

FIGHTING CONTROLS

ACTION	GAMEPAD	KEYBOARD
Move	D-pad / left stick	Arrows (keypad 1-9)
Jump	Up, up-forward, up-back	Up arrows
Crouch	Down	Down arrow
Punch (P)	A / Cross	Z (keypad Enter)
Kick (K)	B / Circle	X (Right Shift)
Special (Modern)	X / Square	C (keypad 0)
Pause	Menu / Options	Esc
Quit at once	-	F10

PLAYER 2 ON THE KEYBOARD

Move **W** **A** **X** **D**, diagonals **Q** **E** **Z** **C**, punch **Tab**, kick **L Ctrl**, special **L Shift**. Player 1 then punches and kicks with keypad **Enter** and **Right Shift**.

MENUS

Confirm **Z** **Enter** **A** · Back **Esc** **B** · Mouse: click to confirm, right-click to go back, wheel to scroll. Remap in CONFIGURATION → PLAYER 1 / 2 INPUT.

MECH LAB AT A GLANCE

Upgrades Arm and leg power and speed, armor, stun resistance. Sells back at full price, so try before you commit.

Enhancements Change your specials: more shots, longer reach, new follow-ups. Level 3 for Shadow, Katana, Mantis and Bulwark.

Training Pilot Power, Agility and Endurance, \$50 for the first point. Training can't be sold back.

READING A MOVE

Written facing right. **F** toward the opponent, **B** away, **U** up, **D** down, plus **DF DB UF UB**. A comma is one after another; **+** is together. **D**, **DF**, **F + P** = roll down to forward and punch. **D**, **P** = down, let go, then punch.

DEFENCE

Block	Hold B
Block low	Hold DB

METER, SUPERS & FINISHERS

EX special	Any special with P+K in place of its button · 1 stock
Super	D , DF , F , D , DF , F + P · 3 stocks
Scrap	After the last round, from your victory pose
Destruction	Entered during the scrap
Counter hit	Hit them mid-attack: +20% damage and stun

MODERN CONTROLS

SP, **F+SP**, **B+SP** or **D+SP** fire your robot's specials without motions. Add the other attack button for EX. **F**, **F + SP** is the super. Turn on per player in their input page.

Specials & Supers

ALL 21 ROBOTS · FACING RIGHT

ROBOT	SPECIALS	SUPER
JAGUAR	Shadow Leap DB, D, DF, F + P Jaguar Leap DF, F + P Concussion Cannon DB, B + P	JAGUAR POUNCE
SHADOW	Shadow Grab D, D + P Shadow Slide DB, B + K Shadow Punch DB, B + P Shadow Dive D, DF, F + P	SHADOW STORM
THORN	Shadow Kick DB, D, DF, F + K Speed Kick DF, F + K Spike Charge F, F + P	THORN BARRAGE
PYROS	Fire Spin D, P Shadow Thrust F, F, F + P Super Thrust F, F + P	INFERNO RUSH
ELECTRA	Ball Lightning DB, B + P Electric Shards DF, F + P Super Rolling Thunder DF, F, F + P Rolling Thunder F, F + P	THUNDERSTORM
KATANA	Triple Blade DB, D, DF, F + P Rising Blade DF, F + P Razor Spin DF, F + K Razor Spin DB, B + K	BLADE TEMPEST
SHREDDER	Shadow Head-Butt DB, D, DF, F + P Head-Butt DF, F + P Flying Hands D, DB, B + P Flip Kick D, D + K	SKULL CRUSHER
FLAIL	Spinning Throw F, F + K Shadow Punch DB, B, B + P Charging Punch B, B + P Slow Swinging Chains D, K Fast Swinging Chains D, P	CHAIN HURRICANE
GARGOYLE	Wing Charge F, F + P Flying Talon DF, F + P	STONE TALON
CHRONOS	Stasis Extended DF, D, DB, B + P Teleportation D, P Stasis Activator DB, B + P Matter Phasing DB, B + K	TIME STOP
NOVA	Earthquake Smash D, D + P Missile Launcher D, DF, F + P Mini Grenade DB, B + P	SUPERNOVA
MANTIS	Scythe Boomerang D, DF, F + P Preying Lunge B, F + K Wing Hop D, DB, B + K	MANTIS FRENZY
BULWARK	Riot Ram B, F + P Shield Wall B, B + K Tear Gas Launcher D, DB, B + P	LOCKDOWN
WISE	Hydraulic Crush F, DF, D, DF, F + P Piston Stomp D, D + K Clamp Line D, DF, F + K	COMPACTOR
HORNET	Stinger Dart D, DF, F + P Afterburner B, F + K Hover Strike D, DB, B + P	SWARM
VIPER	Venom Spit D, DF, F + P Tail Lash B, F + K Coil Strike D, D + P	CONSTRUCTOR
LODESTONE	Scrap Storm D, D + P Repulsor Blast F, F + P Magnet Pull B, F + P	POLARITY REVERSAL
GLACIER	Icicle Rain D, D + P Ice Lance D, DF, F + P Avalanche Slide B, F + K	WHITEOUT
AUGER	Tunnel D, D + K Drill Bore D, DF, F + P Blasting Charge B, F + P	DEEP CORE
BANSHEE	Resonance D, D + P Echo Step B, B + K Sonic Scream D, DF, F + P	DEATH KNELL
RIPTIDE	Whirlpool D, D + P Hydro Beam D, DF, F + P Undertow B, F + K	TSUNAMI

Every super is [D, DF, F, D, DF, F + P](#) with a full meter. Scrap and destruction inputs are in the manual and on the in-game MOVE LIST. Nova, Glacier, Lodestone, Auger, Banshee and Riptide start locked; online play uses the original eleven (Jaguar to Nova).