

ONE MUST FALL: 2097

**Frequently Asked Questions List
This is the UP-DATED Official FAQ**

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A Note to the reader

I will not be held accountable for anything that this file has in it or anything that you do with the info in this file. In English, "Don't come blaming me for anything YOU do to your game!"

I'm not sure about the Destruct moves on two or three of the 'BOTS but I think they all work. I'm taking all the moves from the book so they are all right. If you have any Q's on MOST anything in this FAQ, you can write me or Po Chan. I would love to get any info you guys have on anything that has to do with OMF, so feel free to send it to me (or Po Chan).

I just wanted to make a GOOD FAQ that has the real moves in it and so other information that might help you on your way. Thanks to all the guys who helped me put this together (every one that made the other FAQ).

(Ben Van Hoesen on MCI MAIL at **PAUL VAN HOESEN 444-9775**)

HISTORY -----

Version 0.1

Released to the net September 29, 1994.

Version 0.5

Released to the net October 8, 1994.

Updates information on release of OMF: 2097

Includes descriptions of all 10 robots

Adds the first few moves to the list, but moves list is still largely incomplete

Other Corrections here and there

Version 1.0

Released October 12, 1994

Full SW moves list added

New info on modem/network play added

Even more tips on pilot/robot matchups, tournament play

Version 2.0

Released December 1st, 1994

Full Registered version moves added.

Version 2.2

Released December 8th, 1994

Addition of more Hidden Goodies

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1. INTRODUCTION -----

[1.1] What is One Must Fall: 2097?

One Must Fall: 2097 (heretofore mentioned as OMF:2097) is the new one-on-one fighting game from Epic MegaGames and Diversions Entertainment. It is a two-dimensional fighting/tournament game in the mold of Street Fighter II and Mortal Kombat, with one exception -- the fighters are super-size robots instead of humans, thus replacing blood and guts with boards and bytes.

[1.2] What is Epic MegaGames?

Epic MegaGames is a PC video game developer and publisher based in Rockville, MD. They distribute their games by a method known as shareware, which lets the user try a game before purchasing a larger, "registered" version. They were established in 1991 by Tim Sweeney, designer and programmer of the 1991 text-adventure games ZTZ and Super-ZTZ. He is now president of the company. Epic released its first major game, Jill of the Jungle, in June of 1992 and has been growing ever since. Some of their best known and most popular games include Jazz Jackrabbit, Epic Pinball, Xargon, Brix and Zone 66. According to their own literature, Epic's "top goals are to develop leading-edge software that pushes new PC technology to its limits, to achieve high levels of customer satisfaction, and to be recognized as a revolutionary new technology and quality leader in computer games.

[1.3] Just what makes any this different from other fighting games on the market?

We're glad you asked. For starters, in nearly all fighting games on the market (with the obvious exception of the recently-released Primal Rage), the characters with which you fight are in some human or superhuman form. When you cut 'em, they bleed -- quite excessively in some games. =^)

There are ten human characters in OMF: 2097, but instead of actually being the fighters, the humans are controllers of large robots that fight each other. Each human character has certain strengths in fighting technique that match up to ten different robots in different ways. Thus, it's up to you, the player, to determine which human will work best with which robot, and how their strengths and weaknesses affect certain robots.

This allows for a special mode in the game called Tournament Mode. In this mode, you win money for winning fights against other robots, and you can use that money to strengthen your robot for later fights. You don't lose in tournament mode until you can't afford to fix your fighter. This sets OMF:2097 apart from other fighting games in which the one-player game simply uses Jim Valvano's philosophy of "Survive and Advance." Here, the game doesn't end after you lose a fight, unless you end up spending all your money on repairs, adding a new dimension to the fighting genre. OMF:2097 does include a survive and advance-type game, as well as a two-player mode. As if that weren't enough, you also have to deal with playing fields which interact with the characters, thus creating whole new strategies to the game. Should I push my opponent into that spike? Can I toss him against the electric fence from this far away? It's not overdone, either, so it blends in well with the game. (IMHO, of course)

[1.4] What about the gruesome fatalities?

Funny, but nobody asked that when Street Fighter 2 first blew up on the video game scene... Anyway, here's what Rob Elam of Diversions Entertainment has to say about that:

A NOTE ON GRAPHIC VIOLENCE: Diversions Entertainment is devoted to bringing NON-VIOLENT PC entertainment to the public. While you cannot have a 'fight' game without some measure of violence, we are hoping to show that a game with little shock value is still accepted by the consumer. We want to prove that playability is more important to you than simply slapping a few characters onto a screen and putting the words 'Blood', 'Deadly', or 'Violence' in the title. As the one with the checkbook, you will be the judge."

