



MEGA TECH



METAL & LACE

THE BATTLE OF THE ROBO BABES

NR 13

WARNING!!!

NOT RECOMMENDED FOR PLAYERS UNDER 13

LEGAL MUMBO-JUMBO

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Game developed jointly in the United States of America and Japan.

A NOTE TO OUR PLAYERS

Our success is due to you, the player. Thank you for buying our game and we hope that you'll enjoy playing *Metal & Lace*. We've attempted to take the fun of arcade action and set it right on your PC, sprinkled with a little humor and, of course, some really awesome graphics. The entire development team, including writers, programmers, and voice actors worked hard to create a game unlike any other. Your calls and letters motivated the team through the whole process; for a young, growing company like ours, your encouragement is truly appreciated.

If you've never seen Anime art, you're in for a treat! Thank you again and enjoy.

-- Megatech Software

TABLE OF CONTENTS

INSTALLATION	2
CODE WHEEL	3
INSTALL (CHANGE SETTINGS)	4
PROLOGUE	4
BEGIN GAME	4
BAR ETIQUETTE & MONEY MATTERS	5
HWY 69 SIGN	5
! SIGN	7
X SIGN	7
GORDIE AND MUDD (TWO PLAYER MODE)	8
ARMOR 'R' US	9
OLD MAN'S WORKSHOP	10
POWER UPS	11
CRATE	12
WOLF McGIRT	12
BATTLE!	13
VIEW-O-MATIC	13
EQUIP PLAYER	14
THE BATTLEFIELD	14
MECHA TECHNOLOGY HANDBOOK	15
ROBO ARMOR CONTROL	16
USING A JOYSTICK/GAME PAD	17
THE ARMOR - ROGUE	18
THE ARMOR - MIMI	19
THE ARMOR - ANNA	21
THE ARMOR - SKY HOUND	22
THE ARMOR - SILVER DRAGON	23
THE ARMOR - MISTRESS	24
THE ARMOR - SUN C	25
ULTIMATE CHAMPIONS	27
JAMAAL WILKERSON	28
EILEEN 'BOMBAST' BALLENTINE	29
SCUZZ MacALFIE	30
RACHEL SAPPERSTEIN	31
GUNDER	32
TROUBLE SHOOTING	33
CREDITS	34

INTRODUCTION

Metal & Lace continues the tradition of classic face-to-face combat action games similar to those that have flooded the coin-up arcades. Fast-paced excitement, specialty moves with each Robo armor, unique characters, and of course, pure brutal action – **Metal & Lace** has it all.

Master the art of Robo Fighting and you'll reduce your opponents to piles of molten slag and sizzling wounds. Become the best Robo Fighter of all time by winning the four major tournaments held on MeCha island. Your one obstacle – Robo Babes. Don't be fooled by their great looks; these ladies are skilled, merciless Robo Fighters trained exclusively by Master Gunder, a Robo Legend.

Defeat the Robo Babes and you'll merely place yourself in even greater danger. Four Ultimate Champions lay claim to each of the four Robo Tournament Titles; these Champions train daily for that unlikely chance that one day someone will challenge them; these Champions are taught one principle, and one principle only, inflict pain – and more pain. Jamaal Wilkerson, Eileen 'Bombast' Ballentine, Scuzz MacAlfie, and Rachel Sapperstein. Their names spark admiration and fear in aspiring Robo Fighters.

Your blood pumps, your adrenaline flows, as well as it should – you're about to step on to MeCha island. Your first stop is Boom-Boom, MeCha warriors' favorite watering hole. Talk to everyone and everything – after a few minutes inside Boom-Boom and a couple of drinks, it'll seem like even the floor is talking. Don't be quick to leave the safe, cozy warmth of Boom-Boom to challenge Robo Babes. Look for ways to get cash, advice and armor. Speaking of armor, take the stairs up one flight to Armors 'R' Us and visit Armor Al; he has some excellent models but he also gouges you for every nickel you got. If you run out of cash, go see McGirt.

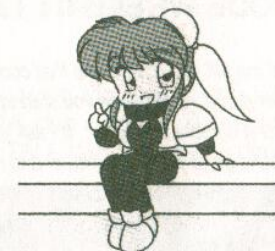
Remember, talent is important for Robo Fighting, but equally important is Robo armor and power-ups. You'll need to power-up your Robo armor before fighting and there's only one man who's got what you need – the old man in the MeCha parts department. Where's the old man? Ask around.

When you're ready to take on your first Robo Babe, simply pay your tournament fees with the babe at the bar or buy Gordie and Mudd some drinks if you want to go 1-on-1 with a friend.

Good luck! The odds are you won't make it back breathing.

Hi! I'm Mia! I'm here to help you get the most from your new game!

If you've already installed the game on your computer then just skip this section. If not, keep reading and I'll catch up with you later!



INSTALLATION

Insert the diskette, **Metal & Lace**: Disk 1, into your floppy drive. From the DOS prompt, type: B: INSTALL

An ultra-snazzy Megatech menu will appear! Use the arrow keys to move through the selections. Use the arrow keys to move through the available options for each selection.

Check the default settings to see if they match your computer's configuration. If you're not sure about the different options, leave all the selections on their standard default settings, don't change anything.



Source Drive: Where the *Metal & Lace* diskette is located.
Target Drive: Where on the hard disk *Metal & Lace* will be installed.
Target Directory: *Metal & Lace* home directory after installation.
Sound Card: If you have a sound card, select it here.

