Player's Guide

Absolute Terror

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1. Quick Start Guide

For those of you with little or no time on your hands, this five-step guide is about as simple as we can make it:

1) Sign Up - Click on 'Sign Up' link, fill in your details and hit 'Submit'.

2) Login - Click on the 'Login' link, enter your username and password and hit 'Login'.

3) Tool Up - Display the 'Units' information by clicking 🖥, then select from the 'Melee Attack' and 'Ready' drop-downs.

4) Move - Click on an adjacent hexagon.

5) Mash Up some fools - Click 🖥 to display other units at your location, then attack either by clicking 🔭 next to a unit entry, or by clicking ⊕ and taking pot-shots at a long-range target.

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2. Player's Guide

For those who aren't operating under the above time constraints, here's a slightly more in-depth guide to Absolute Terror (AT):

2.1. The Display - What does this button do?

Once logged in with the **Username** and **Password** you chose during the Sign Up process, you will see a **Location Grid** of hexagons showing your immediate vicinity. Your unit is located in the highlighted central hexagon and you can **Move** by clicking on any hexagon adjacent to yours. Moving expends different amounts of action points depending on the type of unit you are controlling.

Above the grid are the **Squad Size** and **Unit Level** progress bars. Carry out actions within the game in order to acquire experience points and fill these bars. Once the bars reach capacity, you can either add extra units to your squad or increase the capabilities of an individual unit. For more information, see the **Upgrades** section below.

Below the location grid is a display showing **Action Points** and **Hit Points**. Action points are expended each time your unit does anything, while hit points are lost when you are successfully attacked by another unit. Your unit has an automatic percentage chance of regaining these over time, and maximum values change depending on the type of unit you are controlling.

You can also choose whether or not to display **Textures**, **Location Descriptions**, **Units** and the Heads-Up Display (**HUD**) by clicking on the radio buttons below the location grid. Open the **Event Log** in a separate window by clicking on the fourth radio button - this displays the last 10 events relevant to your unit. The most recent event is automatically shown directly beneath the location grid.

To the right of the location grid is a smaller **Information Panel**. Along the top of this panel are several icons.

Mini Map - This icon opens a separate panel showing the AT playable areas overlaid onto a detailed map of the entire region. Close this window by clicking on ● in the top right-hand corner.

Location/Unit Data - This icon switches the data displayed in the right-hand information panel between:

- Location description, buildings and discarded item information. The Location display also features a Broadcast function for communicating with other units on the visible location grid.

- Other units at your location. The Unit display also provides the facility to equip weaponry and defensive capabilities.

Inventory - This icon opens a separate panel that shows the unique items you are currently carrying. You will need to open this window in order to detonate N2 Mines and activate Mine Drops when you find them. Any Sephirot that you collect will also be deposited here. Close this window by clicking on ● in the top right-hand corner.

Weapons - This icon opens a separate panel which details your weaponry and defensive capabilities. Close this window by clicking on ● in the top right-hand corner.

Squad List - This icon opens a separate panel which displays the units in your squad. Once you have gained sufficient experience points, ⬛ will appear next to the Squad Size progress bar and the option to add an extra squad member will then be available. Close this window by clicking on ● in the top right-hand corner.

Comrades List - This icon opens a separate panel which displays current status and location information for your allies. Add units to your Comrades List by moving to the same hexagon as them, clicking on 🗒 to display Unit data, then clicking on ⭐ next to the relevant unit's entry. Remove units from your Comrades List by clicking on ⭐. Close this window by clicking on ● in the top right-hand corner.

Note: The Comrades List is unique to an individual unit, rather than a squad.

Hit List - This icon opens a separate panel which displays current status and location information for your enemies. Add units to your Hit List by moving to the same hexagon as them, clicking on 🗒 to display Unit data, then clicking on ⭐ next to the relevant unit's entry. Remove units from your Hit List by clicking on ⭐. Close this window by clicking on ● in the top right-hand corner.

Note: The Hit List is unique to an individual unit, rather than a squad.

Sniper Mode - This icon opens a separate panel which shows a list of potential targets for your long-range weapons. The target list defaults to your current hexagon - select a hexagon number from the Target Location drop-down to display long-range targets. Close this window by clicking on ⬤ in the top right-hand corner.

Information - This icon opens a separate panel which displays detailed information about the unit you are currently controlling. Close this window by clicking on ⬤ in the top right-hand corner.

Log Out - Click on this icon to log out of Absolute Terror.

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2.2. Attacking - OK, so I'm controlling an immense armoured biomechanoid - how do I make stuff blow up?

Firstly, equip a **Melee**, or hand-to-hand, weapon - click on ▣ above the right-hand information panel to display the Unit data, then select from the Melee Attack drop-down. You can then attack other units on the same hexagon by clicking on ⬾ next to the relevant unit entry.

Next, select a **Ranged** weapon from the Ready drop-down. Note the hexagon number of your target on the location grid, click on ⊕ to open the Sniper mode window, select that hexagon number from the Target Location drop-down and click on ⬾ next to your target's entry to attack them.

Since you can only attack units from a different faction, members of your own faction will not appear on the Sniper mode target list. In the case of a Melee attack, you will see ⊠ alongside units of your own faction.

