
PlayStation
NTSC U/C
PlayStation
MAXIMUM FORCE
PULL THE TRIGGER
MATURE
M
AGES 17+
CONTENT RATED BY ESRB
SLUS-00503
MIDWAY

WARNING: READ BEFORE USING YOUR PlayStation™ GAME CONSOLE

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation™ game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions - **IMMEDIATELY** discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS

Do not connect your PlayStation™ game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PlayStation™ DISC

This compact disc is intended for use only with the PlayStation™ game console.

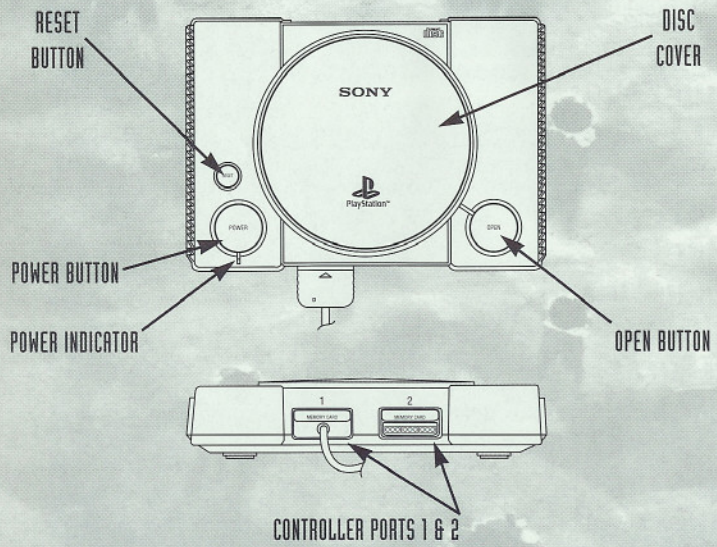
- **Do not bend it, crush it or submerge it in liquids.**
- **Do not leave it in direct sunlight or near a radiator or other source of heat.**
- **Be sure to take an occasional rest break during extended play.**
- **Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.**

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GETTING STARTED

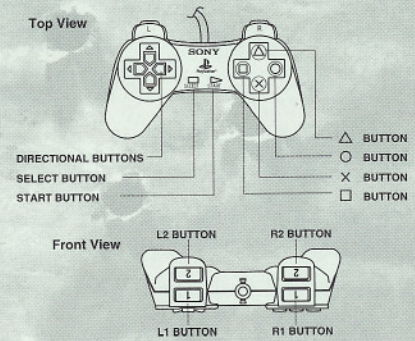
Set up your PlayStation™ game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the Maximum Force™ disc and close the disc cover. Insert game controllers and turn on the PlayStation™ game console. Follow on-screen instructions to start a game.



CONTROLS

CONTROLLER (DEFAULT)

Aim Crosshair:	DIRECTIONAL BUTTONS
Fire Gun:	X BUTTON
Reload:	O BUTTON
Pause/Resume Play:	START BUTTON



ARCADE GUN

Pause/Resume play:	Press the START BUTTON
Reload your Gun:	Point gun off-screen, then pull trigger
Fire at the Target:	Pull trigger



TIP: Adjusting the brightness level of your TV may improve light gun accuracy. For the best performance try to position end of light gun no further than 3 feet from the TV screen during game-play and calibration (see CONFIGURE GUN, pg. 9).

MENU SELECTIONS

MENU SELECTIONS

Using your Arcade Gun:

Press START to cycle menu options.
Pull the trigger to select.

Using your Controller:

Directional Button Up or Down to move highlight.
Press the X BUTTON to select options.

To quit a game in progress, press START, then press SELECT. The Continue/Quit menu will appear. Select "QUIT", then select "YES" to exit the game, or select "Continue" to return to your game.

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THE BRIEFING

You are a top counter-terrorism agent, formerly with the U.S. government but now on your own. Just last week, you uncovered some information about three new terrorist organizations who plan to unleash world-wide chaos within the next few days. You have just learned that they have sent teams of assassins to eliminate you. Rather than sit back and wait, you are going to tackle them head-on.

