

**M.A.X.  
RELEASE NOTES FOR  
INTERACTIVE DEMO v1.0**

**THIS DEMO IS FREELY DISTRIBUTABLE FOR NON-COMMERCIAL PURPOSES**  
see section 7 for full details

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**1. Playing M.A.X.**

**1a. System Requirements**

REQUIREMENTS:

- IBM PC compatible 486-66 or faster
- 8 MB RAM
- DOS 5.0 or later
- Microsoft compatible mouse

RECOMMENDED:

- Pentium processor
- 16 MB RAM
- Stereo 16-Bit Sound Card

SUPPORTS:

- Sound cards: Soundblaster Pro/16/AWE32/compatibles, ProAudio Spectrum Plus/16/Studio, Gravis Ultrasound/Max.

## **1b. Installation & Setup**

### WEB/BBS VERSION INSTALLATION:

If you received your copy of the M.A.X. demo as a ZIP file from the WEB or off a BBS, use the following instructions to set up M.A.X. on your computer:

Unzip the Max Demo into a new directory (folder) and then type:

SETUP <ENTER>

The Sound Card Setup Program will then run. Follow the prompts to configure your sound device(s). Be sure you test the sound and music! If the sound card settings are incorrect, M.A.X. may not work properly.

To start M.A.X. type:

MAX <ENTER>

We highly recommend playing the provided Training Missions to quickly become acquainted with some of the game's major features.

### CD DEMO VERSION:

If you received your copy of the M.A.X. demo on a CD, use the following instructions to set up M.A.X. on your computer:

Place the M.A.X demo disk in your CD-ROM drive and then switch to that drive and type "Install."

Example:

D: <ENTER> (insert the letter of your CD ROM drive if other than D:  
INSTALL <ENTER>

The Installer will then install the M.A.X. Demo files. It will then run SETUP to allow you to configure your sound card.

To change sound card configuration at any time, you can also type:

SETUP <ENTER>

from the DOS prompt to restart the SETUP program.

Follow the prompts to configure your sound device(s). Be sure you test the sound and music! If sound card settings are incorrect, M.A.X. may not work properly.

To start M.A.X. type:

MAX <ENTER>

We highly recommend playing the provided Training Missions to quickly become acquainted with some of the game's major features.

Note: If you use the Minimum or Medium Install, the M.A.X. sound files will not be copied off the CD to your hard drive. This may slow down game play on some systems. If you experience this problem, go to the Preferences Menu and turn the Music Volume down to its lowest position.

### **1c. M.A.X. under Win95**

M.A.X. will run under Win95, however the demo version is not directly supported at this time.

Multitasking, Screen Savers, or simply switching back to Windows while M.A.X. is running can cause M.A.X. to lock up on some systems. It is recommended that you exit M.A.X. before switching back into Windows if you experience this problem.

If you are experiencing any other problems running M.A.X. under Win95 (sound, netgame difficulties, etc.) try running M.A.X. in DOS mode.

### **1d. Quick Start Instructions**

Welcome to M.A.X. (Mechanized Attack and Exploration). In M.A.X. you play a Mech Commander, a robotic unit with a human brain. Attached directly to the computer in this way, you command a great variety of fighting vehicles, construction equipment, factories and other structures which you use to colonize new worlds.

The game can be played in standard "Turn Based" mode, or Concurrent mode, in which players take their turns simultaneously as in a real time game.

The Game Clock works somewhat like a chess timer. The default turn time is 180 seconds, or 3 minutes. The default secondary time is 45 seconds. In concurrent mode, when one player clicks the End Turn button, the clock drops to the secondary time to allow the other player(s) to finish their turns. The first player to select End Turn may still move and perform all other game functions until all players have finished their turn.

Each player selects a Clan to fight for. Each Clan provides the player with bonus upgrades to various types of units. Choose your Clan carefully to maximize the effectiveness of your strategy.

Following is a brief outline of the major elements in M.A.X.:

#### **HELP:**

There are two forms of help in M.A.X., RIGHT CLICK HELP, and "Question Mark" help.

#### **Right Click Help:**

To obtain Help on any unit or structure, simply right click on it to open the Stat Screen. Basic Unit information and unit stats will be displayed.

#### **Question Mark Help:**

On most menu screens you'll find a button labeled with a question mark. Click on this button to activate help: the mouse cursor will change into a question mark. Now click on any item on the screen and a help message will appear, explaining the basic function of the item.

