MechWarrior® 2 is a combat-simulation game that brings real-time 3-D graphics, premium-quality sound design, and 31st-century weaponry and warfare to your PC. It's the ultimate pulse-pounding gaming experience.

The year is 3057, and the universe -- or what's left of it -- is at war. You're at the helm of a 7-story walking war machine, armor-plated and equipped with plasma blasters, lasers and rockets according to your custom specifications. Defend the honor of your clan: Blow away your enemy's strategic communications centers, launch hubs and nemesis Mechs...or be blown away trying!

Within seconds, MechWarrior's incredible graphics, devastating action and explosive sound design immerse you into the full drama of 31st century combat! Compete head-to-head in real time with up to eight of your friends or enemies. Choose your battles, decide where and whom to fight, and determine the conditions of combat.

Are you up to the challenge? Go to Mplayer, MechWarrior, and pledge allegiance to your clan. We are watching.

Click here to find out what you need to play MechWarrior 2 at Mplayer.

Click here to learn more about Activision, the people who brought you MechWarrior 2.

Click here to learn about Mplayer, the first place to play fast-action, multiplayer games on the World Wide Web.

Founded in 1979, Activision is a premier interactive multimedia entertainment publisher. Activision's goal is to publish titles with the highest levels of entertainment, production values, and technological sophistication available today. Always a leader in multimedia entertainment, Activision publishes an exciting line-up of titles, including MechWarrior 2, the ever-popular Zork series and other text adventures created by Infocom, Pitfall: The Mayan Adventure, Paparazzi! Tales of Tinsel Town, and Shanghai.

Based in Los Angeles, Activision uses its Hollywood connection to bring top-flight interactive multimedia entertainment to you. Activision works with the finest game production talent as well as Academy Award-winning animators and sound effects specialists. The result is the kind of thrilling, heart-pounding games you love to play.

Visit Activision at http://www.activision.com/.

Mplayer is the first multiplayer game service that brings the excitement of realtime, fast-action multiplayer games to the Internet's World Wide Web.

Wander through Mplayer's web pages, sampling the virtual arcades until you find a game you want to play. Check out the latest multiplayer games and test your skills against millions of potential opponents. Meet other players who want to play the same game you do. Participate in contests, tournaments, and special events all oriented toward meeting other gamers and encouraging friendly competition.

And if this isn't enough, Mplayer is speech-enabled, so you will be able to taunt your opponents and hear them scream with laughter as they match their wits, intelligence, and dexterity against you. In addition, text, scribble, and voice-based chat areas will provide a place to hang out with friends, meet other players, and even plot winning strategies with their teams.

What are you waiting for? Join the club. Sign up to get your free software and trial offer.

Visit Mplayer on World Wide Web at http://www.mplayer.com/.

Requirements

Hardware
- 486/100 MHz
- Vesa Local Bus or PCI video
- 256-color SVGA (640 x 480)
- Double-speed CD-ROM drive (300K/sec transfer rate)
- Hard disk drive
- Mouse
- Keyboard
- Windows 95 compatible soundcard (recommended)
- Dedicated game card is highly recommended if you want to use a joystick

Software
- Windows™ 95
- Mplayer software and Mplayer account (user name and password)
- MechWarrior 2 for Windows 95 (retail version)
- Mplayer extension for MechWarrior 2

Memory & Diskspace
- 12 MB RAM
- 35 MB diskspace available on hard drive (minimum) plus 500K for Mplayer extension and help files.

Click here for installation and operating instructions.

Installation

If you have already installed the Mplayer version of MechWarrior 2 from the Mplayer Starter CD, click here. If not, do this:

Step 1   Install the retail version of MechWarrior 2.

Step 2   Install the Mplayer client. Insert the Mplayer Starter Kit CD in your CD-ROM drive and run setup.exe, or download the Mplayer client at http://www.mplayer.com/members/mplay-gizmo.html.