Choose one:

No Sound Card	Sound Blaster Pro
Adlib	Sound Blaster
Adlib Gold	Pro Audio Spectrum 8 bit
Sierra ARIA	PAS 16/PAS CDPC 16 bit
Thunder Board	Covox Sound Master II

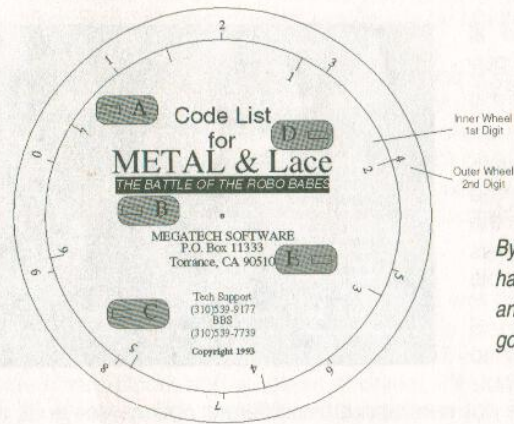
Base I/O: You shouldn't have to mess with these, but if you run into problems, look in your sound card manual to verify these settings.
DMA Channel:
IRQ NUMBER:
Joystick/ Paddle: Select here to use your joystick or paddle.

Press the **(F1)** key when you finish, then change INSTALL diskettes when prompted to do so.

CODE WHEEL

Let me tell you how to use that code wheel that comes with your game. Every time you start up the game, I'll give you a secret number and letter. If I ask you for A-24, for example, please go to your code wheel and match the number 2 on the inner wheel with the number 4 on the outer wheel. You will see five codes, use the code inside box A.

Then I'll let you play!



By the way, for those of you who have a photocopy of this manual and a cheat sheet of codes, I've got a special gift just for you!

Send me your name, address, and a couple of black-and-white pictures of yourself (the kind you see in the post office). Here's my address. Send it to me right away!

Megatech Mia
C/O I pirated Megatech's "Metal & Lace"
Computer Games Piracy Task Force
Federal Bureau of Investigation
Washington, DC 20535

They'll be more than happy to pay you a personal visit! Not only that, as soon as my friends put you in the slammer, I'll send you every new Megatech game ABSOLUTELY FREE directly to your cell!

Read on! The fun continues!

INSTALL (CHANGE SETTINGS)

In case you get yourself in a jam, your computer comes to a screeching halt, you get no sound, or you upgraded your hardware, don't worry! That's why you have this manual. All you need to do is run INSTALL from your game directory. The very top line will already display "Setup for **Metal & Lace**," so make your changes then press the <F1> key to save and exit. Anything you can't solve? Call Megatech's Hotline at 310-539-9177!

Now you see why it's such a good idea to send in your registration card? You get all the help you'll ever need and it's free!



PROLOGUE

Who is Gunder? Where did he come from? What's with the "Kaiser Kicks Butt" tattoo? Why doesn't he have a last name? Does Cher know about this guy? Since the answers to these questions are most likely beyond your capacity to comprehend, here are the facts: Gunder is the World Ultimate Champion of Robo Fighting! A sport so depraved it's been banned everywhere except MeCha Island.

Rather than let his former opponents spend their lives making pointless commercial endorsements and personal appearances at local VFW outposts, Gunder put them on the payroll as trainers for a new stable of warriors. But most feel that the fighting is simply a front for activities far more dangerous and illegal. We'd go into more detail, but we don't have the legal resources to fight a major libel suit. Regardless, Gunder always felt women were much smarter than men though they lacked the physical prowess. So when Robo Armor technology came of age, Gunder formed an exclusive Robo Dojo for women only. Gunder's fighters, all former dancers, are as feisty as they are beautiful. So, if you want a piece of him – you first have to face the Robo Babes!

BEGIN GAME

Go to the **Metal & Lace** home directory, the default is C:\GAMES\METAL Type: **ML** It's that simple! You'll first see the Megatech logo followed by an impressive, mind-boggling intro, the game then begins with you in the bar.

BAR ETIQUETTE & MONEY MATTERS

Before taking on any Robo Babes, stop by Bar Boom-Boom. In fact, you don't have a choice. But don't worry – even if you don't drink, we'll make it worth your while. This MeCha hot spot is always open. Filled with beautiful women and overconfident men; here's where you'll find the action.



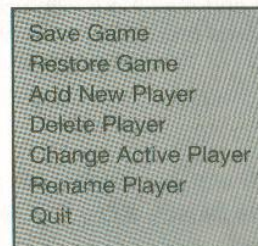
What?! You get only one message over and over! It must mean something. Try clicking on the road signs!



HWY 69 SIGN

This is where it all begins and ends! If this is your first time, no other icons will be available to click on. Click on this sign, then you will be prompted to add a new player if there is no player registered. Add as many as 15 Robo Fighters at one time (that's you and your friends). When you're finished and exit the menu, all the characters and other items will spring to life!

Anytime after beginning the game, you can return here by clicking on the sign anytime while you're in the bar.



Save Game

Save often! You don't want to lose any of those precious victories you worked so hard for!

Restore Game

Retrieve status of registered Robo Fighter! Click here if you've played before and you used the Save Game option above. What's great is you can play and save different Robo Fighters.

Add New Player

Your friends want to play? Simply add their names under the "Add New Player" option. All you need is their name and we'll provide the \$5,000 (MeCha money, that is) so they can have a go at the Robo Babes! You can register up to 15 Robo Fighters!

So that no one cheats, each player can enter their own password for their particular Robo Fighter! (DON'T FORGET YOUR PASSWORD We can't help you if you do forget)

If you don't want to use a password, simply select NO when prompted for a password.

Delete Player

If the corral of Robo fighters is getting full, this will allow you to get rid of any Robo Fighter you don't want. You can save the status of up to 15 different Robo Fighters.

Change Active Player

Just in case your best friend's Robo Fighter is loaded with cash and your friend didn't use a password!

Rename Player

Okay, so maybe Flopsy McHagis doesn't seem as clever of a name as when you first thought of it – simply change it here!

Quit

When you've had your fill of flesh and fury.



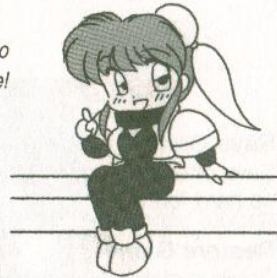
! SIGN

Just above the HWY 69 sign, click here and you can tweak your Robo Armor and max it out with accessories including artificial intelligence chips and energy shields just to name a few!



