

A and B buttons: Shoot
Control Pad: Move the MagMax
Start: Pause the game

MagMax plays a little differently than the standard shootemup. For one, you'll notice that the MagMax moves pretty slowly. This isn't a problem because few enemies are very vicious. However, the screen can get cluttered.

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Screen (MMG1)  
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In the top left corner of the screen is a flashing text "1up," below this is the score. In a two-player game, 2up will be displayed in the top-right corner and the second player's score beneath this.

Note that your lives are not visible onscreen. You can see them if you die and when you start. As the game starts, the following will be on display:

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X  
PLAYER  
Y  
MAGMAX  
LEFT
```

X represents which player, and Y the amount of MagMax remaining (ie: 1 PLAYER
2 MAGMAX LEFT)

Pausing the game will make any sprites vanish and the word "pause" appears in the middle of the screen.

The actual gameplay screen and kind of scroll up and down slightly. You can see the top of the below areas from above, and the bottom of the above areas from below. Pretty cool.

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Why Score? (MMG2)  
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Right, so teh game keeps track of a score. What's the point? Well, besides the right to brag, a prize in itself, you also gain extra lives for gaining high scores.

You start with "2 MAGMAX LEFT," 3 lives. That's pretty standard and there are no continues. So earn those lives!

You will gain your first life at 30000 points.

```
+1 life at 30000  
+1 life at 80000  
+1 life at 130000  
+1 life at 180000  
+1 life at 230000
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Get it? After the first 30000 extra player, you will earn one new one every 50000.

The enemies don't give many points? There are plenty, especially below, and Babylon gives 5000 points + the points you earn fighting him. Points aren't

too hard to come by in this game.

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Parts (MMG3)

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The main factor that makes MagMax somewhat easier than other shootemups, however, is the fact that you can constantly build your player up. Proceeding through the game, you will encounter various pieces that look like robot components.

These are:

***A torso with a head and arms. (Head)

***A gun which is blue. (Wave Beam Gun)

***Legs with a platform on top.

These cannot be destroyed by your fire. Rather, you may drive over them, causing the MagMax to upgrade right then and there. You need to get the torso in order to use the gun. The gun will have different features based on which mode you are playing in (explained shortly). The legs are next. The legs and torso add one hit extra to you, meaning when you are hit one of these components will be destroyed. The torso and gun will be destroyed together. Legs can be added before torso and vice versa.

How does this make the game much easier than it could have been? Well, once you lose a part you just have to hold out for a little while until another comes along. So essentially the game will involve shooting enemies, avoiding obstacles, and gaining parts.

Also note that when attaching a part, you can bypass enemies. It's not much, but use everything you've got!

Indeed use this feature of the game, or don't use it if you want a harder experience. I've actually seen this mechanic listed as a "cheat" on some sites.

A final note on parts, as a MagMax try walking over parts you already have, they will become a bouncing energy sphere which can be destroyed for 1000 pts.

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Above (MMG4)

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You'll begin playing above ground. You'll notice that your MagMax hovers a bit above the surface. Enemies will skim the ground and fly in and such. They will more or less fly in to attack you and either persist on the screen or fly off following attack. The enemies have fairly predictable patterns here, but there are many turrets and bunkers on the ground to slow you down. You'll need the gun part to destroy them.

MagMax is most vulnerable at the base of the vehicle - that is where the shadow is. The full robot towers over the level and seems vulnerable, but again I'd concentrate mostly on moving the shadow.

When you have only the torso and gun, the gun will constantly fire forwards, like a laser blade of sorts. Ram this into enemies and structures to damage them.

As a full MagMax, the gun's laser stream will fire down on a diagonal. It's not as effective but it serves the same purpose more or less. Your legs will always be destroyed first in the above-ground game.

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Below (MMG5)
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You can travel underground via the large black ovals on the playing field. Consequently, you take the same structures abck to the surface though they can be on the ground or in the ceiling. (The holes are known as Warp Halls)

Enemeis are much more random and much more frequent down here, and generally the obstacles are more menacing.

