

ONE MUST FALL

2197

SINGULARITY



GAME MANUAL

VERSION 1.0.95 · WINDOWS · STEAM DECK



GIANT ROBOTS. ONE ARENA. ONE MUST FALL.

One Must Fall 2197: Singularity is the 1994 robot fighting classic One Must Fall 2097, rebuilt in Unreal Engine 5. Pilots climb into giant Human Assisted Robots (H.A.R.s) and fight one on one for money, rank and survival.

The combat underneath is the original game's, running on the open-source OpenOMF engine: the same moves, timing and damage. On top of it sit HD art, remastered menus, ten new robots and ten new arenas, a full Tournament career with a mech lab, and modern extras such as a super meter, counter hits and online play with Steam friends. It is a free fan remake, with no price, ads or purchases.

New to OMF? Start with **TRAINING** to try your robot's moves on a dummy, then enter the **TOURNAMENT**. The title screen's **MOVE LIST** shows every robot's moves, and chapters 10 and 11 of this manual list them all.

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— FIVE THINGS TO KNOW

- **Specials are joystick motions.** Roll the stick, then press Punch or Kick. Every input is written facing right; F always means toward your opponent.
- **Hold back to block.** Hold down-back to block low.
- **Watch the blue bar.** Under the health bar is endurance. When it empties, your robot is stunned and wide open.
- **Fill the meter.** Three gold stocks charge as you fight. One stock powers an EX special, all three a super.
- **Finish in style.** After the last round, a SCRAP and then a DESTRUCTION move tear the beaten robot apart for bonus points.



The game opens with the LineCrush Games intro (any button skips it) and then the title screen, with your last robot turning beside the menu. On first launch the game fills your screen in borderless fullscreen. The first launch also takes a little longer while shaders compile.

— THE TITLE SCREEN

ROW	WHAT IT DOES
Tournament	The career, and the recommended way to play. Create a pilot, enter tournaments, climb the ranked ladder for prize money and spend it in the mech lab. Chapters 05 and 06.
Arcade	Pick a pilot and robot and fight every other pilot, then Major Kreissack. Clear it to see your pilot's ending.
Versus	Two players on one PC. The pause menu's MODE row can turn the next match into a single fight against the computer.
Training	Practice on a dummy that is never knocked out, with hitboxes, input history and a hit counter.
Network Play	Fight a Steam friend online. Needs Steam running.
Configuration	Keys and buttons, video, audio, accessibility and menu style.
Gameplay	Game speed, arena hazards, the computer's skill and the modern fighting systems.
OMF's Story	A narrated film of how it all began in 2097. Any key skips it.
Move List	Every robot's specials, super and finishers, played on a live robot.
Extras	Art gallery, music, endings, fight stats, high scores and unlock progress.
Exit	Quit. Escape on the title jumps here, and a second Escape quits. F10 quits from anywhere.

— YOUR FIRST HOUR

TRAINING > TOURNAMENT >

NORTH AMERICAN OPEN > MECH LAB

Learn two or three of your robot's specials in Training, then start a career. A new pilot has \$2,000 and a stock Jaguar, enough to enter the North American Open.

— SAVING

The career saves itself after every action, so you can quit from the mech lab at any time and pick up from **CONTINUE CAREER**. Fight stats, high scores, endings and unlocks are kept in a separate record that every mode adds to, except Training and online matches.

CONTROLS

A gamepad is recommended, and keyboard and mouse are fully supported. On-screen prompts follow the device you last used, with Xbox, PlayStation, Steam Deck and keyboard pictures. Remap everything in **CONFIGURATION** → **PLAYER 1 INPUT** and **PLAYER 2 INPUT**.

— FIGHTING

ACTION	GAMEPAD	KEYBOARD, PLAYER 1	ORIGINAL KEYPAD (ALWAYS ON)
Move / jump / crouch	D-pad or left stick	Arrow keys; hold two for a diagonal	Keypad 1-9
Punch (P)	A / Cross	Z	Enter
Kick (K)	B / Circle	X	Right Shift
Special (Modern)	X / Square	C	Keypad 0
Pause	Menu / Options	Esc	Esc
Quit at once	-	F10	F10

— TWO PLAYERS, ONE KEYBOARD

Player 2 moves with **W** **A** **X** **D** and the diagonals **Q** **E** **Z** **C**, punches with **Tab** and kicks with **Left Ctrl** (Special: **Left Shift**). Because Z and X now belong to player 2, player 1 uses the arrows with the keypad's **Enter** and **Right Shift**. Each gamepad is its own player.

— MENUS

Arrows, D-pad or stick to move; **Z**, **Enter** or **A** to confirm; **Esc** or **B** to go back. The mouse works too: point, click to confirm, right-click to go back and scroll through lists.

— CLASSIC OR MODERN

Each player chooses **CONTROLS: CLASSIC** (the original motions, the default) or **MODERN** on their input page. In Modern, the **Special** button fires one of your robot's specials without its motion, for the same damage:

- **SP**, **F + SP**, **B + SP** or **D + SP** each fire one special (the Modern column in chapters 10 and 11).
- Hold the other attack button with SP for the EX version.
- **F**, **F + SP** fires the super.

— REMAPPING

Confirm a row and press the new key (Esc cancels). A key that player already uses swaps places; a key the other player uses is refused. The keypad, each pad's left stick, Esc and F10 always work. **PROMPTS** forces Xbox, PlayStation or Steam Deck pictures.

Steam Deck: the game detects the Deck and starts at its native resolution with VSync, Medium quality and a 60 fps cap. Steam's on-screen keyboard opens when you name a pilot. The classic pixel screens name buttons in text.

THE FIGHT

Every match is the best of three rounds. Knock out the other robot twice and the match is yours. There is no round clock: a round ends when a robot falls.



Shadow against Katana in the Orbital Foundry.

