



ONE MUST FALL

2097

by

**Diversions
Entertainment**

One Must Fall: 2097 Enhanced CD-ROM Version Now Under Construction!

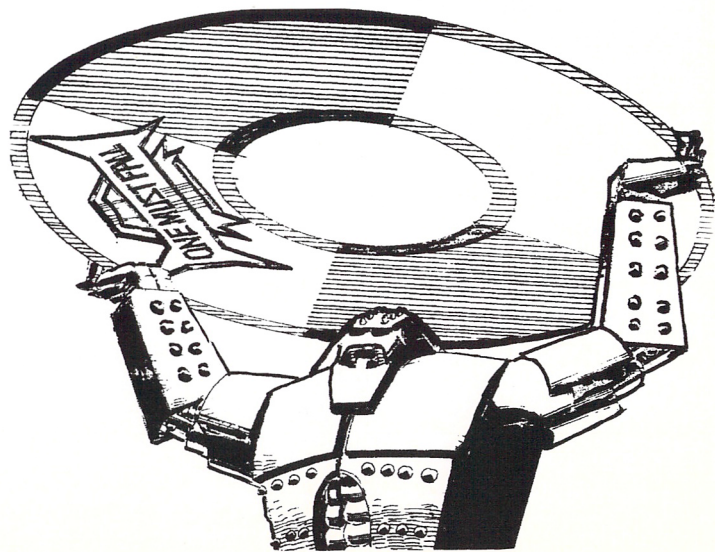
You may think you've seen it all but the OMF Enhanced CD-ROM has even more great action. It features lots of incredible new, never-before-seen robots, pilots and arenas plus tons of new moves. If that's not enough then you'll be amazed to find out that one side of the CD-ROM is so shiny you can see your reflection in it!

Call Epic MegaGames or your nearest Epic MegaGames dealer to find out the details of the OMF-CD. As a One Must Fall owner you'll be entitled to special upgrade pricing if you purchase the CD-ROM from Epic or the dealer from whom you bought OMF originally.

The One Must Fall: 2097 Strategy Guide Has All the Moves!

The OMF:2097 Strategy Guide is the ultimate weapon to help you uncover all the secrets of One Must Fall: 2097. It's packed with the hottest moves, combos, tips and strategies you need to conquer your opponents in OMF. Call your Epic MegaGames authorized dealer or distributor for your copy today. In the USA it's only \$10 plus \$4 shipping and handling.

Prices in other countries will vary. Maryland residents please add 5% sales tax.



A Foreword by Rob & Ryan Elam

If you were one of those who installed the game, played it, then wondered what the heck was going on, skip this paragraph - it wasn't meant for you. For those who actually read this BEFORE trying the game (who are probably also the type who keep their socks on those little hangers they come with), I would like to THANK YOU for making all the trouble of writing this manual worthwhile. By reading this beforehand you'll be the first to know about the special moves while the poor guy down the street is still figuring out what the heck a pilot is...

This is, basically, a fighting game. It was YEARS in the making, and is the best effort of Rob Elam (the dude that does everything), Ryan Elam (the older bro. who can't wait to mooch off Rob's success), Josh Jensen (sound code - assembler wizard), Kenny Chou (music master) and many more (see credits below). It has many features not found in ANY fighting game. Unlike most PC games, this is very close to a coin-operated arcade game. It is a great way to relieve stress, improve hand-eye coordination, or just generally waste enormous amounts of time.

Enjoy this manual. Give it to your friends. Put it in your bird cage.

Remember, if you like this manual, buy the Strategy Guide with lots of pretty pictures, hints on the pilots and fight-bots, lots of secrets, more nice shiny staples, and more for the low, low price of \$10.00US.

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.

Editor's note: Brothers Rob & Ryan Elam are the force behind Diversions Entertainment, the creators of One Must Fall 2097. Thanks for a great game guys!

The Plot

"A good story is everything. Sometimes the truth just doesn't make a good movie." - R. Nixon

The year is 2097. Friday. You've waited for this night since you were a child. Fifteen years of training will be used tonight - your future career the main prize.

"The left elbow still needs a little work... Just three more days! Move the fight to next Friday and they won't know what hit 'em!"

Lying on the table, you can't see where the voice came from, but you recognize the colorful language of Team Chief 'Plug' McEllis. "Don't be nervous, Plug. This 'bot is fresh from the factory and the best there is..." you reply, trying to hide the shaking in your own voice. "I'll show you just how good a job your team did."

"I know you will. It's just that this is your first match and your opponent's tenth. 'Snot fair, is all... Should give you more time..."

Time to what? Sim training gets old. There's no simulator that can compare with the real thing. "I have to do it now. The Board will see me as a challenger and hothead. I need the edge to get in this season's schedule."

"Good luck to ya... Give 'em an uppercut for me" says Plug.

The attendants begin checking your suit. You can feel the small needles in the helmet pressing into your skull. Fifteen minutes to show time. You feel a slight burning sensation as the drugs which connect you to the super computer seep into your spine. A cute attendant leans over the bed and gives you a wink.

"Nighty night... Remember me when you're famous."

Your eyes begin to shut. You blink a few times, trying not to fight the medication. Finally, your eyes begin to close as you lose consciousness...

METAL! You can't believe the feeling! Your eyes open, but they're not YOUR eyes. You look at your hand, and flex it into a fist. You strike the fist against your opposite palm and the sound is like two trains smashing together. You realize you'll never get used to "jacking in" - the feeling of power you get from suddenly becoming a few hundred tons of dangerous equipment.

"You there, kid?" says a voice inside your head.

You now hear several voices in the background, "Physical attributes steady. All systems mark."

You turn your head over to the body lying on the bed ten meters away and almost 30 meters below.

You speak, your voice amplified a hundred times, "I'm slice, Plug. Let's do some crushin'!"

It is no longer blood you feel pumping, but Synthoil. Your eyes now show you heat dissipation factors, metal strength, weapon power, damage scales, and some other figures so complicated you know to ignore them. Even though you no longer have blood, it feels like your pulse is climbing as the clock over the door nears 00:00.

“Zero hour. Let ‘er roar!”

The door opens... The crowd cheers... The game begins...

Welcome to One Must Fall:2097. In the future, the governments are puppets to big corporations. One corporation, World Aeronautics and Robotics (WAR), 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 JapanAmerica 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 that you can take the other pencil-pushers who show, and you know that YOUR reason for being

V.P. of this 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!

Installation and Hardware Requirements

“640k should be enough for anybody.” - B. Gates

System Requirements:

To install the game you will need:

- A 386SX or higher CPU.
- A VGA-compatible graphics card, and monitor.
- At least 4M RAM (550k conventional and at least 2M XMS)
- A hard drive with at least 20M available.



