

autorun feature. If your computer is set up to use the autorun feature, simply insert the MAX CD into your CD drive, and the Max install program will start automatically.

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 must switch back into Windows while M.A.X. is running, be sure to pause the game first.

If you experience problems running any of the M.A.X. movies, check the Windows 95 CD ROM settings. If these are not correct for your CD-ROM the M.A.X. movies may skip or have other difficulties.

Your CD-ROM settings may be changed by clicking on the START button, selecting SETTINGS, and then selecting CONTROL PANEL. From the Control Panel select the SYSTEM icon. From the System Menu, select PERFORMANCE. Then click on FILE SYSTEM Button. From the FILE SYSTEM select the CD Tab. Insure that the information displayed on the CD Tab is correct for your system.

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.

(3) Keyboard Reference

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

D Activates the DONE button for the selected unit.

E Enter (used to Enter Depots, Hangars or Docks)

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

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.

Shift Hold the Shift key while selecting units to create groups.

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

ENTER End Turn

Shift-DONE Holding the shift key while clicking the DONE button on the M.A.X. control panel will cause all units to execute any outstanding orders.

Shift-Click Test Path. If you are unsure about the path a unit will take when it is given a movement order, hold the SHIFT-KEY down while you click the mouse to give the MOVE order. The path the unit will take will then be displayed, but the unit will not move. Simply release the SHIFT key and click again if the path is satisfactory.

3a. Advanced Hot Keys

Many commands can be given using the 0-9 keys on your keyboard. The function of these keys depend on the Unit that is currently selected. For instance, hitting the 1 key will activate the BUILD command when a Constructor is selected, but will issue the AUTO-SURVEY command if a Surveyor is selected.

Hot keys for unit commands:

Press 1 (or the first letter of the word) for these functions:

- ...Activate
- ...Allocate
- ...Auto-Survey
- ...Build
- ...Buy Upgrade
- ...Disable
- ...Place Mines
- ...Reload
- ...Repair
- ...Research

Press 2 (or the first letter of the word) for these functions:

- ...Load
- ...Start
- ...Steal

Press 3 (or the first letter of the word) for these functions:

- ...Attack
- ...Transfer

Press 4 (or the first letter of the word) for the Manual function.

Press 5 (or the first letter of the word) for these functions:

...Enter

...Upgrade

Press 6 (or the first letter of the word) for the Upgrade All function.

Press 7 (or the first letter of the word) for the Stop function.

Press 8 (or the first letter of the word) for the Sentry function.

Press 9 (or the first letter of the word) for the Done function.

Press 0 (or the first letter of the word) for the Remove function.

(3b) Additional Features

Shots Display: When the status button is clicked, units capable of firing may display small icons of a bullet along their path markers. These icons let you know how far the unit can move and still be able to fire a shot. Some units, like the Scout, can move all their movement for a turn and still be able to fire. Others, like the Missile Crawler, lose the ability to shoot in that turn if they move at all. Still other units, like the Tank and Assault Gun, can move a short distance and still be able to shoot in the same turn. The Shots Display can be used to gauge your firepower when advancing on the enemy.

**Halt when
enemy sighted:**

By default, units will automatically stop when they see an enemy unit. This option can be changed in the PREFERENCES MENU.

Auto Survey: An "AUTO" button has been added to the Surveyor Unit. When Auto is On, the Surveyor will automatically search the map for resources.

Alien Units: Alien Units are sometimes found in the Campaign and Stand Alone Missions, and can optionally be added to Custom Games if desired. When first found, Alien units do not belong to any team, and must be captured by an Infiltrator before they can be used.

Computer Opponent:

The settings for Computer Player level affects only the

intelligence and tactics of the computer opponent. In all other respects, it is not a standard difficulty level setting.

Hint: If you are having trouble winning a particular mission, look beyond the more obvious tactics, or brute force attacks. There may be a simple trick which will gain you the advantage required to emerge victorious.

(4) Troubleshooting

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.

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 Music off. If the game still runs too slow, turn off the Animate Effects option in the Preferences Menu.