[1.5] Is there modem/network play included in this game?

At the moment, no. According to Sweeney, there were so many delays in the release of the game as it was (it was originally going to be released on June 15, 1994) that Epic simply wanted to get the game out on the market before any major competition arose (like Mortal Kombat II), and modem complications might have delayed the game until 1995.

However, modem/network play is coming. Diversions is currently working on a patch that will allow you to beat up your friends over your very own phone lines. (Just like in your favorite Bugs Bunny cartoon!) There is no release date on that patch as of yet, but it could be out before 1994 is over.

[1.6] Wasn't there a One Must Fall on the net already?

There is a very simple fighting demo called "One Must Fall" that is circulating on the Internet. This demo was released by Rob Elam of Diversions to the Internet just to see if there was any interest in fighting games among PC owners (which, obviously, there was). This demo is legal and freely distributable, but it bears no resemblance to the game Epic is releasing, and is not nearly as good a game as the official OMF:2097. Just to clarify internet people with the differences between the two, the demo is called 1mstfall.zip and is about 320K. The shareware OMF:2097 is called omf.zip and is 2.7MB or so.

[1.7] What are the CPU/memory requirements for this game?

You'll need a 386 CPU with about 4 Megabytes of RAM. A 486 with 8 MB is recommended. Joystick and soundcard are optional, and yes, this will support GUS, among other soundcards. The shareware version takes up 6 MB of HD space, and the registered version takes up 20 MB. You'll need VGA, too, but you ought to have that already. According to Dean O'Donnell, the editor of the strategy guide, OMF:2097 runs on a 386SX-16 with minimum RAM at 8 fps and on a 486DX2-66 at 50 fps. I played this at Epic on a 486DX2-50 with 8 MB, and while I'm not sure about the frame rate, it looked very smooth.

[1.8] How can I obtain the shareware version of this game?

Over the internet, FTP anonymously to ftp.uml.edu and look under msdos/Games/Epic for the file. You can also find it at wuarchive.wustl.edu in pub/msdos_uploads/games/omf and at cs.uwp.edu in pub/incoming/games.

Dial Exec-PC BBS (414-789-4360), the official BBS for Epic MegaGames, and download it from there. On CompuServe, type GO EPIC to get to the official Epic MegaGames section, where you can download it.

If you're not connected, call Epic at 800-972-7434 and they'll send you the shareware version on disk for five bucks.

The shareware version will have 5 pilots (Crystal, Steffan, Milano, Christian and Shirro) and 3 robots (Shadow, Thorn and Jaguar), though you'll be able to play against all 11 opponents in the game itself.

[1.9] How can I obtain the full version of this game?

You can register OMF:2097 after its release (no preorders, please) by doing this:

Call 800-972-7434 or 301-983-9771 (voice) or 301-299-3841 (fax) to place your order over the phone.

On CompuServe, just type GO EPIC to buy it and download it. According to The full version has all 10 pilots, 5 Arenas, 20 page manual, and all 10 robots, of course. (I suggest the Strategy Guide to)

II. THE GAME-----

[2.1] Plot

This piece of information comes from the game's manual. Tip of the cap to Tim Sweeney for e-mailing me a copy:

Welcome to One Must Fall:2097. In this future, the governments are puppets to big corporations. One corporation, World Aeronautics and Robotics (W.A.R.), runs the entire show with a silk-covered iron fist. "All's fair in love and WAR" is probably the most common phrase of the day. WAR was started as a research institute to provide human-assisted robots (HAR's) for space travel. Their first prototypes were activated in 2009 and were immediately put to use by a conglomeration of companies from Japan America to build the first ACTIVE space station (the first attempt at a space station was abandoned by the later defunct United States of America before becoming operational). The HAR's were better than conventional robots in that they were completely operated by a single human who's brain controlled the robot's systems via remote. The "pilot" actually "became" the robot for all intents and purposes, but no danger to the pilot was possible.

Now, WAR is Earth's leading corporation. Every other company relies on WAR for space travel to Earth's four off-world stations. WAR provides systems for governments and companies alike for security and defense. WAR is power... and you're a part of it.

Ganymede, the next moon on Jupiter to be colonized, needs a WAR representative to watch over it. The Board at WAR has decided that the applicants for the position, being equally qualified, should fight for it. Now, the ten applicants must choose which HAR will be their weapon and beat the others in a one-on-one competition.