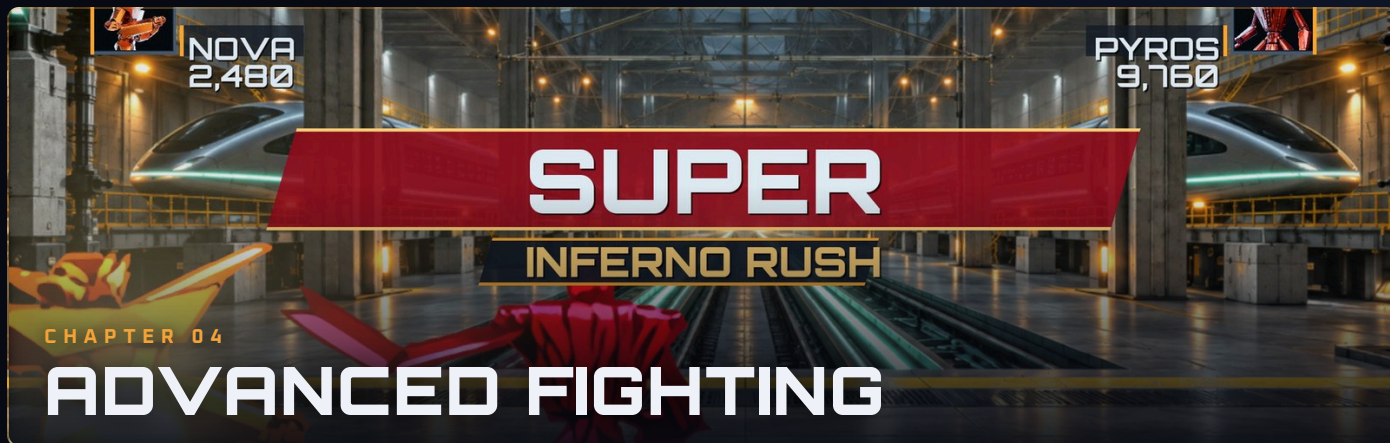
- 1 **Health.** Lose it all and you lose the round. Under a quarter it pulses red.
- 2 **Endurance.** Your stun gauge. Hits drain it; at zero your robot is stunned. It flashes below half.
- 3 **Super meter.** Three gold stocks for EX specials and supers. It carries over between rounds.
- 4 **Round tokens.** One lights for each round won.
- 5 **Round.** ROUND, FIGHT and K.O. calls appear here.
- 6 **Robot, pilot and score.** The score feeds Arcade high scores and Tournament bonuses.
- 7 **Counter.** Marks a counter hit. FIRST ATTACK marks each round's first hit.
- 8 **Combos.** Hits in a row and their points.

— MOVING

Walk with left and right, jump with up (up-forward and up-back jump in that direction) and crouch with down. Punch and Kick do different attacks standing, crouching, jumping and close up. Many robots throw when you attack right next to the opponent.

— DEFENDING

Block by holding away from the opponent; hold down-back to block low attacks. Blocking stops most damage but not throws. Against a computer opponent your specials are also listed at the top right of the screen.



— READING INPUTS

Moves are written for a robot facing right. **F** is toward the opponent, **B** is away, **U** up and **D** down; **DF**, **DB**, **UF** and **UB** are the diagonals. **P** is Punch and **K** is Kick.

- **D, DF, F + P**: roll the stick down, down-forward, forward, and press Punch with the last direction.
- A comma means one after another; **+** means together.
- **D, P**: press down, let go, then press Punch.

— COUNTER HITS

Hit a robot while it is attacking and the blow is a **COUNTER**: +20% damage and stun, and a longer freeze.

— ARENA HAZARDS

Spikes, lightning, jets, slag and more strike both fighters like real blows. Some arenas also let you set them off against your enemy (chapter 08). **HAZARDS** in **GAMEPLAY** turns them off.

— THE SUPER METER

The meter under your health holds three stocks. It fills when you land, block and take hits, and carries over between rounds.

MOVE	INPUT	COST
EX special	Any special with P+K together in place of its button	1 stock
Super	D, DF, F, D, DF, F + P (every robot)	3 stocks

An **EX special** hits harder, freezes longer and absorbs one hit as it starts. A **super** darkens the arena and chains the robot's strongest moves at 2.5× damage under its own name. Set **SUPER METER** to off in **GAMEPLAY** for the original rules.

— FINISHERS: SCRAP & DESTRUCTION

When the last round of a match is won, the beaten robot is left standing. Enter your robot's **SCRAP** from your victory pose to wreck it, then its **DESTRUCTION** during the scrap to blow it apart. Every robot has its own pair (chapters 10 and 11, and **MOVE LIST**). They pay big score bonuses, count toward unlocks, and in a tournament can win you a secret challenger's enhancement.

Enhanced specials glow cyan. In a tournament, bought enhancement levels change your specials: more projectiles, longer reach, new follow-ups. **MOVE LIST** in the mech lab shows your robot's.

TOURNAMENT

The Tournament is a career. You create a pilot, register for events, climb each event's ranked ladder and spend your winnings on a better robot. There is one career slot. If a career exists, choose **CONTINUE CAREER** or **NEW CAREER**.

PILOT NAME

>

PHOTO

>

DIFFICULTY

>

TOURNAMENT

>

MECH LAB

>

FIGHT

>

NEWSROOM

A NEW PILOT

Type a name of up to 16 characters (or step through letters with up and down), pick one of 8 photos (your robot wears that photo's colours) and choose a difficulty. You start with **\$2,000**, a stock **Jaguar** and no training.

DIFFICULTY	OPPONENTS	BONUS
Aluminum	Forgiving (Veteran AI)	×0.5
Iron	Tougher, rivals appear (Champion)	×1
Steel	Hard, more rivals (Deadly)	×1.5
Heavy Metal	The toughest, every rival (Ultimate)	×2

THE LADDER

You enter one rung below the last ranked pilot. A win moves you up a rank and drops the beaten pilot into your old place. A loss drops you one rank. Reach **rank 1** and the event is yours: the CHAMPION screen, a newsroom story, and on your first win, the robot Riptide.

SECRET CHALLENGERS

A strong win can bring an unranked challenger to the newsroom, and you choose whether to fight. Harder difficulties bring more of them. Beat one with a **DESTRUCTION** and you may win an enhancement level for your robot.

THE EIGHT EVENTS

EVENT	ENTRY FEE	RANKED
North American Open	\$1,500	10
Frontier Scrap Circuit NEW	\$2,500	11
Katushai Challenge	\$3,000	11
Deep Core Classic NEW	\$4,000	12
WAR Invitational	\$5,000	11
Storm Front Invitational NEW	\$7,500	12
World Championship	\$10,000	28
WAR Prime Grand Prix NEW	\$15,000	21

An event you cannot afford is greyed out. If you cannot afford any, the cheapest stays open and takes all your money. Richer events pay more for each win.