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
```

The FILES statement in your CONFIG.SYS should read 25 or more:

ex. FILES=25

M.A.X. doesn't support some brands of Sound Cards. If you experience problems try running under Sound Blaster Emulation.

M.A.X. has a built-in check to ensure all network game stay in sync. If a game goes out of sync, a message will be displayed. At this point you will be given the option to Quit or Restart the game. Restarting should allow you to continue without further problems. However, if you continue to experience problems, select the QUIT option and reload the AUTO-SAVE game.

CD-PATH

If the path to your CD ROM drive changes after you have installed MAX, the game will not be able to run until you tell it the new drive letter of your CD. To do this, edit the MAXRUN.BAT file and change the path to

the new location.

Example: (MAXRUN.BAT)

```
Maxrun.exe -sD:\MAX
```

In the example above, the CD drive is listed as D:
To change, simply replace with the correct drive letter,
leaving the rest of the text alone.

In the following example, the CD drive letter has been
changed to drive E:

```
Maxrun.exe -sE:\MAX
```

Once you have made your changes, save the file and run M.A.X. again.

If you receive a message stating "Not enough memory for buffers" you'll need to free up some disk space. M.A.X. makes use of Virtual Memory, and must have at least 12 megs of free disk space available for the Virtual Memory function to work properly. 20 megs free disk space is recommended.

If you have problems running the Movies included with M.A.X. try the following:

Movies Slow or choppy:

Edit the MAX.INI file and change the movie_play=0 parameter to read movie_play=1

Movies won't play at all:

Some video cards are unable to display the special resolution used by the M.A.X. movies. If the movies will not play on your system, edit the MAX.INI file and change alt_movie_res=0 to alt_movie_res=1.

This will set the movie resolution to the standard 640x480 mode which can be displayed by all SVGA video cards.

(5) CREDITS

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Paul Kellner

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Sound Effects
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Intro Movie: James Doyle, Apples Animation

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Cinematics Sound
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Cinematics Mixers: Ken Teaney
Marshall Garlington

Cinematics Sound
Supervision: Charles Deenen

Cinematics Ambient
Voices: Doug Rappaport

Cinematic Voice
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James Thomas for Story Elements and assorted inspirations

M.A.X. is Dedicated to the memory of Amanda Froistad.

(6) Customer 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 at (714) 553-6678.

Please have your system information available, or better yet, try to be at your computer. The more detailed information you can provide our support personnel, the better service we can provide you.

Other ways to get help:

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

In the UK, write to:

Customer Support	UK telephone: +44 (0) 1628 423723
Harleyford Manor	UK FAX: +44 (0) 1628 487752
Harleyford	
Henley Road	
Marlow	
Buckinghamshire	
SL72DX	
England	

Japan:
Customer Service via Electronic Arts Victor at:
Japan Phone: 03.5421.3815
Japan FAX: 03.5421.3722

Hintline

If you need a hint about game play, you can call our hintline at 1-900-370-PLAY (1-900-451-6869 in Canada). The charge for this service is \$1.25 for the first minute and \$.75 for each additional minute. For Canada, these charges will be in Canadian dollars. All hint questions must be directed to this 900 service. No hints will be given on our Customer Service lines. You must have a touchtone phone to use this service. The hintline is open 24 hours a day. All long distance charges are included in these prices. Callers under the age of 18 must get parental permission before calling the hintline. The hintline is only available in the U.S. and Canada. Charges subject to change without notice.

If you have a modem, you can reach us at the following:
The Interplay BBS:

We have a 24-hour, 7-day a week multiline BBS available for customer questions, support and fixes. The number is 714-252-2822. Modem settings are 300-28.8k Baud, V.32bis, V.42bis, 8-N-1.

You also may contact our BBS over the Internet. Telnet to bbs.interplay.com. This is a free service. (Excluding toll charges.)

America Online: You can E-mail Interplay Customer Support at IPTECH. To reach our Customer Support board in the Industry Connection, press CTRL-K for "Go To Keyword." Then type INTERPLAY in the Keyword window. In addition

to reading and leaving messages, you can download fixes and demos from the Software Libraries.

CompuServe: We are available for IBM and compatible on-line support. We are located in the Game Publishers B Forum, type GO GAMBUP at any "!" prompt. Then select "Section 4" for Interplay Productions. You can leave technical support questions there.

You can also download fixes and demos from Library 4 in GAMBUP. The best place for game play hints about our games is in the GAMERS forum. If you are not already a CompuServe member, you can call CompuServe toll-free at 1-800-524-3388 and ask Representative #354 for a free introductory membership and a \$15 usage credit. For game play hints look in the Gamer's Forum (GO GAMERS).

Besides technical support for Interplay products, CompuServe offers many other services, including communications, reference libraries, hardware and software support, travel, games and much more.

PRODIGY Interactive Personal Service: You may send mail directly to us. Our ID is "PLAY99B".

Internet: You can reach Interplay by sending Internet E-mail to support@interplay.com . Many Interplay demos and patches are available at Internet FTP sites. To visit our World Wide Web site, point your browser to:

<http://www.interplay.com> - or you may ftp to ftp.interplay.com.

(7) Interplay's WEB site:

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Enjoy your visit in our Web site, explore all the different areas we have to offer, and come back soon. Check us out in the weeks and months ahead; we will be introducing new and exciting areas for you to experience.

Once again, Welcome!
Brian Fargo

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