X SIGN

No! It's not what you think! Click here to customize the game anyway you'd like!



- Background Music ON/OFF
- Speech and Effects ON/OFF
- Text for Speech ON/OFF
- Battle Sounds ON/OFF
- Reassign Keyboard Keys
- Assign Mouse

Background Music ON/OFF

We all love the music! You can turn it off though, just don't tell us. We don't want to insult Yoshifumi Doiichi and the talented Bananapple band, do we?

Speech and Effects ON/OFF

In case everyone's belching and moaning is too intellectual for you! Toggle on and off the speech and sound effects.

Text for Speech ON/OFF

Yes! Just for you arcade fans! Let's get that text off the screen!

Battle Sounds ON/OFF

Turns the battle sound effects off.

Reassign Keyboard Keys

Although the keys used during play are set already, we do allow you to change these default keys if you choose to do so. Decide which keys you want to use to play *Metal & Lace* and select them here (Refer to the MECHA TECHNOLOGY HANDBOOK section in this manual to view the default configuration). This option will not affect your computer when you're not playing *Metal & Lace*.

Assign Mouse

Choose which player will use the mouse and which player will use the keyboard during 2 player mode.

GORDIE AND MUDD (TWO PLAYER MODE)

These two guys are huge! But they're harmless. There ain't nothing else they'd like better than drinking beer all day. They convinced the bartender to keep the kegs flowing 24 hours a day!

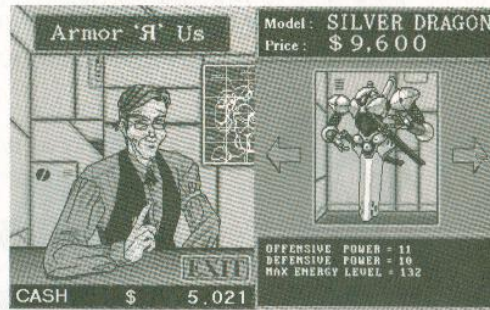


One night they get drunk and decide to road trip to Montreal (mind you, they have no idea where Montreal is – all they know is there's some great bars on St. Catherine), they stumble out of Bar Boom-Boom and run into these two babes, a blonde and a brunette. The brunette is Jaimee, but we still don't know who the blonde is.

So if you want to fight your best friend (2 player mode), see them. They'll let you sneak in a few rounds as long as you buy 'em drinks!

ARMORS 'R' US

Go up the staircase just behind Wolf McGirt. This will lead you to Armor AI! He's the only Armor dealer on MeCha, so don't be surprised by the amount he's asking. Sure, he makes plenty on each sale but AI ain't greedy! He'll give you decent Armor to keep you alive (and keep you coming back).



Buy Armor
Sell Armor

Buy Armor

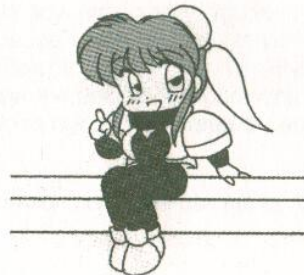
Check out what's in stock!

Sell Armor

Trade in that old Armor when you're buying new armor! Armor AI will certainly pay you top dollar, at least that's what he claims.

Browse through the Armor selection by clicking on the arrow keys next to the armors. Click on the Robo Armor to buy.

A little tip, don't try to save your cash because Armor AI keeps tabs on all his customers; if you're a successful Robo Fighter, he'll insist that Armor prices shot through the roof since you saw him last!



OLD MAN'S WORKSHOP

I just wanted to make sure I introduced my friend. He's a wise old man. He's also a whiz with electronic gizmos and those whatchamacallits! He's getting up there in age though, he doesn't even remember his own name. But he's your ticket to fame and fortune on MeCha! So treat him nice. Bye!



Thanks, Mia. Like we were about to tell you, this guy's a bit strange. You'll need a password, why? We don't know! We've asked ourselves that a million times!

Go see the blonde in the bar, she'll give you the password. Be careful, the old man has a shotgun and gets a bit trigger-happy so get the password right the first time! Oh, by the way, did you figure out where the old man is? You haven't? Check the back door beside the tough guy with the knuckles. Once there, you'll see the old man has some great stuff to get your Robo Armor powered up and running!

POWER UPS

Click on a Power Up and read the info before buying. The price tag is there and the old man even keeps track of what you already own! Just look at "P.INV" to see how much you have. Also, check out the MECHA TECHNOLOGY HAND-BOOK section for instructions on activating your Power Ups during battle!

Batteries: I, II, III

Energize your Robo armor. Model I energizes 50 Hz, Model II energizes 100 Hz, while the super-deluxe Model III energizes any Robo armor to full power! These Battery packs are vital. Buy plenty of them or you'll have to return again and again to see the old man. Wouldn't you rather spend your time battling Robo Babes?

 BATTERY I \$ 50 P.Inv : 0	 BOOSTER I \$ 700 P.Inv : 0
 BATTERY II \$ 90 P.Inv : 0	 BOOSTER II \$ 1,000 P.Inv : 0
 BATTERY III \$ 225 P.Inv : 13	 BOOSTER III \$ 1,200 P.Inv : 2
 SHIELD I \$ 450 P.Inv : 0	 AI CHIP \$ 600 P.Inv : 0
 SHIELD II \$ 850 P.Inv : 0	 NEURAL AMP \$ 300 P.Inv : 0

Neural Amplifier:

All we know is that it increases your armor's robustness, your armor can sustain serious damage yet keep on ticking. It's great, except that this wonder of science is only effective once (we think!)

Power Boosters: I, II, III

These Boosters offer a short-lived burst of offensive power. Cash buys you power, but it doesn't buy longevity, so if you decide to blow your bankroll on Model III Boosters, don't stand around waiting for the perfect shot!