MONEY

- **Winnings:** each win pays more for a stronger, richer opponent and a higher-ranked one.
- **Bonuses:** win or lose, your fight score pays out, scaled by difficulty.
- **Repairs:** a winner pays for the damage taken; a loser pays a flat share of the robot's value.
- **Debt:** if a loss leaves you in the red, Plug sells your most valuable upgrade to cover it. Stay broke and the officials throw you out of the event.

After each fight the WRDE newsroom reports the result (with a replay of the final blow), then Plug McEllis reads your report card: winnings, bonuses, repairs, profit and both fighters' hit stats.

THE MECH LAB

Between fights you are in the mech lab: **NEXT FIGHT** shows the next opponent, their robot and rank; **BUY** and **SELL** open the workshop; **TRAINING** trains your pilot; **NEW TOURNAMENT** registers for another event; **MOVE LIST** shows your robot as you have built it; **SAVE & QUIT TO TITLE** leaves.

ROBOT UPGRADES

In the workshop, right buys the next level and left sells one. **Selling refunds the full price**, so trying an upgrade costs nothing. A box at the top right says what the next level does and which moves it changes.

UPGRADE	EFFECT
Arm Power	Punches and arm specials hit harder
Leg Power	Kicks and leg specials hit harder
Arm Speed	Faster punches
Leg Speed	Faster kicks
Armor	Take less damage
Stun Resistance	Endurance holds out longer

Each robot has its own cap per upgrade (chapters 10 and 11). Prices rise steeply by level and with the robot's upgrade base: levels cost 1, 3, 7, 12, 18, 30, 50, 75 and 120 times the base, doubled for power and speed, tripled for stun resistance and five times for armor. A Jaguar's first Arm Power level is \$760; its first Armor level is \$1,900.

ENHANCEMENTS

The workshop's seventh row (the robot picture in the classic lab) buys **enhancement levels**: 40, 100 and 200 times the upgrade base. Shadow, Katana, Mantis and Bulwark go to level 3; the rest to 2. Enhancements change the robot's specials and sell back at full price, except a level won from a challenger. The ten LineCrush robots, Chronos and Nova need **GAMEPLAY → ENHANCEMENTS: MODERN** (the default).

PILOT TRAINING

Train **Power**, **Agility** and **Endurance** one point at a time. Training can't be sold back.

FROM	COST	FROM	COST	FROM	COST
0	\$50	8	\$800	16	\$20,000
1	\$80	9	\$1,100	17	\$28,000
2	\$120	10	\$1,500	18	\$40,000
3	\$180	11	\$2,500	19	\$55,000
4	\$240	12	\$4,000	20	\$75,000
5	\$300	13	\$7,000	21	\$100,000
6	\$450	14	\$10,000	22	\$140,000
7	\$600	15	\$14,000	23	\$200,000

PAINT

Three free colour buttons paint the main body, the joints and bands, and the spikes, claws and visors. Each cycles through 16 colours and stock, plus any finishes you have earned: **GOLD**, **PLASMA**, **CHROME** and **OBSIDIAN**.

TRADING ROBOTS

After each fight Plug offers up to five robots you can afford. Your robot trades in at **85%** of its price plus its installed upgrades. Upgrades stay with the old robot; enhancement levels you bought stay with you for that robot model. A locked robot can be offered but not bought.

ROBOT	PRICE	ROBOT	PRICE	ROBOT	PRICE
Jaguar	\$20,000	Gargoyle	\$24,000	Viper	\$27,000
Shadow	\$36,000	Chronos	\$22,000	Lodestone	\$38,000
Thorn	\$26,000	Nova	\$75,000	Glacier	\$30,000
Pyros	\$28,000	Mantis	\$30,000	Auger	\$28,000
Electra	\$29,000	Bulwark	\$34,000	Banshee	\$32,000
Katana	\$32,000	Vise	\$31,000	Riptide	\$90,000
Shredder	\$25,000	Hornet	\$29,000		
Flail	\$30,000				

ARCADE, VERSUS & ONLINE

— ARCADE

Choose a pilot, a robot and an arena, then fight the other nine pilots in random order, each in a randomly drawn robot. Last comes **Major Kreissack in Nova**. A loss lets you retry the same opponent. Clear the ladder for your pilot's ending; clear it in a LineCrush robot and that robot's ending opens too. Your score goes on the Arcade high-score table in EXTRAS.

— VERSUS

Player 1 picks a pilot and robot, then player 2, then the arena. Confirm after a match for a rematch. To fight the computer instead, open the pause menu and set **MODE** to **SINGLE PLAYER**; it applies from the next match, and the CPU row sets its skill.

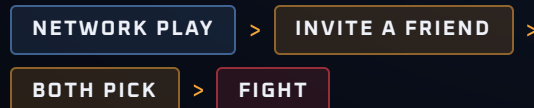
— TRAINING

Pick your pilot and robot, the dummy's pilot and robot, and an arena. The dummy is never knocked out and its health refills when your combo ends. The pause menu adds:

Dummy	Stand, crouch, jump, block all, block after the first hit, or CPU (fights back)
CPU	The dummy's skill when it fights
Meter	NORMAL, or FULL to keep both super meters full
Reset positions	Back to the starting marks
Input history	Shows the inputs you entered
Hit counter	Counts hits and damage
Hitboxes	Blue areas can be hit; red points do the hitting; amber rings mark where a hit landed

— NETWORK PLAY

Fight a Steam friend online, peer to peer through Steam. Steam must be running.



- Choose **INVITE A FRIEND** to open Steam's invite. Accepting an invite in Steam takes your friend straight to the pick screens.
- Both players pick a pilot and robot. Online play uses the **original eleven robots**.
- The host picks the arena, and the host's GAMEPLAY settings apply to the match.
- Afterwards choose **REMATCH** or **CHANGE FIGHTER**. CANCEL leaves the lobby.
- Rollback netcode keeps the fight responsive. There is no text or voice chat.

"YOUR GAMES DO NOT MATCH" means you and your friend have different versions. Let Steam update both copies and try again.