Step 3   Install the Mplayer extensions for MechWarrior. Insert the Mplayer Starter Kit CD in your CD-ROM drive and run setup.exe, or download the Mplayer version of MechWarrior at http://www.mplayer.com/members/game-mw2.html.

Step 4   Find other MechWarriors and play. Click here for instructions.

Notes

- Turn off Microsoft System Agent, email notifiers, and any other applications that may interrupt your game. Notifications tend to halt your system or the game.

Launch Game

After you have installed the Mplayer client and the Mplayer extensions for MechWarrior, you can play a game.

Step 1   Sign on Mplayer.

From Windows 95 taskbar, click Start|Programs|Mplayer|Games|MechWarrior 2, or find and click mpmech.mpi.

From the World Wide Web, point your browser at http://www.mplayer.com/members/game-mw2.html. Click Play Now or Browse Game Sessions.

Step 2   Use one of these ways to find players and launch the game:

Click the Auto-Match button to let Mplayer moderate the game room. Mplayer transports you to an auto-match game room. Wait for Mplayer to find other players and launch the game.

Doubleclick a game offer to enter a game room and chat with other players. Click the Ready To Play? button to tell the moderator you want to play. Wait for the moderator to launch the game.

Create a new game offer. Change the default game startup settings by clicking the Game Settings button. Chat with players who visit your game room, encouraging them to accept your game offer. Launch the game when you have enough players.

Step 3   Set up MechWarrior:

Moderator Only:

1   Set options for the mission in the Mission Setup window.

2.   Click Accept.

All Other Players:

1   Check options set by moderator on Mission Information screen.

2   Chat with the moderator, if you want different settings.

All Players:

1   Click the Clans button to choose your clan.

2   Click the Mech button if you want to select a different Mech. (*Tip*: Select a more powerful Mech than the default.)

3   Click the Dropship icon when you are ready to play.

4   Click the Launch button.

You probably already know how to play MechWarrior. If not, click here.

Stop Playing

Use one of these ways:

- Press Ctrl-Q.
- Press Esc several times and then choose Abort Mission.

You are transported to a game room with players who left the game at the same time as you did. You can

- Chat about the game you just played.
- Play again.
- Exit the game room and look for other players
- Click the Arcade button and doubleclick a game title to go to a different lobby.
- Log off Mplayer.

Click here for troubleshooting tips.

Troubleshooting

▶

Nothing happens when I click the mpmech.mpi file.

- Try coming in through Mplayer's MechWarrior page. Point your Web browser at http://www.mplayer.com/game-mw2.html. Click Play Now or Browse Game Sessions.
- Is your modem turned on? If no, turn it on and try again.
- Is it connected to working phone line? If no, report it to the telephone company.
- Are you able to connect to other Internet services, such as email, Telnet, or FTP? If no, try changing your local access number and see if you can connect.
- Is your account information current? If your credit card expires, you may need to provide new information.

    If you still can't access your Internet account, check with your Internet Service Provider.

▶

The sound doesn't work.

    Are you getting sound for other programs? If no, you may have a hardware or driver problem. Here are a few suggestions:

- Check your headset or speakers with a different device.
- Check that your soundcard is seated properly in your system.
- Check that you specified the correct soundcard in the configuration section.

- Check that you hear the Microsoft Startup Sound (the "Bell Wave") when the computer is starts up. If the game does not produce sound, check the volume settings. If you don't hear the "Bell Wave," explore drivers and hardware setup.

Note: MechWarrior uses the Windows drivers to produce sound.

    For additional support, contact your soundcard vendor.

▶

MechWarrior display is very dark.

- Turn up the brightness by hitting ESC and selecting the monitor brightness settings from the pop-up menu.

Gameplay

Click here for Novice Piloting Controls.

Click here for Cockpit Controls.

Click here for Weapon System Data.

Click here for Weapon Descriptions.

Click here for the MechWarrior Glossary.

Click here for Strategy and Tactics.

