Abomination US ONLY Patch

INSTALLATION:

Please extract the files into the root directory of the game. Overwrite ALL files.

R2.5.0 - R2.6.4 Update Features

- In campaign mode – the player is no longer able to select un-activated structures on the Satellite Map (HQ, etc.) and crash the game.

- The /quit command in Multiplayer games has been supplemented by a CTRL & F12 keyboard shortcut.

- MPlayer connection is simplified. The user, once joined via the launcher, is dropped to the select game screen -the available game name is always selected and lit and the user only has to click Join to continue.

- Logitech wheel support, only default settings of the wheel are supported. Problems may occur when Intellimouse support is activated in the game if custom settings have been configured.

- A fault in the enemy structures called Plague Generators, rendering them invulnerable to user attack has been eliminated.

- The Multiplayer Capture the Flag map DEATH ZONE has been altered to work correctly.

- The passing of incorrect messages to client machines in Multiplayer mode has been eradicated.

- The deploy mines secondary objective now always provides mines.

- Female voice samples for "I'm on offence" and "I'm on defence" are now correctly ordered.

- Invisible doors in some large locations are now visible.

- Enemies no longer move off of the map and remain beyond weapons fire range.

- The Obelisk of Subservience explodes, when destroyed.

- Several minor grammatical problems in the text have been removed.

- Brood attack skill now has accompanying sound effects.

- The chat window in the satellite map screen is no longer overlaid by animations.

- Lair Growth rate has been increased to 13 hours per cycle, easing the pressure in the WAR section of the strategic game.

- Extraneous "are you sure" dialogue boxes are no longer present.

- Successful defence of a research facility is now always registered.

- Characters no longer lose equipment when entering umbilicals.

- The \quit problem that caused other clients to be disconnected in Multiplayer modes is

fixed.

- In Lone Runner games the runner no longer scores points for survival until the Hunters enter the arena.

TECHNICAL SUPPORT

Please read the following section **before** calling technical support:

Because of the millions of different hardware and software combinations possible with today's Personal Computers, you may still have to refer to your computer manufacturer of software publisher to properly configure their product to run our game.

Contacting Tech Support

If you have questions about the game, our Technical Support Department is here to help. Our web site contains up-to-date information on the most common difficulties with our products; this information is the same as that used by our support agents. If you are unable to find the information you need on our web site, please fell free to contact us via e-mail, fax, telephone or letter.

If you need to talk to someone immediately, call us at (415) 547-1244. We are available to take your calls Monday through Friday between 9:00 a.m. to 5:00 p.m.,
Pacific Standard Time. If possible, be at your computer when you call. The support representative will need specific information about your computer and may need you to access or change some of the files while you are on the telephone. If it is impossible for you to be at your computer, be sure to have the following information:

- A listing of your computer's hardware and the settings from Device Manager, including what sound and video card your system has. (Contact your computer manufacturer if you aren't sure.)
- What version of Windows™ you are using?
- What version of DirectX™ is currently loaded on your computer?
- How the game is currently configured.

Note: Our Technical Support agents do not have access to game hints, tips, strategies or codes. Please direct all game play inquires to the 900 hint line listed below.

How to reach us:

World Wide Web: http://www.eidosinteractive.com/help.html

Product Warranty Inquires: cs@eidos.com

FTP: ftp://ftp.eidosinteractive.com/pub/

Internet e-mail: techsupp@eidos.com

Forums: www.eidosgames.com (click on forums – then click on Abomination)

Fax: (415) 547-1201 or (415) 537-0095

Mail: Eidos Interactive Customer Support
        651 Brannan Street, 4th floor
        San Francisco, CA 94107

Hint Line: Eidos Interactive 24 hour automated hint line number is (900) 773-4367. The charge is $.95 per minute. You must be 18 years or older; or have you parents permission to call.

Hints and tips <u>will not be given</u> out over the Technical Support line, please call the Eidos Hint Line.

The Prima strategy guide for Urban Chaos is due in December