Energy Shield, Deluxe Energy Shield

These shields react automatically to fatal attacks; the Shield can absorb 75% of impact from any attack and the Deluxe model can absorb nearly 90% of impact! These shields also activate when your Robo armor is completely out of energy. For example, if your opponent is about to pound you into the shape of a waffle iron, the shields allow you one last shot!

AI Neural Chip

Feeling lazy, stupid or simply outclassed? This upgrade will let you kick back and let your armor run on auto-pilot. Be warned however that the AI Neural Chip does not work on every Robo Armor nor does it last very long.

For IBM-compatible 3 button mice users: hold down the middle button and press the left button to activate the Boosters or the right button to activate the AI neural chips.

CRATE

Mmm! A crate? I wonder what you'll find? Take a look for yourself ...

If you don't like what you find, write in and tell us! Maybe we'll give out **Metal & Lace** T-shirts if we like what we hear!



I wonder what's inside?!

WOLF MCGIRT

To give you an idea how tough MeCha's primary loan shark is, his mohawk keeps it shape with liberal dousings of molten plastic. If you find yourself needing McGirt's services, don't waste his time and pay him back soon or else he'll waste you!



BATTLE!

If you like our simple point-and-click entertainment in the Bar but you'd rather be pounding Robo Babes into piles of bloody, mangled steel, read on!

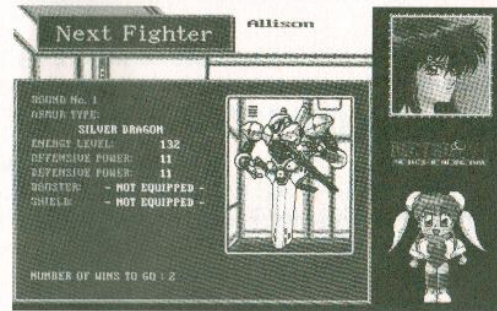
After purchasing your Robo Armor from Armor AI and power-ups from the Old Man, head to the bar and click on the Generic Babe at the bar. You will be battling Robo Babes, each Robo Babe will have 2 armors. You must destroy both of her armors in order to advance! There are a total of 7 Robo Babes! You'll face each of them in four separate tournaments — PRENATAL POUNDING, ROOKIE WRECKAGE, VETERAN VIVISECTION, and SENIOR SLAUGHTER!



The final challenge is appropriately named ALL-ISLAND ANNIHILATION!! Don't feel too bad if you get pummeled the first couple of times! In case you suddenly become a Robo Babe's personal punching bag, skip to the Ultimate Champions section of this manual and learn from the best.

VIEW-O-MATIC

Before entering combat, you can tip Mia, our towel girl, for extra info about your opponent. If you do tip her, your opponent's status and statistics will be displayed on your View-O-Matic as shown here.



See! I can give you useful information about any of the Robo Babes! Like what they plan to use against you!!

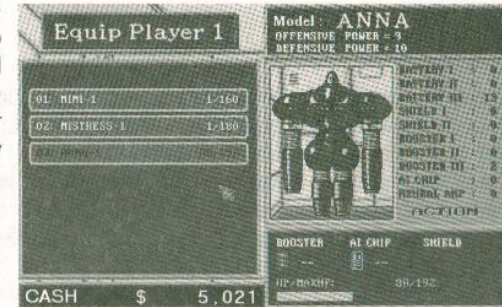
I'll let you see what she's up to! You can then choose the right Armor and power-ups for the challenge!



When you're finished viewing your View-O-Matic, press any key to continue.

EQUIP PLAYER

Select your armor and power-ups here before going into battle. Mia, our towel girl, will transport you here automatically. Select your Robo Armor and prepare for battle! Simply click your choice.



Auto Recover for selected armor
Auto Recover for all armor
Pick this armor to fight

Auto recover for selected armor

Recharges and repairs only the selected armor using all that's available in your inventory.

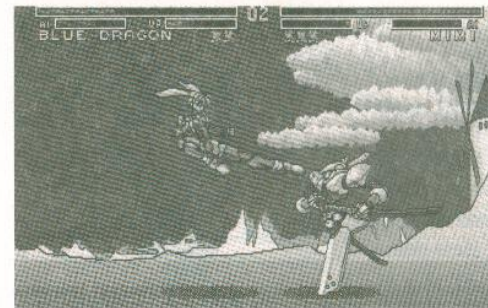
Auto recover for all armor

Recharge and repairs all your armor using whatever is available.

Pick this armor to fight

Exactly what it says!

THE BATTLEFIELD



The Battle Timer in the top-center of the screen winds down the seconds. The Booster/Battery meter drops each time you sustain damage until you lose all of your current reserve. The AI (Artificial Intelligence) and UP (Power-Up) meters are similar to the Booster/Battery meter; you may lose all your AI and UP reserves yet still

win the battle! Shields will appear below the meters if you selected them earlier in the EQUIP PLAYER screen. Keep an eye on these meters and shields, if you have any, to see who's pummeling who!!

MECHA TECHNOLOGY HANDBOOK

What is Robo Armor?

Although armor and armaments vary from model to model, all Robo Armors function essentially the same way. The Armor acts much like a coffin as the front and back halves separate to allow the Robo Fighter to crawl inside. Once inside, the fighter is covered with a heavy layer of a highly conductive gel that will detect any neural-electric activity. These signals are amplified by the Armor's power plant, routed to its central processing unit, translating all the fighter's kinetic energy into Robo power!

What do these statistics mean?

Height & Weight

A team of top programmers and armor engineers supplied this data and already incorporated it into the Offensive and Defensive ratings, so you don't have to worry about them. However, we have provided them at no extra charge.

Combination and Special Attacks

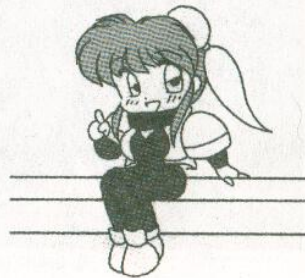
Unique to each Armor, we'll show you moves any street fighter or mortal combatant would envy.

