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For the latest information, see -> <http://www.interplay.com/max2/online>

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**M.A.X. 2 README.TXT**

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**SPECS - Requirements**

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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

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**MAJOR FEATURES**

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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

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## **KEYBOARD COMMANDS:**

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### 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            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)

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## Troubleshooting

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

If you experience problems with M.A.X.2 please write to us at  
max2@interplay.com

If you are experiencing difficulty connecting to the Interplay Matching Service  
(Max2.net) make sure you are connected to your ISP before starting M.A.X.2.

Check <http://www.interplay.com/max2> for the latest information.

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## Credits

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

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Grey Delisle  
Drew Markham

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## **Interplay Customer Service**

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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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