Note: The information in some sections comes from the MechWarrior 2 help system, on your MetchWarrior 2 retail CD. It is reprinted here with permission from Acitvision.

Weapon Systems

Maximize your help window to view this table.

Type	Heat	Damage	Range (In Meters)	Tons	CRITICAL	Ammo (per ton)
ER Laser (Lg)	12	10	1019	4	1	—
ER Laser (Med)	5	7	510	1	1	—
ER Laser (Sm)	2	5	255	0.5	1	—
ER PPC	15	15	746	6	2	—
Pulse Laser (Lg)	10	10	815	6	2	—
Pulse Laser (Med)	4	7	408	2	1	—
Pulse Laser (Sm)	2	3	204	1	1	—
Gauss Rifle	1	15	1820	12	6	8
LB 2-X AC	1	2	800	5	8	45
LB 5-X AC	1	5	700	7	4	20
LB 10-X AC	2	10	600	10	5	10
LB 20-X AC	6	20	450	12	9	5
Machine Gun	0	2	175	0.25	1	200
Ultra AC/2	1	2	700	5	2	45
Ultra AC/5	1	5	600	7	3	20
Ultra AC/10	3	10	500	10	4	10
Ultra AC/20	7	20	400	12	8	5
SRM-2	2	2/missile	497	0.5	1	50
SRM-4	3	2/missile	497	1	1	25
SRM-6	4	2/missile	497	1.5	1	15
Streak SRM-2	2	*	497	1	1	50
Streak SRM-4	3	*	497	2	1	25
Streak SRM-6	4	*	497	3	2	15
LRM-5	2	1/missile	1000	1	1	24
LRM-10	4	1/missile	1000	2.5	1	12
LRM-15	5	1/missile	1000	3.5	1	8
LRM-20	6	1/missile	1000	5	4	6

Weapon Descriptions

Extended-Range (ER) Lasers

The extended-range laser is an upgraded version of the basic Clan laser with improvements that are obvious in its superior beam focusing and targeting equipment.

The small extended-range laser is the lightest of all. It causes less damage than the large version and generates less heat.

The medium version is heavier than the small version, but with more of the same advantages and drawbacks of the larger model.

The large version of the ER laser has a significant increase in range and a damage potential that is slightly higher than the basic model, at a cost of substantially more heat than the other versions.

Extended-Range PPC

The Particle Projection Cannon (PPC) fires high energy ion bolts which cause damage through both the impact and high temperature. Extended-range PPC is a significantly improved version of the particle projection cannon.

This PPC is smaller, lighter and more powerful than the basic version with its longer range and harder punch. Heat buildup is also much higher and could be a critical disadvantage of employing this weapon.

Pulse Lasers

The pulse laser uses a rapid-cycling, high-energy pulse to generate multiple laser beams, creating an effect comparable to machine-gun fire. This characteristic improves each laser attack's hit probability with more damage per hit at the cost of increased heat and a somewhat shorter effective range. They are available in small, medium and large versions.

Gauss Rifle

The Gauss rifle uses a series of magnets to propel a projectile through its barrel and towards a target. While requiring a great deal of power to operate, it generates very little heat and can achieve a muzzle velocity twice that of any conventional weapon. Gauss rifle ammunition consists of nickel-ferrous metal slugs.

If Gauss ammunition takes a critical hit, there is no explosion, but the hit destroys the ammo-feed mechanism rendering the rest of the ammunition in that location useless. A critical hit on the Gauss rifle itself destroys the capacitors that power this weapon. Such destruction causes a catastrophic discharge of the capacitor's stored energy with results similar to an ammunition explosion. If a Gauss rifle takes a critical hit, it causes an ammunition explosion in the location containing the rifle.

LB-X Autocannon

The LB-X autocannon makes use of light, heat-dissipating alloys to reduce weight and heat buildup. The reduced space and weight requirement of the LB-X autocannon allows this weapon to mount more sophisticated fire-control systems.

