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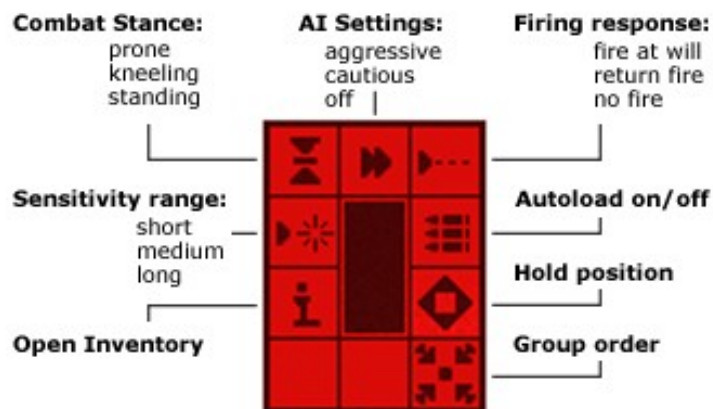
At the mission site carry out the mission objectives as outlined in the briefing, you can review the briefing by pressing ESC to pause the game and selecting review briefing from the menu. The pause menu also contains various detail and audio controls.

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)

Click the Right Mouse Button 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 Right Mouse Button over a character opens their orders menu:

Combat Stance:
prone
kneeling
standing

AI Settings:
aggressive
cautious
off |

Firing response:
fire at will
return fire
no fire

Sensitivity range:
short
medium
long

Autoload on/off

Hold position

Open Inventory

Group order

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

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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	Auto-load on/off
I	Open Inventory
H	Hold position
X	Reload weapon (or change half-empty ammo clip)
G	Swap weapon to any grenade held

Technical Information

The Abomination demo requires DirectX 6.1 to run.
Please visit http://www.microsoft.com/directx/default.asp to get the latest version of DirectX.

Features

Advanced team based Strategic and Tactical Combat:
- Employ stealth to infiltrate enemy positions
- Utilize military tactics to accomplish mission objectives and gain the strategic initiative
- Defend your installations
- Research the enemy and devise new technology

Unprecedented multiplayer functionality:
- LAN, Internet, modem and serial connection play for 1 to 8 players
- Multiple modes of play: including campaign, co-operative and head-to-head games, Capture the Flag, and more!
- Extreme ease of entry: players can leave and join campaign games at will
- Play by email: email a mission to a friend - they can replay your operation to learn or tactics or they can take control and try to beat your performance - unlimited number of players can be included.

Customize your Team:
- Equip your operatives with over 150 different military and experimental weapons
- Develop each team member's attributes and unique abilities to tailor your squad to your command needs
- Recruit new team members as the game progresses

Stunning graphics:
- Over 25,000 frames of animation for the twisted denizens of the dark city...
- Fully textured-mapped, light-sourced, 3D models combined with detailed Terrain
- Realistic physics allow you to blow enemies off their feet

Maximum replay value:
- Proprietary "seeded" game generator system creates unique mission variations every time you play.   Never play the same mission twice!
- Over 1.2 million unique tactical sites in over 25 terrain types.

Contact Information

We would like you to send us information about any compatibility problems or bugs you may find, as well as your comments and suggestions, so we can fix/implement them in the final version.   Please submit your comments at the following web sites:

Abomination Demo Problems/Bugs
http://www.eidosinteractive.com/techsupp/testing/testing-abomination-bugs.html

Abomination Feedback/Suggestions
http://www.eidosinteractive.com/techsupp/testing/testing-abomination-suggestion.html

OR send email to:
Abomination@eidos.com

Abomination web sites
http://www.eidosinteractive.com/abomination/
http://www.hothouse.org

PLEASE NOTE: This is an early beta demo, which is a small fraction of the final game. We can only provide limited support for the demo.

Known Issues:

The re-play mission feature has not been fully implemented into the Demo Version 2.   Certain machines may experience problems when trying to run this feature, causing the game to crash to the desktop.