

Abuse

Abuse is a dark 2D run-and-gun game, developed by Crack Dot Com, originally for MS-DOS in 1996 and MacOS in 1997.

It features beautiful lighting, realistic animation and nasty alien-like creatures to fight. Crack dot Come released the source code and put it in the public domain since the late 1990s.

This system is grouped with the “ports” group of systems.

Quick reference

- **Emulator:** SDL-based port of Abuse
- **Folder:** `/userdata/roms/abuse`
- **Accepted ROM formats:** `.game`

This system is not an emulator per-se, it's a continuation of the original game, after the developers and rights owners decided to open source it.

BIOS

No BIOS file is needed to run Abuse.

ROMs

Easy way:

1. Just download the content data files from the Batocera Content Downloader: `ports-abuse`.

Manual way:

1. Download the Abuse data files. The recommended file at the time of writing is `abuse-data-2.00.tar.gz`.
2. Extract these files into `/userdata/roms/abuse/abuse_data/`.
3. Create a file `abuse.game` in the `/userdata/roms/abuse/` directory. This file can be empty, but is required to make it appear in the `Ports` section of EmulationStation.

Emulators

Abuse

Abuse configuration

Standardized features available to all cores of this emulator: `abuse.videomode`.

Controls

Abuse is originally played with keyboard and mouse. The original controls are described in the manual installed from the package in the content downloader. A default pad2key configuration is provided to play with a controller only.

Troubleshooting

Further troubleshooting

For further troubleshooting, refer to the generic support pages.

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