Anyone who has even a remotely important position at WAR is trained in the use of HAR's. Most have spent considerable time "in" a real working model to get the feel of it. But the use of HAR's for sparring is a completely new scheme brought about by the need to know that when one company attacks another the 'bots can handle the stress. The idea of using WAR robots for entertainment is a new one, but The Company believes that it will be good press for the next prototypes from the WAR design rooms. Therefore, the public is invited to view the proceedings. It will be the greatest one-on-one combat since the Roman Era. Years of training on the 'bots makes you think you can take the other pencil-pushers who show, and you know that YOUR reason for being V.P. of his hunk of rock is much better than any THEY could have. As the 21st century comes to a close, you prepare to put a big dent in the 22nd!

[2.2] Features

From Epic's own promotional material (with my own comments):
Fighting action for 1 or 2 players

- Self-explanatory
Special moves, holds, throws, and secret moves

- Natch
Supports keyboard and 1 or 2 joysticks (optional)

- Ditto
60-page strategy guide available

- The guide has all the moves and more like fighting styles of the
MAIN Characters and A TON MORE combos for all the Characters
Multi-megabyte animation, music, and stereo sound effects

- And it all comes together quite nicely, IMHO.
Supports Sound Blaster, SB Pro, SB 16, Gravis Ultrasound

- There you are, GUS freaks.

Suffice to say these guys are a little more understated in their promotional material than some other shareware publishers. What's not included in here is the Tournament Mode game and the multiple difficulty levels.

[2.3] Characters

Again, from the manual:

Listed below are the pilots and other important people of the game. Knowing the personalities of the pilot you choose and that of his challengers is a valuable asset in One Must Fall:2097.

> Crystal <

Age: 23
Specialty: Genetic Engineering

Crystal Devroe, and her brother Christian, are twin children of Dr. and Mrs. Devroe. Dr. Devroe was a head researcher for WAR five years ago, and it was mostly his good name that gave Crystal and Christian their positions in the company. Though Devroe's research was held in highest secrecy, Crystal knew it had something to do with biogenetic research.

Both her parents died five years ago, the only passengers in a shuttle from Luna to Earth. Her brother suspects murder, and though he won't tell his suspicions, she does also. The only clue she carries is a DigiLink Access Code with the word "Nova" on it, found in her father's briefcase. She knows the power that Ganymede carries. She knows that Ganymede would mean access to WAR's Core computer system. She believes that WAR is responsible and that the access code will gain her entry into the

secret files and hopefully the information on what happened to her parents.

> Steffan <

Age: 17

Specialty: Sales and Marketing

The arrogant son of the Tommas family, one of the most influential families in the Iolo colony on Luna, Steffan is for all practical purposes a spoiled brat. He believes himself the center of the Universe and knows that Ganymede is simply another step to his final destination, resident of WAR. The fact that, at 17, he has the skill and brains of someone twice his age only makes him seem that much more aloof. In combat, as in life, he tends to rely on a vicious onslaught of blows to destroy his opponent.

> Milano <

Age: 35

Specialty: Security, Kick Boxing

Milano Angston, as only son of WAR founder Herbert Angston, has no need for money. Though Wright and Angston are now associated with their company in name only, the family is wealthy beyond measure from the nearly thirty years of success in WAR's early days. At the age of 19, Milano left his family and changed his last name to Steele. He became known internationally for his almost inhuman dexterity and Kickboxing skill, and in 2090 was hired by Raven to become a security chief for WAR. Milano never mentioned his family background, and secretly hopes to take WAR back and use the company's power for the reasons originally intended by his father.

> Christian <

Age: 23

Specialty: Genetic Engineering, Jujitsu

Christian knows that the shuttle which carried his parents was destroyed on purpose. The passenger manifest listed thirty persons going aboard the craft, and all the names on the list weren't real. WAR killed his parents, and he would get his revenge. The fact that his sister, Crystal, seems to be in on the hunt only scares Christian. He realizes the power of WAR and is afraid for her safety. When she applied for the Ganymede position, as he knew she would, Christian vowed he would beat her himself just to keep her from putting herself in the possibly dangerous position of Head of Ganymede. His anger and bitterness are such that he never stops training to win, and his opponents will agree that he is about the most aggressive fighter in the contest.

> Shirro <

Age: 73

Specialty: Public Relations, Karate

Shirro is the Head of Public Relations for all of WAR. It was his idea to have this contest for the media coverage. He believes that if the event is popular enough, they may find a new business for the robots -- entertainment. Though Shirro knows much about what happens deep within WAR, he never takes things too seriously and just hopes things will work themselves out. Those who have seen him in martial arts tournaments agree that he is both incredibly strong and tactful, always smiling and shaking your hand after he beats you.

