISH THE JOB
SO THAT I MIGHT
AGAIN BE FREE!



THAT ONE IS SKULLMASTER.

AT
LAST...



THE EARTHQUAKE I
NEEDED TO BREAK OPEN
MY PASSAGE TO THE
DAY WORLD...

PRINTED IN USA



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 EDITOR
 PHIL KOMAR

THE ADVENTURES OF MIGHTY MAX
OF MIGHTY MAX

THE EARTHQUAKE BRINGS MISERY
 TO MANY--AND JOY TO ONE.

AN EARTHQUAKE ROCKS
 EASTER ISLAND, THOUSANDS
 OF MILES OFF THE COAST
 OF SOUTH AMERICA.

**MIGHTY MAX AND THE
 GRIND SLAM**