# BLUE MAX 2001

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by Bob Polin

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# LOADING FOR ATARI

Pull the release lever above the keyboard towards you to open the cartridge door. If there are any cartridges in the slots, remove them and close the cartridge door.

Turn on your disk drive and wait for your busy light to go out. Insert the BLUE MAX 2001 program disk into the disk drive with the label toward the front of the drive, facing up. Close the disk drive door and turn on the power of your computer. The program will load in about thirty seconds.

Plug your joystick into Port 1.

# LOADING FOR COMMODORE

Insert disk into the drive. Be certain both the drive and the computer are powered up — when the monitor screen is illuminated, type LOAD, press the spacebar, then type "*", 8, 1. Then press Return.

Plug your joystick into Port 2.

# OBJECTIVE

You are Max Chatsworth IX, a direct descendant of Max Chatsworth of BLUE MAX fame. You have lived and breathed his legend, and now fate calls upon you to fight an evil so foul that he could not even have imagined it.

The FURXX empire has extended its iron hand to Earthbase Gamma IV, and captured it. The inhabitants that were not

killed in the struggle were enslaved and sent to FURXX conversion processors to be drained of their life force so that the FURXX Time Masters could extend their own lifespans.

Having effected an easy victory, the FURXX now intend to invade all earth colonies and finally capture the earth herself.

You have been armed with a deadly new gravonic-penetrator, whose power beam cuts through FURXX defense screens like a laser through a tin can!

Rebels have set up supply bases in secret locations on the planet surface where you will be refueled and your penetrators recharged. Also, your hovercraft is equipped with gravonic annihilator bombs, cloned from the same technology.

Your mission is to penetrate enemy defenses, destroy their hoverfields, and finally destroy the symbol upon which the FURXX empire is built. And all this must be accomplished IMMEDIATELY, for the fate of the world rests in your hand.

# PLAYING BLUE MAX 2001

### Beginning the Game

Press START and push forward on your joystick to lift your hovercraft from the runway of your home field. See the *Options* section of this documentation for joystick control choices. To begin the terrain scrolling, move your joystick diagonally up and to the left. When the craft touches the upper border of the screen, the terrain will start to scroll under you. You may stop the scrolling at any time by moving in the down right diagonal direction until the hovercraft shadow hits the bottom border of the screen.

## Targets

All the enemy installations and vehicles are your targets. There are factories, defense facilities, supply vehicles, etc. All of these are open to both bombing and strafing attacks. There are also two types of special targets.

The first is a Shield Enhancer. This device is diamond in shape, with a pulsing center. In order to get an extra shield you must land on the enhancer.

The other is called the Terrain Sequencer. You must, depending on the option chosen, either bomb or land on the sequencer to progress to the next enemy hoverfield. The sequencer looks like a small disk with a rotating core.

NOTE: Use the OPTIONS menu for choosing bomber touch options in sequencer interaction.

## Strafing

Air-to-ground strafing can be accomplished by reducing your altitude to between 18-24 and pressing the fire button. As an additional visual indicator, the command bar will turn brown (gray on the Commodore) to indicate that you are at the correct altitude for strafing. You will shoot in the direction of flight when the terrain is scrolling, or the direction of last movement when the screen is stationary.

## Bombing

Dive-bombing is accomplished by pressing the fire button while moving your hovercraft down. Obviously, you will descend while dropping bombs. Be especially aware of your altitude while bombing.

## Landing

When a friendly runway approaches, a tone will sound and a green "R" will appear in the lower right hand portion (middle left portion on the Commodore) of the command bar. To land, simply steer your craft onto the runway surface. The "R" will change into a flashing "G," indicating contact with the ground. You may also land by stopping the scrolling first, and then descending straight down onto the tarmac.

## On the Ground

Once you have landed safely, your hovercraft is repaired, item by item. Next refueling takes place, and finally, your bombs are reloaded. To abort any of the ground sequences and move on to the next, simply press the fire button. You may abort the entire sequence at any time by lifting off the runway.