> Jean-Paul <

Age: 27

Specialty: Market Analyst

John-Paul is an enigma. During his childhood, it was found that he had an uncanny ability to absorb information of any kind. He would score perfect on any test, and was hired at a young age for the first job WAR could place him in. The company has asked several times if he would volunteer for "genetic research", but John-Paul knows that they simply want to know how he can have such a perfect mind. He also knows of the corruption within WAR and hopes to gain enough support from other companies to finally overthrow the larger "monster" before it does any more damage.

In combat, John-Paul is calculating and has very well-rounded abilities. He rarely ever speaks, but always seems to be calm and sure of himself. He is as defensive in the arena as he is in public.

> Ibrahim <

Age: 48

Specialty: Robotics Engineer

A retired triathlete, Ibrahim believes in a sharp mind and body. Probably the best designer of HAR's, he has under his belt the design of the Jaguar, Mantis, and Omega 'bots. The Jaguar is his most famous, since the Mantis and Omega are mostly used for exploration of hostile environments (EHE) missions. Ibrahim is considered a mentor by many of the pilots, as he is always seen in the docking bays making sure "his babies" are being taken care of. Ganymede will no doubt give him more influence over new designs, and though he craves the position he still wants to design the future 'bots. He cares little for the inner politics of WAR, but simply loves the machines.

His knowledge of the internal workings of the HARs makes him a favorite to win. He often will take a few hits and then return fire with incredible accuracy.

> Angel <

Age: Unknown
Specialty: Unknown

Angel seemed to come out of nowhere. When her name was announced as a finalist for the position, reporters were astounded by the fact that not only did she not have any known background, but she wasn't even an employee of the company!

She never talks with the other finalists, and until the competition has not even been seen.

> Cossette <

Age: 39
Specialty: Space Station Design

Fifteen years ago, a sport called The Arena was the most popular event of the day. Similar to HAR's, The Arena placed humans INTO a robot frame, usually ten or fifteen meters in height. The Arena players used various controls to fight their opponents while the crowd looked on. Cossette fought in The Arena until a tragic accident left her crippled from the waist down. Now she enjoys the feeling the HAR gives her, and her success in designing two space stations has given her the possibility of Ganymede. Cossette also was instrumental in the design of Electra, a 'bot designed from an electromagnetic crystal found on Venus.

Cossette is very bitter about her injury, since so many have treated her as inferior since the accident. She is still very defensive in combat, but should never be underestimated.

> Raven <

Age: 26
Specialty: Bodyguard, Kick boxer

Nobody knows of Raven's life before becoming Kreissack's right-hand man, but since coming on board in such an important position, he has definitely made himself known. He is brutal both in and out of any competition, and has killed more than two dozen people "in self defense". Many believe that Kreissack wants Raven in the position at Ganymede for his own devious purposes. Raven himself does want the position, but not for Kreissack. He believes Kreissack is an ambitious fool and wants nothing more than to someday let one of the assassins intended for Kreissack accidentally slip through security and hit his mark.

> Major Kreissack <

Age: 103

Specialty: President of WAR

Kreissack is responsible for the success of WAR. It is rumored that there is much more to the new colony than is known by the general public. Many say that he is preparing to declare himself a new Emperor...

Kreissack is the big boss you have to face at the end of the "survive-and-advance" game.

[2.4] Robots

Once more from the manual:

Probably the most important choice as far as gameplay is concerned is the HAR you choose to "jack up" with. Below are the descriptions of the robots you can use in One Must Fall:2097.

Jaguar

Creator : Ibrahim Hothe

Creation Date ... : December 4, 2070

Special Abilities : Jaguar Leap, Concussion Cannon, Overhead Throw

The Jaguar is the ultimate rich man's toy. Many companies hire full-time Jaguar pilots and 'bots as bodyguards. The speed of this robot is nearly unsurpassed in a unit of its size. Though it was the first ever security-intended HAR, it still holds weight as the most versatile.

With its incredible speed and dexterity, the Jaguar is capable of leaping more than twice its height, delivering a blow strong enough to crush buildings. It has a Smith & Winston 100-Ton Concussion Cannon, which is primarily used for crowd control. This unit can do a flip over any large enemy, grabbing it while upside down, and throw it more than 100 meters before the enemy has time to react.

Shadow

Creator : Unknown

Creation Date ... : January ??, 2096

Special Abilities : Shadow Dive, Shadow Punch, Shadow Slide, Shadow Grab

Probably the most secretive project in the last twenty years, the Shadow robot definitely earns its name. Somehow, the Shadow is capable of generating quasi-real projections of itself. A single Shadow robot can at times replace half a dozen conventional 'bots. Unfortunately, the projections don't last for very long and any damage done to them is "felt" by the host robot.