In addition to these advantages, the LB-X autocannon can use special cluster munitions that act much like an anti-BattleMech shotgun in combat. When fired, the ammunition fragments into several smaller submunitions. This improves the chances of scoring a hit and striking a critical location, but reduces overall damage by spreading hits all over the target area rather than concentrating on one location.

The 5X autocannon causes five times as much damage as the common model, and the 20X causes 20 times more damage than the common model.

Machine Gun

The Clan machine gun is a rapid-fire weapon. It is one of the lightest, yet powerful weapons a BattleMech can carry. The sheer volume of machine gun bullets which can be shot at close range increases the probability of scoring a hit, but does not cause severe damage to its target.

Ultra Autocannon

The ultra autocannon features a short, smooth-bore barrel, a modified breech mechanism, a rapid-feed reloader and specially designed ammunition. The AC/5 version, a multiple configuration possessed by the Clans, causes five times more damage than the common model. The ultra AC/10 causes ten times the damage and more heat build-up, while the largest version causes 20 times the damage.

Short-Range Missiles (SRMs)

Short-range missiles are specially designed to fire at close range. Although the SRM-2 missile fires only two missiles at once, it can cause more the damage of a missile in the long range missile group. The SRM-4 fires four missiles at once and the SRM-6 version delivers six missiles in one powerful shot.

Streak Short-Range Missiles

These short-range missile launchers are linked to a computerized fire-control system which handles target acquisition. Once the computer obtains a target lock, the streak missile will automatically home in on its target. The sure-hit SRM-2 fires two missiles at once while the SRM-4 blasts four missiles worth of firepower. The SRM-6 tops the streak missile family with a six-pack blast of guided bliss.

Long-Range Missiles (LRMs)

The long-range missile is a specialized weapon designed to make contact with its target at long range through the use of its guidance system. The LRM-5 sends off a five-pack of missiles at once. The LRM-10 fires off ten missiles with one blast. The LRM-15 fires off a 15-pack of missiles and the LRM-20 leads this family of missiles with a 20-pack of pure missile power. Its indirect hits have been known to be as effective as its direct hits due to area-effect explosions known as "splash damage." LRMs won't "lock" at distances under 75M.

Novice Controls

1-9,0	Throttle: stop-100%
F1	Cycle Through Heads Up Displays (HUDs)
F12	Objectives/Briefing Summary
Backspace	Reverse
Enter	Select Weapon
Esc	Battle Parameters/Quit
Space	Fire
A	Autopilot
E	Target Nearest Enemy
J	Jets
N	Select NAV Point
O	Override Thermal Shutdown
S	Manual Shutdown/Restart
T	Cycle Through Targets
<	Torso Twist Left
>	Torso Twist Right
/	Recent Torso

Cockpit Controls

Click here for [Mech Piloting](#).
Click here for [Pilot View](#).
Click here for [Weapons](#).
Click here for [Targeting](#).
Click here for [HUD Systems](#).
Click here for [Non-Game Controls](#).

Mech Piloting Controls

1 to 0	Direct Throttle (Stop to 100%)
+/-	Increase/Decrease Throttle
right arrow	Steer Left and Right
Backspace	Reverse Direction
< and >	Torso Twist
/	Recenter Torso
M	Recenter Legs to Torso
J	Jump Jet (if Mech has capability)
6-Key Home Keypad	Jump Jet Steering and Turning
N	Select NAV Point
A	Autopilot ON/OFF
V	MASC ON/OFF
S	Manual Shutdown/Restart
O	Override Automatic Thermal Shutdown
Ctl+Alt+E	Pilot Ejection
Ctrl+E	Auto-Ejection ON/OFF
Ctl+Alt+X	Self-Destruct
Ctrl+F1 or Ctrl+B	Group Chat
Ctrl+F2,F3-F8	One-to-One Chat

