



MAX STONE

THE SECRET OF THE GREAT PYRAMID

Our friend, Maximiliano Piedra, is a parapsychology student who has just finished his degree and wants to pursue a Master's in Occult Sciences. Therefore, he has set out to travel the world in search of humanity's greatest mysteries and unravel them to finally discover what they conceal.

In his quest to explore mythical places, he has adopted the international name Max Stone, which sounds cooler. He has packed the old pistol his grandfather gave him, his father's hat, and the backpack he used in college to carry his books.

With all this gear, his goal is to visit the most emblematic and mysterious places: the Bermuda Triangle, the megalithic monument of Stonehenge, the temples of Chichen Itza, and many more, to uncover the secrets and mysteries they hold.

Now embarking on our first adventure, we're going to try to unravel the mystery of the Great Pyramid.

What lies hidden inside? Where is the pharaoh's chamber located? Are there riches and hidden passageways yet to be revealed?

The objective is simple: collect all the seals from the pyramid and its surroundings, and defeat the Pharaoh.

All this, and much more, you can discover by playing the **FIRST** adventure of our character, **Max Stone!**

Good luck, and happy uncovering mysteries!

Keyboard controls:

O	Left
P	Right
Q	Jump
Space	Shot

**WINNING GAME
FIRST**

ZX GAME MAKER DEV

1st – GAME VOTED BY USERS

1st - GAME ACCORDING to the JURY

1st - LOADING SCREEN



BAT

Annoying. They fly at night, but you can hunt them.
Can be neutralised with 3 shots.



MUMMY

Slow and clumsy?... That's just in the movies.
Can be neutralised with 4 shots.



BEETLE

You step on them and it's tough... but you can get rid of them.
Eliminated with 5 shots.



SNAKE

You know they are dangerous, but you can eliminate them.
Neutralised with 6 shots.



SUPER FLY

You can never get rid of flies, you know.
It is immune.



SPIDER

No matter how much you step on them, they always escape.
Also immune.



PHARAOH

FACE IT AND FIND OUT HIS POWER.

ACKNOWLEDGEMENTS:

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- To **Fransouls**, for his time and advice, and for being a beta tester for this game. I also "borrowed" a couple of ideas from his excellent game. Thanks, without your help and your mummy graphic this would have been something else entirely.
- To **Shiru**, for his SFX effects.
- To **Tacha**, for his magnificent loading screen and menu, and for his even more incredible music, which gives the game an atmosphere and character that it wouldn't have without it.
- To **Juntelart**, for creating the ZX GM engine with which this game is made
- And to everyone who downloads it, I hope you like it.

I'LL TRY TO MAKE THE NEXT ONE EVEN BETTER!!!

We will see us SOON on...

MAX STONE DOS

<https://flopping.itch.io/max-stone-edicion-mh>