

COMMODORE 64/128 — ONE GAME ONLY.



**RED MAX**

# RED MAX

## JOYSTICK IN PORT 1

Left  
Right  
Fire "On"  
Fire "Off"

Rotate Left  
Rotate Right  
Accelerate  
Brake

## KEYS



SHIFT  
S "On"  
S "Off"

## RELEVANT DATA

**MINES** . . . Black with yellow pulsing LED'S — De-activate on contact.

**LASER FENCES** . . . Four units surround complex/de-activated using numbered switches.

**LASER GATES** . . . Divide City/De-activate — no known way.

**FUEL PODS** . . . Usually white/pulsing autofill on contact.

**COOLING SWITCHES** . . . Flash blue and white/turn green on contact.

**REACTOR SWITCHES** . . . Flash green and yellow/will not pulse or activate until coolant switches are green.

**LIFT** . . . In centre of complex/circular central floor-pad activates lift.

**SLIME** . . . Green biological growth which impedes steering and destroys tyres.

**SUSPENDED ANIMATION UNITS** . . . Blue/bed shaped/switch controlled.

### Storyline

Against all predictions the SUN began a SUPER NOVA cycle. The survivors from the Global War had only a few years to colonise the moon and build the massive *anti-gravity orbs* needed to change the moon's orbit to head for the sun. As soon as the moon was close to the sun the *anti-gravity orbs* were activated and it was sent capitulating through the solar system.

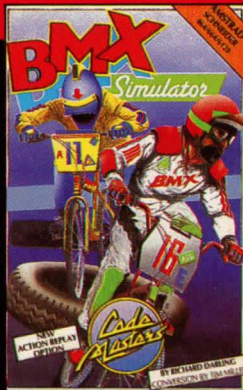
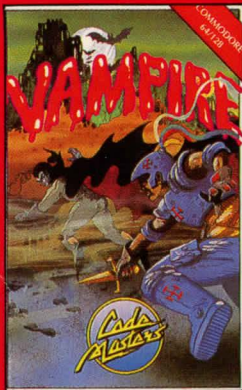
The plan was for the colony to hibernate for twelve hundred years, long after the SUN had exploded and hopefully with the moon in orbit, in a new solar system.

You are safely past the sun but something has gone wrong . . . the Renegade Death Lords have landed and sabotaged the power plants. You must de-activate the fission mines which they set and quickly release your crew from their hibernation units before they shut down from lack of power cause *terminal hibernation!*

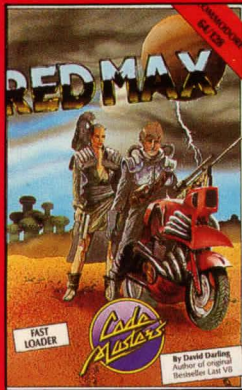
## LOADING:

Insert the disk in the drive

Type LOAD "\*"8,1 and press Return  
then type RUN and press RETURN



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