



THE ADVENTURES OF MIGHTY MAX



INSTRUCTION
MANUAL



ocean[®]

SUPER NINTENDO
ENTERTAINMENT SYSTEM

**WARNING: PLEASE READ THE ENCLOSED
CONSUMER INFORMATION & PRECAUTIONS
BOOKLET CAREFULLY BEFORE USING YOUR
SUPER NINTENDO® HARDWARE SYSTEM OR
GAME PAK.**



LICENSED BY



NINTENDO, SUPER NINTENDO
ENTERTAINMENT SYSTEM AND THE
NINTENDO SEAL OF QUALITY ARE
REGISTERED TRADEMARKS OF
NINTENDO OF AMERICA INC.
©1991 NINTENDO OF AMERICA INC.

THIS OFFICIAL SEAL IS YOUR ASSUR-
ANCE 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. ALL
NINTENDO PRODUCTS ARE LICENSED
BY SALE FOR USE ONLY WITH OTHER
AUTHORIZED PRODUCTS BEARING THE
OFFICIAL NINTENDO SEAL OF QUALITY.



Contents

| | |
|----------------------------------|----|
| The Story | 2 |
| Getting Started | 3 |
| Controls | 4 |
| Screens | 5 |
| Start | 6 |
| Options | 6 |
| 2-Player Mode | 7 |
| Password | 8 |
| Mighty Max and Friends | 9 |
| Choosing a Portal | 10 |
| The Game Screen | 11 |
| Tools | 12 |
| Special Bonuses | 13 |
| Level 1: The Volcano | 15 |
| Level 2: The Space Station | 16 |
| Level 3: The Inca Ruins | 17 |
| Level 4: The Water | 18 |
| Level 5: The Jungle | 19 |
| Limited Warranty | 21 |
| Note | 22 |





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 8 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

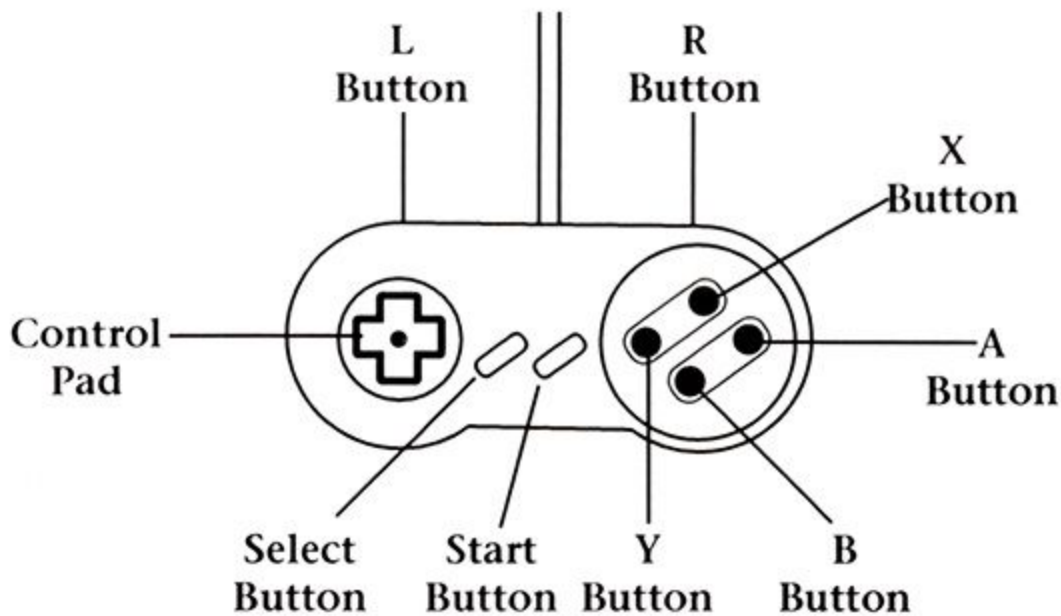
Make sure the power to your Super NES is turned off. Insert the Game Pak, then turn the power on.

