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

Select game, and start new game to begin the demonstration.

The options menu contains configuration options for audio and video settings that can be used to optimise the performance of this demonstration for your computer. Turning off some graphical effects will improve the speed of the game for certain CPU's.

This demonstration does not utilise fully optimised code, and represents only the software renderer.

Once you have started a game you will see the strategic interface, most options are disabled for this demonstration, and there are 3 missions from the first stage of the game for you to play.

Each mission is represented on the strategic map by a blip, select a blip, select a team from the displayed roster and then click on the tick button to enter a mission briefing.

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:
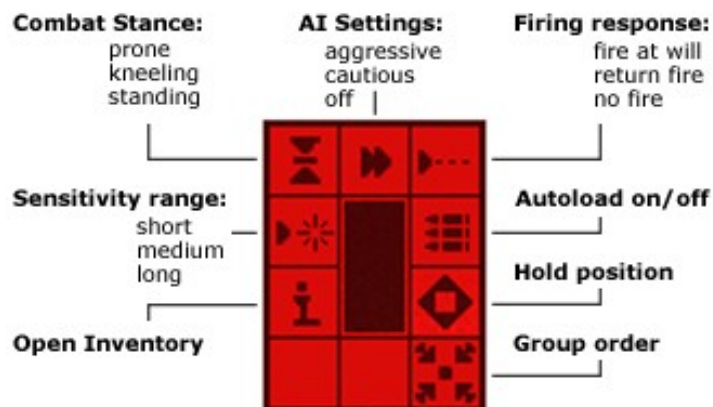
GROUPINGS

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