
M.A.X.2 BETA Demo - COPYRIGHT (c) 1998 INTERPLAY PRODUCTIONS

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>>> Please read the Disclaimer below before running the M.A.X.2 BETA demo. <<<

M.A.X. 2 README.DOC

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SPECS - Requirements

Format: Win95 Native (DirectX 5.0 required)
Graphics: 16-bit
Play Modes: Turn Based, Simultaneous Turn or Real Time

Requirements:

- IBM PC compatible P133 MHz or faster
- 16 MB RAM
- Win95 with DirectX 5.0+
- 100% Microsoft-compatible mouse
- DirectX certified sound card
- 2 MB DirectX certified video card

Recommended:

-P200 Processor
-32 MB RAM

MAJOR FEATURES

Spy Camera (lets you follow and give orders to individual units using a small display window; can also view a piece of ground; 8 cameras)

Unlimited Movement Waypoints, Right Click to test path.

Choose specific squares for the final destination of a group of units (can be combined with waypoints for very detailed movement commands)

Right-click and drag to select only combat units (utility vehicles will not be selected)

Unlimited Building queues for Engineers and Constructors

Automatic Pause in Real Time (multiplayer has special pause time clocks)
(Orders can be given while paused)

Scenario Editor (with custom victory conditions) (NOT INCLUDED IN DEMO VERSIONS)

Adaptive Unit Speech (units sound different based on morale)

Maps are fully rendered, and can be viewed from "Top-Down to 60 degrees

Line of Sight, Fog of War, Attack Shading

Terrain Modifiers (Flat, Rough, Hill, Impassible, Shore and Ocean)

AutoMove and AutoFire commands for units (or unit groups)

Unit Upgrades Select specific upgrades for all units. Select specific upgrades for all units (more detailed), or pick a type of upgrade (much easier)

Resources - Material, Fuel and Gold Material, Gold and Alien Lifeforms

Internet play with a dedicated MAX2 internet matching service (that includes player skill ratings, player reliability ratings and ping times)
(NOT INCLUDED IN DEMO VERSIONS)

Colorized Grid displays TERRAIN MODIFIERS

KEYBOARD COMMANDS:

Files

ALT-L	Load game
ALT-S	Save game
ALT-F	Display files menu
ALT-X	Exit game without saving

Display

F5	Switch to saved view #1
F6	Switch to saved view #2
F7	Switch to saved view #3
F8	Switch to saved view #4
CTRL-F5	Save view #1
CTRL-F6	Save view #2
CTRL-F7	Save view #3
CTRL-F8	Save view #4
Right Arrow	Scroll map right
Left Arrow	Scroll map left
Down Arrow	Scroll map down
Up Arrow	Scroll map up
= or +	Zoom in
-	Zoom out
PGDN	Tilt map down
PGUP	Tilt map up
DEL	Restore map to top down view
CTRL-S	Toggle Survey
CTRL-T	Toggle Status
CTRL-C	Toggle Colors
CTRL-H	Toggle Hits
CTRL-F	Toggle Fog of War
CTRL-R	Toggle Range
CTRL-A	Toggle Scan
CTRL-G	Toggle Terrain Grid
CTRL-N	Toggle Names

System

TAB	Adjust interface forward
SHIFT-TAB	Adjust interface backward
Enter	End the turn (turn-based only)
ESC	Exit game if no other modes enabled
ESC	End single step mode if enabled
ESC	Delete popup menu if displayed
ESC	Erase message if message displayed
ESC	Erase build menu if displayed
Space	
or ALT-P	Pause
F10	Exit game
ALT-C	Take Screenshot

SpyCam

CTRL--	Zoom selected spycam out
CTRL-+	Zoom selected spycam in
CTRL-Right Arrow	Scroll spycam right if not attached to unit
CTRL-Left Arrow	Scroll spycam left if not attached to unit
CTRL-Down Arrow	Scroll spycam down if not attached to unit
CTRL-Up Arrow	Scroll spycam up if not attached to unit
ALT-+	Select next spycam
ALT--	Select previous spycam

Unit Maintenance

CTRL-W	Where is selected unit
< or ,	Select previous unit
> or .	Select next unit
CTRL-1 to 9	Set group number 1-9
1 to 9	Select group number 1-9