#### **COMMAND BUTTONS:**

Every unit and structure in M.A.X. has its own set of command buttons. To access the command buttons on an unselected unit, click on the unit once to select it, then click on it again to open its command buttons.

To open the command buttons on a structure, simply click once on the structure.

See section 1e. for a listing of keyboard commands.

#### MAJOR GAME ELEMENTS:

**Mining Stations** - Mining Stations are used to obtain Raw Materials, Fuel, and Gold. Raw Materials are used to build new units and structures. Fuel is used to support power plants, and gold, once refined, is used to purchase upgrades for your units.

Mining Stations and Storage Units (see below) can TRANSFER materials to other units, such as Constructors and Engineers.

**Power Plants** - Power Plants burn fuel to create power for your factories, mining stations, and some other types of structures such as refineries and eco-spheres.

There are two types of power plant, Power Generators and Power Stations.

Power Generators use (2) fuel per turn and can power one mining station, factory, or other structure.

Power Stations use (5) fuel per turn, and can power three structures. Power Stations are not available in the Demo version.

Always plan your complex carefully to avoid building delays due to power shortages.

**Connectors** - Connectors are built by Engineers and are used to attach structures together so they can receive Power and/or Materials.

Any unconnected building cannot receive power, and so will not be operational until it is connected. In addition, stationary guns cannot be reloaded unless connected to a source of Materials.

Always plan your complex carefully to avoid building delays due to lack of connections.

**Surveyors** - Surveyors are used to scan the planet surface for deposits of Raw Materials, Fuel and Gold, in preparation for the construction of additional mining stations.

When the surveyor locates a deposit, it marks the area with a color coded disk displaying the type and amount of resources at that site.

Color Codes:

Gray Marker = Material Reserve

Green Marker = Fuel Reserve

Gold Marker = Gold Reserve

Empty Circle = No Reserves

**Constructors** - Constructors are mobile builders that use Materials to create all the large structures in the game.

Constructors can build:

Mining Stations

Power Stations \*

Light Vehicle Plant

- Heavy Vehicle Plant
- Air Units Plant \*
- Shipyards \*
- Gold Refinery \*
- Depot
- Hangar \*
- Dock \*
- Habitat \*
- Research Center \*
- Eco-Sphere \*
- Training Hall \*
- Barracks \*

\* Not available in Demo Version

To operate, click on a constructor to select it, and then click again to open the Constructor's Command Buttons.

Next, click on the "BUILD" button. The Constructor Build Window will then open, allowing you to select the structure you wish to build.

After making your selection, the Build Window will close, bringing you back to the Main Game Screen.

Your Constructor will now display a square of caution tape around it, which you can move into the position you wish the new structure to be built.

When the tape is properly placed, click inside the tape and building will begin.

Transfer Materials from your Mining Station or Materials Storage Building to refill your Constructor.

Engineers - Engineers are mobile builders that use Materials to construct smaller structures.

Engineers can build:

- Material Storage
- Fuel Storage
- Gold Vault \*
- Power Generator
- Connector
- Radar
- Gun Turret
- Anti-Air \*
- Artillery
- Missile Launcher
- Landing Pad \*
- Bridge
- Water Platform
- Concrete Block
- Road

\* Not available in Demo Version

To operate an Engineer, move the Engineer into the position you wish to start building, and then click on it to open the Engineer's Command Buttons.

Next, click on the "BUILD" button. The Engineer Build Window will then open, allowing you to select the structure you wish to build.

After making your selection, the Build Window will close, bringing you back to the Main Game Screen.

The Engineer will automatically start building the selected structure.

Transfer Materials from your Mining Station or Materials Storage Building to refill your Engineer.

Light Vehicle Plant - Light Vehicle Plants are built by Constructors.

Light Vehicle Plants build:

- Scouts
- Surveyors
- Engineers
- Repair Units
- Supply Trucks
- Fuel Truck \*
- Gold Truck \*
- Mobile Anti-Air \*
- Mine Layers
- Bulldozers
- Armored Personnel Carriers \*

\* Not available in Demo Version

To operate a Light Vehicle Plant, click on it to bring up the command buttons. Then, click on the "BUILD" button to open the Build Screen.

Heavy Vehicle Plant - Heavy Vehicle Plants are built by Constructors.