— THE PAUSE MENU

Press Esc or Menu in any fight.

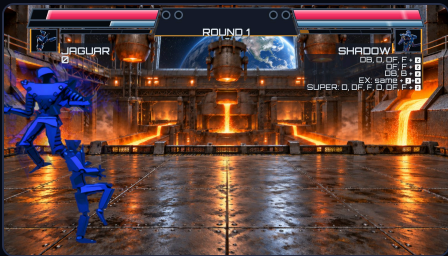
Resume	Back to the fight
Mode	Single player or local versus (next match)
CPU	Computer skill (next match). A tournament uses your pilot's difficulty
Speed	Game speed, applied at once
Controls	Both players' layouts
Quit to title / game	F10 quits anywhere



Mantis against Bulwark at the Storm Spire.

ARENAS

Fifteen arenas: the original five, drawn from their 1994 backgrounds in HD and widened to 16:9, and ten new ones. Hazards hit both fighters, so a smart pilot fights near them only when the enemy is closer. Turn them off with **GAMEPLAY → HAZARDS**.



Orbital Foundry



Abyssal Dome



Neo-Kyoto Skyway

ARENA	HAZARD
Stadium	None: a clean fight.
Danger Room	Spikes streak across the floor.
Power Plant	Lightning strikes, and the electric walls shock a robot slammed into them.
Fire Pit	A fire orb drifts through the arena.
Desert	Fighter jets strafe the ground.
Orbital Foundry NEW	W.A.R.'s steel works in orbit. Molten slag spears fly from the chutes, hotter and more often than the Danger Room's spikes.
Europa Ice Mine NEW	Ice spears shoot out of the tunnels faster than the eye can follow.
Junkyard NEW	Where scrapped robots end up. Crane drones sweep the yard and blast the floor below them.
Neo-Kyoto Skyway NEW	A highway above Neo-Kyoto. Police drones sweep the deck and drop plasma charges.
Storm Spire NEW	The towers shock a robot slammed into them, and the storm strikes the pad itself.
Mag-Rail Depot NEW	The conductors shock any robot thrown into them. Watch for arcs from the overhead lines.
Caldera Rim NEW	A platform on a live volcano. Strike the ember orbs to bring an eruption up under your enemy's feet.
Abyssal Dome NEW	A dome on the ocean floor. Hit a drifting sea mine and a column of water bursts up under your enemy.
Biodome NEW	W.A.R.'s sealed greenhouse. Burst a spore pod and a toxic cloud erupts under your enemy.
WAR Prime NEW	The top of W.A.R. headquarters. The pylons shock, and the orbital platform fires on the arena floor.

Some tournament opponents always fight in their home arena.

PILOTS & UNLOCKS

A pilot’s stats shape the robot they drive. **Power** adds to the damage of every blow, **Agility** to speed, and **Endurance** to how much punishment the robot takes. Ten pilots can be chosen in Arcade, Versus, Training and online; your Tournament pilot trains their own stats in the mech lab.

THE PILOTS

PILOT	POWER	AGILITY	ENDURANCE
Crystal	5	16	9
Steffan	13	9	8
Milano	7	20	4
Christian	9	7	15
Shirro	20	1	8
Jean-Paul	9	10	11
Ibrahim	10	1	20
Angel	7	10	13
Cossette	14	8	8
Raven	14	4	12
Major Kreissack	16	15	16

Major Kreissack, the head of W.A.R., is the Arcade’s final opponent and cannot be chosen. Each pilot’s story is on the pilot select screen.

THE LINECRUSH PILOTS

Ten new pilots fight in the Tournament, each with their own robot: Kestrel Vance (Mantis), Magnus Hale (Bulwark), Greta Brandt (Vise), Jun Takeda (Hornet), Sable Ruiz (Viper), Obadiah Crane (Lodestone), Ingrid Solberg (Glacier), Dmitri Volkov (Auger), Rook Quill (Banshee) and Marina Kade (Riptide). Their stories are in EXTRAS → ROBOTS and MOVE LIST.



Robot select. Locked robots show their unlock goal.

UNLOCKS

Fifteen robots are open from the start: the original ten (all but Nova) and Mantis, Bulwark, Vise, Hornet and Viper. Win the rest, and four paint finishes, by playing:

UNLOCK	GOAL
Nova	Clear Arcade
Glacier	Clear Arcade with 3 different pilots
Lodestone	Win 10 fights
Auger	Win by a scrap or destruction
Banshee	Win 3 fights with a perfect
Riptide	Win a tournament
Gold paint	Win 25 fights
Plasma paint	Win 50 fights
Chrome paint	Win a fight with a perfect
Obsidian paint	Win 10 fights with a perfect

A perfect is a win in which your opponent never hit you. Training and online matches don’t count. Locked robots still fight against you, and MOVE LIST shows every robot.

THE ORIGINAL ELEVEN

Inputs are written facing right. **Modern** is the one-button input when CONTROLS is MODERN. **Upgraded by** names the lab upgrades that change the move. **Enhancement** lists what each bought enhancement level adds.



JAGUAR

The first H.A.R. built for security work, designed by Ibrahim Hothe in 2070. Fast and versatile: it leaps more than twice its height and carries a concussion cannon.

\$20,000 · Caps: arm power 5, arm speed 6, leg power 6, leg speed 8, armor 5, stun 8 · Enhancement 2

MOVE	INPUT	MODERN	UPGRADED BY	ENHANCEMENT
SHADOW LEAP	DB, D, DF, F + P	SP	Arm + Leg Power	L1 Chains jump kick
JAGUAR LEAP	DF, F + P	F + SP	Arm + Leg Power	L1 Chains into air L2 Chains air throw
CONCUSSION CANNON	DB, B + P	B + SP	Arm Power	L1 2 shots L2 3 shots
SUPER: JAGUAR POUNCE	D, DF, F, D, DF, F + P	F, F + SP	Full meter (3 stocks)	
SCRAP	D, D, U + P	after the last round, from your victory pose		
DESTRUCTION	D, U + K	entered during the scrap		



SHADOW

Builder unknown, 2096. Projects shadow copies of itself that strike from a distance and drag opponents in.