## Control Displays

Your craft may be damaged by any of the following:

- hit by enemy gunfire

- crashing into enemy craft

- crashing into objects on the ground

When hit, the command bar turns red momentarily.

The damaged incurred from a hit is shown as follows:

*F:*  fuel leak

*B:*  bomb dropping gear is damaged (intermittent bombing)

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| *M:* | decreased maneuverability |
| *G:* | guns damaged (intermittent firing) |

## Command Bar Colors

*NOTE:*  In the Commodore version, the command bar color changes actually take place in the screen border.

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| *RED:* | If the command bar turns red, you have sustained an enemy hit. Check command bar for specific damage. |
| *BLUE:* | The command bar turns blue when you are at the same altitude as an enemy craft on the screen. Thus, you can shoot it down. |
| *BROWN:* | When the command bar turns to brown, you are at strafing altitude. |
| *YELLOW:* | The FLASHING yellow condition of the command bar indicates extreme danger. You are flying too low and will crash at any moment. |

## Options

Press OPTION (C64: press F3) for the option menu. Press OPTION (F3) again to move the arrow to your choice. Press SELECT (F5) to change your option selection. Press START (F7) to start the game.

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| *NORMAL CONTROL:* | Pull joystick forward to climb, back to descend. |

| *PILOT CONTROL:* | Pull joystick back to climb, forward to dive. |
| *GRAVITY:* | Hovercraft will drop in altitude if the joystick is released. |
| *NO-GRAVITY:* | Hovercraft will remain at steady altitude when the joystick is released. |
| *BOMB-TARGET:* | Must bomb the terrain sequencer to activate next phase. |
| *TOUCH-TARGET:* | Touch the terrain sequencer to activate next phase. |

To stop a game in progress press the spacebar. To resume play, press any other key. There is no time penalty in the rating system for pausing the game.

## Hints

Complete your mission as quickly as possible. Your final ranking is based not only on the points that you have accumulated, but also the time elapsed.

Practice flying low above the ground. Many points can be gained by strafing and quick pinpoint bombing.

| *Sequencer:* | The sequencer only appears on the crater level. |
| | You must hit or touch (depending on which option you choose) the sequencer every time in order to progress to different terrain. |

*Hoverfield level:* The scrolling will stop automatically when you are over the hoverfield and will start again after you have destroyed all the hovercrafts. There is a runway in the center of the hoverfield that can be used for ship repairs if you're quick enough.

# LIMITED WARRANTY INFORMATION

## Disk Replacement Policy

If this disk should fail within 90 days of purchase, please return with proof of purchase for prompt FREE replacement. If the disk has been physically damaged, or after 90 days from date of purchase, please include $5.00 for replacement and $2.50 for postage and handling.

## Limited Warranty

This manual and the software described in this manual are sold "AS IS," without warranty as to their performance. The entire risk as to the quality and performance of the software is assumed by the user. The user, and not the manufacturer, distributor, or retailer, assumes the entire cost of all necessary servicing, repair, or correction and any incidental or consequential damages. However, to the purchaser only, Synapse warrants that the medium on which the program is recorded shall be free from defects in materials and workmanship under normal use and service for a period of ninety (90) days from the date of purchase. If during this period a defect in the product should occur, the product may be returned to Synapse or to an authorized Synapse dealer along with proof of purchase, and Synapse will replace or repair the product at Synapse's option without charge to you. Your sole and exclusive remedy in the event of a defect is expressly limited to replacement or repair of the product as provided above.

If failure of the product, in the judgement of Synapse, resulted from accident, abuse or misapplication of the product, then Synapse shall have no responsibility to replace or repair the product under the above terms.

Nonetheless, such products (and products that become defective after the ninety (90) day replacement period) may be returned to Synapse along with $5.00, plus $2.50 for postage and handling, and Synapse will provide you with a replacement.

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