M.A.X Version History

1.03 Fixes Network disconnect bug and Video Card Conflicts with
     Matrox Mystique and others.

1.02 Fixes Auto-Survey Crash (All Languages)

1.01 Fixes Auto-Save in German Version

1.00 Original Foreign Release

TABLE of CONTENTS

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(1)   System Requirements

REQUIRED:

   - IBM PC compatible 486-66 or faster
   - 8 MB RAM
   - DOS 5.0 or later
   - Microsoft compatible mouse
   - Minimum 20 Megs Hard Drive Space for Minimum Installation
   - Minimum 12 Megs Hard Drive Space free for Virtual Memory

RECOMMENDED:

- Pentium processor
   - 16 MB RAM
   - stereo 16-bit soundcard
   - 20 Megs Hard Drive Space free for Virtual Memory

SUPPORTS:

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

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(2) M.A.X. under Win95

M.A.X. will run under Win95, and may been installed Windows by using the
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.

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(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.

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(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 recieve 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.

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(5)   CREDITS
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VO Mastering: Craig Duman

VO Editing: Sergio Bustamante
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Music Mastering: Digital Brothers

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                        Larry Peacock

Sound Effects
Mastering: Craig Duman

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Thanks to Tim Cain for GNW, Jay Patel for Technical Assistance,
Newtek, Inc. for Lightwave 3D, Sanjay Bala-Krishnan for his support, and
James Thomas for Story Elements and assorted inspirations

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

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(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

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If you need a hint about game play, you can call our hintline at
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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.
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If you have a modem, you can reach us at the following:
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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 GAMBPUB 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 GAMBPUB. 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
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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.

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(7) Interplay's WEB site:

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high-quality interactive entertainment software, we are always striving to
stay as close as possible to the leading edge of technology. This 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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(8)   Limited Warranty

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Warranty Replacements
Interplay Productions
16815 Von Karman Avenue
Irvine, CA 92606

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Thanks for Playing M.A.X.!

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