Unit Commands

A	Attack (Combat Units)
B	Autofire - Disable (Infiltrators & EW Pods)
B	Build (Factories, Constructors & Engineers)
B	Buy Upgrade (Gold Mining Station)
C	Continue (Mobile Units)
D	Disable (Infiltrators & EW Pods)
E	Enter (Mobile Units)
F	Autofire (Combat Units)
G	Upgrade All (Buildings)
H	Automove - Hold (Mobile Units)
I	Info (All Units)
J	Automove - Repair (Mobile Repair Units)
K	Steal (Infiltrators & EW Pods)
L	Autofire All (Combat Units)
L	Load (Transports, Depots, Hangars & Docks)
M	Automove (Mobile Units)
N	Autofire - None (Combat Units)
O	Automove - Retreat (Mobile Units)
P	Path (Factories, Depots, Hangars & Docks)
P	Place Mine (Mine Layers)
Q	Autofire - Steal (Infiltrators & EW Pods)
R	Remove Mine (Mine Layers)
R	Repair (Mobile Repair Units)
R	Research (Research Centers)
S	Start (Factories)
S	Stop (Factories & Mobile Units)
T	Autofire - Threats (Combat Units)
U	Upgrade (Buildings)
V	Automove - Advance (Combat Units)
X	Destruct (Buildings)

See the MAX2 Manual for complete game play information.

Troubleshooting

Game does not play:	Install DirectX 5.0
Message: Screen Init Failed:	Video Card must support DirectX
Game Crashes:	To be expected

If you experience problems or would like to report bugs with M.A.X.2 please write to us at max2@interplay.com

Credits

>>> A Special Thanks to all M.A.X.2 BETA testers! <<<

Producer: Paul Kellner

Associate Producer: Chip Bumgardner

Line Producers: Dave Simon

Amy Mitchell

Lead Designer: Gus Smedsted

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Ali Atabek
Dave Boulanger
Bernie Weir
Dave Hendee
Paul Kellner

Lead Programmer: Dave Boulanger

AI Programmer: Gus Smedsted

Programming: Bernie Weir
Erik Bethke
Jim Gardner
Andy Pal

Network Programming Erik Bethke
Dave Boulanger
Bernie Weir
Zach Drummond
Quicksilver

Art Director: Scott Bieser

Lead Artist: Adam Rote

Artists: Mike Harris
Steven Beam
Tony Postma
Arlene Sommers
Chris Regalado
Mark Bergo

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and Storyboards: Tony Postma

Head Writer/
Campaign Design: Chris Taylor

Mission Design: Dave Hendee

Audio Director: Charles Deenen

Audio Administrator: Gloria Soto

Sound Design: Charles Deenen
Larry Peacock
Gregory R. Allen
Sergio Bustamante II

Game Music: Rick Jackson
Ronald Valdez

Voice

Casting Direction/
Supervision: Chris Borders

Voices: Clancy Brown
Frank Welker
Dee Bradley Baker
Kevin Michael Richardson
Grey Delisle
Drew Markham

VO Editing: Frank Szick
Kevin Frasyr

Mastering: Craig Duman

Dialogue: Drew Markham

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Chris Taylor

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Supervisor: Cory Nelson

Testers: Steve Bokkes
Donnie Cornwell
Michael Wood
Mark Holtzclaw
Scot Humphreys
Josh Walters
Marvic Ambata
Dave Nielson

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Marketing Manager: Dean Schulte

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PR Manager: Christine Nagata

PR Assistant: Kathy Carlson

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Flatcat Division
Director: Ali Atabek

VP of Development: Trish Wright

Networking Services/
Server Architecture: Quicksilver Software, Inc.
David Steffen
Tung-Mei (Rita) Liu

Unit Paintings/
Lifeform Animation: Acorn Entertainment, Los Angeles

Executive Producer: Thad Weinlein
Lead CGI Animation: Fred Kuentz
Add'l CGI Animation: Stevan del George
Lead Artist: Rudy Obrero
Asst. Illustrator: Deanna Ino
Add'l Illustrator: Patrick Shigetani
Cover Design Concepts: Edemer Santos

Interplay Customer Service

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