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



L Button: edge left.

R Button: edge right.

Control Pad Left or Right: move and push left or right.

Control Pad Down: crouch or crawl left or right.

Control Pad Up: climb.

Start Button: pause and un-pause game.

Y Button: shoot ping-pong balls.

X Button: pick up objects and throw objects.

B Button: jump.

A Button plus the **Control Pad** Left or Right, Up or Down:
see more of the screen in any direction.



Screens

From the Title Screen, you will have three choices: **START**, **OPTIONS** and **PASSWORD**. Push the **Control 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 **Control Pad** Left or Right on this option will let you choose a game mode of Practice or Normal. The Practice game allows you to play the game at an easier level and is great for beginners.



Options

Four options are given when you select Options: Players, Sound FX, Music and Level. Pressing the **Control 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 **Control Pad** Left, Right, Up or Down, then press either the **A**, **B**, **X** or **Y** 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 will help and advise Max and his friends of 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 **Control 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

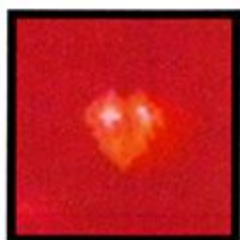
Each player will be awarded bonus points for collecting the following hidden items:



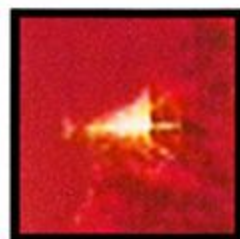
Power Pill: This will improve your running and jumping ability.



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 up this, you'll be awarded 3 extra lives and a million points!

Level Warp: When you pick up this, 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 you're 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.





LIMITED WARRANTY

Ocean of America, Inc. warrants to the original purchaser only that the game pak provided with this manual and the software program coded on it will perform in accordance with the descriptions in this manual when used with the specified equipment, for a period of 90 days from the date of purchase. If this program is found to be defective within 90 days of purchase, it will be replaced. Simply return the game pak to Ocean of America, Inc. or its authorized dealer along with a dated proof of purchase. Replacement of the game pak, free of charge to the original purchaser (except for the cost of returning the game pak) is the full extent of our liability.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHERE ORAL OR WRITTEN, EXPRESS OR IMPLIED. ALL IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, IF APPLICABLE, ARE LIMITED IN DURATION TO 90 DAYS FROM THE DATE OF PURCHASE OF THIS PRODUCT.

Ocean of America, Inc. shall not be liable for incidental and/or consequential damages for the breach of any express or implied warranty including damage to property and, to the extent permitted by law, damages for personal injury, even if Ocean of America, Inc. has been advised of the possibility of such damages. Some states do not allow the exclusion or limitation of any incidental or consequential damages or limitations on how long an implied warranty lasts, so the above limitations or exclusions may not apply to you.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted. This warranty gives you specific legal rights and you may also have other rights which vary from state to state.



Ocean of America, Inc.
1870 Little Orchard Street
San Jose, CA 95125
(408) 289-1411

MIGHTY MAX AND THE GRAND SLAM!