The MagMax does not fire a constant stream from the gun in this mode, instead it launches a fireball in place of normal fire. It seems to travel through multiple enemies and is the only weapon which can destroy Gaus.

As a MagMax with torso and legs, your shots will be more spread out - that is you'll shoot high, medium, and low shots from your upper torso, middle, and legs. However, to compensate you're also a much bigger target. The enemies are not limited to merely where your shadow falls in this mode but can hit any part of you. So the legs won't always be the first to go.

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Two-Player (MMG6)
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MagMax has a two-player mode. It is the typical two player alternating mode. This is kind of sad because the game could benefit from simulataneous action, but this isn't NARC and no one had the guts until then. Erm, that is maybe the game would have too much flicker or slowdown. Not likely, but the two-player mode is just a competition for points. Having a game each at the one-player game seems like a better alternative imo.

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Section 3: Levels (MML)
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MagMax is almost two games in one - but not quite. You can travel above and below ground via large grey ovals in the ground or ceiling, depending on which strata you currently occupy. MagMax has no end - there is no need to ever switch game modes.

This section briefly explains level progression and the obstacles therein. To find out which enemies are in each section, see the Enemies section below.

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Above (MML1)
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The above levels are pretty mundane, they only serve as a means to change the enemy stock every once in a while. The changes between levels are smooth and they are really just sections of the game and aren't discretely broken into levels at all. But I digress, it is easy enough to treat them as such because there is some enemy turnover, and establishing the terms I use will be helpful in understanding the Enemies section.

Level 1: Forest

The first section is a an area with patches of green and brown that could be

beneath. Surely, if you want a greater challenge then dive into the abyss.

Point values are given though they could be wrong in some cases.

Two items of note: Though I list the enemies under certain headings for the sake of simplicity, they can appear at any point during the game - this is for my benefit in keeping them ordered. Next, the MagMax manual has enemy names. I've tried my best to match enemies with the pictures in the manual. There may be some error, so please correct me if I'm wrong.

*****Enemy Key*****

*Classification: I give the enemy a class or one-word description.

+Point total

Manual Name: The name given in the manual.

Description: Description of the enemy

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Above (MME1)

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***Forest

*Bunker 1:

+100 points

Manual name: Investigation Fortress: Rick

A bunker shaped somewhat like a bottle, with orbs around the top. It's likely the first enemy you will see. It does nothing to attack, you may just shoot and destroy.

*Bunker 2:

+100 points

Manual name: Motionless Obstacle: Pot

Smaller than Bunker 1 but also invulnerable to your normal shots. The bunker is small and grey, shaped somewhat like a rock. You need the gun upgrade to destroy it. It is nonoffensive.

*Volcano

+300 points

Manual name: Missile Fortress: Gilburn

A stationary enemy not unlike the bunkers, but it will open and close to fire a shot at the MagMax. It is relatively easy to destroy, as at this point there is not a whole lot of intervention from other enemies. They appear as red craters.

*Saucer 1

Manual name: High-Speed Airport: Machinery

+200 points

It appears as rotating blades suspended on a disc. It will travel to the far left of the screen, shoot, and retreat back off to the right. Be careful not to be kept at bay by this enemy, shoot them before they reach the side of the screen if possible.

*Saucer 2 (Drill)

Manual name: Heavy Mobility Mechanism: Revolver

+300 points

A rather frequent topside enemy, this appears as a large drill on top of a disc. It will move towards the left side of the screen, and may take a sudden

diagonal movement. When it does this, three fireballs will be launched forward with the outside two spreading out. A dangerous attack, yes, but it can be easily avoided.

*Balloon

+300 points

Manual name: Multi headed Cannonball

A red orb with a star in the middle, relatively nonthreatening. Yet, it is great for the points. Shooting it will cause it to burst releasing six black orbs. If these orbs hit another enemy, you will get an additional 1000 points for each enemy hit.