Ground Zero is a band of animal-loving radicals who have secretly built a vast nuclear arsenal under Easter Island in the South Pacific. They plan to wipe out most of the human race so small, defenseless animals can have a fresh start in a less populated world. The wackos at the Fiduciary Liberation Front believe that money is actually alive, and they plan to steal the central core computer at World City Bank, freeing billions of captive monies and bringing the world banking system to its knees. And deep in the jungle, the Somnolia Cartel plans to unleash a radical new flour into the world snack food markets - one that turns people into helpless sheep, ready to do their nefarious bidding.



These extremists are pure evil, and they want you dead. Take the action to them and stop their reign of terror. You work alone, and you wield Maximum Force.

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START/OPTIONS



From the opening demo sequences, press START to exit and view the Start/Options Screen. Select START to go to the Mission Select Screen [see MISSION SELECT, pg. 10].

If you don't make a selection, the demo will run again. It may be a good idea to watch the demo to survey the terrain of the different missions and any other information about game. You'll need all the help you can get to take out the bad guys.

Check out the game's options before you begin playing. [see OPTIONS, next page].

OPTIONS



Use the following options to make adjustments to the game's default configuration. Highlight the option you want to change, then press the FIRE BUTTON to adjust.

DIFFICULTY - Maximum Force offers 5 difficulty settings to choose from. You may want to begin using one of the easier settings to condition yourself for a greater challenge later, unless you like the taste of lead. Choose from these five settings: COWARD [easiest], HILL BILLY, GRUNT, COMMANDO and GREEN BERET [most difficult].

LIVES - You can set this option between 3 and 7 Lives. You may want to select a high amount of lives until you get used to bullets buzzing your scalp.

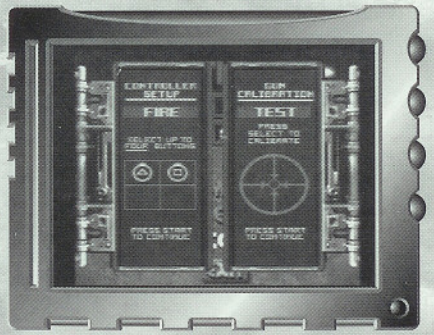
SOUND - Select MONO [one speaker] or STEREO [two speakers].

EFFECTS/MUSIC VOLUME - Adjust the levels of the game's SOUND EFFECTS and MUSIC volumes. Mix them the way you like to get the sound you're looking for.

CONTROLLER CONFIG - Before you begin playing, make changes to your controller[s], and set them up the way you want [see CONFIGURE CONTROLLER, pg. 8].

CONFIGURE CONTROLS

CONFIGURE CONTROLLER



Maximum Force lets you assign controller buttons to FIRE and RELOAD your weapon. To configure your controller the way you want, press any button (other than START or SELECT) to enter it in one of the 4 areas of the Button Setup Window. The screen will display the new button. When you find the configuration you like, highlight, press START. Repeat this process to select buttons for Reload. Press START again to retract the Button Setup Window and return you to the Options Screen.

NOTE: When you fill all four areas of the Button Setup Window for FIRE or RELOAD, the window will automatically advance to the next function.

CONFIGURE GUN

To calibrate and test your gun, press the SELECT Button, then aim and pull the trigger to fire at the target in the Gun Calibration Window. After firing 4 rounds in the Gun Calibration Window, the game will return to the TEST Target. Bulletholes will appear as you shoot the TEST Target. Make sure the bullets are hitting your target. The last thing you need is a wild shooting weapon.

Press START to exit the screen and return to the Options Screen.

MISSION SELECT



Maximum Force offers 3 deadly missions to choose from. When the Mission Select Screen appears, select MISSION 1 or MISSION 2 to begin your adventure versus the game's onslaught of merciless terrorists.

NOTE: Mission 3 is only playable after Missions 1 and 2 have been completed.

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MISSION 1

EASTER ISLAND

Ground Zero is a band of animal-loving radicals who have turned their high-tech know-how towards ensuring that animals can live in a world without the threat of human overpopulation. They have been building a secret base on Easter Island and have amassed a huge nuclear stockpile. What could be more frightening than relics of a bygone culture - those enigmatic Polynesian heads - guarding a vast underground nuclear production plant?

STAGES:

1] A cargo ship filled with nuclear material - be careful what you shoot!

2] A ride on a hydrosled through the underwater mine field. Look closely as you come out of the decompression chamber - those are the famous Easter Island heads!