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

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



WRITER
PENCILLER
INKER
LETTERER
COLORIST
EDITOR

ROBERT HUDNUT
GARY HARTLE
BRETT KOTH
DAVID C. WEISS
BRETT KOTH
PHIL ROMAN

THE
ADVENTURES
OF
MIGHTY
MAX

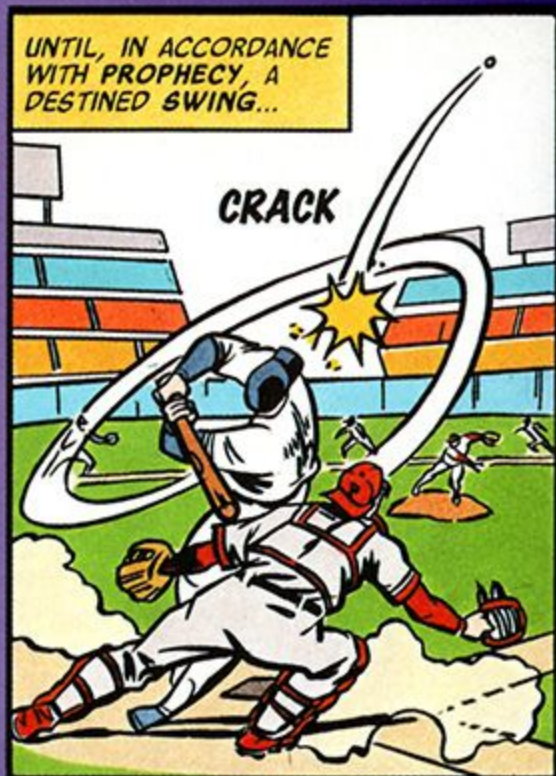
THAT ONE IS SKULLMASTER.

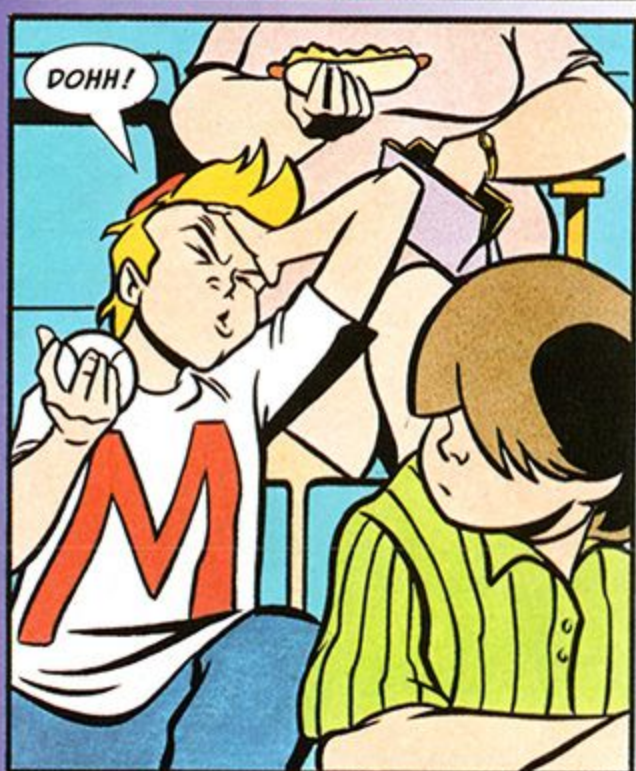
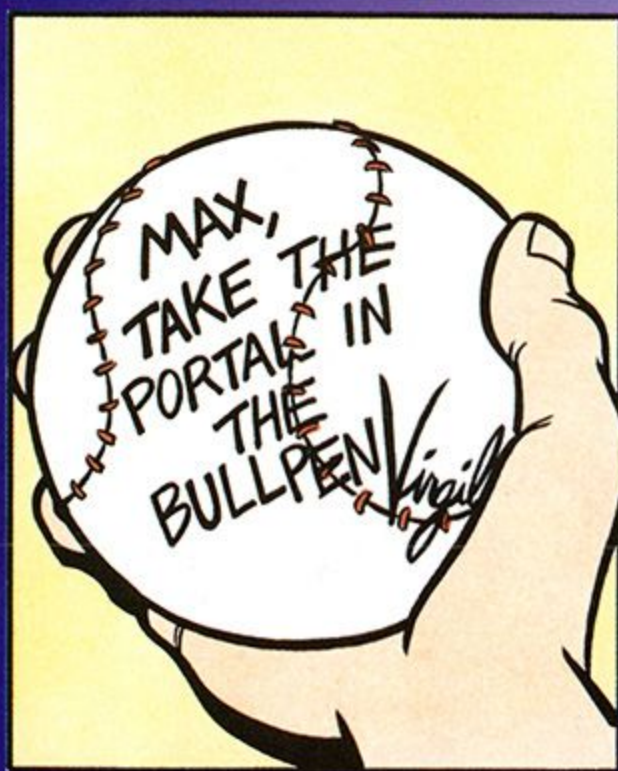
'AT
LAST...