Which input device should I use?

You can use any of these input devices – keyboard, mouse, joystick and game pad. We recommend that you use the mouse while in the bar, and the keyboard or game pad during battle!

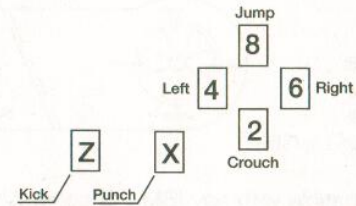
Special attacks are available for each armor, see THE ARMOR section in this manual for more details!

Don't forget these are all the default key assignments, you can change the key locations by using the REASSIGN KEYBOARD KEYS in the menu found under the X SIGN! But if you change them, these default assignments will no longer work.



ROBO ARMOR CONTROL (FOR ALL ARMOR)

Single Player Mode



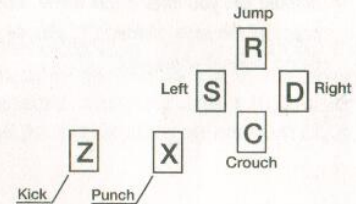
Accessory activation (see Power ups for explanations)

<A> Key: AI Chip

<S> Key: Power Booster

2 Player Mode

Player 1

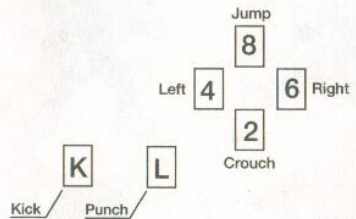


Accessory activation (see Power ups for explanations)

<A> Key: AI Chip

<S> Key: Power Booster

Player 2



Accessory activation (see Power ups for explanations)

<I> Key: AI Chip

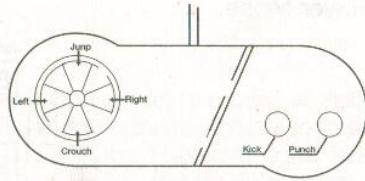
<O> Key: Power Booster

USING A JOYSTICK/GAME PAD

Notes on joystick use:

1. For both players to use joysticks, all hardware (joysticks) must be attached to the computer before the game begins.

2. **Metal & Lace** is compatible with any IBM-PC compatible joystick, Gravis® Game Pad, and Thrustmaster®. If you are using an IBM-PC compatible joystick, you may want to disable your auto-fire, throttle control, or any other special feature because these features may not work.

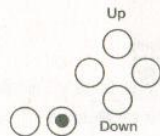


Hey! I'll show you all the moves I know! When keys are marked ●, you must press them! But you don't need to press all the keys marked ○, choose one! Understand?! Good, now I'll show you!

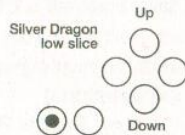
Kick

Armor Moves
(for all armor)

Punch

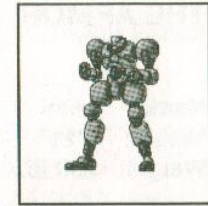


Kick



THE ARMOR

Name: Rogue
Height: 7'3"
Weight: 400 lb.



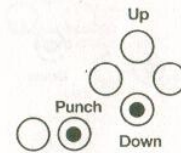
Original Design by John Kolznitsky

Fleeing the IRS, tele-evangelist John Kolznitsky (Holy Koly to his followers) landed on MeCha. He embraced Robo-fighting and founded the First Church of Combat. Quickly his flock grew to several hundred, many were Robo-fighters.

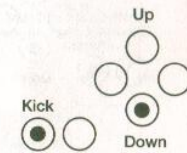
To avoid arousing any suspicion for lack of any scriptures, Kolznitsky drafted the tenets of his religion one night over four pots of coffee. Oddly enough, one of his hastily scribbled tenets forbade violent contact.

He commissioned the Rogue, an Armor so bulky that it's easier to just bury downed Robo Fighters while they're still in the armor. The Rouge's shoddy armor and lack of special weapons reflect Kolznitsky's kickbacks from Armor AI; locals assume he no longer bets on his own church's members.

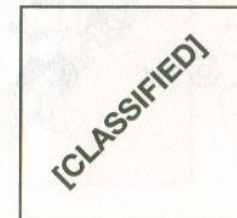
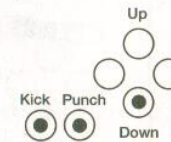
Crouching Punch



Crouching Kick



Roller Blade Butchery



THE ARMOR

Name: Mimi
 Height: 6'11"
 Weight: 280 lb.

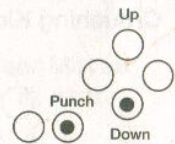


Original Design by Bernard Chin

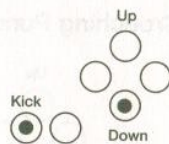
Not much is known about Bernard Chin, only that he was brilliant, filthy rich, and always in the midst of a messy divorce. He lived on MeCha 20 years before Robo-fighting appeared.

Along with the MeCha Mafia, Chin was an early investor in Robo Fighting but soon sold off his shares, including his box seats, and went into seclusion. One year after walking away from the blood-sport, he re-emerged with Mimi. Named after his late wife, Chin would say their marriage was the only one that ended happily. The low armor rating and cheesecake design are supposedly archetypal of his ideal woman and most Robo-fighting historians leave judgment on the temper-tantrum style attack to the imagination.

