CREATE $1,000!!!

HOW?

Use the level editor included in this edition of Abuse to create your own original *Abuse* games and levels.

WHY?

The best 15 levels, as determined by Crack dot Com, will each be awarded $1,000 and will be published in a future *Abuse* expansion.

WHERE?

See page 32 of the level editor manual for complete rules.

WHEN?

All entries must be received by Crack dot Com by August 31, 1996.

EA 1013335

ABUSE
™

CRACK DOT COM
™

ORIGIN
®

network
HEAD TO HEAD

DOS INSTALLATION

Be sure you are at the DOS prompt (type **C: ** [Enter] to be sure) before installing the game.

1. Put the CD into your CD-ROM drive.

2. Type the letter of the CD-ROM drive and press [Enter]. (On most machines, type **D:** [Enter].)

3. Type **INSTALL**.

4. Follow the instructions as they appear on your screen.

5. Type **ABUSE** at the C:\ABUSE prompt to begin the game.

SOUND CARD CONFIGURATION

The first time you enter *Abuse* after installation in DOS or *Windows 95*, you will be asked to configure your sound card.

You will be taken to a screen and given the option of letting the program auto-detect your sound card or entering your card and its parameters manually, from a menu of available options.

If you have a SCSI hard drive, the program *cannot* auto-detect your sound card. If you have a SCSI hard drive you *must* enter your soundcard by hand.

WINDOWS 95 INSTALLATION

NOTE: The mouse cursor will not work during game setup.

1. Put the CD into your CD-ROM drive.

2. Windows 95 will automatically open a DOS window and begin installing the game.

3. Follow the instructions as they appear on your screen.

4. When the game is installed TYPE ABUSE [Enter] TO BEGIN will appear on screen. Do *not* type ABUSE at this time, but go on to create a shortcut (below).

To Create a Shortcut

With an *Abuse* shortcut icon, you can start playing *Abuse* without having to open multiple folders each time.

1. Open the "My Computer" folder on your desktop after you've installed the game.

2. Select your hard drive. (On most machines the hard drive is C:.)

3. Open the "Abuse" folder in your hard drive window.

4. Left-click-and-drag the icon labeled simply "Abuse" onto your desktop. This creates a shortcut icon.

5. Double-click on the new *Abuse* shortcut icon to begin the game.

SYSTEM REQUIREMENTS

See the label at the Bottom of the Box

GAME OPTIONS

Use the mouse to select the various options.

Load Game. This option is only available after you have saved your position during a game.

To load a saved game, click on the Load Game icon. On the left of the Load Game screen are up to five save areas. Click on the number of the game/location you want to re-enter.

Start New Game. Choose this option when you want to begin a single-player game from the start. You will still be able to access saved positions from previous games.

Difficulty Levels. There are four levels of difficulty in *Abuse*: WIMP, EASY, NORMAL and EXTREME. The harder the level, the more difficult it is to kill your enemies, and the easier it is for them to kill you. Change the difficulty level by left-clicking on the difficulty box.

Gamma Correction. *Abuse* is meant to be a dark game. To play the game as it is designed, select the darkest shade of gray that you can discern. It should be one step lighter than black. You may, of course, adjust the gamma correction any way you prefer. Save your gamma changes by clicking the red "check" button.

Volume Control. You can adjust either the sound effects (SFX) or the music by pressing on the arrow buttons (remember that a General MIDI sound card is required to play music). Up arrows increase the volume; down arrows decrease it. Save your volume changes by clicking the button at the upper-left of the Volume Window or pressing [Esc].

Networking. This option takes you to the Network screen. This screen displays all available network games and allows you to create your own game.

Join Existing Game. Select the game you would like to join, then fill out the info blocks. Press [Esc] to return to the Options Screen.
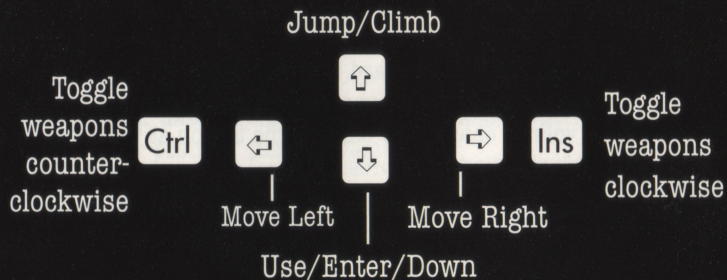
Start a New Net Game. Click the START A NEW NET GAME button, then fill out the info blocks. Press [Esc] to return to the Options Screen.

Exit Net Game. Exits you from your current game so you can join another one. If you're not currently in a game, this option will not appear.
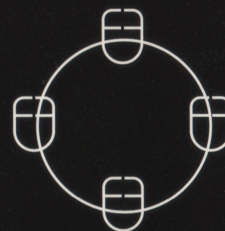
Quit Abuse. Exit the game and return to either your DOS prompt or *Windows '95*.

CONTROLS

Jump/Climb

↑

Toggle weapons counter-clockwise

Ctrl **←** **↓** **→** **Ins**

Move Left

Use/Enter/Down

Move Right

Toggle weapons clockwise

Hot Keys: [1] through [7] activate the corresponding weapon slot

Move mouse to position targeting cross hairs

Left-Click – Fire

Right-Click & Hold – Use special power

Falls. Jumping off a ledge is the fastest way down. Falls never do any damage at all.

ENVIRONMENT

Health. These restore hit points.

Stations. Stations are places where you can save games. Stand in front of the station and press ↓.