Pilot View Controls

Z	Zoom In
Shift+Z	Zoom Out
Ctrl + Z	Reset Zoom Magnification
Keyboard 7, 9	Glance Left, Right
Ctrl+Arrows	Pilot Eye Control
L	Low-Light Amplification ON/OFF
W	Enhanced Imaging
F3	Satellite Uplink ON/OFF
X	Radar/Satellite Uplink Zoom In
Shift+X	Radar/Satellite Uplink Zoom Out
C	External Tracking Camera (XTC) ON/OFF
Ctrl+Arrows	External Camera Controls

Weapon Controls

Spacebar   Fire
Enter   Select Weapon/Group
\   Chain-Fire/Group-Fire Toggle
NumLock, / * (Keypad)   Add Weapon to Group 1, 2, 3
;   Fire Current Group
K   Jettison Ammunition

Targeting Controls

T	Cycle Through All Targets
R	Previous Target
E	Target Nearest Enemy
F	Target Friendly (Starmate)
Q	Target Object Underneath Reticle
I	Inspect Targeted Object
Ctrl+T	Targeting OFF

HUD System Controls

F1	Cycle Through Multi-Function Display

Displays

F2	Radar Display (Normal/Full Screen)
F5	Wire-Frame Damage Display
F6	HTAL Armor Damage Report
F11	Enable/Disable HUD
U	System Status
F12	Objectives/Briefing Summary

Cameras

F4	Target View
F7	Rear View
F8	Down View
F9	Weapon View
F10	Weapon View (Full Screen, After Launch)

Non-Game Controls

Esc	Options/Battle Parameters
Ctrl+P	Snap a Screenshot
Ctrl+Q	Abort/Exit Mission

Battlefield Chatting

Group Chat

1 Press Ctrl+F1 or Ctrl+B.

2 Type your message.

3 Send the message:

- Press Enter to send it to all Mechwarriors.
- Press Ctrl+F to send it to your teammates if you are part of a team mission.
- Press Ctrl+E to send it to your enemies.

Press Esc to abort a message.

One-to-One Chat

1 Press Ctrl+F# (the function key assigned to the warrior you want to chat with). F2 through F8 are assigned to individual warriors.

2 Type your message.

3 Press Enter to send the message. Press Esc to abort.

Glossary

BATCHALL

The batchall is a ritual by which Clan warriors issue combat challenges. Though the type of challenge varies, most begin with the challenger identifying himself, stating the prize of the contest and requesting that the defender identify the forces at his disposal. The defender also has the right to name the location of the trial.

BLOODNAME

Bloodname refers to the surname of each of the 800 warriors who stood with Nicholas Kerensky during the Exodus Civil War. These 800 are the foundation of the Clans' elaborate breeding program. The right to use one of these surnames has been the ambition of every Clan warrior since the system was established.

BLOODRIGHT

The specific bloodname lineage is called a bloodright. Twenty-five bloodrights are attached to each bloodname.

CASTE

Clan society is rigidly divided into five castes: warrior, scientist, merchant, technician and laborer. Each caste has many subcastes that are based on specialties within a professional field.

CLANS

During the fall of the Star League, General Aleksandr Kerensky, commander of the Regular Star League Army, led his forces out of the Inner Sphere in what is known as the First Exodus. After settling beyond the Periphery, more than 1,300 light years away from Terra, Kerensky and his followers settled in a cluster of marginally habitable star systems near a large global cluster that hid them from the Inner Sphere.

CRUSADERS

The Crusaders believe Kerensky's words to mean that the Inner Sphere is theirs by right. Their goal is to retake Terra at whatever the cost, by whatever force or bloodshed necessary.

DEZGRA

A fighting unit that disgraces itself is known as a dezgra unit. The name also refers to the ritual whereby that unit is marked and punished. Any unit that refuses orders, panics in the face of the enemy, or takes dishonorable action is disgraced.

ELEMENTALS

Elementals are the elite, battle-suited infantry of the Clans. These men and women are giants, bred specifically to handle Clan-developed battle armor.