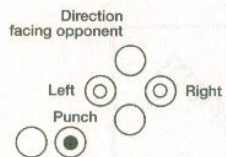
Crouching Punch



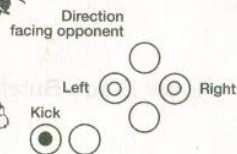
Crouching Kick



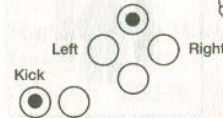
Power Punch



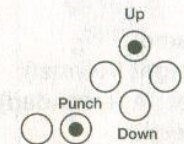
Twisting Kick



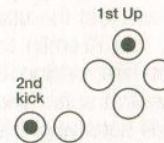
Vertical Kick



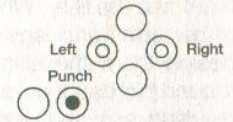
Flying Punch



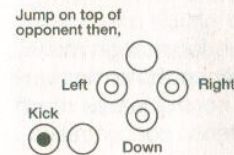
Flying Kick



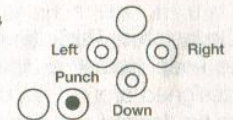
Throw



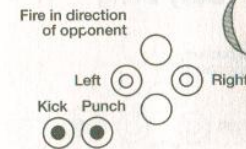
Stomping Kick



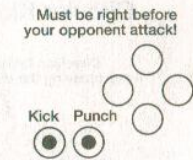
Leaping Toss



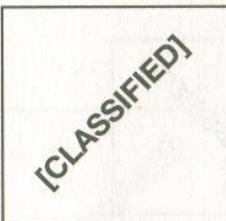
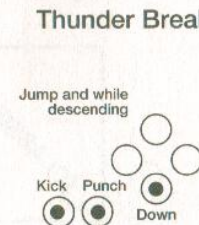
Crescent Shoot



Shoulder Throw

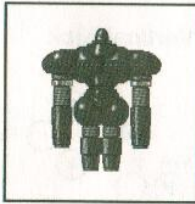


Thunder Break



THE ARMOR

Name: Anna
Height (Normal): 6'8"
Height (extended): 7'9"
Weight: 550 lb.



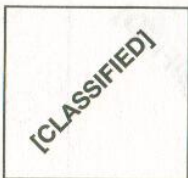
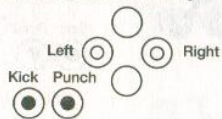
Original Design by Pavl Sergejevich Paskutin

Pavl Sergejevich Paskutin was one of the U.S.S.R.'s foremost expert on robotics. Committed to peace at all costs, he kept his designs limited to farm equipment and the like. When his daughter Anna, a promising gymnast, lost the use of her arms and legs in an auto accident, Paskutin promised the Kremlin to design them the ultimate battle armor provided that they let him design it around his daughter and let her be the custom operator of the first suit. The resulting suit, the Anna, was everything both sides wanted – satisfying his daughter's love of jumps and flips and the Kremlin's armament requirements. Unfortunately, Paskutin was not responsible for designing the power packs. In a freak spelunking accident, a power surge overextended the legs and impaled his daughter on a stalactite.

Devastated, Paskutin moved to MeCha and sold the plans for enough money to keep himself drunkenly numb for the rest of his life. Since the armor was designed around his daughter's specific neural energies, control leaves much to be desired and executing the Circular Attack requires intense concentration..

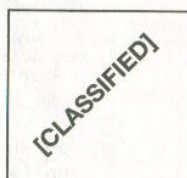
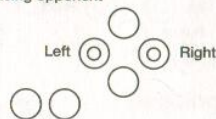
Circular Kick

Direction facing opponent
 Keep pressing the direction key!



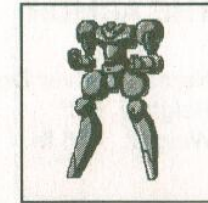
Belly Bang

Direction facing opponent



THE ARMOR

Name: Sky Hound
Height: 6'4"
Weight: 350 lb.



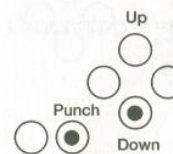
Original Design by Sven Algiersten

Sven Algiersten wanted to fly more than anything else in life. Unfortunately being legally blind and an epileptic, nobody ever handed him control of an airplane.

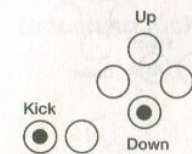
So instead of going up, Sven concentrated on going fast. He took up speed skating and also built roller coasters in his backyard (Norwegians have huge backyards). His hobbies forced Sven to design Robo armor for cash. Sven's Sky Hound is powerful, driven by air-jets, any Robo Fighter can effortlessly hover above ground and perform the devastating Hover Clash.

The Sky Hound and its many stabilizers seemed nearly perfect. Sven's drinks never spilled during a seizure. Still, its levitation properties are limited, as the world was tragically reminded of, when the Aquavit-soused Algiersten, vacationing in Norway, took the original Sky Hound and fell off a cliff and into a fjord.

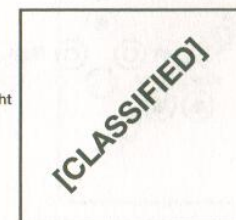
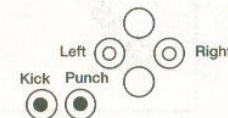
Crouching Punch



Crouching Kick

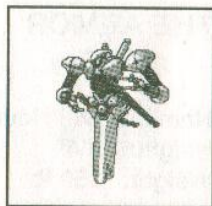


Hover Clash



THE ARMOR

Name: Silver Dragon
 Height: 6'8"
 Weight: 425 lb.



Original Design by Ellen Yamashita

The offspring of a Kosiro Industries executive and a former Miss Iowa, Ellen Yamashita's childhood was confusing at best; mastering calculus and metallurgy while writing epic poems.

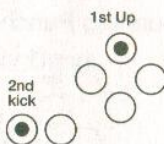
Ellen's mother, a Rhodes Scholar and fluent in four languages, dedicated herself entirely to serving her husband's needs – deaf to her daughter's cries for sanity. Upset by her dad's fascination with feudal Japan, dashing samurai warriors and submissive geishas and her mother's glazed eyes, Ellen designed the Silver Dragon.

One cloudy Monday morning Ellen donned the Silver Dragon prototype and went on a rampage; torturing several Kosiro executives and crippling the entire robotics assembly line. Ellen fled to MeCha becoming the only Robo armor designer to personally prove the effectiveness of her Robo armor for urban assaults!