3] The underground nuclear assembly plant, where innocent scientists and other hostages count on you for their freedom.

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MISSION 2

WORLD CITY BANK

The Fiduciary Liberation Front is a group of crazed ex-consumers who believe that money is actually alive and is being cruelly manipulated for mankind's evil profits. They plan to break into World City Bank and steal the hard drive of a computer that has entry codes to bank accounts and investment funds totaling nearly 250 billion dollars. If they succeed, it will cripple the nation's economy and send the world financial markets spinning into chaos. More importantly, it will liberate from cruel oppression the billions of tortured dollars that are being so wrongly imprisoned by the evil banking system.

STAGES:

1] The Plaza, outside World City Bank. The FLF has destroyed all police resistance. You are the only hope left!

2] Inside the bank. It's obvious that the FLF have already stolen the central computer, but now their only escape is the roof. Get to the elevator and head them off on the roof.

3] The Roof. Destroy those choppers!

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MISSION 3

JUNGLE CARTEL

A group of terrorists called the Somnolia Cartel has created a mind-altering flour product that will brainwash Americans. They will ship this in a new line of snack foods, targeted toward that vital American worker - the computer geek. Once computer geeks across the land have been brainwashed, the Cartel can easily launch its plans for world domination. The jungle country of Somnolia provides the backdrop for you to extract your revenge against these sick animals.

STAGES:

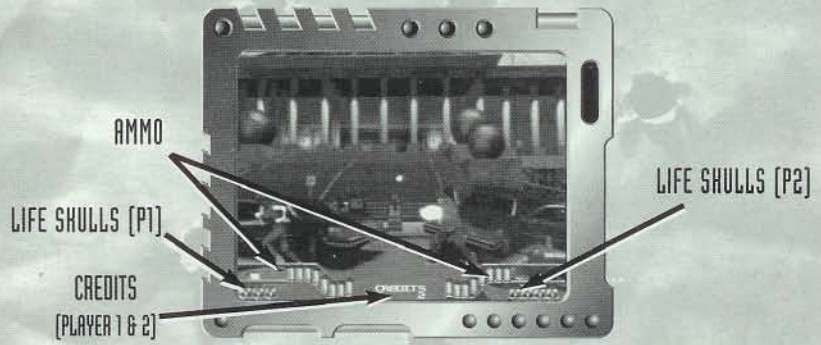
1] The Landing Strip. A new plane load of chemicals is scheduled to land at midnight, with the final components needed to make the deadly mind-altering drugs. Can you stop it?

2] The Lab. Inside are conveyor belts and processing equipment, in addition to an array of under ground ore carts that lead to a suspicious mining operation. Take it all out, and escape by the culvert for your ride home.

NOTE: The Jungle mission is only playable after Missions 1 and 2 have been completed.

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THE KILLING GROUNDS



As you scramble for your life inside the base, you'll have a constant view of your Ammunition, Health and surrounding Terrain. The amount of Credits for you and your buddy are also displayed.

AMMUNITION

Standard issue ammunition is supplied for the mission, but you can accumulate two other types of rounds. Shoot every POWER UP [see POWER UPS, pg. 16] you see to accumulate these other types of rounds:

MACHINE GUN SHELLS - Pick these up, hold the trigger down, then gun down the terrorists in groups. Be careful, your ammo will go fast. Reload as often as possible at opportune times.

THE KILLING GROUNDS

SHOTGUN SHELLS - These are powerful and cover a lot of area. The downside is the amount of rounds per clip. Reload as often as possible. If you hit another Power Up while you're using the shells, it will replace your current Power Up.

NOTE: These two types of ammunition are limited in quantity. Be aware that they will run out, and you'll have to use your standard rounds until you pick up more.

LIFE SKULLS (LIVES)

Stay low and watch your back. Each time you're hit with a round, you'll lose a life. Don't run out of these, or it's all over; you're toast! The bad guys pop up out of nowhere, using the element of surprise to get the first shot off. Be quick and decisive with your shots, but don't hit the civilians. We DON'T want to have to cover up any unnecessary deaths.

CREDITS

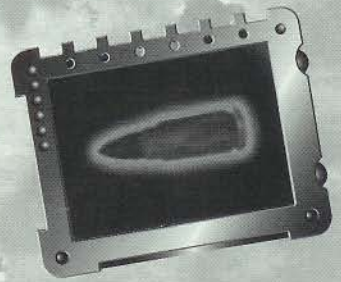
The amount of credits remaining in your mission is displayed for you and your buddy.

