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

web site: <http://www.interplay.com/max2>
e-mail: max2@interplay.com

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

M.A.X. 2 README.TXT

1. SPECS - Requirements
2. Major Features
3. Keyboard Commands
4. Troubleshooting
5. Credits
6. Customer Service
7. Limited Warranty
8. SOFTWARE USE LIMITATIONS AND LIMITED LICENSE

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	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)

Troubleshooting

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.

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 Dave Hendee Ali Atabek Paul Kellner Dave Boulanger Bernie Weir
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
Video Compression:	Steven Miller Bill Stoudt
Video Compression Technology:	Paul Edelstein
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 Doug Finch Marvic Ambata
Testers:	Steve Bokkes Donnie Cornwell Mark Holtzclaw Michael Wood Scot Humphreys Josh Walters Chris Wood Dave Parkyn Damien Evans Jay Nielson

Amy Presnell
Ed Robles
Rob Giampa
Rick Avalos
Eric Priobish
Daniel Levin
Mark McCarty

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

Interplay Customer Service

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

Telephone: (949) 553-6678
Fax: (949) 252-2820

Mail: Interplay Customer Service
16815 Von Karman
Irvine, CA 92606

Internet E-Mail: support@interplay.com

World Wide Web: <http://www.interplay.com>

BBS: Telnet to [bbs.interplay.com](telnet:bbs.interplay.com)
BBS Modem Phone Number: (949) 252-2822

America Online: E-mail IPTECH

FTP Site: [ftp.interplay.com](ftp://ftp.interplay.com)
WEB Site: www.interplay.com

UK Europe:

Interplay Productions, Ltd.
Harleyford Manor
Harleyford
Henley Road
Marlow
Buckinghamshire
SL7 2DX
England

Tel. : +44 (0) 1628 423723
Fax. : +44 (0) 1628 423777

Email : Europe@interplay-uk.com

SOFTWARE USE LIMITATIONS AND LIMITED LICENSE

General Product License. This copy of M.A.X.2 Demo (the Software) is intended solely for your personal noncommercial home entertainment use. You may not decompile, reverse engineer, or disassemble the Software, except as permitted by law. Interplay Productions retains all right, title and interest in the Software including all intellectual property rights embodied therein and derivatives thereof. The Software, including, without limitation, all code, data structures, characters, images, sounds, text, screens, game play, derivative works and all other elements of the Software may not be copied, resold, rented, leased, distributed (electronically or otherwise), used on pay-per-play, coin-op or other for-charge basis, or for any commercial purpose. Any permissions granted herein are provided on a temporary basis and can be withdrawn by Interplay Productions at any time. All rights not expressly granted are reserved.

Modem and Network Play. If the Software contains modem or network play, you may play the Software via modem transmission with another person or persons directly without transmission through a third party service or indirectly through a third party service only if such service is an authorized licensee of Interplay. For the purposes of this license, a 'third party service' refers to any third party service which provides a connection between two or more users of the Software, manages, organizes, or facilitates game play, translates protocols, or otherwise provides a service which commercially exploits the Software, but does not include a third party service which merely provides a telephonic connection (and nothing more) for modem or network play. Authorized licensee services are listed on the Interplay Productions World Wide Web Site located at <http://www.interplay.com>. This limited right to transmit the Software expressly excludes any transmission of the Software or any data streams thereof on a commercial basis, including, without limitation, transmitting the Software by way of a commercial service (excepting those specific commercial services licensed by Interplay) which translates the protocols or manages or organizes game play sessions. If you would like information about obtaining a pay-for-play or commercial license to the Software, please call Interplay Productions in the US at +(949) 553-6655.

Acceptance of License Terms. By acquiring and retaining this Software, you assent to the terms and restrictions of this limited license. If you do not accept the terms of this limited license, you must return the Software together with all packaging, manuals and other material contained therein to the store where you acquired the Software for a full refund.

-EOF-