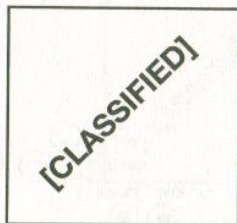
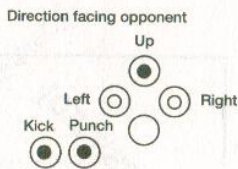
Flying Punch



Flying Kick

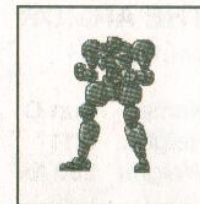


Thunder Step



THE ARMOR

Name: Mistress
 Height: 7'3"
 Weight: 400 lb.



Original Design by Debbie Burnett

Debbie Burnett would have been the perfect role model for young girls; straight-A student, prom queen, cheerleader, and president of both Junior Achievement and student council.

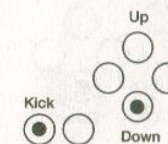
But on her 18th birthday, Debbie ran away. She joined The Armored Vultures – a survivalist cult. Quickly mastering her mentors' techniques in mechanics, explosives and electronics she defended America from groundhogs and communist plants. Bored, the Armored Vultures mercilessly attacked the Kevlared Cojones.

During the attack, mortar fragments disfigured Debbie's good looks. Horrified to discover she still cared about her looks, Debbie went AWOL and fled to MeCha briefly joining the First Church of Combat. She then took the Rogue armor and carved the Mistress out of it. Many have tried to relate on the unchanged physical appearance of the Mistress to some additional epiphany within Ms Burnett, but were unable to confirm their theories in time; she was decapitated in a freak plate-glass accident while buying rabbits for her pet python.

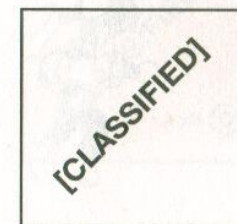
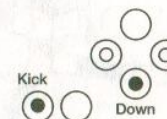
Crouching Punch



Crouching Kick



Roller Blade Butchery



THE ARMOR

Name: Sun C
 Height: 6'11"
 Weight: 280 lb.



Original Design by Harold Ceazanne

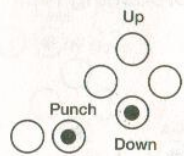
The filthy-rich are welcomed everywhere; Monaco loves the heirs who live on their inheritance, Medellin gladly takes in drug lords, and Dallas fawns over its oil barons who rape the landscape.

And MeCha, well, it takes in the rich nobody else wants. Ostracized by all during these politically correct times, toy-gun manufacturer Harold Ceazanne couldn't buy a decent mansion anywhere, not at any price.

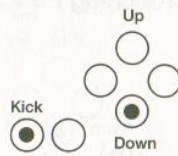
And worse, Harold couldn't keep his ultra-spoiled, whelp happy. When Christophe announced he wanted to be a Robo Fighter, Harold panicked. Christophe had severe narcolepsy, instantaneously falling asleep at any given moment. Unable to deter Christophe, Harold commissioned the Sun C, an armor with enough AI (Artificial Intelligence) to recover from any lapse of activity.

The mass-produced version comes with only limited artificial intelligence features compared to the original Sun C, other than that, it's identical to the original proving the senior Ceazanne's disgust with the younger generation.

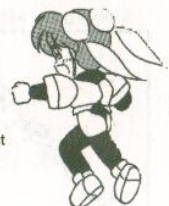
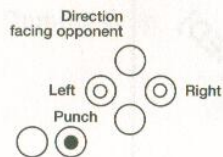
Crouching Punch



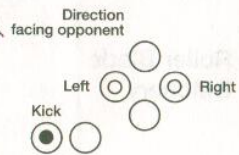
Crouching Kick



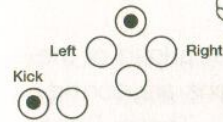
Power Punch



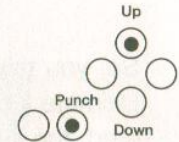
Twisting Kick



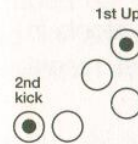
Vertical Kick



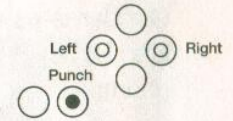
Flying Punch



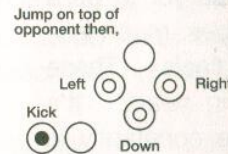
Flying Kick



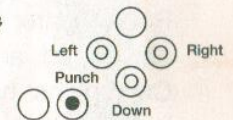
Throw



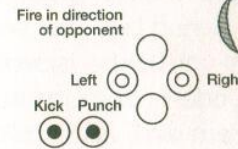
Stomping Kick



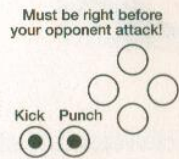
Leaping Toss



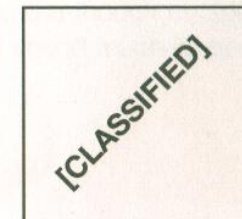
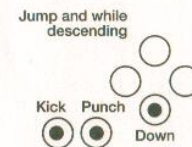
Crescent Shoot



Shoulder Throw



Thunder Break



ULTIMATE CHAMPIONS

So, you think the Robo Babes are tough, get a load of the Ultimate Champions. The Ultimate Champions are considered the Hall of Famers of Robo-fighting. These Robo Fighters are the present champions of MeCha, so skilled and vicious in Robo-fighting that very few even consider challenging them.

Gunder is as much part of MeCha as the drinking stools in Bar Boom-Boom. He's pulled together the most recent champions and given them steady jobs.

Interpol supplied us with the following profiles on each champion. But be forewarned that this data was obtained during the fighters' active careers. There has yet to be a Robo Fighter who's defeated all 7 Robo Babes, much less challenged an Ultimate Champion in the finals. These Champions haven't had to fight publicly in years. It's believed that these Ultimate Champions are constantly in secret training and have mastered more than one Robo armor!