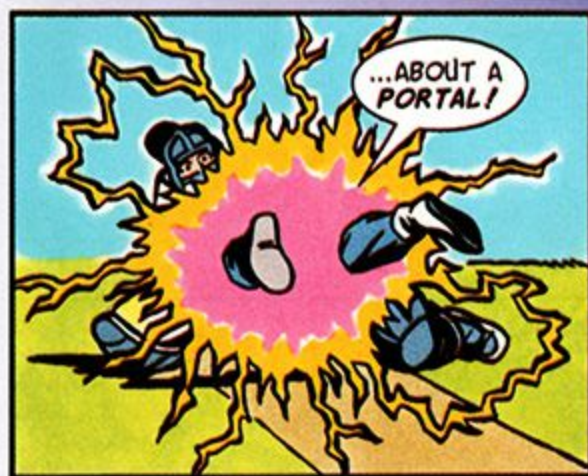
THE EARTHQUAKE I
NEEDED TO *BREAK OPEN*
MY PASSAGE TO THE
DAY WORLD...

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

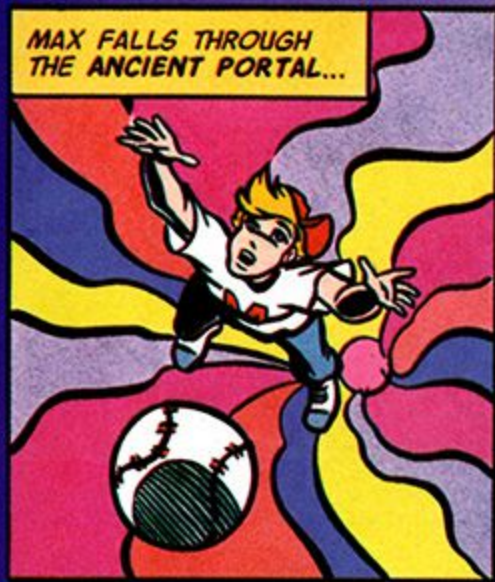
GO! *FINISH THE JOB*
SO THAT I MIGHT
AGAIN BE *FREE!*



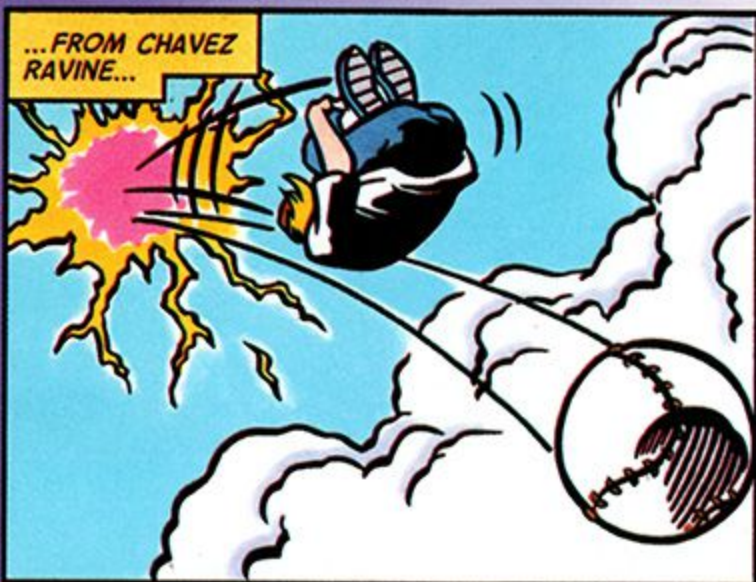




MAX FALLS THROUGH
THE ANCIENT PORTAL...



...FROM CHAVEZ
RAVINE...



...TO EASTER
ISLAND!

VIRGIL!
NORMAN!
WHAT'S
UP?



A GRAVE CRISIS,
MIGHTY ONE.