***Desert

*Mole 1

+300 points

Manual name: Mobile Underground Fortress: Liser

Not a mole in the sense that it looks like an animal, because it is rather like a building instead. This will peek out of the ground and shoot at you, then it will retreat. Take note that you can destroy it while it is underground. Easy.

*Saucer 3

+200 points

Manual name: Flying Offensive Pot: Oja

A large, pulsating disc. It will float around the screen and shoot. It is a persistent enemy, so dispatch it quickly.

***Ocean

*Bunker 3

+100 points

Manual name: Marine Investigation Base: Gippo

A large, somewhat pyramidal bunker. It is the same as Bunker 2.

*Mole 2 (Submarine)

+300 points

Manual name: Mobile Cannon: Sathern

The same attack pattern as Mole 2. Dispatch it quickly before it can hinder your progress.

*Saucer 4

+300 points

Manual name: High-Speed Marine Boat: Jetler

A more erratic saucer enemy, it will fly around the screen and shoot. It is quicker than Saucer 3 and is thus a larger threat. Handle accordingly. It looks like a disc turned to the side rotating.

***Automated City

*Walker

+200 points

Manual name: Two-Legged Walking Pot: Eaglam

A robot or mech enemy, with legs and arms. It walks in, while taking diagonal steps at time to shoot. It may shoot multiple times before it leaves. Take care not to allow too many on the screen at once.

*Saucer 5 (Porcupine)

+300 points

Manual name: Investigation Mecha: Bigg

A dangerous enemy, they will again loop around and shoot. They often arrive in formation as well, meaning you will need to contend with multiple at a time. I have had the pleasure of having a few onscreen during the second Babylon fight - don't let that happen to you, take them out quickly. They appear as white objects. First smooth, they will pulsate to become spikey and back to smooth. Weird, but rather cool.

*Bunker 4
+100 points

*Saucer 6 (Blade)
+300 points
Manual name: Floating Observation Radar: Balvara
It kind of looks like a ceiling fan. It will travel on a diagonal down, taking shots at the MagMax along the way. Not too much of a problem, but more of a threat when other enemies occupy the screen.

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Below (MME2)

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NOTE: You will see that the enemies beneath the ground have on average a lower value than those above, yet are more threatening. Why? Well, there are a lot more enemies down here, meaning you'll be destroying more. It's a compensation but on average if you can survive down below you'll be getting more points.

***Cave

*Umbrella
+100 points
Manual name: Underwater Disc Boat: Dromae
An enemy that looks much like an umbrella. These appear in large groups, take them out quickly. They do not shoot, rather they fly at a diagonal when they reach a portion of the screen. You can avoid the entire group by moving to the right of them.

*Rotate
+200 points
Manual name: Transformable Floating Body: Combatler
An odd enemy that appears to be some kind of rotating rectangle... They are very persistent enemies and will fly around the screen for an extended time. A simple mechanism, but often troublesome. If you look closely, it is actually an orb, though it is swinging so fast that it looks rectangular. But I digress...

*Volcano (Large)
Manual name: Underground (underwater) volcano
A more classical styled volcano, it is more an obstacle than enemy. It will launch a tower of lava into the air. In the Cave, you can clearly see a dark rectangle which outlines the extent of the lava. In other words, it is very easy to avoid. Later, when the volcanoes don't have this rectangle near them, you should be familiar with the extent of the lava because the volcanoes occur through the entire Cave area, and the cave spans the grass and desert areas of the surface.

*Stalactite
+100 points
Manual name: Rock Icicle
A common obstacle in the cave is the dark brown stalactites. Shooting one will cause it to drop. Any enemies it punctures will land you an extra 1000 pts.

*Bird

+100 points

Manual name: Winged Mobile Armor: Speeder

These simple enemies, which look like aircraft with birdlike wings, fly in and shoot. they have a bit of diagonal movement but they are mostly lateral.

