
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 |
| Designers: | Chris Taylor 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 |
| Visual Concepts/ 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 |
| Box Cover Design: | Tony Postma |
| Traffic Manager: | Thom Dohner |
| Manual Writers: | Petra Schlunk Chris Taylor |
| Director of Quality Assurance: | Chad Allison |
| QA Manager: | Steve Victory |
| QA Project Supervisor: | Cory Nelson |
| Testers: | Steve Bokkes Donnie Cornwell Michael Wood Mark Holtzclaw Scot Humphreys Josh Walters Marvic Ambata Dave Nielson |
| QA IS Manager: | Frank Pimentel |
| QA Technicians: | Bill Delk Chris Peak |
| Director of Compatibility: | Phuong Nguyen |
| Compatibility Technicians: | Marc Duran Dan Forsyth Derek Gibbs John Parker |
| Director of Marketing: | Karen Schohan |
| Senior Product Marketing Manager: | Debbie Brajevich |

Product
Marketing Manager: Dean Schulte

PR Director: Kirk Green

PR Manager: Christine Nagata

PR Assistant: Kathy Carlson

Internal
Coordination Manager: Mike Wood

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

Interplay Customer Service is available 24 hours a day through our automated service with human representatives available during normal business hours.

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