\$36,000 · Caps: arm power 5, arm speed 8, leg power 6, leg speed 9, armor 7, stun 6 · Enhancement 3

MOVE	INPUT	MODERN	UPGRADED BY	ENHANCEMENT
SHADOW GRAB	D, D + P	D + SP	Arm Power	L1 Faster rise L2 Faster still
SHADOW SLIDE	DB, B + K	B + SP	Arm + Leg Power	L1 Faster shadow L2 Faster still L3 Fastest shadow
SHADOW PUNCH	DB, B + P	SP	Arm + Leg Power	L1 Faster. Air too L2 Faster still L3 Quicker fade
SHADOW DIVE	D, DF, F + P	F + SP	Arm + Leg Power	L1 Faster shadow L2 Faster still L3 Quicker fade
SHADOW PUNCH EXTENDED	DF, D, DB, B + P	-	Arm + Leg Power	Unlocked by enhancement level 3
SUPER: SHADOW STORM	D, DF, F, D, DF, F + P	F, F + SP	Full meter (3 stocks)	
SCRAP	B, F, UF, U, UB, B + P	after the last round, from your victory pose		
DESTRUCTION	D, D, D + P	entered during the scrap		

THE ORIGINAL ELEVEN (CONT.)



THORN

Cliff Brussee, 2074. A spiked bruiser with a blinding speed kick and a shoulder charge.

\$26,000 · Caps: arm power 9, arm speed 4, leg power 8, leg speed 5, armor 7, stun 8 · Enhancement 2

MOVE	INPUT	MODERN	UPGRADED BY	ENHANCEMENT
SHADOW KICK	DB, D, DF, F + K	D + SP	Arm + Leg Power	L1 Links at level 2
SPEED KICK	DF, F + K	F + SP	Arm + Leg Power	L1 Works in the air L2 Chains into air
SPIKE CHARGE	F, F + P	SP	Arm + Leg Power	L1 Goes further L2 Goes furthest
SPECIAL (UNNAMED)	D, DB, B + K	-	Leg Power	Unlocked by enhancement level 2
SUPER: THORN BARRAGE	D, DF, F, D, DF, F + P	F, F + SP	Full meter (3 stocks)	
SCRAP	B, B, F, P	after the last round, from your victory pose		
DESTRUCTION	U, D + P	entered during the scrap		



PYROS

James Sweeney, 2076. Jet-powered: it spins in a column of fire and thrusts across the arena.

\$28,000 · Caps: arm power 8, arm speed 6, leg power 4, leg speed 6, armor 8, stun 6 · Enhancement 2

MOVE	INPUT	MODERN	UPGRADED BY	ENHANCEMENT
FIRE SPIN	D, P	D + SP	Arm Power	L1 More hits land L2 Even more land
SHADOW THRUST	F, F, F + P	SP	Arm Power	L1 Goes further L2 Goes furthest
SUPER THRUST	F, F + P	F + SP	Arm Power	L1 Further. Air too L2 Air one further
SUPER: INFERNO RUSH	D, DF, F, D, DF, F + P	F, F + SP	Full meter (3 stocks)	
SCRAP	F, F, D, D, P	after the last round, from your victory pose		
DESTRUCTION	D + P	entered during the scrap		



ELECTRA

Cosette Akira, 2077. Throws ball lightning and electric shards, and rolls through enemies as living thunder.

\$29,000 · Caps: arm power 4, arm speed 9, leg power 5, leg speed 8, armor 6, stun 7 · Enhancement 2

MOVE	INPUT	MODERN	UPGRADED BY	ENHANCEMENT
BALL LIGHTNING	DB, B + P	B + SP	Arm + Leg Power	L1 2 balls L2 3 balls
ELECTRIC SHARDS	DF, F + P	F + SP	Arm + Leg Power	L1 8 shards L2 9 shards
SUPER ROLLING THUNDER	DF, F, F + P	D + SP	Arm + Leg Power	L1 Rolls further L2 Rolls furthest
ROLLING THUNDER	F, F + P	SP	Arm Power	L1 Rolls further L2 Rolls furthest
SUPER: THUNDERSTORM	D, DF, F, D, DF, F + P	F, F + SP	Full meter (3 stocks)	
SCRAP	D, F, P	after the last round, from your victory pose		
DESTRUCTION	U, UF, F, DF, D + P	entered during the scrap		

THE ORIGINAL ELEVEN (CONT.)



KATANA

Hans Kreissack, 2078. Bladed arms for a rising uppercut, a spinning razor attack and a head stomp.

\$32,000 · Caps: arm power 6, arm speed 7, leg power 7, leg speed 8, armor 8, stun 6 · Enhancement 3

MOVE	INPUT	MODERN	UPGRADED BY	ENHANCEMENT
TRIPLE BLADE	DB, D, DF, F + P	D + SP	Arm Power	L1 4 spins L2 5 spins L3 5 spins. Further
RISING BLADE	DF, F + P	F + SP	Arm Power	
RAZOR SPIN	DF, F + K	SP		
RAZOR SPIN	DB, B + K	B + SP		L2 Faster launch L3 Fastest launch
SPECIAL (UNNAMED)	D, DB, B + P	-	Arm Power	Unlocked by enhancement level 3
SUPER: BLADE TEMPEST	D, DF, F, D, DF, F + P	F, F + SP	Full meter (3 stocks)	
SCRAP	F, DF, D, DB, B + P	after the last round, from your victory pose		
DESTRUCTION	B, DB, D, DF, F + P	entered during the scrap		



SHREDDER

Marcus Knight, 2086. Launches its hands across the arena and head-butts and flip-kicks up close.

\$25,000 · Caps: arm power 6, arm speed 8, leg power 5, leg speed 7, armor 6, stun 6 · Enhancement 2

MOVE	INPUT	MODERN	UPGRADED BY	ENHANCEMENT
SHADOW HEAD-BUTT	DB, D, DF, F + P	SP	Arm Power	L1 Chains flip kick L2 Further still
HEAD-BUTT	DF, F + P	F + SP	Arm Power	L1 Goes further L2 Further still
FLYING HANDS	D, DB, B + P	B + SP	Arm + Leg Power	L1 Hands fly faster L2 Hit on return
FLIP KICK	D, D + K	D + SP	Leg Power	
SUPER: SKULL CRUSHER	D, DF, F, D, DF, F + P	F, F + SP	Full meter (3 stocks)	
SCRAP	D, F, P	after the last round, from your victory pose		
DESTRUCTION	D, U, U, P	entered during the scrap		



FLAIL

Stephen Jamison, 2083. The heaviest armour of the originals, with chained fists that swing and spin opponents.