OMF has been tailored for a fast machine. It includes several options detailed later for those with slower machines. See the “Troubleshooting” section near the end of the manual for more information..

To experience the game at a good speed:

Above, but at least 40mHz CPU, 2M XMS, and a fast VGA card.

Of course, the faster the machine the better the game...

Before you can run OMF you must first run the setup program to tell OMF a little about your computer. Just type **SETUP** at the prompt, and you will be asked

a number of questions about your computer. When you're finished, choose **EXIT** from the menu, type **OMF** at the prompt and you're ready to rock 'n roll.

OMF does NOT work under Microsoft Windows with sound on. Select **PC Speaker** or **NONE** under setup if you simply **MUST** run it under Windows. We can't promise you a great deal of speed because of the “multitasking” overhead of Windows, but there are those who just **HAVE** to be able to zap themselves back into the report they're supposed to be working on...

OMF should work under OS/2, but you take your chances...

Installing the Game

To play One Must Fall 2097 you must install it on your hard drive. To do that, place the disk in the drive and type:



a:install

or


b:install

You will be asked to specify the drive and directory where you want the game installed. The program will recommend the proper directory name. After a few minutes, the game will be installed and ready to play.

The install procedure will attempt to install each of the games in a separate directory.

Troubleshooting

You might get a message that says “not enough memory”. If you do, try the suggestions listed below.

- Free up memory by removing TSR's.
- If you are using DOS 5.0 or later, you can load DOS high by putting the following line in your CONFIG.SYS:
DOS=high
- Another option is to boot from a blank systems disk instead of changing your AUTOEXEC.BAT and CONFIG.SYS. On systems running MS-DOS 6 or newer you can press  during boot-up to achieve this effect.

Other Problems



One Must Fall 2097 is not designed to run on Windows or OS/2 but you may be able to get acceptable results. See the “Troubleshooting” section for details.

Reaching Epic Tech Support

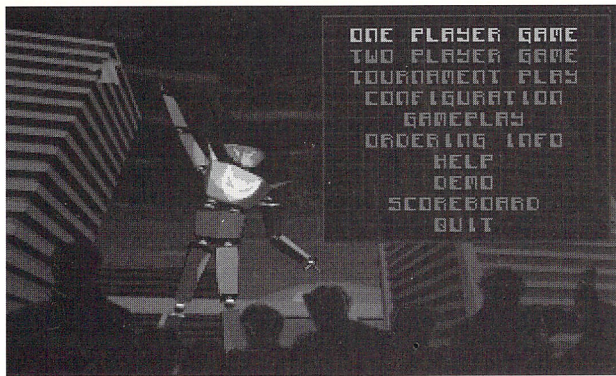


If you experience any problems with this game, please call our technical support department at (301) 983-9771 in the USA and Canada or (0)767-260903 in the U.K. or Europe.

The Menus

“Hello, my name is Ernest, and I’ll be your waitperson tonight. Would you like a menu?” - Ernie the Waiter

OMF has a variety of menus that allow you to tailor gameplay. You can jump right in, but once you’ve gotten over the first adrenaline rush you may want to tweak some options. You can adjust the speed and detail, input devices, difficulty level, and sound from menus available from the main screen. You can navigate through the menus using the arrow keys and Enter to select, or use a joystick and the Punch button. We **STRONGLY** recommend a digital joystick such as the Gravis PC Gamepad™ for the ultimate in gameplay and control.



Once you load the game, you will be presented with the main menu. From here, you can choose where the game will take you.

One Player Game

Choosing this option takes a single player into the main game.

Two Player Game

Choose this option if you want to pulverize a loved one.

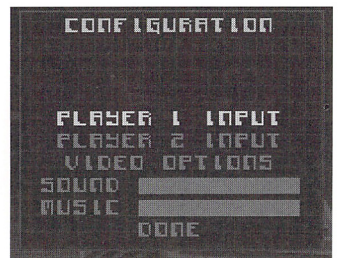
Tournament Mode

This will take you to the SECOND game within OMF (the game so nice we made it twice). You start out as

a brand new pilot with a new robot, outfit it, train, and, of course, hit other robots really hard.

Configuration

This option lets you change the way the game works on your system. From here you can change input modes for player 1 and 2, change video options to improve speed or detail, and change the volume of the music and sound effects.



Player 1 Input and Player 2 Input

These options will take you to another menu (menus within menus within menus, ain't it great?) where you can choose exactly how you and your loved ones interact with OMF.

Keyboard Configurations

If you must use the keyboard, then you can change button assignments from here. The defaults for Player 1 are "Enter" for punch, "Right Shift" for kick, and the

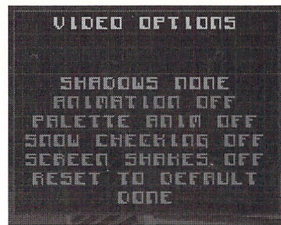
numerical keypad for the direction keys. The defaults for Player 2 are “Q”, “W”, and “E” for the jumping moves, “A”, and “D” for standing movement, “Z”, “X” and “C” for the crouching moves, “Tab” for punch, and “Ctrl” for kick. You can choose any other buttons on the keyboard except for the function keys and “P”, which pauses the game.

Joysticks

This allows you to switch from keyboard control to joystick control. You will be asked to calibrate your joystick and press either the PUNCH or KICK button. You don't have to recalibrate every time you run OMF, but if your joystick starts acting up, recalibrating is certainly the best place to start solving the problem. When you switch to joystick input, the keyboard will NO LONGER WORK within the arena. Analog joysticks (those big, ungainly flight-sim kinda things) don't allow the quick reactions needed in the fast-paced world of One Must Fall, although they will work. We STRONGLY recommend (again) a digital joystick such as the Gravis Gamepad.

Video Options

One Must Fall has a lot of cool graphics (in case you haven't noticed already) that aren't strictly necessary to gameplay. On slower machines these will slow things down and you may want to turn them off.



Shadows

When you're in the arena, you'll notice the robots cast shadows. You can choose between low, medium, and high shadows, or turn them off altogether.

Animation

There are a number of background animations in the arenas, for example the lightning hitting the lightning rods in the Power Plant arena. This menu choice will allow you to turn them off.

Palette Animation

Palette animations briefly change all the colors on the screen, as when lightning hits and the whole arena lights up. Turning this off will speed things up.

Snow Checking

Turning this off will speed palette animations, but may cause snow with some video cards.

Screen Shakes

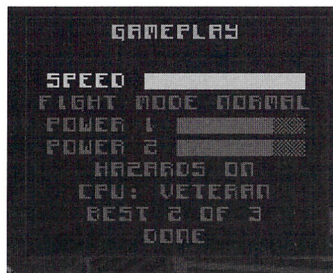
When a robot hits the floor or a wall the whole screen will shake. It makes the mechs seem heavier, but, hey, if you still have a 386SX, you may want to live without it.