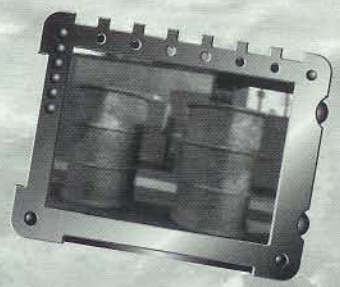
MAIN TARGETS

The terrorists are your main targets, but you're under orders to shoot many other items as well. Study these things carefully before you begin:

POWER UPS

You'll find these hovering in the air as you move throughout the territory. Shoot them to acquire larger, more powerful ammunition. When you hit a Power Up, your ammunition will change to Shotgun or Machine Gun rounds.





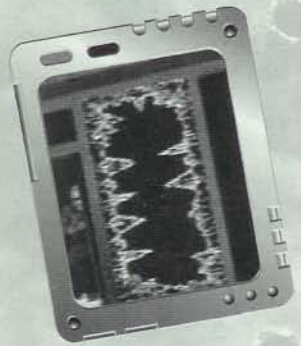
BARRELS

Barrels are scattered throughout the base. These are favorite hiding places for the terrorists, so shoot as many as you can. Destroying them adds to your Streak [see STREAK, pg. 18] performance and may also unlock secret rooms.

BOXES

Boxes are scattered everywhere during your missions. It's easy target practice, but you'll need it. Destroying boxes adds to your Streak [see STREAK, pg. 18].





WINDOWS

See a window? Shoot it! Windows unlock secret rooms and add to your Streak [see STREAK, pg. 18]. Shoot out the windows in vehicles, buildings and in rooms.

VIDEO CAMERAS

These will test your accuracy under fire, but don't spend too much time trying to hit the cameras. If you're any good, you'll nail it in one shot. .



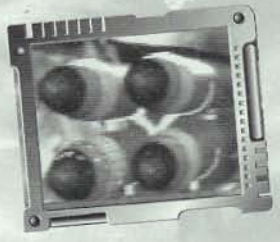
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MAIN TARGETS

PAINTINGS

Why shoot the artwork? Why not?! If terrorists like 'em, they can't be all that good..ya know? Besides, shooting them may open secret rooms.





MISSILES

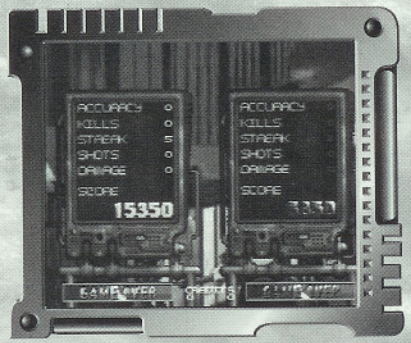
Shoot these for obvious reasons. Disable them so they can't be used on the innocent, unsuspecting American citizens you have sworn to protect. Or, just do it for fun.

SECRET ROOMS

Maximum Force has many secret rooms. There is no information available at this time regarding their location and quantity. We strongly suggest that you shoot everything in sight. The rooms will present themselves if you've hit the right combination of targets.

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STATUS REPORTS



ACCURACY

The ratio of Shots Fired and Targets Hit is tallied during each mission. Your hit percentage is recorded.

KILLS

You better have a lot of these. Each time you make a Kill, it is counted on your report.

STREAK

As you shoot terrorists and other objects, you are rewarded for accuracy. When you hit your targets without a miss, the amount of targets you hit in a row will be displayed.

SHOTS

The total shots fired is accumulated during missions. Keep your Shot count down and your Kill count up to receive the highest points.

DAMAGE

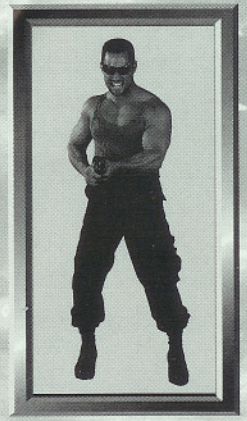
This number represents the objects you've destroyed. The more objects you shoot, the higher the number.

SCORE

Your cumulative points for any completed stages is given.