Heavy Vehicle Plants build:

- Constructors
- Mobile Scanners
- Tanks
- Assault Guns
- Rocket Launcher
- Missile Crawlers

Depot - Depots are built by constructors and are used to repair and upgrade your mobile units.

To use the depot, click on it to open its command buttons, then click on the "LOAD" button. Next, click on the units you wish to enter the depot. Each unit selected will then drive into depot.

Once all the desired units have been loaded, click on the Depot again, and then click on the "ACTIVATE" button. The Depot window will open, displaying all the units currently being held within the Depot. On this screen you can choose to upgrade or repair your units.

Once your units are ready, click on the "Activate" button to remove the selected units from the Depot.

## 1e. Keyboard Reference

Following is the full keyboard command reference list for M.A.X.

E End Turn

F Find Selected Unit. Currently selected unit will be centered on screen.

-,+ Zoom In, Out

G Turns on Grid Display

F1 Centers on Tagged Unit

F10 Exits directly to DOS

Arrow Keys Scrolls the map

ALT-L Opens the Load Game Menu

ALT-S Opens the Save Game Menu

ALT-X Exits the Game to the Main Menu

ALT-F5, ALT-F6, ALT-F7, ALT-F8 Saves the current window position

F5, F6, F7, F8 Jumps to a previously saved window position

/? Initiates HELP mode. The cursor changes to a question mark, clicking on screen items will display help text.

ALT-C Saves a screen shot of the game in PCX format.

Space Bar, Enter or ESC cancels the self running demo.

## **2. NETWORK PLAY**

### Netgame Requirements

M.A.X. is designed to run on networks using the IPX protocol. To use IPX protocol on your LAN-connected PC, you must be loading the IPX.COM driver provided by Novell, in addition to lower-level drivers required by your particular brand of network card.

## **3. SCREENSHOTS**

Holding down the ALT key and pressing C will save a screenshot.

The files are written to the M.A.X. directory with the name convention MAXxxxx.PCX (ex. MAX0001.PCX)

The pictures are saved in .PCX format and can be viewed in most Windows and DOS based graphic and paint programs.

## **4. TROUBLESHOOTING**

- o Multitasking, Screen Savers, or simply switching back to Windows while M.A.X. is running can cause M.A.X. to lock up on some systems. It is recommended that you exit M.A.X. before switching back into Windows if you experience this problem.

If you are experiencing any other problems running M.A.X. under Win95 (sound, netgame difficulties, etc.) try running M.A.X. in DOS mode.

- o If you use the Minimum or Medium Install, the M.A.X. sound files will not be copied off the CD to your hard drive. This may slow down game play on some systems. If you experience this problem, go to the Preferences Menu and turn the Music Volume down to its lowest position.
- o If you get an "Out of Environment Space" message when running M.A.X., add the following line to your CONFIG.SYS:

```
shell=C:\DOS\COMMAND.COM /e:512 /p
```

- o The FILES statement in your CONFIG.SYS should read 25 or more: ex. FILES=25

## 5. TECHNICAL SUPPORT

If you are experiencing problems, Interplay Technical Support is available 24 hours a day through our Automated Customer Service system, with human representatives available during normal business hours.

Here's how to contact us:

Interplay Technical Support & Customer Service  
714-553-6678

Please try to have your system information available and be near your computer if at all possible.

Other ways to get help:

Interplay Productions  
attn: Customer Service  
16815 Von Karman Avenue  
Irvine, CA 92606

Interplay Web Page: <http://www.interplay.com>  
email: [support@interplay.com](mailto:support@interplay.com)  
Interplay BBS: 714-252-2822  
America Online: keyword INTERPLAY or email to "IPTECH"  
GEnie: type "M805;1"  
CompuServe: GO GAMB PUB, under INTERPLAY  
Prodigy: email to "PLAY99B"

In the UK, write to:

Customer Support  
Harleyford Manor  
Harleyford  
Henley Road  
Marlow  
Buckinghamshire  
SL72DX  
England

UK telephone: +44 (0) 1628 423666  
UK FAX: +44 (0) 1628 487752

Japan:

Customer Service via Electronic Arts Victor at:

Japan Phone: 03.5410.3100

Japan FAX: 03.5410.3106

## 6. CREDITS

Producer: Ali Atabek

Line Producer: Paul Kellner

Game Design: Ali Atabek  
Paul Kellner  
Gus Smedstad

Based on an Original Idea by Larry Froistad

Lead Programmer: Dave Boulanger

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Lead Artist: Chris Regalado

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