

**Abomination: The Nemesis Project**  
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ABOMINATION is a team based Strategic and Tactical Combat game, set in a 3D Isometric world.

### **Single Player Demo**

When you first load up the Abomination Demo, you will be taken to the wrapper interface where you can either Start a New Game immediately or change some of the game Options.

- Click OPTIONS on the right hand side of the screen. In the Options Menu you can configure your Audio, Video settings to optimise the performance of the Abomination demo for your computer. Turning off some of the graphical effects will improve the speed of the game on certain CPU's.

NOTE: The Abomination Demo does not utilise fully optimised code and represents the software renderer only.

- Click GAME on the right hand side of the screen and then select START NEW GAME.

You will now be in the Strategic Interface on the map screen. The strategic Interface is where you will do all of your resource management and strategic planning in the full game of Abomination; for the purposes of this demo we have disabled many of the features here.

You will notice on the map that there are 3 round icons at the bottom left of the red map screen.

- Click these to centre on one the three missions we have included in this demo. The missions are marked with blips on the map screen. Placing your cursor over the blip will give you a brief description of the mission.

- Click on a blip to choose a squad and start the mission. You can either just click the Tick at the bottom of the window to start the mission immediately, or you can click on the character names at the bottom of the window to select or un-select them for the mission, and then click the Tick.

Read the briefing, and once you understand what you must do, enter the mission.

At the end of the mission you will be enter the debriefing and then return to the strategic interface to select another mission, the time of day (see the clock at the top of the screen) is reflected in the missions.

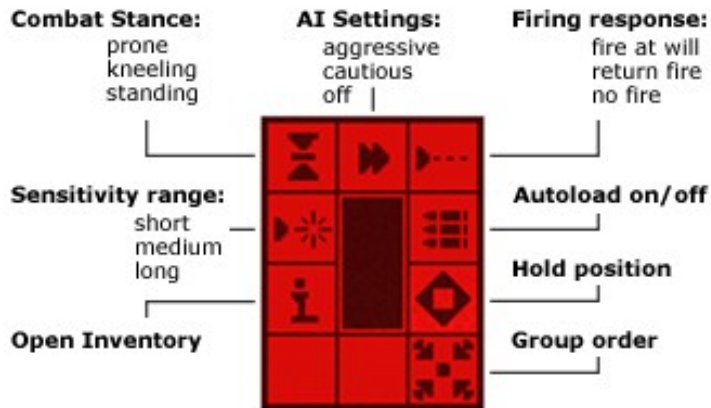
At the mission site carry out the mission objectives as outlined in the briefing, you can review the briefing by pressing ESC to pause the game and selecting review briefing from the menu. The pause menu also contains various detail and audio controls.

Select characters and move them around the environment using the mouse. You can lasso a number of characters by dragging a box around them.

With a character selected place the mouse pointer over an enemy unit or valid target and the targeting cursor will appear, press the Left Mouse Button (LMB) and the agent will close to weapon range and open fire. Press the Right Mouse Button (RMB) over the target and the agent will remain at the current range and only open fire when moved into weapon range (useful for large enemy units)

Press the RMB over a name tab and a motion scanner will open showing a larger area than the screen and any enemy or friendly units in the area. Use this system to plan you movements.

Pressing the RMB over a character opens their orders menu:



### GROUPINGS

CTRL + Keyboard 1 to 4 Sets up agent groups  
 Keys 1, 2, 3, 4 Group Mode keys: select group and centre with a second click  
 F1, F2, F3 and F4 First press: select Agents 1 to 4; second press centre on agent

Hold down **shift** and select characters with **any** method to create groupings

### ORDERS MENU QUICK KEYS:

SHIFT Group Order - will apply to whole group

Space Pause game for Ordering, with limited timer

Cursor Keys Scroll the Map (within limits of agents' sight)

ALT (Keep held down) Indiscriminate fire on ANY target

TAB On screen information and Tabs on/off

Esc Pause/In-game menu

S Combat stance (Prone - Kneeling - Standing)

A AI settings (Aggressive - Cautious - Off)

R Sensitivity Range (Short - Medium - Long)

F Firing response (Fire At Will - Return Fire - No Fire)

L Autoload on/off

I Open Inventory

H Hold position

X Reload weapon (or change half-empty ammo clip)

G Swap weapon to any grenade held

ABOMINATION - <http://www.hothouse.org>

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