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

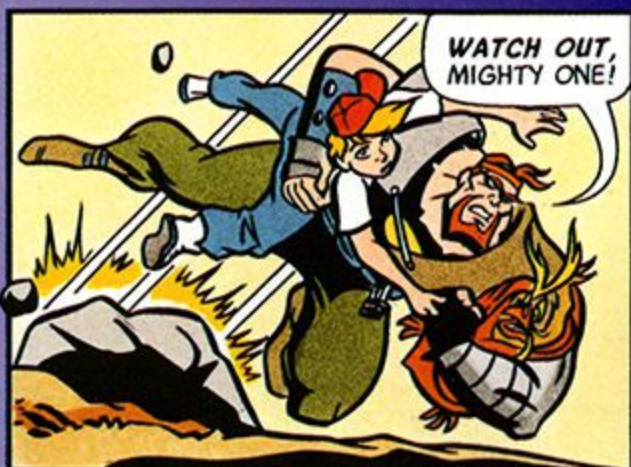




...THAT SKULLMASTER'S
LAVA BEASTS ARE QUICKLY
CLEARING FOR HIS
RELEASE!



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



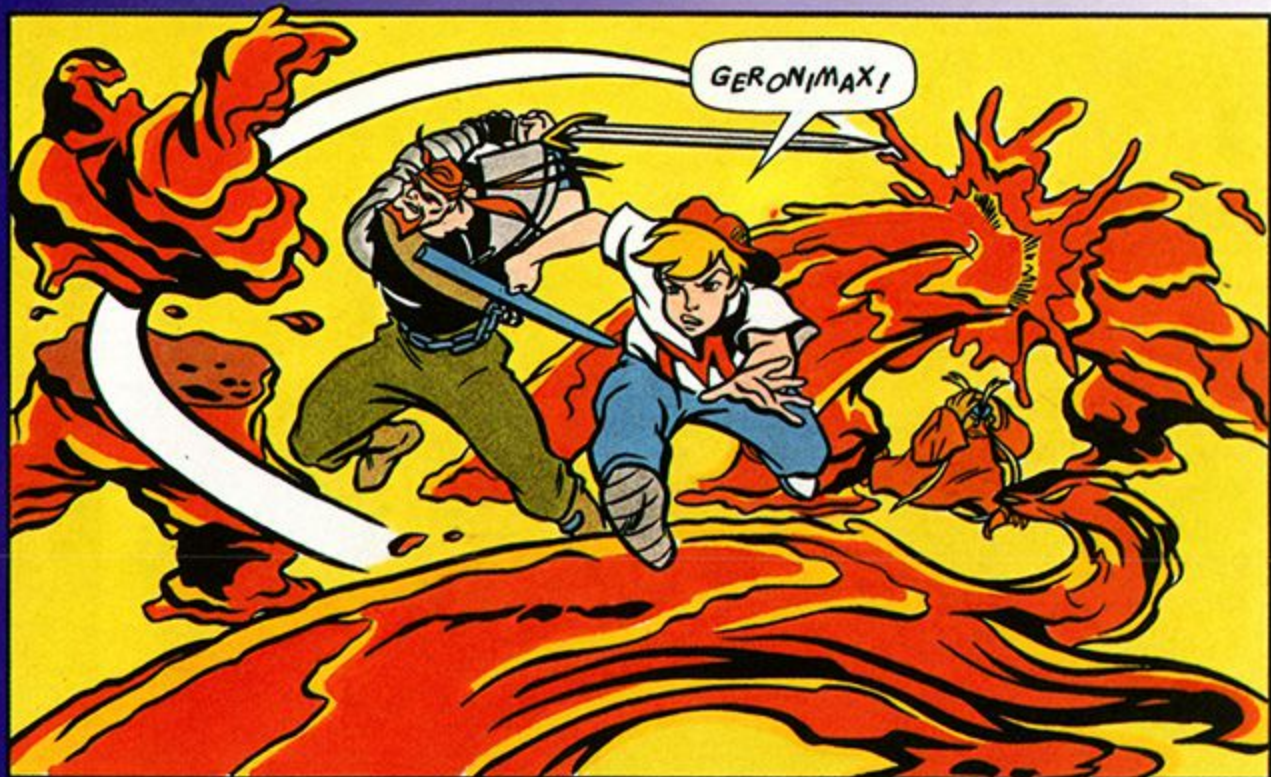
WATCH OUT,
MIGHTY ONE!