Since this is the newest HAR in the company's arsenal, many pilots hate competing against it and find it hard to control. Once it is mastered, though, it is a weapon to be reckoned with. WAR is still trying to measure its purpose in future missions.

Thorn

Creator : Cliff Brussee

Creation Date ... : July 4, 2074

Special Abilities : Speed-Kick, Off-Wall Attack, Spike-Charge

A real favorite among the populace, the Thorn unit was the first to use monofilament technology. The points of the "spikes" come to a single molecule, which gives Thorn a punch that can cut through normal metal like paper. This HAR can use its spikes to attack in several different ways. His long legs also provide a powerful weapon at medium range.

Pyros

Creator : James Sweeney

Creation Date ... : June 5, 2076

Special Abilities : Fire Spin, Super Thrust Attack, Jet Swoop

The colossal Pyros unit is used primarily for space station design. Normally, the unit is equipped with a huge array of tools necessary to keep deep-space machinery in working condition. It uses its various jet systems to move itself between various objects in space without needing a shuttle or external jet pack.

In combat, the Pyros is a formidable arsenal of flame. It can change direction in the air, jumping either forward or back while attacking, and can "swoop" down on an enemy with a powerful blow. Pyros lacks speed, but the damage caused by its flame throwers more than makes up for its sluggish movement.

Electra

Creator : Cossette Akira

Creation Date ... : March 8, 2077

Special Abilities : Ball Lightning, Rolling Thunder, Electric Shards

The early Jupiter explorers realized that almost no electronic equipment could function in the incredible storms on the planet's surface. Using a crystal found only on Jupiter's moon, Io, scientists were able to create Electra, a HAR capable of withstanding any type of charged particle. Though the crystal is very strong, it is also one of the most expensive molecules in existence. Until this contest, the Electra unit was seldom seen in public.

As a combat robot, Electra is formidable. Not only is it fast, but a touch from its hands can short circuit normal machinery. It can form a flying ball of lightning which can turn a house to rubble. Electra can also fly forward, rolling itself into a ball and striking with considerable force. For defense, the unit can send small shards of electric force, doing little damage but keeping an enemy at arm's length.

Katana

Creator : Hans Kreissack

Creation Date ... : November 10, 2078

Special Abilities : Rising Blade, Head Stomp, Razor Spin

Often advertised as "The Ultimate Weapon", Katana is nothing more than deadly force. Using monofilament blades for hands, this unit can carve through a five-meter-thick wall of solid lead in less than ten seconds. Behind the blades are two very strong legs which allow the Katana to perform some amazing offensive maneuvers.

The Katana can jump, extending one arm upward, high enough to knock airplanes out of the sky. It can use its powerful legs to stomp on an enemy. It can also leap towards a wall, then use the force of the rebound to turn itself into a spinning mass of sharp steel.

Shredder

Creator : Marcus Knight
Creation Date ... : February 30, 2086
Special Abilities : Head-Butt, Flip Kick, Flying Hands

Originally intended for mining operations, the Shredder now sees plenty of combat time. One of the fastest HAR's, this unit can stun an enemy before it can form an adequate defense. The mech's hands can actually be thrown at an enemy and the magnetic systems on the arms will pull them back. Shredder can also hurl itself head-first at an enemy, using the blade on top of its head to do considerable harm. Many pilots favor the unit's "Flip Kick", since it can jump over projectiles and then hit the source with incredible speed.

Flail

Creator : Stephen Jamison
Creation Date ... : May 19, 2083
Special Abilities : Spinning Throw, Charging Punch, Swinging Chains

This 'bot is the greatest thing to happen to general construction work since the hammer. Capable of building and demolition, it uses its five-ton chains for the heavier jobs. This unit will be the primary model used for the initial colonization of Ganymede.

When used for combat purposes, its chains come in handy. Most of the special offensive maneuvers center around the use of these chains as weapons. Also, the Flail can use its powerful Charging Punch, which is guaranteed by WAR to level any wall built by man.

Gargoyle

Creator : Marcus Knight
Creation Date ... : March 16, 2068
Special Abilities : Diving Claw, Flying Talon, Wing Charge

Built for reconnaissance missions by the famous designer Marcus Knight, the Gargoyle's power is in its titanium wings. Not only is this robot tough enough to leave and reenter the Earth's atmosphere, but it is dexterous enough to fly well below any conventional radar sensors. It has built-in sensor countermeasures, making it a company favorite.

If you ever DO spot a Gargoyle, you won't be around for long. Designed from a titanium alloy, its hollow skeletal structure is both lightweight and strong. Its most used attack is to grab a victim, fly it high into the air, and either slam it against the ground or into another object. Sharp talons, feet, and beak provide a secondary defense not to be taken lightly.