Sound

Want to make the neighbors think you're a blacksmith? Crank it up!

Music

If you'd rather listen to those old Carpenters records than our pulse-pounding music, you can turn it down. We take no responsibility for what your neighbors will think of you.



Gameplay

This menu allows you to tailor gameplay to your skill level. Changing options within this menu can give you entirely different games, allowing you to replay the

entire game several times with completely new strengths and weaknesses.

Speed

On slower machines you'll want this at maximum, but if you've just gotten that Pentium 90 and don't have the reflexes of a rabbit on steroids, you may want to adjust this.

Fight Mode

Switching to Hyper Mode enhances some special moves. You've got to find the special moves on your own (unless you buy the Strategy Guide).

Power for Player 1 and 2

This only works in the Two Player game. It will change the amount of damage you can do when you finally hit the other guy.

Hazards

Avoiding those spikes getting you down? Can't take that electro-shock therapy? Or do you just want the "pure" fighting experience? You can get rid of those pesky hazards from here.

CPU

Adjust the "smarts" of the computer opponent. You can choose between Punching Bag, Rookie, Veteran, World Class, and Champion. You must be at least a

Veteran to fight the final enemy (you've got to EARN that victory!)

Best of..

If you need a couple of tries to beat your opponent, then this setting is for you. You can choose between One Round, Best 2 of 3, Best 3 of 5, and Best 4 of 7 for the length of your matches.

Ordering Info

The most important menu option! Here is a pretty "beg" screen just for you! We recommend that you choose this option at least twice a day for maximum health benefits. Of course, if you're reading this manual, you've already ordered (right?!). Use this option when your friends come over and say, "Wow! Where can I get this game?"

Help

Why read this manual? There's a complete context-sensitive help system right in the game! (Ryan wrote this too, so he won't be mad at you for reading it.)

Demo

Watch two computer-driven players pound each other. An excellent way to find out which 'bots have which special moves. A great screen saver, too!

Scoreboard

Great to show your friends how good you are. Of course, they probably realize that you simply hacked up the file with your trusty disk editor, but don't you just get a warm glow inside from all those zeros?

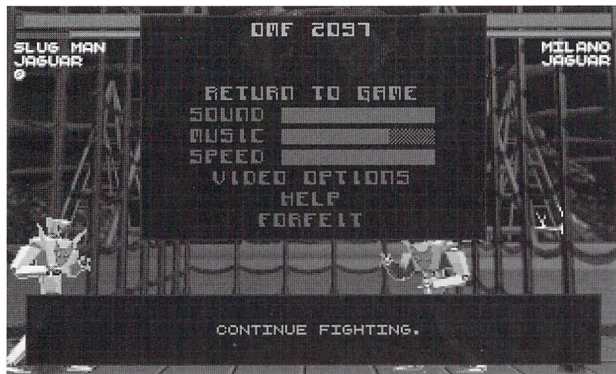
Quit

Why would you ever want to leave? Your boss is coming in? Oh, well. You can press F10 anywhere in the game to exit and get back to your spreadsheet before the boss gets a look at your screen. The trusty old CTRL-ALT-DEL boss key is also included at no extra charge!

How to Play

"It's not whether you win or... Okay, maybe it is..."

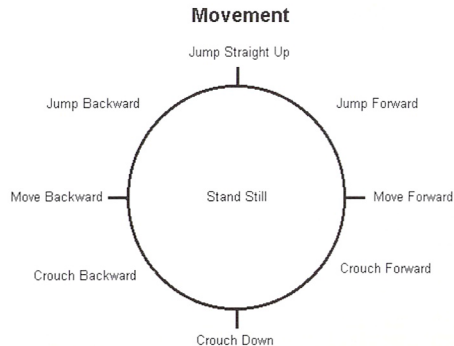
- A. Hitler



In the 1 Player Game you always start out on the left side of the arena with your robot facing right. That makes pushing RIGHT forward for you. If you jump over your opponent, flip him, or otherwise get on the opposite side of him, your robot will automatically turn around, making LEFT forward. All the other keys will switch too. We'll assume your robot is facing to the right.

Moving

The following chart illustrates how to move your robot in One Must Fall 2097. These moves correspond to either pressing the directional pad on your gamepad or pressing a directional key on your PC's numeric keypad. For example, press 6 to move forward, 4 for backward, 8 for up and 2 for down. The diagonals are



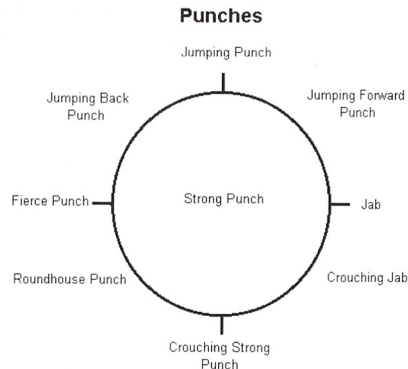
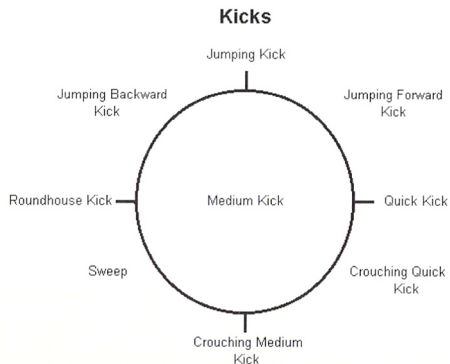
Once you're in the arena duking it out, you can press ESC to bring up the arena menu. From here you can fine-tune the way the game runs on your machine, change music/sound volumes, and forfeit the match. You can also press 'P' to pause the game (pressing ESC also pauses the game while the menu is displayed).

You've made it this far. You're in the arena and you're ready to fight. You need to know how, right?

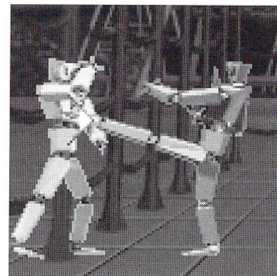
also used. For example, press 9 to jump up & forward, 7 for up & backward, 1 to crouch down & move backward or 3 for down & forward. To stop moving press nothing or release your gamepad's directional control so that it returns to the center resting position.

