MagMax Story

A highly civilized group of aliens has conquered the earth and put the human beings under the control of the Computer Babylon which has begun to kill the human beings. In order to stop the aliens, the people developed a transformable mechanical robot named MagMax. They also chose a brave man for their rescue. The brave man is about to depart to the ultimate battle with the aliens in order to save the human race.

MagMax is an action game fought with a transforming robot. The player can transform himself into a robot, increasing his power as he builds the robot to fight against more than 30 different enemies. Now get ready for the ultimate battle against the gigantic mechanical monster Babylon.
Name of Controller Parts and Operating Instructions

Use Controller 1 for 1 player games
Use Controller 2 for second player in 2 player games

Control Pad: Move MagMax in eight different directions.
Select Button: Use this button on title screen to select 1 player or 2 player game.
Start Button: Push this button to start the game. If you push it during the game, the game stops. If you push the button once more, the game starts again.

B and A Button: These buttons control the beam gun.

How to Play

You control MagMax, the player. MagMax begins as a body part, but as you assemble all four parts, the robot gains power and begins to attack his enemies with his beam gun. Guide MagMax through four locations: forest, desert, sea, and automated city. With the Warp Hall, you can also move between the surface and underground. After you complete the battle in the desert and the automated city, you will have to confront Babylon, the gigantic mechanical robot.

- Control MagMax with Button A or B.
  Attack the chasing enemies and other objects with energy beam by pushing Button A or B.
- Move up and down between the surface and underground through the Warp Hall.
- When you put MagMax’s head on, he becomes a robot. Each additional body part increases the number of bullets he can shoot.

When MagMax is touched by the enemy, enemy's bullet, and/or obstacles, one turn is over. However, when the player has already attached MagMax’s parts and touches one of these objects, the parts will separate and explode, but MagMax will survive. When all MagMaxes explode, the game is over.
<table>
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<th>Characters</th>
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| 1. MagMax: Player | 9. Missile Fortress: Gilham  
   Machinery
   It launches canons made of balls after a short stop, then it changes its direction. |
| 2. Head | 10. Flying Offensive Pot: Oja  
   It moves behind the player |
   It is motionless. It only moves vertically. When the player approaches it, it sinks down in the ground. |
   It is motionless and does not attack the player |
   It is motionless, and does not attack. You can destroy it with the wave beam gun. |
| 6. Heavy Mobility Mechanism: Revolver  
   After moving ahead, it plunges itself into the player. | 14. Mobile Cannon: Salmem  
   Fires up and down in the water. It also launches cannonballs. |
| 7. Motionless Obstacle: Pot  
   It is motionless and does not attack the player. You can destroy it with the wave beam gun. | 15. Two-legged Walking Pot: Eagle  
   It goes ahead and approaches the player. |
| 8. Investigation Fortress: Rick  
   It is motionless and does not attack the player | 16. Investigation Mecha: Bigg  
   It draws an arc randomly as it approaches you. |
Character 17. **Floating Observation Radar:** Babura
   It moves across the screen and launches shells.

Character 18. **Winged Mobile Armor:** Gander
   It attacks with the wave beam in one direction, while facing an attack in the other direction.

Character 19. **Transformable Floating Body:** Combatman
   It plunge vertically right beside the player. It also approaches while it draws big and small arcs.

Character 20. **Heavy Mobile Mechanism:** Bazarm
   After moving ahead, it plunges into the player.

Character 21. **Underground Submarine:** Mangler
   After stopping for a while, it moves around behind the player.

Character 22. **Underground High-speed Boat:** Challenger
   It approaches the player while it draws arcs randomly.

Character 23. **Heavy Mobile Mechanism:** Dali
   It plunges toward the player after changing its direction.

Character 24. **Underwater Disc Boat:** Dreman
   It moves ahead after drawing an S shape.

Character 25. **Underwater Investigation Boat:** Bapos
   It floats off after a short stop. Then it changes its direction.

Character 26. **Heavy Mobile Mechanism:** Sneaky
   It moves in behind the player.

Character 27. **Underwater Currents:** When the player touches it, temporarily he cannot operate the direction lever or launch missiles.

Character 28. **Two-legged Hopping Pot:** Hopper
   It moves by hopping.

Character 29. **Life Body:** Ima
   It draws arcs randomly.

Character 30. **Flying Boat:** Wing Balliro
   It moves in behind the player after stopping for a while.

Character 31. **Investigation Boat:** Beacon
   It plunge vertically along side the player.

Character 32. **Mobile Base:** Gaus
   It is movement limited. However, it falls vertically when the player approaches it.
Techniques for Ultimate Victory

- When both MagMax’s head and wave beam gun are attached, you can successfully destroy the enemy.
- When you destroy the multi-headed gun with a beam, it will shoot black bullets. If you destroy the enemy with these black bullets, you will get bonus points.
- If you shoot rock icicles down with an energy beam and destroy the enemy with the falling rock icicles, you will also get bonus points.
- Watch out for the underground volcano.
Compliance with FCC Regulations

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer’s instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:


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