Chronos

Creator : Arjan Schmalz

Creation Date ... : October 31, 2072

Special Abilities : Small-Scale Teleportation, Matter Phasing,
Stasis Activator

The Chronos HAR was designed to lend a few precious moments to space ship rescue. It comes in several sizes, from 1.5 meters to the largest 27.5 meter model. The main feature of the Chronos is its Stasis Field Generator, a diamond-shaped machine in the middle of its chest. The robot is designed and built to channel the energies from this machine for various uses during time-critical rescue missions.

The energy from the Generator can be focused on the mech itself, causing it to phase out and reappear nearby. This helps the 'bot get to locations much faster than running, while taking less energy than conventional matter transfer. When the Chronos comes against solid matter, it can center the Generator on that matter to form a brief doorway, allowing passage through the solid material to its destination. Probably the unit's greatest strength lies in the Stasis Activator that the Generator can expel. When this Activator connects with solid matter, it forms a Stasis Field which stops time for a brief period. This is especially useful for containing explosions, slowing effects of poison on a living creature, or stopping objects in motion.

Many companies have also noted the possible uses of Chronos in combat situations.

III. MOVES/TACTICS-----

[3.1] General Moves for all robots

The following key is used for the various buttons used in OMF:

=NO WAIT

FF=Tap Forward Two times (fast) on the second tap hold and then push (while your still holding) Punch or Kick

DD= The same as above but Down

BB= The same as above but Back

UU= The Same as above but Up

DB=Down-Back

D=Down

DF=Down-Forward

B=Backward (away from opponent)

R or ,=release all keys

F=Forward (towards opponent)

UB=Up-Back

U=Up

UF=Up-Forward

P=Punch

K=Kick

Jaguar

Jaguar Leap(short): D,F,+P (Hyper mode it can be done in Air)

Jaguar Leap(long): B,D,F+P (Hyper mode it can be done in Air)

Concussion Cannon: D,B,P

Overhead Throw: While in air above opponent-D(hold),P

Scrap: D,D,U+P

Dest: D,U+P When opponent is over your head

FIRE: U,D+K When you hit the deck

Shadow

Shadow Dive: While in air-D,F+P

Shadow Punch: D,B+P

Shadow Slide: D,B+K

Shadow Grab: DD+P (If you get an enhancement you can do an air Grab D,B+P)

Ice Freeze: D,B,F+P (only if you beat Ice or IceMan)

Scrap: B,F,U,B+P

Dest: D,D,D+P After scrap is complete

FIRE: D,D,D+P After the actual destruct but before the large shadow fades out.

Thorn

Speed-Kick(short): D,F+K (Hyper mode it can be done in Air)
Speed-Kick(long): B,D,F+K (Hyper mode it can be done in Air)
Spike Charge: FF+P
Off The Wall Attack: While in air-DF+P
Scrap: BB,F,R,P
Dest: U,D+P After scrap is complete
FIRE: U,U,D+P After dropping opponent

Pyros

Fire Spin: D,R,P
Super Thrust Attack: FF+P Long is F,FF+P (Hyper mode it can be done in Air)
Jet Swoop: While in air-D+K
Scrap: FF,DD,R,P
Dest: U+P At end of first four "clangs" D+P At end of second four "clangs"
FIRE: U,D,D+P During the final spin

Electra

Ball Lightning: D,B+P
Rolling Thunder: FF+P (long is D,F,F+P)(Hyper mode it can be done in Air)
Electric Shards: D,F,+P
Scrap: D,F,R,P
Dest: U,F,D+P During scrap
FIRE: F,D+P (Or do Dest and again until it works)
During Dest

Katana

Corkscrew Blade: D,F+P (Can be done in air if Hyper mode is on)
Head Stomp: Jump over opponent-D+K (works more than once)
Razor Spin(Right): D,F+P
Razor Spin(left): D,B+P
Scrap: F,D,B+P
Dest: B,D,F+P After initial slash
FIRE: B,D,F+K After second slash

Shredder

Head Butt: D,F+P (Long B,D,F+P) (Hyper mode it can be done in Air)
Flip Kick: DD+K
Flying Hands: D,B+P
Scrap: D,F,R,P
Dest: D,U,U+P During scrap
FIRE: U,B,D+K Just after dest

Flail

Spinning Throw: FF,K
Charging Punch: BB+P
Swinging Chains: D,R,K (Weaker one is D,R,P)
Scrap: F,R,F,R,F+P
Dest: B+P After slam on first wall B,F+P En-route to other wall to speed up
FIRE: F,D,B+K