Punching and Kicking

Each mech has seven basic punches and seven basic kicks. They vary in speed and damage inflicted. The slower attacks naturally do the most damage. If you're walking forward and press Punch or Kick, your mech will Jab, the quickest and least damaging attack. Standing still, the mech will execute a Strong Attack and backing up he will do a Fierce Attack. If you jump in any direction, you can do a Jumping Punch or Kick. When crouching, you have a choice between



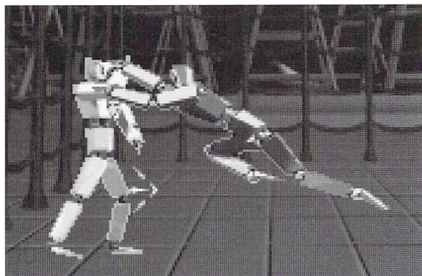
the Crouching Short Attack, the Crouching Medium Attack, and the Roundhouse Attack.



Defense

Whenever you are walking back and your opponent attacks, your robot will automatically block the attack,

EXCEPT for crouching kicks. In order to block a crouching kick, you must push Crouch Back (DOWN and BACK on the Gamepad.) Some special moves cannot be blocked.



Special Moves

Each robot has a number of special moves that are activated by a series of keypresses. The special moves for each robot are listed in Choosing a Robot. Your mission: figure out how to do the special moves and kick robotic butt.



Combos

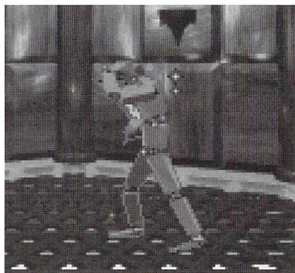
Some moves can go directly into other moves without displaying the “at rest” animation frame. If you score two or more consecutive hits with these moves BEFORE your opponent can recover, it’s called a combo and you get bonus points! These combos can do massive damage. Master the combos and you’ve mastered your mech.



The Status Bars

There are two status bars displayed at the top of the screen for each player. The larger red bar is the Robot Damage Bar, which shows how much damage your mech has taken. When this runs out, you have **FALL-EN** and the fight is over. The smaller blue bar is the Pilot Stamina Bar, which shows how tired your pilot is.

Every hit you take lowers your pilot's stamina, but if you avoid fighting you can rest up and regain stamina. If this drops to zero you will become dizzy.



Becoming Dizzy

If you become dizzy, your mech will just stand there holding its head until you get your wits about you. Since this takes awhile, it usually opens you up to a free attack from your opponent. Once the other guy has creamed you, your stamina will return to full and you can get back in the fight. If you manage to dizzy your opponent, get over to him and hit him as hard as you know how. Combo him if you can!

Scoring

You get points every time you land a hit! You get points if you use a special move, and special bonus points every time you execute a combo on someone! You get even more points for knocking someone

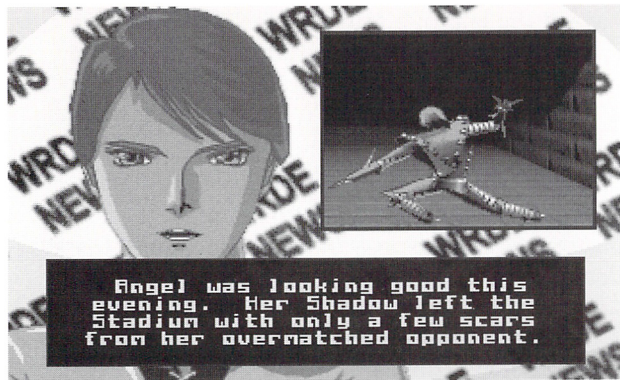
dizzy! I'll give you points just for reading this paragraph! Points are cheap. Here, have some points! You also get points based on how much health you have at the end of a round, and if you didn't take any damage at all ("That dweeb didn't even scratch the paint.") you get a special "Perfect Round" bonus. The scoring system is based on your CPU difficulty level, with Punching Bag being the base. For instance, the Perfect Round bonus on Punching Bag difficulty is 20,000. On Rookie you'll get 40,000, on Veteran 60,000, on Champion 80,000, and on World Class difficulty you'll get 100,000 points!

SCOREBOARD - ONE ROUND			
PLAYER NAME	ROBOT	PILOT	SCORE
DEAN O'DONNELL	JAGUAR	CRYSTAL	300,000
ROB ELAM	JAGUAR	CRYSTAL	3,000

High Score Screens

What's the point of giving points without a high score screen? Impress your friends, dazzle your loved ones, show them how awesome you are! But wait, one high score screen not enough for you? We give you four at NO ADDITIONAL COST! Yes, that's right, there's a high score screen for each "Best of..." setting, so you can have the high score for Best 2 of 3, but you can let your brother or sister have the high score for Best 3

of 5. We find this not only lets you put your name in lights four times as often, but it prevents sibling rivalry.

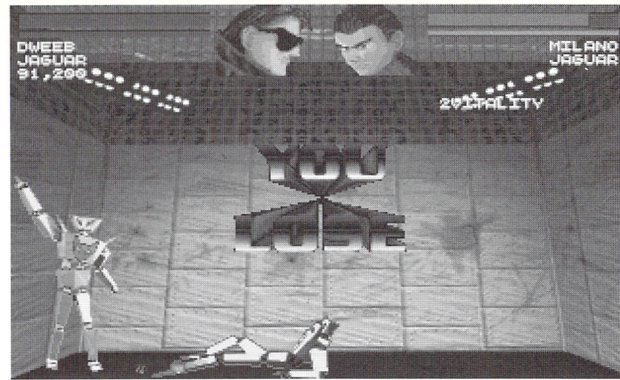


The Newscast

At the end of each match you'll see that evening's news report. A bit of sports commentary will tell you how well you did, and you'll get to see some highlights from the match.

Losing

In the unlikely event that you lose (yeah, right!) the newscast will show you just how humiliating losing is, and then you will have the choice of continuing or not.



If you choose to continue, the game will resume with you fighting the same opponent that just cleaned your clock, but your score will be reset to zero. If you choose not to continue you will be returned to the main menu screen where you can start all over again from scratch.

Tournament Mode: A Game Within A Game

“And now for something completely different...”

- John Cleese

You thought that was it, didn't you? Well, just when you've beaten everyone in the regular game, there's a whole 'NOTHER GAME! Yup, Tournament mode will let you start out as a cocky new pilot with nothing but a basic robot and the will to win. Through sheer guts (and money from beating your opponents) you can rise through the ranks, building your abilities and your robot into an unstoppable combination.

The Rest of the Story

“There is no Happily Ever After.”

- Snow White in her later years

The year 2100. Quite a momentous occasion in itself, but it will also be remembered as the year WAR finally allowed HAR fighting to become an official sport. The WARbot Circuit, or simply The Circuit, is born. The challenge just three years earlier for the position at Ganymede was the single most popular event in ratings history. Grabbing hold of the opportunity,

WAR begins feasibility studies for a new sport using their Human Assisted Robots. In 2099 the first match is shown, and within only one season it eclipses all other forms of entertainment. In true WAR style The WARbot Circuit becomes an unprecedented event full of big money and power. To understand the success of The Circuit, one has only to review the past few decades of sports in general.

