Fatal Abyss Pre-Alpha Demo

Pre-Alpha Demo v1.0
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Developed by Humansoft

Pre-Alpha Demo Information:

This Pre-Alpha "Glide" Demo is intended for <u>Voodoo</u>, <u>Voodoo Rush</u>, and <u>Voodoo 2</u> based cards only.

This demo is MULTIPLAYER ONLY and is intended for LAN play or for the HEAT.NET gaming network. Since this is Pre-Alpha, there may be bugs and some crashes. Please keep in mind, this version is not complete and that we are currently working on optimization, bug fixes, and controls.

For all the latest details, please visit http://www.fatalabyss.com.

Getting Started:

System Requirements:

The following are the minimum and the recommended system requirements necessary to play the Fatal Abyss Pre-Alpha Demo.

Please make sure that you have the latest Glide Drivers (currently v2.43) for your Voodoo board. Visit your 3D card manufacturer's web-site, or go to http://www.3dfx.com for updated drivers for your card manufacturer. Please ensure that all Glide drivers are up-to-date prior to launching Fatal Abyss.

Basic System Requirements:

- Microsoft Windows '95
- 166 MHz Pentium Processor (200 MHz or better recommended)
- 32 MB RAM
- Voodoo, Voodoo Rush, or Voodoo2 board required.
- DirectX 5.0 (or greater)
- Local Area Network for IPX game or Internet Connection for HEAT.NET.

Additional HEAT.NET Requirements:

28.8 kbps modem (with a fast, reliable Internet provider ISP)
JAVA enabled Internet browser (Netscape Navigator 3.01+ or Microsoft Internet Explorer 3.02+)
HEAT Client Software (located at http://www.heat.net)

Basic (Default) Pilot Controls:
For more detailed controls please check in the game on the "HELP" and "OPTIONS" screens.

Basic Movement:
Left Arrow   Turn Left

Right Arrow	Turn Right
Up arrow	Nose Down
Down arrow	Nose Up
A	Accelerate
Z	Reverse
Left-Alt + Left Arrow	Slide Left
Left-Alt + Right Arrow	Slide Right
Left-Alt + Up Arrow	Slide Up
Left-Alt + Down Arrow	Slide Down
E	Engine on/off

Weapons:

Left-Ctrl	Fire Primary Weapon
Space Bar	Fire Secondary Weapon
1-2	Change Primary Weapon
5-0	Change Secondary Weapon
Q	Cycle Primary Weapons
W	Cycle Secondary Weapons

Miscellaneous:

D	Dock with Station (Auto-Dock)
S	Sonar Active/Passive
H	Headlight On/Off (work in progress)
R	Auto-Repair On/Off
~	Change Target

Camera/HUD Options

F1	Change left HUD display window to Map View
F2	Change left HUD display window to Sonar View
F3	Change left HUD display window to Secondary Weapon Status
F4	Change left HUD display window to Weapon Cam
F5	Change left HUD display window to Text History
F6	Change left HUD display window to Missions (work in progress)
F7	Change right HUD display window to Map View
F8	Change right HUD display window to Sonar View
F9	Change right HUD display window to Secondary Weapon Status
F10	Change right HUD display window to Weapon Cam
F11	Change right HUD display window to Text History
F12	Change right HUD display window to Missions (work in progress)
Shift+F1 - Shift+F8	Change View