

# Welcome to FX Fighter for Windows

*Help Topics*

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## FX Fighter - The Game

Eight great fighters...eight proud civilizations.  
And a Champion who wants to destroy them all.

You are up against the best known fighters in the Universe in a brawl to the death.  
The competition will be held in 8 different arenas, on eight different planets against eight very different competitors. Robots, insects, Cyborgs will all use a barrage of attacks to eliminate you from the competition... permanently. In this galactic event there are no prizes for second place... only body bags.

Welcome to the FX Fighter universe...

PC Gamers Arcade Game Of The Year.....

## FX Fighter General Purpose Keys

### DETAIL SETTINGS

F1 - Flat/Gouraud shading PLAYER 1

F2 - Textures on/off PLAYER 1

F3 - Flat/Gouraud shading PLAYER 2

F4 - Textures on/off PLAYER 2

F5 - Floor detail: Flat, Textured, Perspective textured

F6 - Background on/off (OFF gives a black screen)

F7 - Animation speed of moves (normal, fast, turbo)

### CAMERA MODE

Home - Flying camera on/off (user movable)

Page Up - Zoom view in

Page Down - Zoom view out

Insert/Delete - Change between camera views (1-8 available)

### GENERAL

Pause + Movement keys are definable in the configuration section.

## FX Fighter Character Control Keys

### All Eight Characters

#### Generic Move List

#### Moves Breakdown:

Term	Meaning	As in
F	: Forward (Towards)	Moving towards your opponent
B	: Back off (Away)	Moving away from your opponent
U	: Up	Press controller up
D	: Down	Press controller down
P	: Punch	Button that punches
K	: Kick	Button that kicks
SP1	: Special Button 1	Special function
SP2	: Special Button 2	Special function
+	: And	Jump + Kick (press together)
->	: Into	Perform next move while first is executing
lower case	: Quick Tap	Quickly tap the controller, do not hold
UPPER CASE	: Long Press	Hold controller briefly
/	: Diagonal direction	F/U (jump towards opponent)
Jump	: jumping direction	either U/F, U, U/B

#### Generic Moves:

Advance	=	F
Run Forward	=	f,F
Retreat	=	B
Run Backwards	=	b,B
Kick	=	K
Punch	=	P
Jump	=	U

Duck	=	D
Block	=	P+B
Jump Kicks	=	U+K U/F+K U/B+K
Hop Attack Kick	=	u/f + K
Hop Up Kick	=	u+k
Hop Attack Punch	=	u/f +P
Hop Up Punch	=	u+p
Ducking Kick	=	K (When Ducked)
Ducking Punch	=	P (When Ducked)
Roll In or Out of Screen	=	D/F+P or D/B+P
Trounce	=	U+P

FX Fighter - The Team