It all started with Geophrey Moore's book, *The Psychokinetic Exercise Program*, written in 2059. It outlined various techniques to allow a human to precisely control the output of adrenaline and the efficiency of muscle groups. It is touted as a completely legal way to improve the body.

In 2060, boxer Marsales Harris kills four opponents in one season. He had trained using the techniques in Moore's book.

In 2061, over two dozen professional football players die due to various injuries inflicted by players who practiced psychokinetic exercise. The book and the techniques described therein are completely banned. After years of preventing illegal drugs from influencing sporting events, it is the written word that delivers the deadly strike.

In 2064, the Common Government (which replaced the United Nations in 2013) outlaws all full-contact sports. Within a year, all sports involving the possibility of body-to-body contact are disbanded.

Non-contact sports soon fall behind gardening and watching old Geraldo reruns as a popular pastime...

Now, almost thirty years later, the playing field is alive again. A one-on-one competition rises from the ashes of a long-dead sport. The gladiator is reborn in 30 meter tall armor. The game begins...

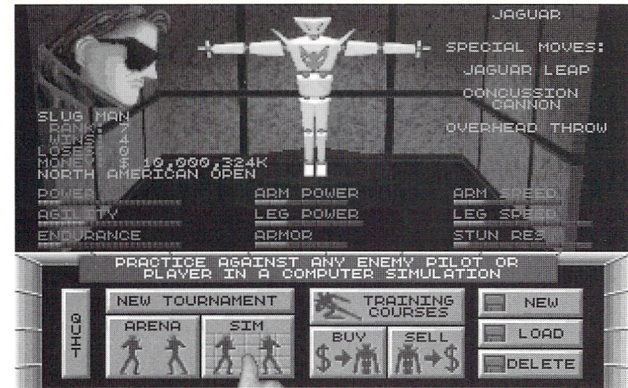
The Game Begins

"We who are about to, uh, die... We're gonna die? Nobody told me anything about dying..."

- Roman Gladiator saying

The Main Tournament Screen

Once you have entered Tournament Mode, you are presented with a representation of a computer display. From this display, you will create your Pilot and hopefully enjoy a successful career. You can control the pointer (hand) on the screen using the arrow keys of the keyboard or a joystick. **BUTTON 1** chooses the option you are currently pointing on, and **BUTTON 2** is used as an **ESCAPE** character, to switch to a previous menu or abort an operation.



Creating a Pilot

Before playing, you must create a Pilot by choosing the **NEW** button. You are prompted to enter the character's name. Character information is saved to disk automatically by the game using the name you provide. If a duplicate file is found, you will be prompted to overwrite the file. After naming your pilot, you can choose the picture that represents your character for the rest of the game.

If you've already started playing and you want to create a new pilot, just choose **NEW**. Simple as that. The pilot you're already running will be saved to disk before the new one is created.

Loading a Pilot

Load any pilot that was previously created from disk. The loaded pilot will continue with it's career.

Deleting a Pilot

You hate this guy. He always loses and you never want his face to clutter your screen again. Nuke him! He'll be deleted from the disk.

Choosing a Robot

Things work a little different over here in the Tournament. You'll start out with a Jaguar, and you've got to earn money in order to trade up to another mech.

Money

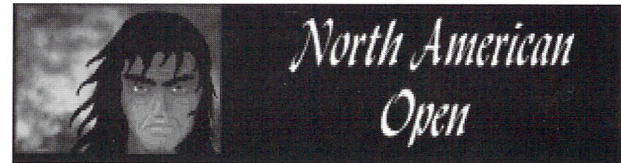
Everyone starts out with \$2000k and a Jaguar. You can use this money to equip your robot, train yourself, or trade up to another robot. Everything costs money and \$2000k doesn't go far, so you'll have to earn more. How? Get in there and fight! Every match that you win will bring you more fame and (more importantly) fortune. You'll get a basic purse for a win and bonus cash based on your score. Unfortunately you'll have to pay for repairs to your 'bot based on the amount of damage you take. If you lose a match, you'll have to pay for repairs out of your own pocket. Don't have enough? You'll have to sell of pieces of

your mech. Still not enough? Well you can go into debt, but if you don't pay it off soon you'll be thrown out of the tournament and be forced to work off your debt as a grease monkey.

Entering a Tournament

OMF:2097 allows for add-on tournament modules. You have to join a tournament before you can fight. Joining a tournament will cost you money, so make sure you have enough. If you have multiple tournaments, this option allows you to forfeit your position in the current tournament and register for another.

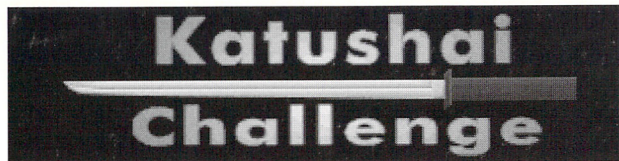
The Tournaments



The North American Open

Attempt to wrestle the North American title from the two time World Champion, Raven. The North American Open attracts respected competitors from around the globe.

Entry Fee: \$1500k



The Katushai Challenge

This militant country has established a respected tournament. Competitors are typically well trained and equally well financed.

Entry Fee: \$3000k



WAR Invitational

This tournament attracts the finest of the world's fighters. The prestige of winning this title is second only to being World Champion.

Entry Fee: \$5000k



World Championship

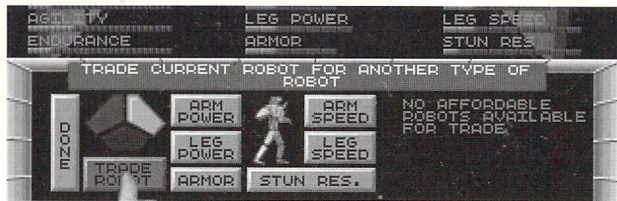
If you think you're ready to take on the world, here's your chance. The World Championship assembles the greatest fighters in the solar system. Since millions of spectators attend the fights, the pay is excellent.

Entry Fee: \$10,000k



Training

This option takes you to the TRAINING MENU, where you can improve your pilot's power, agility, and endurance. As you train, the cost of improving rises as you find it more and more difficult to find trainers of your level. Select the TRAINING COURSES menu, then select which course you would like to take. Any options which are darkened show courses you cannot afford.



Equipping your robot

Your WARbot is your biggest asset, and your biggest investment. Adding and improving the circuitry inside your mammoth machine costs plenty of money, but the rewards can more than make up for the expense in saving costly wear and tear on your 'bot. Choose BUY to go to the Buy Menu.

