



Thank you for playing. This is a free fan remake of the 1994 fighting game One Must Fall 2097, rebuilt in Unreal Engine 5 on the original game's combat through the open-source OpenOMF engine. There is no price, no ads and nothing to buy.

— SYSTEM REQUIREMENTS

	MINIMUM	RECOMMENDED
OS	Windows 10 64-bit	Windows 10/11 64-bit
CPU	Quad-core 3.0 GHz	6-core i5 / Ryzen 5
Memory	8 GB RAM	16 GB RAM
Graphics	DX12, 4 GB VRAM (GTX 1650 / RX 570 class)	RTX 2060 / RX 6600
Storage	3 GB	3 GB

The game has been tested on an RTX 4060. The minimum and recommended graphics cards are estimates.

— INSTALLING

Steam installs everything the game needs, including the Visual C++ 2022 and DirectX (June 2010) runtimes. The game starts from [OMF2097.exe](#); the file and save folder keep the old OMF2097 name, so your saves carry across the rename.

The first launch takes a little longer while shaders compile. The game opens in borderless fullscreen at your desktop resolution; change it in **CONFIGURATION → VIDEO OPTIONS**.

— CONTROLS IN BRIEF

A gamepad is recommended. Xbox and PlayStation pads work, and keyboard and mouse are fully supported. Player 1 on the keyboard moves with the arrows, punches with **Z** and kicks with **X**. The original keypad layout (keypad to move, **Enter** to punch, **Right Shift** to kick) is always on. **Esc** pauses and **F10** quits from anywhere. The Quick Reference has the full layout.

— STEAM DECK

The game recognises the Deck and starts at its native resolution with VSync on, Medium quality and a 60 fps cap. Menus and the fight show Steam Deck buttons, and Steam's on-screen keyboard opens when you name a pilot. The classic pixel screens (mech lab and newsroom in CLASSIC menus) name buttons in text.

— WHERE TO START

- **TRAINING:** try your robot on a dummy with hitboxes and input history.
- **TOURNAMENT:** the career, with a mech lab between fights.
- **ARCADE:** every pilot, then Major Kreissack.
- **VERSUS** and **NETWORK PLAY:** against a friend, on one PC or online.
- **MOVE LIST:** every robot's specials, super and finishers.

SAVES & TROUBLESHOOTING

— SAVE FILES

Everything is saved on your PC, in your Windows user's local app data:

`%LOCALAPPDATA%\OMF2097\Saved\`

Career `SaveGames\OMF2097\CAREER.json`

Record `SaveGames\OMF2097\extras.json` : fight stats, high scores, endings, unlocks

Settings `Config\Windows\GameUserSettings.ini` : video, gameplay and controls

The career saves after every action. There is one career slot. The game does not use Steam Cloud, so copy this folder yourself to move your progress to another PC. Uninstalling through Steam leaves it in place; delete it for a completely fresh start.

If the record file is ever unreadable, the game keeps it as `extras.json.bad` and starts a fresh one.

— KNOWN LIMITS

- Online play uses the original eleven robots.
- The classic pixel screens name buttons in text instead of button pictures.
- The Steam store lists controller support as Partial.
- The newsroom anchor reads common first names aloud; other pilots are "the challenger".

— DISPLAY & ACCESSIBILITY

- **Video:** resolution, window mode, VSync, quality presets from Low to Cinematic, and a frame cap.
- **Flashes: Reduced** dims hit and final-blow flashes and slows electric flicker.
- **Shake** 0-10 (0 turns screen shake off).
- **Subtitles** for the newsroom anchor, Plug and OMF's Story.
- **Text size** Small, Medium or Large.
- **Speed** 0-10 in GAMEPLAY slows or speeds the whole game.

— TROUBLESHOOTING

PROBLEM	TRY THIS
The game won't start	In Steam, right-click the game → Properties → Installed Files → Verify integrity. This reinstalls the DirectX and Visual C++ runtimes the game needs. Update your graphics driver; the game needs DirectX 12.
Slow first launch	Shaders compile the first time. Later launches are faster.
Low frame rate	Lower QUALITY in VIDEO OPTIONS, or set a frame cap.
Wrong screen size	Pick WINDOW and RES in VIDEO OPTIONS.
Pad not responding	Check CONFIGURATION → PLAYER 1 INPUT → DEVICE: GAMEPAD. RESET TO DEFAULTS restores every binding.
Network Play locked	Steam must be running and you must be signed in.
"Your games do not match"	You and your friend are on different versions. Let Steam update both and restart.
"Connection out of sync" / "Opponent left"	The online session ended. Invite your friend again.
Tournament locked	The game data is damaged. Verify integrity in Steam.
Can't escape a screen	F10 quits from anywhere.

PRIVACY, CREDITS & LEGAL

— PRIVACY

The game includes no analytics, asks for no personal data and has no account of its own. Your saves stay on your PC. **Network Play** connects you directly to a Steam friend you invite, through Steam's networking; nothing else goes online, and there is no text or voice chat.

— SUPPORT

Report bugs and send feedback in the game's Steam Community discussions, or email hello@linecrush.com. Tell us the mode, robots and arena, what you did and what you saw. Updates and the full changelog: games.linecrush.com/omf2097.

— ABOUT THIS REMAKE

One Must Fall 2197: Singularity is an unofficial, non-commercial fan remake by LineCrush Games. It is not affiliated with or endorsed by Diversions Entertainment, which owns One Must Fall 2097 and declared it freeware in 1999; copyright in the original remains theirs. The original game data ships under that freeware declaration. The fights run on OpenOMF (MIT licence). Unreal Engine 5 is used under the Unreal Engine EULA.

— HOW IT WAS MADE

The fight draws the original robots and arenas from the 1994 sprites, upscaled 4× and widened to 16:9. The remastered menus, the new arenas' art and the ten LineCrush robots were made with AI image tools from the original designs, under human direction. The music and sound effects are the original recordings; the newsroom and Plug voices are pre-recorded generated speech. Nothing is generated while you play.

— CREDITS

ONE MUST FALL 2097 (1994)

Rob Elam: game design, programming, artwork, animation. Ryan Elam: game design, programming assistance, sound effects. Josh Jensen: sound system. Kenny Chou: music. Diversions Entertainment; published by Epic MegaGames. Playtesting by John Gary, Mackey McCandlish, Hans Watson, Stephen Caudill, Steven Slawin and the Epic beta-testing team. With thanks to the Elam family.

OPENOMF

The open-source re-creation of One Must Fall 2097 whose engine runs every fight, by its contributors including katajakasa, Vagabond, Nopey, mrannanj, animehunter and LegendaryBlueShirt.

UNREAL ENGINE

Epic Games.

REMAKE

LineCrush Games (linecrush.com).

FONTS & TOOLS

Orbitron (The League of Moveable Type) and Oxanium (Severin Meyer), SIL Open Font License 1.1. Real-ESRGAN (BSD-3-Clause). Full licences are in [ATTRIBUTION.md](#) in the game folder.

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