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PRIME SUSPECTS



DRAKE STANTON

This view of Stanton was the last image that many of our informants and agents saw before their precious lives were snuffed out. Stanton is one of the many merciless killers within the radical group, Ground Zero. As usual, money and power drive this schizophrenic madman to extreme measures. We believe he is out of medication, so watch your back. Don't let this be the last image your eyes record. Take him out!



WILMA SNOW

This attractive, yet dangerous killer has been Stanton's on and off girlfriend. They seem to stick together for one reason. As a team, they have raked in the cash. They've also whacked several of their rivals and almost killed each other. It's reported that she has shot Stanton twice, and he has shot her once. A Lovely couple. We expect to find them together, so don't let this bombshell surprise you when Stanton is in your sites.



DEIRDRE HANSEN

They call her the Deadly Debutante. Born rich and spoiled, this vicious vixen shows no remorse when she spreads the lead. We believe the good life wasn't enough for Deirdre. She could have had anything she wanted with the money she was born to, but she chose to take what she wanted instead. Do NOT look into her hypnotic baby blues if you encounter her, just pull the trigger and keep moving.



MELVIN DOREAUX

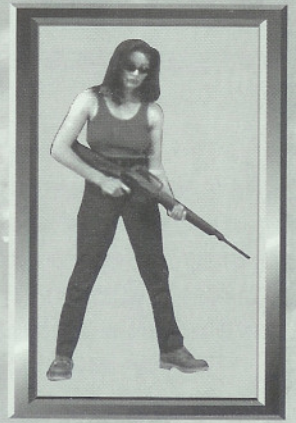
As you can see, he enjoys his work. This psycho shows no fear of any kind, so nail him quick. Doreaux's life could have gone in an entirely different direction if he would have stayed in college and developed his baseball skills. He could have gone to the show and made millions. Now, instead of throwing people out, he's taking people out. Don't get surprised by this lunatic.

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RAY HOLDER

When Ray isn't busy gunning down Ground Zero's enemies, he's making bombs in his hidden lab. It's believed that Holder is working on some of the Nuclear weapons that Ground Zero has their hands on. To make matters worse, we know that he is untrained and learning as he goes along. It wouldn't be so bad if you found this guy and ended his training.



SANDI NIL

Sandi was serving time for armed robbery when she skipped parole to join Ground Zero. She isn't as passionate about the group's cause as the other members of the radical group are. She figures she's protected by the power Ground Zero has achieved and can't be touched. Well, you can help burst her bubble by showing her where the power is. But remember, she won't hesitate when it comes to pulling the trigger, so be alert!

PRIME SUSPECTS



VICTOR TOPPER

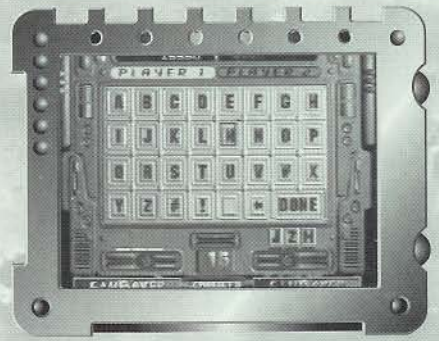
Topper is another example of a promising athlete gone bad. This third string defensive end quit the regimented rigors and discipline of professional football after one year to make money in an even more violent way...terrorism. He finds it unbearable to follow orders, making him an unpredictable adversary. He was recruited for his brute strength and disregard for human life. Unload your clip on this guy.



BUTCH CUTTER

This former Green Beret is the military brains of the outfit. He plans their terrorist attacks, as well as their mobilization from one region to the other. He went AWOL last year to become the deadly mercenary he is now. He has since declared his loyalty to Ground Zero and dedicated his life for their cause. He's an excellent marksman, so pump him full of lead until he goes down. Don't take any chances with this guy.

THE TOP AGENTS



If you survive this suicide mission, you will be honored as a hero for all time. Following a successful mission, you may enter your name along side the other Top Agents. Here's how:

- Aim the crosshair over the character you want, then press the FIRE BUTTON.
- Repeat the process until you've completed your entry. Select the (left) arrow to back up and fix mistakes. Select Done to enter your name. Your name will be displayed as one of the Top Ten Agents.

Congratulations on a job well done!

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