The amount of action points used, the percentage chance for your attack to succeed and the damage dealt to your target all vary, based on the unit you are controlling and the weapon your unit is using. Check the specifics of your unit and its weaponry by clicking on ⬇ and ⬈ respectively.

NERV and SEELE units can search Armament Buildings for **Weapon Objects**. Click on ▣ above the right-hand information panel to display the Location data, then click on 🔍. There is a very low percentage chance that each search will yield either an N2 mine or a Mine Drop object, both of which can be used offensively. To access these weapon objects, click 🔨, then click ⚠ to detonate. Be aware that these weapon objects are devastating and wildly indiscriminate.

When a unit's hit points reach 0, it will be immobilised. A unit cannot be reactivated without having regained a certain amount of hit points, and a number of action points are also required to attempt reactivation - these figures change depending on the unit. To reactivate an immobilised unit, click on ✳ at the bottom of the right-hand information panel.

See the Defence section below for details of the **Overwatch** facility.

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2.3. Defence - Help! Immense armoured biomechanoids want a piece of me - how can I stop them?

All larger units are equipped with an integral **AT Field**, or Absolute Terror Field. This is essentially a powerful force field that protects the user against some damage when attacked. Enable this in the same way as you would equip a ranged weapon, by displaying the Unit data and clicking on the 'Ready' drop-down.

NERV and SEELE units are able to **Consolidate** their position behind buildings and geographical features, which offer a percentage chance of negating some damage when attacked. Click on ⬛ above the right-hand information panel to display the Location data, then click on ⬛ next to a building in order to shelter behind it.

The **Overwatch** feature allows your unit to respond to aggressive overtures while you are logged out of the game. Ensure that the Unit data displayed by clicking ⬛, select a weapon from the Overwatch drop-down and then set a percentage chance for your unit to retaliate. A ranged weapon is only visible in the Overwatch drop-down if you have first selected it in the Ready drop-down.

Note: Overwatch attacks still require action points.

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2.4. Upgrades - Harder, better, faster, stronger…

Units collect **Experience Points** when they successfully attack other units, when they damage objects, or when they repair damaged objects. The amount of experience gained is equal to the amount of *successful* damage dealt to your target, or the number of hit points by which you have either damaged or repaired an object.

The **Squad Size** progress bar, visible above the main location grid, displays the total experience points accumulated by all of that squad's members since the last upgrade. Once the bar reaches capacity, ⬛ will appear - click on this to increase your squad size by one unit.

The **Unit Level** progress bar, also visible above the main location grid, displays the experience points accumulated by a single unit since its last upgrade. Once the bar reaches capacity, ⬛ will appear - click on this, select an upgrade and confirm with ⬛ to increase the capabilities of that individual unit.

Unit upgrade options appear as follows:

New and newly-acquired units always start with one free Unit Level upgrade. Activate this by clicking on [!], selecting one of the above upgrades and confirming with [✓].

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2.5. Communication - What would the killing blow be without an accompanying James Bond-style quip?

To **Communicate** with a single unit on the same hexagon, ensure that Unit data is displayed in the right-hand information panel, type a message into the 'Communicate' free text field and click on next to the relevant unit.

To **Broadcast** a message to other units on the visible location grid, ensure that the Location data is displayed in the right-hand information panel, type a message into the 'Broadcast' free text field, select an appropriate parameter from the drop-down and click on .

You can also **Transmit** to all units in an entire region by moving to a hexagon that contains a working Radio Transmitter, Relay Station or Ship Transmitter. The Broadcast feature then automatically sends your message not only to the visible location grid but to the whole area.

2.6. Objects - Buildings, items - basically anything that isn't standing up and trying to attack you.

Absolute Terror contains various **objects** that fulfil different criteria.

Each playable area is populated with **buildings** and other geographical features, with which units can interact in a variety of ways.

Angels are able to **attack**, and ultimately destroy, buildings. With the Location data displayed in the right-hand information panel, click on . When a building is destroyed, its image will become red. The experience points accumulated equal the hit points of damage done to the building.

NERV and SEELE units can **rebuild** damaged and destroyed buildings. Click on above the right-hand information panel to display the Location data, then click on to repair a building by a random amount of hit points. The experience points accumulated equal the hit points of repairs undertaken on the building.

NERV and SEELE units can **search** Armament Buildings for weapon objects. Click on above the right-hand information panel to display the Location data, then click on . For details on the weapon objects that can be found when searching an Armament Building, see the **Attack** section above.

NERV and SEELE units can replenish their hit points at a **Maintenance Depot** in exchange for a small amount of action points. Like normal buildings, Maintenance Depots can be used as defensive shelter and can be damaged.

Angels can replenish their hit points at a **Shrine** in exchange for a small amount of action points. Due to their spiritual nature, shrines are permanent, indestructible objects, which offer no shelter.

See the Defence section above for details on how to **Consolidate** your unit behind a building.

There are also **Unique Items** scattered around the various playable areas, such as the Adam Sample and the Sephirot. These items confer specific benefits to their bearer and there are no limits on how many items can be carried by a single unit. See the Objectives and Items sections for more details.