You have four choices for buying equipment: Arm (or other appendage) Speed and Power, Leg (or other appendage) Speed and Power, Armor, and Stun Resistance. Increasing speed on either appendage will allow you to do the moves faster and allow you to do more combos. Increasing power will make that appendage do more damage. Increasing Armor will cause your opponent's hits to do less damage, and Stun Resistance will keep you from getting dizzy.

Trading Robots

This menu also allows you to trade robots. Your robot will be assessed and you will be given fair market value for it. If your 'bot doesn't quite make the asking cost, you may be asked to pay the difference.

On the other hand, if your 'bot is totally buff, they may pay YOU! Then you can choose among any available models which are up for sale (if you can afford it, of course!) Your new 'bot will start with no equipment, so make sure you have plenty of cash on hand to beef it up!

Pretty Colors

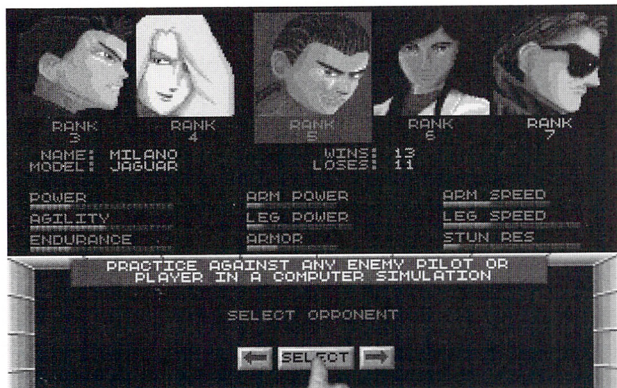
This menu also allows you to give your 'bot a paint job. Punch the three color bars on the screen to cycle through the incredible selection of colors available.

Selling Equipment

Choose SELL to get rid of parts that weigh you down. Perhaps you want to get rid of armor to improve your power, or perhaps you want to have money available in case you lose the next match. The hock shop will give you what it feels is a fair price. "No negotiations, Kid. You're a pilot, not a scraggin' SALESMAN!"

Simulations

You will first be asked to choose an opponent..



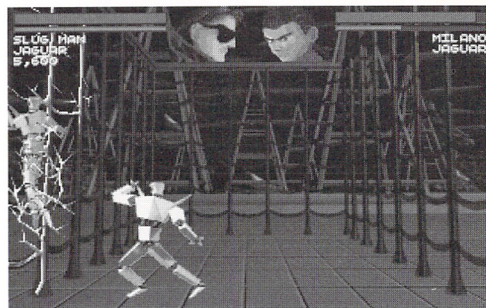
Choose SIM to enter the combat simulator. You can test yourself against any of the entrants in the tournament, so if you want to see how the number-one ranked pilot fights, go nuts! Winning or losing does not affect your tournament standings, but you may be able to learn a particular opponent's weaknesses before the real showdown.

After you have chosen an opponent, you will go to the ready room where you can choose the arena you want to fight in.

The Arenas

The following are descriptions of the arenas in One Must Fall 2097:

The Power Plant



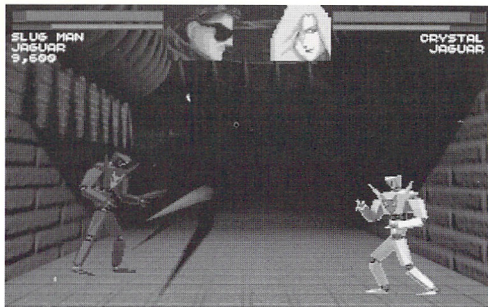
Built inside a 21 century lightning-receptive power plant, this is the arena used most. The walls deliver quite a shock when your mech is thrown into them.

The Fire Pit



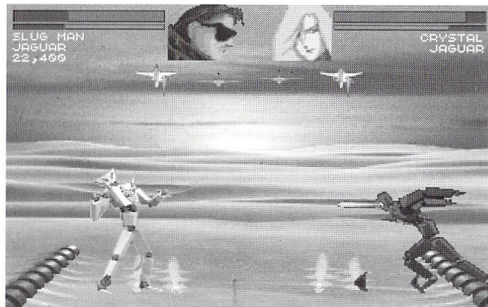
A holographic sphere will appear periodically in this arena. When hit, the sphere will ignite a fireball under your enemy's feet.

The Danger Room



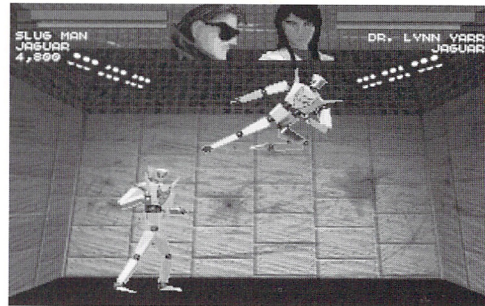
Also known as the Spike Pit, this arena features giant stone spikes that come out of the back wall.

The Desert



Stay on your toes and dodge the attacks of the fighter jets to survive in this arena.

The Stadium



This is where the WAR machines get their first testing. For the fighting purist, there are no additional hazards.

The Real Fight

Choose ARENA from the main Tournament screen and you will fight your next opponent. Be sure you have performed any modifications you need before selecting this option. From here, you are presented with the ready room where your opponent will taunt you, then the fight begins. You only get one chance to defeat him, so make sure you're ready.

In the arena you may notice that some combos that you learned in the 1 Player Game don't work. Because robot and pilot speed are variable in tournaments, the combos that are available to you change. As you purchase more agility training and arm and leg speed, you will be able to do more combos.

If you lose a match you will go down one rank in the tournament. You will have to re-fight the last pilot you beat. Rankings change with each match, so it may take a couple of matches before you face the pilot who beat you.

Winning a Tournament

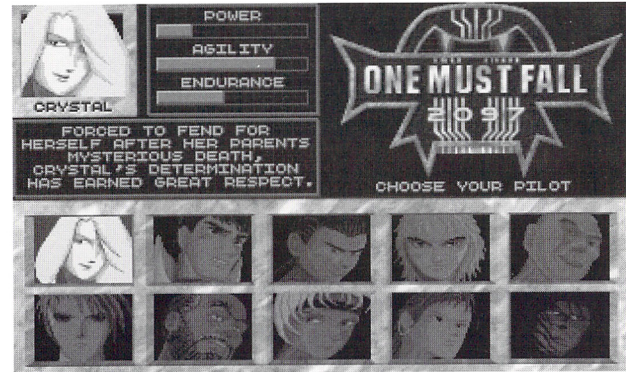
When you finally defeat everyone in the tournament you become the number one ranked player. You'll get a considerable purse for winning the tournament and you'll become famous.