Gargoyle

Rising Talon: D,F+P
Diving Claw: While in air D+K
Wing Charge: FF+P (Hyper mode it can be done in air)
Scrap: B,D,F+P
Dest: D,U,D+P After crash dive
FIRE: DD+P

Chronos

Small Scale Teleportation: D,R,P
Matter Phasing: D,B+K (Can be done in air)
Stasis Activator: D,B,P (Long F,D,B+P)
Scrap: U,D,F+P
Dest: F,D+P
FIRE: D,F+P

Nova

Missile Launcher: D,F+P
Mini Grenade: D,B+P
Earthquake Smash: D,D+P
Belly Flop: While in Air D,+P (Then slam him F+P)
Scrap: D,B,F+P
Dest: D,D+P At end of scrap

[3.3] Strategies for success

[3.3.1] Character/Robot Matchups

The key is to find bots that matchup with your pilot's strengths. Thorn wouldn't be a good bot to use unless your character has a high strength rating, while Shadow works better with high agility ratings.

Shirro and Jaguar seem to be a pretty good combination, simply because Shirro's hits stun the opponent so hard that a lack of agility doesn't seem to matter too much. Shirro/Jaguar, Angle/Electra, and Jean-Paul/Katana are all good combination. Steffan/Shadow has worked well for other players, too, but I've had very little luck with Crystal/Jaguar.

[3.3.2] Tactics for Tournament Mode

In tournament mode, I've tried a couple of different tactics, and surprisingly, most of them have been successful. If you're good at executing combo moves, shoot for power over speed. The speed of the robot moves are often negligible, and a few good combos will stun your opponent often. Then you can toss him over your shoulder more than once (or in the case of Pyros, burn his metal Butt).

One thing I've noticed is that you can deliberately throw matches before you begin them in order to earn more money for your robot before facing a tough opponent. Being the honest, hard-working pilot I am, I would not recommend this tactic personally, since you really aren't earning accolades for your craft, but if you find you're short on cash and need to get in just one more Endurance course before fighting Raven for the North Am title, there isn't any NationalRobotics Ethics committed to stop you -- just a repairman telling you how pathetic you are for bailing out.

[3.3.3] Combos

Heres at least one GOOD combo for every 'bot. I got them from the Strategy Guide. Theres a lot more in the Strategy Guide.

Key for Combos:

Jumping Kick= Jump and Kick opponent!
Jumping Punch= Jump and Punch opponent!
Fierce= B+P (Or K)
Medium= P (Or K)
Jab= F+P (Or K)
Ducking= D

Jaguar

4-Hit Cannon Combo

Jumping Kick
Concussion cannon
Jaguar leap

Difficulty - 6
Damage - 57.5%

Thorn

4-Hit Quick Quad Combo

Jumping Kick
Fierce Punch
Medium Kick
Ducking Medium Punch

Difficulty - 4
Damage - 50.5%

Pyros

3-hit Fierce Combo

Jumping Punch
Ducking Fierce Punch
Fierce Punch
Thrust Attack (Only if you're fast)

Difficulty - 2 (3 If you add the Thrust)
Damage - 47.5% (62.5% W/ the thrust Attack)

Shadow

4-Hit kick Combo

Jumping Kick
Ducking Medium Kick
Medium Kick
Ducking Fierce Kick

Difficulty - 4
Damage - 48.5%

Electra

3-Hit Leg Sweep Combo

Jumping Kick
Ducking Medium Punch
Ducking Fierce Kick

Difficulty - 1
Damage - 41.5%

Katana

5-Hit Corkscrew Blade Combo

Jumping Kick
Fierce Punch
Extended Corkscrew Blade (The Long One)

Difficulty - 3
Damage - 49.2%

Shredder

3-Hit Fierce Kick Combo

Jumping Kick
Fierce Kick
Fierce Punch

Difficulty - 4
Damage - 45%

Fail

3-Hit Fierce Combo

Jumping Punch
Fierce Kick
Charging Punch

Difficulty - 7
Damage - 45%

Gargoyle

4-Hit Rising Talon Combo

Jumping Kick
Jab Kick
Ducking Jab
Rising Talons

Difficulty - 5
Damage - 39.5%

Chronos

4-Hit Kick Combo and 4-Hit Punch Combo

Kick	Punch
Jumping Kick	Jumping Punch
Ducking Medium Kick	Ducking Fierce Punch
Ducking Medium Kick	Ducking Medium Punch
Ducking Fierce Kick	Ducking Medium Punch
Damage - 47.5%	Damage - 51.5%
Difficulty - 5	Difficulty - 5

Nova

No Real Combos because it's in Tournament mode, BUT I'll give you one you can try.