- To save your position, click on any of the numbered save buttons on the left. A small image of the current screen will appear in the save area for future reference.

- To leave without saving your position, press Esc.

Switches & Doors. To activate a switch, press ↓. Sometimes you'll need to use more than one switch to remove an obstacle.

Moving Platforms. Press ↓ to activate a moving platform. If you use either ← or →, you'll step off the platform.

Jump Enhancers. Jump toward a jump enhancer; when you hit it for the first time, your momentum temporarily increases. An enhancer needs to recharge briefly before it will work again.

Destroyable Walls. Some walls will crumble and reveal secret rooms. Usually weak walls show cracks or signs of damage, but not always. When they are hit, however, the weapon's fire will terminate with a red glow. On the other hand, when a solid wall is hit, fire terminates with a white glow.

Map View. *Only available in network play.* M toggles the map view on and off.

Teleporter. There are two types of teleporters: local and level. You use both by pressing ↓.

Local teleporters send you to a different area of the same level.

Level exit teleporters send you to a new level.

Compass. *Only available in network play.* When you've acquired the Compass, the map view shows the locations of all the *non-cloaked* players.

Special Abilities. Once you run through an ability icon, just hold down the *right* mouse button to use its special power. Once you get an ability, you keep it through the rest of the level, or until you get a new special ability.

Flash Speed increases your speed.

Cloak *Only available in network play.* It makes you almost (but not quite) invisible to other players, and it shields you from appearing on large-scale maps.

Anti-Grav Boots give you the ability to fly.

Ultra-Health lets you accumulate up to 200 hit points, instead of the usual 100 points.

ENEMIES & OBSTACLES

Mutants

Fliers

Jugger

Drillbot

Lava

Turret

Boulder

Force Field

Land Mine

Air Mine

Pusher Arrow

WEAPONS & AMMO

Laser

5 Ammo

20 Ammo

Incendiary Grenade Launcher

2 Ammo

10 Ammo
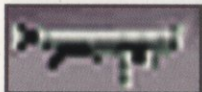
Heat Seeking Rocket Launcher

2 Ammo

5 Ammo

Napalm

1 Ammo

5 Ammo

Energy Rifle

20 Ammo

50 Ammo

Nova Spheres

4 Ammo

10 Ammo

Death Saber

50 Ammo

100 Ammo

ABUSE PRODUCT SUPPORT

If you have a problem with the *Abuse* software, please read this section and call us. We have a staff of product support technicians ready to help you with any problems you may encounter with the game. If you do call us, if at all possible, be near your computer. If it is not possible to be near your computer, be sure to have the following information:

- **The error message displayed when the problem occurred**
- The contents of your CONFIG.SYS and AUTOEXEC.BAT files
- A listing of your machine's type and hardware contents
- The DOS version number and publisher that you are running
- The type and version of mouse driver you use
- The type and speed of your CD-ROM drive
- The contents of a CHKDSK and MEM /C statement
- The brand of your sound card, and IRQ, I/O address and DMA setting of that card
- The brand of your video card and version of VESA-compliant video driver

Contact ORIGIN Product Support at (512) 434-HELP (434-4357), Monday through Friday, between 9 a.m. and 1 p.m., or 2 p.m. and 5 p.m., Central time (1 p.m. to 4:00 p.m., Friday afternoons). Our fax number is (512) 795-8014.

ONLINE SERVICES & BULLETIN BOARDS

Many of the most popular online services provide access to ORIGIN company news, product updates, release dates, technical support and game hints. In addition, ORIGIN has established its own electronic bulletin board as a customer service.

America Online. You can e-mail Customer Support at ORIGIN CS or Marketing at OSI. To reach our Customer Support board in the Industry Connection, press Control K for "Go to Keyword". Then type ORIGIN in the Keyword window. In addition to reading messages, you can download files from the "Origin Software Library." For membership information and a free starter kit, you can call America Online toll-free at 1-800-827-6364.

CompuServe. To reach our Customer Support board in the Game Publishers Forum, type GO GAMAPUB at any "!" prompt. Then select the Origin Section (Section 12). In addition to reading the messages, you can download files from the "Library Files" menu. To reach our Customer Service department by e-mail, our address is 76004,2612 (or you can post a message in the Origin Game Publishers' Section). You can reach ORIGIN Marketing at 71333, 136. For membership information and a free starter kit, you can call CompuServe toll-free at 1-800-848-8199 and ask Representative #361 for your free introductory membership and $15 usage credit.

ORIGIN BBS. The ORIGIN BBS is located in Austin, Texas and has a modem support of: 300/1200/2400/9600/14,400 bauds with N,8,1. It is operational 24 hours a day, 7 days a week. Full support is provided. Call 1-512-346-2BBS (2227) to contact. No membership is required and the only cost is any long distance charges that you may incur.

Internet. You can e-mail technical support and upgrade questions to ORIGIN Customer Support at support@origin.ea.com. You can also retrieve demos, patches, press releases and screen shots from ORIGIN's anonymous FTP site at ftp.ea.com.

Credits

Producer Dave Taylor

Associate Producer Billy Cain

Programming Jonathan Clark

Art Duong Nguyen. Murray McMillian

Net Level Design and Testing Marshall Andrews, Tom Godsey, John Guentzel, Robert Irving, Marcus Merrell

Additional Testing and Technical Advice Sean Mustakas

Sound Bobby Prince

Music Paul Baker, Joe Basquez

Quality Assurance Supervisor Evan Brandt

Quality Assurance Project Leader Marshall Andrews

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