\$30,000 · Caps: arm power 5, arm speed 6, leg power 7, leg speed 6, armor 9, stun 7 · Enhancement 2

MOVE	INPUT	MODERN	UPGRADED BY	ENHANCEMENT
SPINNING THROW	F, F + K	F + SP	Leg Power	
SHADOW PUNCH	DB, B, B + P	-	Arm Power	L1 Charges further L2 Further still
CHARGING PUNCH	B, B + P	B + SP	Arm Power	L1 Charges further L2 Further still
SLOW SWINGING CHAINS	D, K	D + SP	Leg Power	L1 Steers. Chains
FAST SWINGING CHAINS	D, P	SP	Arm Power	L1 Steerable L2 Chains a punch
SUPER: CHAIN HURRICANE	D, DF, F, D, DF, F + P	F, F + SP	Full meter (3 stocks)	
SCRAP	F, F, F + P	after the last round, from your victory pose		
DESTRUCTION	B, F + P	entered during the scrap		

THE ORIGINAL ELEVEN (CONT.)



GARGOYLE

Marcus Knight, 2068. A winged stone hunter that dives with its claws and charges on its wings.

\$24,000 · Caps: arm power 5, arm speed 9, leg power 6, leg speed 7, armor 6, stun 7 · Enhancement 2

MOVE	INPUT	MODERN	UPGRADED BY	ENHANCEMENT
WING CHARGE	F, F + P	F + SP	Arm Power	L1 Faster. Air too L2 Faster still
FLYING TALON	DF, F + P	SP	Arm Power	
SUPER: STONE TALON	D, DF, F, D, DF, F + P	F, F + SP	Full meter (3 stocks)	
SCRAP	B, DB, D, DF, F + P	after the last round, from your victory pose		
DESTRUCTION	D, U, D, P	entered during the scrap		



CHRONOS

Arjan Schmalz, 2072. Bends time: short-range teleports, matter phasing and a stasis field.

\$22,000 · Caps: arm power 6, arm speed 6, leg power 7, leg speed 5, armor 6, stun 7 · Enhancement 2

MOVE	INPUT	MODERN	UPGRADED BY	ENHANCEMENT
STASIS EXTENDED	DF, D, DB, B + P	F + SP	Arm + Leg Power	L1 +10% damage L2 +20% damage
TELEPORTATION	D, P	D + SP		L1 +10% damage L2 +20% damage
STASIS ACTIVATOR	DB, B + P	B + SP	Arm + Leg Power	L1 +10% damage L2 +20% damage
MATTER PHASING	DB, B + K	SP		L1 +10% damage L2 +20% damage
SUPER: TIME STOP	D, DF, F, D, DF, F + P	F, F + SP	Full meter (3 stocks)	
SCRAP	D, F + P	after the last round, from your victory pose		
DESTRUCTION	F, B, P	entered during the scrap		



NOVA

W.A.R.'s secret prototype and Major Kreissack's own robot. Missiles, mini grenades and an earthquake smash.

\$75,000 · Caps: arm power 7, arm speed 7, leg power 7, leg speed 6, armor 7, stun 6 · Enhancement 2

MOVE	INPUT	MODERN	UPGRADED BY	ENHANCEMENT
EARTHQUAKE SMASH	D, D + P	D + SP	Arm Power, Arm Speed	L1 +10% damage L2 +20% damage
MISSILE LAUNCHER	D, DF, F + P	F + SP	Arm + Leg Power	L1 +10% damage L2 +20% damage
MINI GRENADE	DB, B + P	B + SP	Arm + Leg Power	L1 +10% damage L2 +20% damage
SUPER: SUPERNOVA	D, DF, F, D, DF, F + P	F, F + SP	Full meter (3 stocks)	
SCRAP	D, DB, B, F + P	after the last round, from your victory pose		
DESTRUCTION	D, D, P	entered during the scrap		

THE LINECRUSH TEN

Ten new robots, each built on an original robot's frame with its own specials, super and finishers. Their stories and pilots are from the game.



MANTIS

Built by the courier guilds of Neo-Kyoto on Katana's W.A.R. frame. Its scythes were made to cut cargo nets loose at full speed. Light armor, and the fastest hands in the league. Pilot: Kestrel Vance.

\$30,000 · Caps: arm power 6, arm speed 8, leg power 4, leg speed 7, armor 4, stun 6 · Enhancement 3

MOVE	INPUT	MODERN	UPGRADED BY	ENHANCEMENT
SCYTHE BOOMERANG	D, DF, F + P	SP	Arm Power	L1 2 blades L3 3 blades
PREYING LUNGE	B, F + K	F + SP	Leg Power	L2 4 cuts
WING HOP	D, DB, B + K	B + SP	Arm + Leg Power	
SUPER: MANTIS FRENZY	D, DF, F, D, DF, F + P	F, F + SP	Full meter (3 stocks)	
SCRAP	D, DF, F, DF, D + P	Guillotine: after the last round, from your victory pose		
DESTRUCTION	B, DB, D, DB, B + K	Harvest: entered during the scrap		



BULWARK

Built by Aegis Civil Defense on Flail's frame to hold the line in Earth's riots. One Bulwark held a city square alone for three days. Slow, enormous and almost impossible to knock down. Pilot: Magnus Hale.

\$34,000 · Caps: arm power 9, arm speed 3, leg power 7, leg speed 4, armor 9, stun 9 · Enhancement 3

MOVE	INPUT	MODERN	UPGRADED BY	ENHANCEMENT
RIOT RAM	B, F + P	F + SP	Arm Power	L2 Rams further
SHIELD WALL	B, B + K	B + SP		
TEAR GAS LAUNCHER	D, DB, B + P	SP	Arm Power	L1 2 canisters L3 3 canisters
SUPER: LOCKDOWN	D, DF, F, D, DF, F + P	F, F + SP	Full meter (3 stocks)	
SCRAP	D, DB, B, DB, D + P	Shield Smash: after the last round, from your victory pose		
DESTRUCTION	B, DB, D, DF, F + K	Breaching Charge: entered during the scrap		

THE LINECRUSH TEN (CONT.)



