



Manufactured in the U.K.  
Under licence from  
Synsoft Software by U.S. Gold Ltd.  
Programmed for the Spectrum by  
OCEAN Software.



Blue Max © 1984 Synsoft Software

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# Blue Max

## LOADING BLUE MAX

Position the cassette in your tape recorder with the printed side upwards and make sure that it is rewound to the beginning. Ensure that the connection lead goes from the EAR socket on the recorder to the EAR socket on the Spectrum and that the MIC socket is disconnected. TYPE LOAD "" <ENTER> (Note there is no space between the two quotes). The "" is obtained by pressing the SYMBOL SHIFT and P KEY simultaneously. For further instructions consult your manual. PRESS PLAY on the recorder. The screen message should appear and the game will load automatically. If this does not happen adjust the volume and tone controls until loading takes place. When loaded follow screen instructions.

## JOYSTICKS

Blue Max is compatible with the Kempston, AGF, Protek and Interface Two.

## PLAY INSTRUCTIONS OBJECTIVE

You are Max Chatsworth! Known by your mates as "the Blue Max" you wear the very name of the medal given by the Axis powers to sh\*ot down your plane! Now, you must earn the title! To be successful you must make a final assault on three specially marked targets within the city. You have only one aircraft and very little time to accomplish this most difficult of missions.

## TAKEOFF

Press **fire** to begin taxiing. When the speed reaches 100 miles per hour, press **forward** on the joystick. Your plane will lift off the runway and you may proceed with your mission at your desired altitude. Subsequent takeoffs will begin automatically when repairs have been made, or you can abort repairs by pressing the **fire** button (or key). Again your speed must be at least 100 mph to successfully lift off.

## TARGETS

These include all bridges, buildings, enemy planes, tanks, anti-aircraft batteries, vehicles, and ships. From time to time some targets will be specially marked as follows:

- Buildings and bridges with flashing bullseye
- Flashing enemy planes
- Flashing cars
- Flashing ships

These are primary targets and a certain number must be destroyed in order to gain entry to the next level

## STRAFING

Air-to-ground strafing can be accomplished by reducing your altitude to 18-26 feet (the command bar will show a steady magenta colour), and pressing your fire button. Left and right movement will improve strafing results. Attempting to bomb will most likely cause a crash.

## BOMBING

Bombing is accomplished by pressing the fire button and pulling back on the joystick (or by pressing the "fire" and "down" keys simultaneously). You will descend during a bombing run, so be sure that your aircraft is high enough.

## LANDING

When a friendly runway approaches, a tone will be heard and an "R" will appear on the command bar. Press the fire button to lower the landing gear, and the "R" will change to "L". When you are over the runway, descend and land. Repair work will begin automatically and you can watch progress on your command bar. If you wish to abort the repair work, press the fire button. As with all takeoffs, your speed must reach 100 mph before liftoff.

## CONTROL DISPLAY

The display shows -

- Fuel remaining
- Bombs remaining
- Altitude and speed
- Score

The large warning letters which appear from time to time indicate -

- W** = Cross-wind
- P** = Enemy plane approaching
- R** = Runway approaching
- L** = Landing gear down

**Flashing "R" or "L"** = Must land (enemy city approaching).

## DAMAGE DISPLAY

Anti-aircraft fire as well as enemy planes can damage your aircraft. When hit, the command bar runs red briefly. Damage is shown along the top right of the command bar as follows:

- F** = Fuel leak
- B** = Bomb gear damaged (intermittent bombing)
- M** = Decreased maneuverability
- G** = Machine gun damage (intermittent firing)

When all the above are lit, the next anti-aircraft hit causes a crash.

## COMMAND BAR COLOURS

- Red** = hit by enemy gun or anti-aircraft
- Blue** = at same altitude as enemy plane - can now be destroyed
- Magenta** = strafing altitude
- Yellow** = flying too low - a crash is imminent!
- Green** = mission complete! - and land and receive award

## OPTIONS

Press -

- "K"** - To redefine play keys and set game to play via the keyboard
- "J"** - To select the type of joystick in use and set game to play via the joystick
- "C"** - To select "normal" or "reverse" controls
- "G"** - To switch gravity on or off
- "S"** - To start game (or fire button if joystick selected)
- Normal CTRL** = push joystick forward to climb, back to descend
- Reverse CTRL** = pull back to climb, push forward to descend
- Gravity** = plane will drop when joystick is released
- No Gravity** = plane will not drop when joystick is released

## PAUSE

Press the "I" key to pause the game. There is no time penalty for pausing the game.

## HINTS FOR BETTER PLAY

1. Choose which joystick direction suits you best. Most aircraft are actually flown using Reverse Control.
2. Climb slightly just prior to releasing a bomb. Bombing causes you to drop in altitude.
3. At higher altitudes you need to lead your target a bit more. Use your shadow as a general benchmark.
4. Don't excite the Axis Powers!! They anger easily and may come after you in greater numbers.
5. Stay airborne. Crashing shortens game play.