If you've just won a tournament and you would like to see the end graphics again, press "E" from the main menu. This will only work if you are ranked number one. As soon as you enter a new tournament your rank changes and this option becomes unavailable.

Before the money and glory goes to your head, GO ENTER ANOTHER TOURNAMENT! Each one becomes progressively more difficult, but if you want to play a tournament twice (or you just don't have the money for the entry fees), it will adjust itself to your level of play. You can't go back into the North American Tournament with a well equipped robot and expect to walk all over everyone because all of your opponents will be just as buffed-up.

The Pilots

"To be a good captain, you'd better know how to steer." - Capt Hazelwood



When you finally dive into either the 1 or 2 player game, you'll be asked to choose a pilot. Listed on the next page 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.

Abilities

These mechs can't be piloted by just any schmo. Every pilot has trained to use the HAR and has built

up the skills needed to control two tons of moving metal. There are three basic skills: Power, Agility, and Endurance. Some pilots may be better at one skill than another, and that affects how well they use certain robots.

Power

This represents the pilot's inner strength and technique, and affects how much damage a mech can inflict. A pilot who has a well-developed body will naturally be able to make better use of the enhanced strength given him by a mech.

Agility

Quick thinkers make nimble opponents. This will affect the speed at which a pilot can move. A gymnast has learned how to do certain moves that a muscle-bound body builder would find difficult.

Endurance

Since the pilots feel each blow, endurance plays a vital role. How fast can you recover from being pounded in the face? Greater endurance will help you avoid becoming dizzy.

Pilot Profiles



Crystal

Age: 23

Specialty: Genetic Engineering

Crystal Devroe, and her brother Christian, are twin children of Dr. and Mrs. Devroe. Dr. Devroe was a top 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 she won't tell her 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, President of WAR. The fact that, at 17, he has the skills 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 interna-

tionally for his almost inhuman dexterity and Kickboxing skill. In 2090 he 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 intentionally. The passenger manifest listed thirty persons going aboard the craft, but all the names were fake. WAR killed his parents, and he wants 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 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

Jean-Paul is an enigma. Since childhood he has had an uncanny ability to absorb information of any kind. After a perfect score on every test WAR could throw at him, the company hired him for the first job they could find. The company has asked several times if he would volunteer for “genetic research”, but Jean-

Paul knows that they simply want to dissect his 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 Jean-Paul’s calculating mind is complemented by his 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 and probably the best designer of HAR’s, Ibrahim believes in a sharp mind and body. He designed 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 came 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. The Arena strapped humans INTO fifteen-foot robot frames, where servomotors amplified the pilots' natural strength. 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 was also instrumental in the design of Electra, a 'bot designed from an electromagnetic crystal found on Jupiter's moon, Io.

Cossette is very bitter about her injury, as so many have treated her as an 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 Ganymede position for his own devious purposes. Raven wants 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

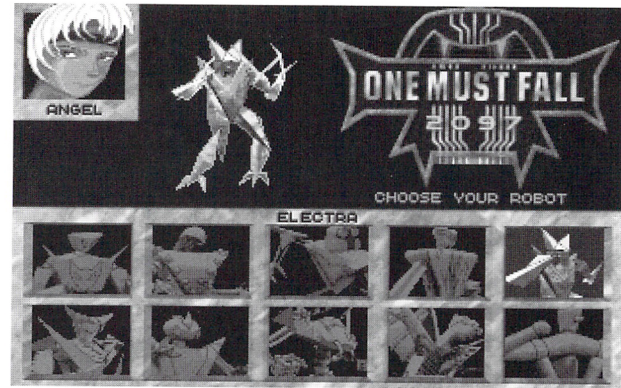
Kreissack is responsible for the success of WAR. It is rumored that there is much more to the new colony than is known by the general public. Many say that he is preparing to declare himself Emperor of the solar system. This threat is backed up by his armada of HAR's and the mysterious Nova Project, which is rumored to be two years old.

NOTE: You cannot choose to play as Major Kreissack, because he's the boss.

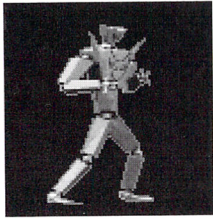
Choosing a Robot

"In the end the one with the biggest gun wins." - Gen. George Armstrong Custer.

Probably the most important choice as far as game-play is concerned is the HAR you choose to "jack up" with.



The following are the descriptions of the robots you can use in One Must Fall:2097:



Jaguar

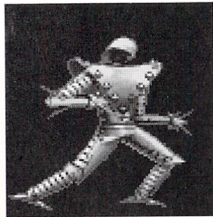
Creator: Ibrahim Hothe

Created: 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 and 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

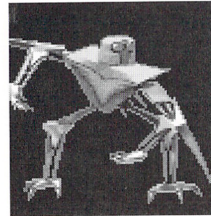
Creator: Unknown

Created: 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.



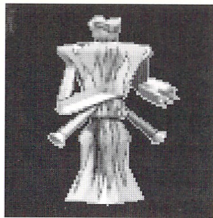
Thorn

Creator: Cliff Brussee

Created: 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.

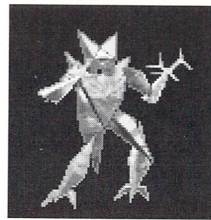


Pyros

Creator: James Sweeney
Created: 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 backward 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
Created: 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.

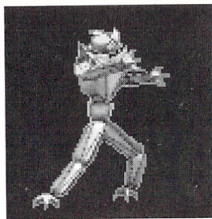


Katana

Creator: Hans Kreissack
Created: 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.

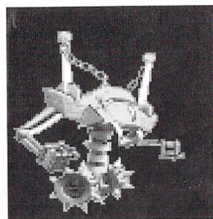
The Katana can jump, extending one arm upward, high enough to knock airplanes out of the sky. It can use its powerful legs to stomp on an enemy. It can also leap towards a wall, then use the force of the rebound to turn itself into a spinning mass of sharp steel.



Shredder

Creator: Marcus Knight
Created: 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. The 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.



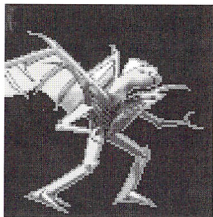
Flail

Creator: Stephen Jamison
Created: 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

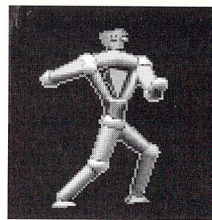
Creator: Marcus Knight

Created: 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 re-enter 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

Created: October 31, 2072

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

The Chronos HAR was designed to lend a few precious moments to spaceship 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.