VISE

A salvage rig built on Shredder's frame by the Junkyard wreckers who strip dead robots for parts. Its clamps were made to tear armor off a scrapped H.A.R. They work on a live one too. Pilot: Greta Brandt.

\$31,000 · Caps: arm power 8, arm speed 5, leg power 6, leg speed 5, armor 7, stun 7 · Enhancement 2

MOVE	INPUT	MODERN	UPGRADED BY	ENHANCEMENT
HYDRAULIC CRUSH	F, DF, D, DF, F + P	SP	Arm Power	
PISTON STOMP	D, D + K	D + SP	Leg Power	
CLAMP LINE	D, DF, F + K	F + SP	Leg Power	L1 Longer cable L2 2 claws
SUPER: COMPACTOR	D, DF, F, D, DF, F + P	F, F + SP	Full meter (3 stocks)	
SCRAP	F, DF, D, DB, B + P	Press: after the last round, from your victory pose		
DESTRUCTION	D, DF, F, DF, D + K	Scrap Compactor: entered during the scrap		



HORNET

Built on Gargoyle's frame by the Skyrace League, who race drones between Neo-Kyoto's towers. Its jet pack is a racing engine with the limiter cut out. The stinger came later. Pilot: Jun Takeda.

\$29,000 · Caps: arm power 5, arm speed 7, leg power 5, leg speed 8, armor 5, stun 6 · Enhancement 2

MOVE	INPUT	MODERN	UPGRADED BY	ENHANCEMENT
STINGER DART	D, DF, F + P	SP	Arm Power	L1 2 darts L2 3 darts
AFTERBURNER	B, F + K	F + SP	Leg Power	
HOVER STRIKE	D, DB, B + P	B + SP	Arm Power	
SUPER: SWARM	D, DF, F, D, DF, F + P	F, F + SP	Full meter (3 stocks)	
SCRAP	F, DF, D, DB, B + K	Stinger: after the last round, from your victory pose		
DESTRUCTION	D, DB, B, DB, D + P	Drone Strike: entered during the scrap		



VIPER

Nobody admits to building Viper. It runs on Thorn's frame, its parts carry no serial numbers, and its money moves through three shell companies. Its tail strikes faster than a camera can follow. Pilot: Sable Ruiz.

\$27,000 · Caps: arm power 4, arm speed 8, leg power 6, leg speed 9, armor 5, stun 6 · Enhancement 2

MOVE	INPUT	MODERN	UPGRADED BY	ENHANCEMENT
VENOM SPIT	D, DF, F + P	SP	Arm Power	L2 2 globs
TAIL LASH	B, F + K	F + SP	Leg Power	L1 2 lashes
COIL STRIKE	D, D + P	D + SP	Arm Power	
SUPER: CONSTRICTOR	D, DF, F, D, DF, F + P	F, F + SP	Full meter (3 stocks)	
SCRAP	B, DB, D, DF, F + P	Venom Bite: after the last round, from your victory pose		
DESTRUCTION	F, DF, D, DB, B + K	Death Roll: entered during the scrap		

THE LINECRUSH TEN (CONT.)



LODESTONE

The Mag-Rail Company built Lodestone on a frame that should not exist: Nova's. Obadiah Crane bought the plans from a W.A.R. engineer, then added rail magnets strong enough to stop a train. Pilot: Obadiah Crane.

\$38,000 · Caps: arm power 8, arm speed 5, leg power 7, leg speed 4, armor 8, stun 8 · Enhancement 2

MOVE	INPUT	MODERN	UPGRADED BY	ENHANCEMENT
SCRAP STORM	D, D + P	D + SP	Arm Power	L1 More scrap
REPULSOR BLAST	F, F + P	F + SP	Arm Power	
MAGNET PULL	B, F + P	SP	Arm Power	L2 Longer reach
SUPER: POLARITY REVERSAL	D, DF, F, D, DF, F + P	F, F + SP	Full meter (3 stocks)	
SCRAP	D, DF, F, DF, D + P	Magnetic Strip: after the last round, from your victory pose		
DESTRUCTION	B, DB, D, DB, B + K	Crush Field: entered during the scrap		

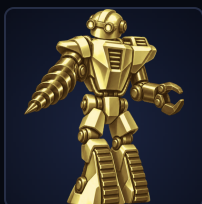


GLACIER

Built on Chronos's frame by the ice miners of Europa, who needed a machine that would not freeze in the deep shafts. Its frost vents can lock a robot's joints solid for a moment. Pilot: Ingrid Solberg.

\$30,000 · Caps: arm power 6, arm speed 6, leg power 6, leg speed 6, armor 7, stun 7 · Enhancement 2

MOVE	INPUT	MODERN	UPGRADED BY	ENHANCEMENT
ICICLE RAIN	D, D + P	D + SP	Arm Power	L1 More icicles
ICE LANCE	D, DF, F + P	SP	Arm Power	L2 2 lances
AVALANCHE SLIDE	B, F + K	F + SP	Leg Power	
SUPER: WHITEOUT	D, DF, F, D, DF, F + P	F, F + SP	Full meter (3 stocks)	
SCRAP	D, DB, B, DB, D + P	Flash Freeze: after the last round, from your victory pose		
DESTRUCTION	B, DB, D, DF, F + K	Shatter: entered during the scrap		



AUGER

A mining machine on Pyros's frame, built by the drill crews of the Caldera Rim. Its spiral drill bores through basalt. The crews took it to the arena when the owners stopped paying them. Pilot: Dmitri Volkov.

\$28,000 · Caps: arm power 7, arm speed 6, leg power 7, leg speed 5, armor 7, stun 6 · Enhancement 2

MOVE	INPUT	MODERN	UPGRADED BY	ENHANCEMENT
TUNNEL	D, D + K	D + SP	Leg Power	
DRILL BORE	D, DF, F + P	SP	Arm Power	L1 Longer grind
BLASTING CHARGE	B, F + P	F + SP	Arm Power	L2 2 charges
SUPER: DEEP CORE	D, DF, F, D, DF, F + P	F, F + SP	Full meter (3 stocks)	
SCRAP	F, DF, D, DB, B + P	Core Sample: after the last round, from your victory pose		
DESTRUCTION	D, DF, F, DF, D + K	Blast Hole: entered during the scrap		

THE LINECRUSH TEN (CONT.)