KESHIK

Keshik is the ruling military group of the Clans responsible for delegating all military orders, including the evaluation of a MechWarrior's eligibility for career advancement.

KHAN

Each Clan elects two leaders, or khans. One serves as the Clan's senior military commander and bureaucratic administrator. The second khan's position is less well defined. He or she is second-in-command, carrying out duties assigned by the first khan.

KURULTAI

A kurultai is a Clan war council.

OVKHAN

This is a term of respect for someone of higher rank.

QUIAFF/QUINEG

This Clan expression is placed at the end of rhetorical questions. If an affirmative answer is expected, quiaff is used. If the answer is expected to be negative, quineg is the proper closure.

THE REMEMBRANCE

The Remembrance is an ongoing heroic saga detailing Clan history from the time of the Exodus from the Inner Sphere to the present day.

RISTAR

This term refers to a particularly gifted warrior on his or her way to high position.

SIBKO

A sibko consists of a group of children produced from the same male and female geneparents in the warrior caste eugenics program.

STRAVAG

This is a Clan epithet, probably a combination of the Clan words stran, meaning independent, and vagon, meaning birthing.

SURKAI

The surkai is the Right of Forgiveness. The Clans honor uniformity of thought and belief above all else in their society.

TOUMAN

This is the term given to the fighting army of a Clan.

TRIAL OF BLOODRIGHT

This is a series of one-on-one, single-elimination contests that determines who wins the right to use a bloodname.

TRIAL OF POSITION

The Trial of Position determines a candidate's right to receive a higher Clan position or ranking. To qualify, all objectives of the Trial must be achieved.

THE WARDENS

The Wardens are the Clan protectors of the Inner Sphere. They interpret the words of Kerensky to mean that they must aid and protect the Inner Sphere to bring its enlightenment.

ZELLBRIGEN

This is the Clan word describing the body of rules used to regulate and ritualize duels. Zellbrigen means the combatants engage in one-on-one duels, even if both sides have many warriors.

Strategy and Tactics

Experienced MechWarriors have very sophisticated and involved strategies that they share with other MechWarriors who wander the Web. Here are some strategies you might find useful.

- Mechs with jump jets add a lot of excitement to game play!
- Armor is weaker in a Mech's legs. Knock off both legs and that Mech is history.
- Most of a Mech's weapons are stored in its arms. Knock off an arm and the Mech has less firepower to use against you.
- Missiles can lock on to a target even if there is a mountain or other obstacle between you and the target. For example, walk near the side of a mountain's edge and get close enough to fire your missiles past the edge. They automatically align themselves with the target and you can fire on it without exposing your Mech to attack.
- Use jump jets to initiate quick turns on the ground and boost your ground speed. Thrust in any direction after you are in the air.
- Use S to shut down your Mech and hide from your opponent. Wait until your opponent is in position, then power up, and blast him from behind. Or run away.
- If you have access to the training missions (MechWarrior 2 CD), use them to learn and practice Mechwarrior navigation, control, firing, and hunting.
- "I've found the easiest way to control the Mech is to use keyboard and mouse- you change directions with the arrow keys, and aim and move your torso with the mouse." --briank
- "Go through the mission a couple time with all of the cheats on, to get used to the mission."--auntbee
- If your Mech is destroyed and the Regeneration option is not selected, you can still track other warriors by pressing the Spacebar to toggle through the warriors' call signs and by pressing Ctrl and the Arrow to move your camera. Click here for more HUD System Controls.

For New Players

- Be sure to pick a custom mech. The default mechs are very weak and are easily destroyed.
- If all of your weapons are destroyed by an enemy, your mech is rendered useless for fighting but can still move around. Since there is no way to recharge your weapons, it's common courtesy to let your enemies destroy you. Then you can either leave the game or be regenerated (depends on how you set your game options).
- Turn up the brightness by hitting ESC and selecting the monitor brightness settings from the pop-up menu.