

Manual: Max & the Magic Marker

Greetings

Thank you for buying Max & the Magic Marker for PC/ Mac. Please read this manual carefully before playing the game so you may enjoy your playing experience.

Support

Press Play cannot offer any phone support. You are always welcome to email us with questions on: support@maxandthemagicmarker.com

Before you do email us, we advise you to read our FAQ on www.maxandthemagicmarker.com/faq or search for the answer in our forum on www.maxandthemagicmarker.com/forum. Most often this will be your fastest way to an answer.

Installation instructions

Install from download file

Quit all applications and close all windows on your desktop. Etcetera...

Install from CD

Quit all applications and close all windows on your desktop. Place the Max & the Magic Marker CD in your CD-ROM drive. Upon closing the drive the Max & the Magic Marker installation menu will appear.

Updates

From time to time Press Play may release updates and patches to Max & the Magic Marker. You can always go to www.maxandthemagicmarker.com/updates, where you will find a list of all updates for you to download.

Uninstalling

If you need to uninstall Max & the Magic Marker you may do one of the following things:...

Getting started

On all menu screens you make a selection by moving the mouse cursor over the menu option you wish to choose then click the left mouse button to confirm your selection. If you wish to cancel or return to the previous menu click the back button. To close the game, press ESC in the menu and confirm your choice.

Gameplay controls

Default control	Function
WASD / arrow keys	Move left and right. Jump. Slide.
Space	Freeze on and off.
Shift (left or right)	Push or pull.
Left mouse button	Draw.

Right mouse button	Erase.
Right mouse button (hold and shake mouse)	Erase everything.
ESC	Open in-game menu.

Game concepts



The objective of Max & the Magic Marker is to get rid of the monster Max accidentally created with his Magic Marker. To do so, Max must run, jump, and draw his way through his own drawings.

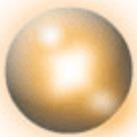
On his way Max encounters all sorts of challenges e.g. deadly acid rain, red and evil Gobos, and gaps in the ground, which must be avoided.

Max's only weapon is the Magic Marker, which can draw directly inside the game. So if Max needs to reach a platform up high, you can draw a staircase to get him up there if you have enough ink.

In the end of each drawing there's an exit leading to the next drawing. When you reach the exit, you've completed the level. However, you might want to play it again if you didn't get all the pickups or found all the hidden secrets,

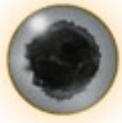
There's a surprise waiting for the best players...

Pickups & secrets



On all drawings a number of pickups are scattered around.

If you pick up a lot you earn goodies.



There are also a number of hidden secrets on each drawing. Some are easy to find, some are hard, and sometimes you have to do something special to get them.

If you find them all you earn a reward.

Ink



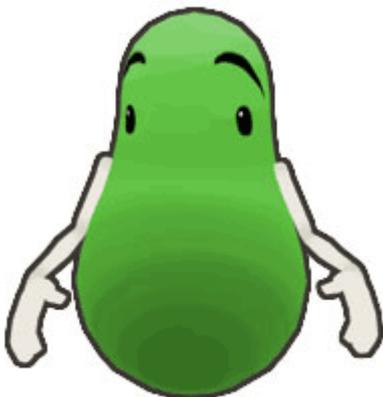
The Magic Marker needs ink to draw, and it looks like this.

As you pick up ink, the Magic Marker will fill up and you can draw more.

Remember you can always shake the Wii remote while holding the B button and erase everything you have drawn. The erased ink will then return to the Magic Marker and you can draw again.

You can draw whenever you have ink in the marker both in freemove and when the game is running. Drawing on top of another drawing will connect the two making them one solid object.

Gobos



Like most children Max has imaginary friends. In his case they are green, called Gobos and live within his drawings and help him in different ways. Unfortunately the monster has put a spell on some of these,

turning them purple and evil. If Max touches these, he will die. Max's only weapon against these is ink. By dropping ink on their heads he can make them disappear.

Checkpoints



Max can die in different ways e.g. he can fall into the water or he can get touched by a purple Gobo. When he dies, he will respawn at the last checkpoint he has passed. They look like this.

The Magic Marker is emptied at every checkpoint, and you must pick up new ink to fill it up.

Credits

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