BANSHEE

Built on Electra's frame inside Static Free, a pirate radio station that keeps moving around the Storm Spire. The speaker in its chest broadcasts each fight live and screams loud enough to crack armor. Pilot: Rook Quill.
\$32,000 · Caps: arm power 5, arm speed 7, leg power 5, leg speed 7, armor 5, stun 8 · Enhancement 2

MOVE	INPUT	MODERN	UPGRADED BY	ENHANCEMENT
RESONANCE	D, D + P	D + SP	Arm Power	L2 Longer hum
ECHO STEP	B, B + K	B + SP		
SONIC SCREAM	D, DF, F + P	F + SP	Arm Power	L1 2 rings
SUPER: DEATH KNELL	D, DF, F, D, DF, F + P	F, F + SP	Full meter (3 stocks)	
SCRAP	B, DB, D, DF, F + P	Feedback: after the last round, from your victory pose		
DESTRUCTION	D, DB, B, DB, D + K	Shatter Point: entered during the scrap		



RIPTIDE

W.A.R.'s answer to the new robots. Its engineers rebuilt Jaguar's frame, the first H.A.R. ever made, in their dome on the ocean floor and gave it twin hydro-cannons. Only one pilot may touch it. Pilot: Marina Kade.
\$90,000 · Caps: arm power 7, arm speed 8, leg power 7, leg speed 8, armor 7, stun 7 · Enhancement 2

MOVE	INPUT	MODERN	UPGRADED BY	ENHANCEMENT
WHIRLPOOL	D, D + P	D + SP	Arm Power	
HYDRO BEAM	D, DF, F + P	SP	Arm Power	L1 Longer beam
UNDERTOW	B, F + K	F + SP	Leg Power	L2 Surfs further
SUPER: TSUNAMI	D, DF, F, D, DF, F + P	F, F + SP	Full meter (3 stocks)	
SCRAP	D, DF, F, DF, D + P	Pressure Wash: after the last round, from your victory pose		
DESTRUCTION	F, DF, D, DB, B + K	Depth Charge: entered during the scrap		

OPTIONS

— CONFIGURATION

Player 1 / 2 Input	Device, Classic or Modern controls, every key or button, button pictures, reset to defaults
Video	Resolution; Windowed, Borderless or Fullscreen; VSync; Quality (Low to Cinematic); Frame cap (off, 30, 60, 120, 144, 240)
Audio	Master, Music, Effects and Voice, 0-10
Accessibility	Screen Shake 0-10 (0 is off); Flashes Full or Reduced (dims hit and final-blow flashes and slows electric flicker); Subtitles for the newsroom, Plug and OMF's Story; Text size Small, Medium or Large
Menus	Remastered , or Classic for OpenOMF's original screens
Hit stop	Smooth barely pauses on a hit; Classic freezes every hit the same; Modern scales the freeze with each hit's weight

— GAME SPEED

Eleven speed notches, 0 (slowest) to 10 (fastest). The default is notch 5, the original game's standard pace. Speed changes only the pace, never what the moves do. Change it in GAMEPLAY or live from the pause menu.

— GAMEPLAY

SETTING	DEFAULT	WHAT IT DOES
Speed	5	Game pace
Hazards	On	Arena traps
CPU	World Class	Computer skill outside the Tournament
Hit stop	Smooth	As in Configuration
Counter hits	On	+20% damage and stun on counters
Super meter	On	EX specials and supers
Enhancements	Modern	Enhancements for every robot

Turn off the last three for the original 1994 rules. Online, the host's settings apply.

— COMPUTER SKILL

0	Punching Bag	4	Champion
1	Rookie	5	Deadly
2	Veteran	6	Ultimate
3	World Class		

The computer opponent is the OpenOMF engine's AI. It is a real opponent, but it plays a little differently from the 1994 original.

EXTRAS & CREDITS

— EXTRAS

Gallery	The 1994 screens beside their HD remasters
Robots	Every fighter, turning; stories and pilot bios for the LineCrush robots; unlock goals for locked ones
Music	The original soundtrack
Endings	20 endings: one per Arcade pilot and one per LineCrush robot
Fight stats	Fights, wins, hits, damage, scraps, destructions and Arcade ladders won
Scores	Arcade high scores
Unlocks	Robots, paint and endings opened so far

— SUPPORT

Found a bug or have feedback? Post in the game's Steam Community discussions, or email hello@linecrush.com. Tell us the mode, robots and arena, and what you saw. News and the changelog are at games.linecrush.com/omf2097.

— ABOUT THIS REMAKE

A free, non-commercial fan remake. It is not affiliated with or endorsed by Diversions Entertainment, which owns One Must Fall 2097 and released it as freeware in 1999. The original game data ships under that freeware release. The combat engine is OpenOMF (MIT licence). Unreal Engine 5 is used under Epic Games' licence. The remastered menus and new robots were made with AI tools from the original designs; the music and sound effects are the original recordings. Full credits and licences are in **ATTRIBUTION.md** in the game folder.

— THANK YOU

THE ORIGINAL GAME, 1994

Rob Elam (game design, programming, artwork, animation) and **Ryan Elam** (game design, programming assistance, sound effects) of Diversions Entertainment; **Josh Jensen** (sound system); **Kenny Chou** (music). Published by Epic MegaGames. Playtesters John Gary, Mackey McCandlish, Hans Watson, Stephen Caudill, Steven Slawin and the Epic beta-testing team, and the Elam family.

OPENOMF

The open-source project that reverse-engineered One Must Fall 2097. Its engine runs every fight in this game. Thank you to its contributors, including katajakasa, Vagabond, Nopey, mrannanj, animehunter and LegendaryBlueShirt.

EPIC GAMES

For Unreal Engine, and for publishing the original in 1994.

LINECRUSH GAMES

Unreal remake by LineCrush Games, linecrush.com. Fonts: Orbitron (League of Moveable Type) and Oxanium (Severin Meyer), SIL Open Font License.

Thank you, OpenOMF and Epic Games. Their work made this game possible.