4-hit Pain Combo

Medium Kick
Ducking Medium Kick
Ducking Fierce Punch.

[3.4] Hidden Bonuses

Choosing Hidden Difficulty levels

To choose Deadly Level (for ONE PLAYER only), keep pressing the right arrow key even though it is on Champion Level already. Deadly will show up after about 5-8 keep presses. To choose Ultimate level (for ONE PLAYER only), pressing and hold down these keys: O+M+F. Press them together at once will let you choose Ultimate level.

To get Advanced Options, press and hold down 2,0,9,7 and then go the Options menu (right under Configuration on the Main Menu). I suggest you use REHIT MODE It's fun and you can get combos up to 32 hits (That's the highest I've ever heard of anyway)

> While fighting, hit R,E,I,N all at the same time and let go. They must have been treid when they made this move.

> Also, pressing B,I, and G at the same time and a number will do the same as above, but 0 gives less intensity and 9 will considerably slow down your computer because of this cool effect.

You can get more than one 'enhancement'! Enhancement can:

- Give you more than one missile weapon per shot.
- Make moves executable in the air!
- Result in Faster and deadlier moves!
- New MOVES for some Robots!

So send me a list of known enhancements (and what they do to particular robots and tell me how many were received! I have mail saying they received 3 enhancements! Did someone say butt kicking time?

If you are in Deadly Level and (may not be needed) in Hyper Mode, doing a Destruction on certain boards will result in slightly modified forms of the Destruction being done. To try this out, choose Jaguar and fight in ONE PLAYER mode with Deadly Hyper on, and do a destruction to opponent on the FIRE stage (the one with the 'grill' <-- BIG HINT on the floor with the flying fireballs). Watch linoleum fly! Now people, send me a list of all the 'bots who has a 'special' destruction on which board!

(Hidden "Unranked Challengers" on a hard level)= Unranked Challengers pop up if you do a destruction on someone:

Christian - Crystal's brother (when you defeat Crystal with destruction)

Jazz Jackrabbit - D'uh (defeat #2 rank)

Eva Earlong - Jazz's Girl (in World Championship)

Devan Shell - Arch Foe of Jazz Jackrabbit (W.C.)

Bethany - Girl who says "Don't hurt me" while she kicks yer butt (W.C.)

Angel - The "moontian" (W.C.)

Iceman - Shows up when you beat a female (Or #1 in NorthAm). Defeat Iceman with Shadow to get the Ice Floor Freeze in Tournament mode!

Nicoli - Mysterious person who fights you when you beat #1 in W.C.

FIRE - In Fireball Stage, Do the FIRE move (Only in one player, not two). If you defeat FIRE using Katana, you will get a new move for Katana: FIREBALL (as done by Fire himself): D,B+P

ICE - In Ultimate difficulty only. After defeating Fire, do a destruction on him and then keep repeating the move for the destruction. If you defeat ICE using Shadow, you will get a new move for Shadow: ICE FREEZE (as don by ICE _and_ Iceman): F,D,B+P

Steel Claw - Cyborg from Hell (I think he's an Iron Fist member)

*** Beat Steel Claw and get a Special Item! ***
*** For Jaguar, it's two cannons in one shot or 3 if done twice***
*** Other robots get some other enhancements ***
*** Note: Some other HUD's can give you the ***
*** enhancements instead of Steel Claw. :) ***
*** Having gotten more than one enhancement ***
*** will make your 'bot a _LOT_ better (hint)***

ALES@NETCOM.COM found a way to change the colors of the 'bots in 2-player or 1-player: use your keyboard in the 'bot selection phase, hit the 1,2 and 3 key for 'bot one's color (not keypad) and the 4,5 and 6 key to change the color of the second 'bot.

Timothy Burgess (MCI MAIL 663-3893) found that if you turn your screen up ALL the way and look at the bottom left corner, you'll see something PRETTY cool (but kind of Cheesy, they must have been REALLY teird when they put this one in)!

Timothy also found out If you look in your manual (dose anyone ever read these things?) you'll see that you can EXIT OMF bye pushing F10 it's nice if your boss waks in and think your working on that report that needs to be out tmarrow!

:) (GET BACK TO WORK!) :(

I found out that the Strategy Guide is REALLY nice to have. All though it COULD HAVE THE DEST MOVES IN THERE AND THE FIRE MOVES!!!!!! (HINT HINT EPIC)

If any one finds any little things (or BIG) write me!

IV. CREDITS -----

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[4.2] Contributors

Thanks for the stuff guys!

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Craig landefeld USER ID-75611,1626) (Some of the moves)

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Dirk Hiekoop and Lary Friday (moves)