I'M MORE
WORRIED
ABOUT
PERPETUAL
FLATNESS!



SLAM!











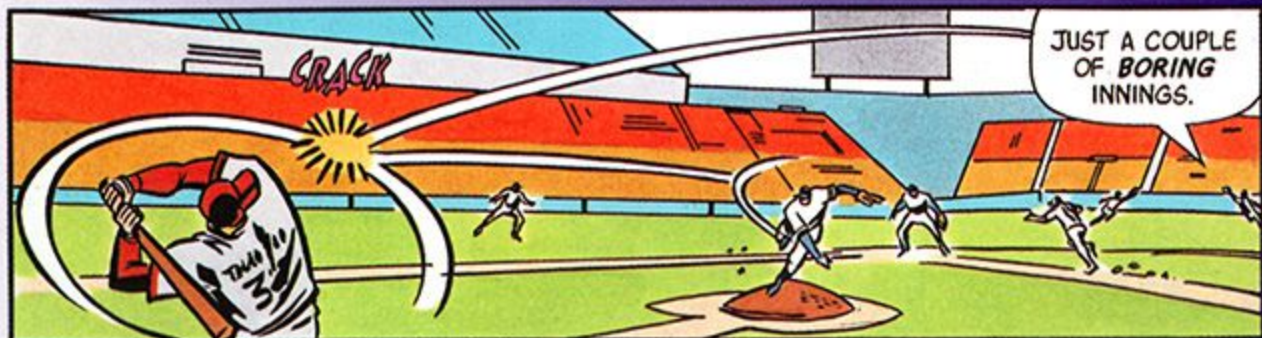
IT'S THE BOTTOM OF THE NINTH AND THE BASES ARE LOADED...

SO, FELIX,
WHAT'D WE
MISS?

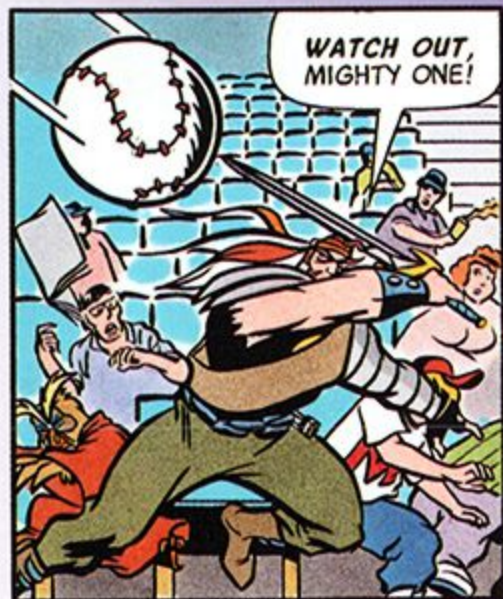


CRACK

JUST A COUPLE
OF BORING
INNINGS.



WATCH OUT,
MIGHTY ONE!



SLAM!





Bluebird®

CANAL+
D.A.



OCEAN OF AMERICA
1870 Little Orchard Street
San Jose, CA 95125
408-289-1411

MIGHTY MAX ©1993 BLUEBIRD TOYS (UK) LTD., FILM ROMAN, INC., CANAL + D.A. UNDER LICENSE
FROM BLUEBIRD (UK). ALL RIGHTS RESERVED. OCEAN SOFTWARE IS AN AUTHORIZED USER.
OCEAN IS A REGISTERED TRADEMARK OF OCEAN OF AMERICA, LTD.

PRINTED IN USA