*Diamond

+100 points

Manual name: Underground Submarine: Mangler

A simple enemy that will fly in and shoot. Again, don't let them crowd you. It can be somewhat persistent. Looks like a pulsing diamond.

*Flipper

+100 points

Manual name: Underground High-Speed Boat Challenger

A fairly erratic enemy, it will move randomly around the screen. It kind of looks like a square with protrusions at each corner. IT flips towards the screen. TAKE these out with priority because they will linger.

*Orb

+100 points

Manual name: Underwater Investigation Boat: Bagos

Quite similar to Mangler in attack pattern. They like to appear in groups, stop at the same time, and unload their shots. Bagos will depart from the screen after firing. It appears as a cross with wedges in each angle, giving it a circular appearance.

*Claw

+200 points

Manual name: Heavy Mobile Mechanism: Bazarmi

They often appear in droves. They will fly towards you after some time, so try to stay to their right. They appear as four sickles protruding from some centre point.

***Ocean

*Drill

+100 points

Manual name: Heavy Mobile Mechanism: Dahl

These will dive, dodge, and then continue moving. They look somewhat like a drill, missile, or fish. Whatever you prefer really. While not an incredible threat alone, they can become dangerous.

*Snake

+300 points

Manual name: Heavy Mobile Mechanism: Sneaky

One of the most dangerous enemies, it will swoop in and fire three shots. The outermost shots will spread out. It seems to swoop in from below you. It can persist on the screen looping for a bit of time. You want to take it out ASAP. It appears as an upright snake.

*Current

Manual name: Underwater currents.

Huge threat underwater, try to avoid it at all costs. Flying through a current will cause the MagMax to rock up and down, travel straight ahead, and prevent your from shooting.

***Automated City

*Jumper

+300 points

Manual name: Two-Legged Hopping Pot: Hopper

This enemy can be tricky in groups. It hops along firing a horizontal shot. The shot will start slow but accelerate quickly. They're fairly simple to defeat. Just move out of the way when you see a shot appear onscreen.

*Flap

+100 points

Manual name: Flying Boat: Wing Balliber

These draw somewhat random arcs, shooting at you as they go. They look odd, small and constantly spinning. Sort of looks like flapping of wings.

*Orb 2

+200 points

Manual name: Life Body: Huma

Yet another enemy that loops around the screen firing. It looks like a core enclosed in a cage of sorts. It's size makes it easier to destroy than some, but the numbers it appears in make matters worse. It will often appear on the screen in lines at the top and bottom of the screen.

*Dropper

+I'm not sure of the point value, due to certain circumstances I could not get this value. They were in a row and when they weren't I lacked the wave beam gun.

Manual name: Mobile Base: Gaus

This enemy is just an underground bunker, with a twist. They line the floor and ceiling of the underground automated city. When MagMax approaches, they will launch vertically. Not a threatening attack, but they are numerous and can only be destroyed by the wave beam gun.

*Orb 3

+200 points

Manual name: Investigation Boat: Beacon

They will curve onto the screen shooting. When they appear in formations, they will draw an S on the screen. Sort of an orb with partial rings on either side.

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Babylon (MME3)

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Manual name: Gigantic Mechanical Monster Babylon

You'll face this mechanical terror, the game's one boss, twice in one loop. However it is not very adept at MagMax killing and it isn't even necessary. If you think the fight isn't worth it you can just not fight Babylon - after a bit of time the screen scrolls on. You just won't get any points or lovely satisfaction - but hey, that's your choice to live with.

Babylon is a large, mechanical, three headed dragon. It is stationary and can fire shots at you with moderate speed. The rearmost head does not move, but the other two jig back and forth. Because the monstrosity is stationary, you can hang back at the side of the screen.

**Babylon: Above Ground

If you do decide to face Babylon, it won't be too difficult. It is easy to weave between the shots and pelt his multitude of chops with your own fire. I tend to stay on level with his heads, but if that is too close for you then

