

# ABUSE



TEEN  
T  
AUG 13+

<http://www.replacementdocs.com>

CRACK DOT COM

# 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** and press **Enter**.
4. Follow the instructions as they appear on your screen.
5. Type **ABUSE** and press **Enter** 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



Toggle  
weapons  
clockwise

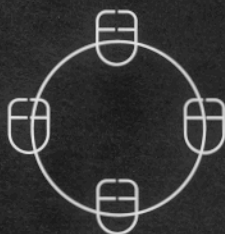
Move Left

Move Right

+ Use/Enter/Down

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Hot Keys: **1** through **7** activate the  
corresponding weapon slot



Move mouse to position tar-  
geting cross hairs

Left-Click - Fire



Right-Click & Hold -  
Use special power

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**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.

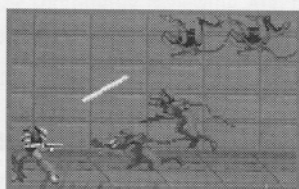


**Anti-Grav Boots** give you the ability to fly.

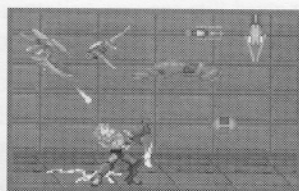


**Ultra-Health** lets you accumulate up to 200 hit points, instead of the usual 100 points.

# ENEMIES & OBSTACLES

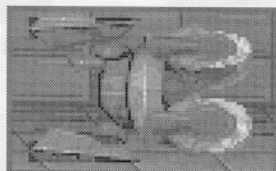
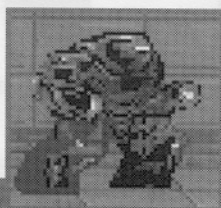


Mutants

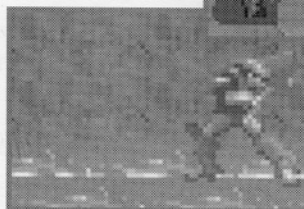


Fliers

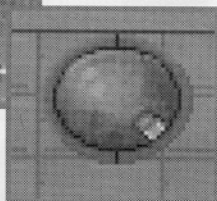
Juggler



Drillbot

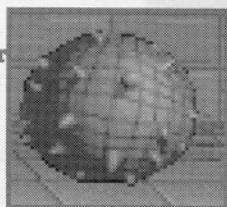


Lava

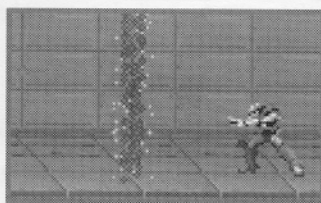


Turret

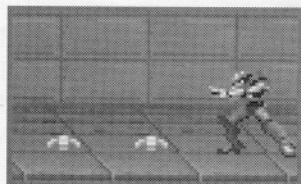
Boulder



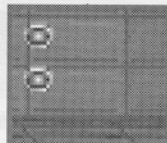
Force Field



Land Mine



Pusher Arrow



Air Mine



# WEAPONS & AMMO



**Laser**



**5 Ammo**



**20 Ammo**



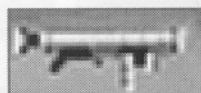
**Incendiary  
Grenade Launcher**



**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**