Nova

Creator: Hans Kreissack

Created: Under Development

Special Abilities: Unknown at time of writing.

Very little is known about the Nova Project, except that Major Kreissack himself is in charge of the development, and that it is the first mech specifically designed for fighting. Rumors that it is near completion have been floating around. Some say that it will be unveiled in the current contest for Ganymede.

Troubleshooting

“Anything that can go wrong, will...” - Borland’s Law

Here we hope to answer some frequently-asked-questions about the technical aspects of the game. If these questions and answers don’t get the game working to your satisfaction, please call Epic’s Technical Support department at (301) 983-9771 in the USA and Canada, or (0)40-899-684-0 in Germany, or (0)767-260903 in the U.K. or other European countries.

Q: I can’t seem to get any sound from OMF. What did you do to me?

A: First, you must run the SETUP batch file that came with the game. It will prompt you for settings for your sound card. Make sure these are correct. If you still don’t hear anything, try running another program that uses the same card and make sure it works. Make sure the settings in OMF match that of your other programs.

Q: I did the above, and still can’t hear any sound. What gives?

A: It may be that a driver for your card hasn’t been released yet. Look for a patch to be released for your card soon.

Q: The program tells me I don’t have enough memory. Why not?

A: You need at least 2 megabytes of XMS memory, plus at least 585k of conventional memory to run the game. If you turn off sound and music, you can run the game with less than 500k conventional memory. If you have DOS 5.0 or later, type the MEM command and make sure it reports at least 2 megabytes XMS free.

Q: The program used to work, but now it doesn't. What's the deal?

A: Run SETUP again. You may have changed settings for something else, or the SETUP.CFG file may have become corrupted.

Q: What is the "blood code"?

A: I believe you're either referring to a code to allow "blood" in the game or you're wanting to know some pre-med question. The "blood code" in OMF is "BACK-BACK-ROUND-IN-OUT-LEFT HIGH PUNCH-RIGHT KNEE TO THE HEAD" Come on now, these are ROBOTS fighting! There is no blood! You want that little black system with the hedgehog. Sorry.

Q: Come on, you must have some secret codes and stuff in here!?!

A: Well, if I told you, they wouldn't be a secret...

Q: I can't seem to get ANYTHING on the screen. I type OMF and the system "hangs". What now?

A: Make sure you have the system requirements mentioned earlier in the manual. If you do, you may have TSR's that conflict with OMF. Remove the TSR's and try running OMF with a "clean boot" from a DOS diskette.

Q: I type OMF and all I get is some burritos on the screen!?!

A: Make sure you are in the directory containing the One Must Fall (OMF) program. More likely you just ran Oily Mexican Food (OMF) instead.

Q: The game seems to run very slow on my system. Can I improve the speed?

A: Yes.

Q: How can I improve the speed, you arrogant @)!()& ?

A: Okay, okay! There are many options in OMF to improve the speed or simply change the "look and feel" of the game. Options that will adversely effect the speed are "Shadows", "Palette Animation", "Game Speed", and "Background Animation". These options can be found in the Video Options menu selection.

Q: My dad won't let me play past 11:00pm. What can I do?

A: Wait 'till you're 18 then move out. If you're over 18, wait 'till you get to your office to play. Or you could get your dad hooked on the game so he'll be playing too!

Q: My boss won't let me play past 1:00pm. What can I do?

A: Quit. There are plenty of other jobs with bosses who are probably too busy playing OMF to care!

Credits

"Just don't forget the part I played in all this!"

- What's his name

Many thanks to the people who made this possible. Such talents cannot go unnoticed... Please hold your applause until the last name is mentioned...

Rob Elam

Main programmer - Head honcho - T-Shirt-Wearin' Checker's-Hamburger-Eatin' 28-Hour-A-Day-Workin' Programaholic

Famous Quotes:

"Tuna fish!!! We're out of tuna fish!!!"

"Those aren't compiler warnings, they're SUGGESTIONS."

"I fixed that at 4:30 this morning."

Ryan Elam

Sound effects man. Author of this manual (just the funny parts). Low-level assembler code. Spam breath.

Famous Quotes:

"We'll have you that beta version by tomorrow."

"...but what if we add..."

"If I slap these two spoons together, then lower the sampling rate, it sounds just like..."

"This'll be the easiest modification..."

Josh Jensen

Sound System Extraordinaire.

Famous Quotes:

"Well, it worked on the Gravis..."

"Well, it worked on the Sound Blaster..."

"Well, it worked on my machine..."

"Don't try that yet!"

Kenny Chou

Musician

Dean O'Donnell

Other Author of this manual (just the other funny parts), Strategy Guide Editor, Official Writer of Creative Excuses.

Famous Quotes:

"I've got to do graphics too?!"

"But there's a great documentary on PBS tonight!"

..and our glorious playtesters..

John Gary "Cool!"

Mackey McCandlish "Where's my version?!"

Hans Watson "No pictures, please."

Stephen Caudill "Can I get a better joystick?"

Steven Slawin "TMOD Technology Dude"

..and the beta testers which seemed to come out of the woodwork when the game was getting close to completion! (Too many to name... Sorry... Write your own game then put your name in it...)

..and a special mention to our family... cuz everyone has one...

Judy & Larry Elam (for letting us both skip homework all through our "education" to play with those stupid computers)

Shawndy Elam "Ryan, get to bed!"

Bethany Kay Elam ...Currently tries to eat the joystick and slobbers on the keyboard. At 3 months old, she definitely takes after her dad...

OKAY, YOU CAN APPLAUD NOW!

The Fine Print

"After World War III, the only thing left will be roaches and lawyers." - Ask Anybody

First of all, the quotes above are fictional and completely produced by the twisted minds of the authors of this document. The authors bear no malice towards any aforementioned person or entity. They do, however, greatly dislike pork rinds and taxes.

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ONE MUST FALL 2097

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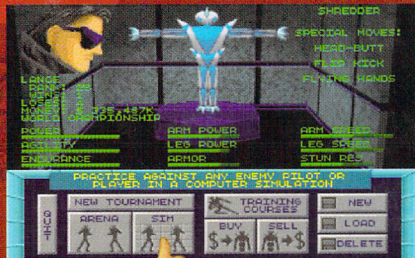
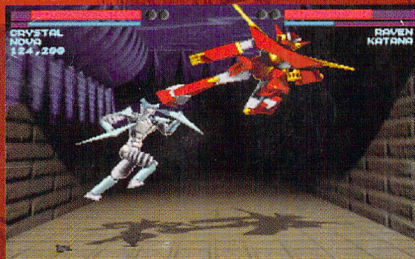
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Special thanks to the Epic Beta Testers and to our families.

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