

---

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

web site: <http://www.interplay.com/max2>  
e-mail: [max2@interplay.com](mailto:max2@interplay.com)

---

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

---

M.A.X. 2 README.DOC

---

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

---

DISCLAIMER

---

INTERPLAY PRODUCTIONS DISCLAIMS ALL WARRANTIES, EXPRESS OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, ANY OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, WITH RESPECT TO THE ACCOMPANYING COMPUTER PROGRAM KNOWN AS M.A.X.2, MECHANIZED ASSAULT AND EXPLORATION. THE END-USER OF THIS PRODUCT ASSUMES ALL RISK AS TO THE QUALITY, SUITABILITY, PROPER USE AND PERFORMANCE OF THE PROGRAM. IN NO EVENT WILL INTERPLAY PRODUCTIONS, OR ITS DIRECTORS, OFFICERS, OR EMPLOYEES, BE LIABLE FOR ANY CONSEQUENTIAL, INCIDENTAL, INDIRECT, SPECIAL OR EXEMPLARY DAMAGES (INCLUDING LOSS OF BUSINESS PROFITS, BUSINESS INTERRUPTION, OR THELOSS OF ANY DATA) ARISING OUT OF THE USE OR INABILITY TO USE THIS COMPUTER PROGRAM.

---

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](mailto: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.

Telephone: (714) 553-6678  
Fax: (714) 252-2820

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

Internet E-Mail: [support@interplay.com](mailto:support@interplay.com)

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

BBS: Telnet to [bbs.interplay.com](http://bbs.interplay.com)  
BBS Modem Phone Number: (714) 252-2822

America Online: E-mail IPTECH

CompuServe: GO GAMB PUB or E-mail 76702,1342

FTP Site: <ftp.interplay.com>

---

SOFTWARE USE LIMITATIONS AND LIMITED LICENSE

---

General Product License. This copy of M.A.X.2 BETA 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 +(714) 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-