Jamaal Wilkerson

New York, Dallas, Los Angeles, Juneau, Berlin, Krakow, and Hong Kong have all been home to this seeker of spiritual enlightenment. Used and abused in all shrines, in all locations, he finally scraped up what little money he had in search of an atheistic, hedonistic life on MeCha.

He quickly fell prey to the First Church of Combat though he also became one of its most vociferous critics. Later, Jamaal did concede that the church did teach him how to fight.

Jamaal soon traded up for a Mistress which he used for the duration of his career. He was a true "meat and potatoes" fighter, sticking almost exclusively with the kick and punch, reserving his special attack for the Anna and Silver Dragon Robo Armors of his own style. This made him vastly unpopular with MeCha television stations and Robo Fighting licensees. Often he had to fight for his dignity in the bar as well as in battle, and though he spends quite a bit of time on the floor, his attackers spend much longer in the hospital.



Eileen 'Bombast' Ballentine

The dark sheep of a Texas rodeo family, Eileen had no sense of balance; over time she developed an incredible tolerance for pain, making her the perfect Sky Hound fighter.

An explosive personality, Eileen liked to keep opponents continually off-balance and scrambling for their senses. When fighting "block-heads", she would suddenly stop fighting, risking an attack before launching into her fast-paced blitz.

For fun, she liked to do a flying kick into a hover clash. If the opponent hadn't blocked yet, she'd fire several quick punches then maybe a low-kick before jumping away.

A Texas debutante, Eileen at least has learned enough social graces to know who was the most important man outside of her bedroom – her bartender.



Skuzz MacAlfie

Hooked on dated fashion a half-century past, life has never been easy for this London-born fighter. In these now pacifist times, no matter how hard she tries, she can't stir up a brawl outside of MeCha, not even in the seediest of pubs. Attracted to defunct, out-of-fashion, cultural statements, she waited until she could afford the Samurai-style Silver Dragon before entering her first Robo Tournament.

Shunned by other Silver Dragon fighters, Skuzz cared little.

Skuzz loved the style and danger of the thunder step and would often combine the move with power boosters to make combat quick and deadly.

Skuzz did not depend entirely on her armor's special attack features – especially when fighting armor equipped with additional shields for extra protection. Skuzz also made sure she floated above those who prefer to use the iguana-tail-slash, a low crouching move.

Too tough, yet too fragile, Skuzz did find one friend and lover – the bodyguard to the old man's repair shop.



Rachel Sapperstein

The only one in her Bar Mitzvah class that has not gone under the knife and the sole heiress to Atlantic City's real estate magnate Bruce Sapperstein's estate, Rachel is all they talk about in New Jersey circles. She's determined not to be caught dead in any frilly dress, and has never attended fund-raisers nor been seen in retro-disco clubs. Rachel's friends see her often at monster truck rallies. Rachel loves to listen to Wagner and feels most comfortable wearing snug-fitting blue jeans.

After one memorable family altercation that rivaled some of her best Robo-fighting matches, she moved to MeCha. Adding injury to insult, she adopted the scantily clad Mimi armor. Rachel's fighting technique is called the "In-Out" by those careless enough to risk a broken leg or two. Bouncing away whenever possible, she fires a series of crescent shots to weaken her opponent. When her opponent tries to defend herself, Rachel moves in with a power kick or shoulder throw combination that's beautiful to watch – pure raw aggression.

Rachel did acquire one small quirk from her family. She never quite managed to completely shake off her vanity; she reads all the gossip columns and tunes to all the talk shows to catch any mention of herself, her cash winnings, and her love affairs.



Gunder

Seeing Gunder, it's difficult to imagine that this seemingly gentle man is constantly being watched by Interpol. He's one slippery character though no longer extremely dangerous.

In his prime, he was the Babe Ruth of Robo Fighters – a true legend. His feats are legendary and he is considered the Master of Robo-fighting.

What follows is sketchy and includes some speculation on the part of Interpol.

After spending the entire winter season vacationing on Cobra Island, Gunder returned to MeCha in a wheelchair.

He claims his paralysis was caused by nerve damage he suffered during his career. Gunder is seen often with his Robo Babes frequenting Boom-Boom, the bar on MeCha Beach. A chain smoker, Gunder rarely buys a drink. He rolls himself over to the tavern's only ashtray, mumbling to himself the whole time. None of his Robo Babes nor the Ultimate Champions will ever talk about him; they show the utmost respect to this man. Other than these few Robo Fighters, no one else is ever seen with Gunder.



TROUBLE SHOOTING

Metal & Lace will not run

It's most likely a sound card or joystick problem. Type INSTALL at the DOS prompt within the game's directory. Switch the sound card setting to "No Sound Card." Try to run the game, if it runs, your sound card is incompatible or you installed it incorrectly. If you re-install your sound card and still cannot get the game running, try disconnecting your joystick and switch to "No Joystick" and see if **Metal & Lace** runs.

"Not Enough Memory" appears

Metal & Lace requires 580K of conventional memory. If you feel comfortable messing around with such things, edit your AUTOEXEC.BAT and CONFIG.SYS files to free up additional memory by removing memory-resident applications (TSR's).

Otherwise, make a boot disk:

1. Place a clean diskette in drive A:
2. Go to C:\DOS (type CD\DOS from your C:> prompt)
3. Type FORMAT A:/S
4. Restart your computer, leaving your boot disk in the drive and the drive door closed.
5. Make sure you run your mouse driver if you want to use a mouse.
6. Start up **Metal & Lace**; it should work now.

Sound problems

Make sure that your sound card is the same one **Metal & Lace** thinks it is. If you're still having problems, it's time to check all of those settings we told you not to worry about when you installed the game. Your sound card manual should be of great service.

Metal & Lace is too difficult

You didn't read the manual, did you? It's nothing to be ashamed of, but you probably missed all of the special moves and hints liberally placed throughout.

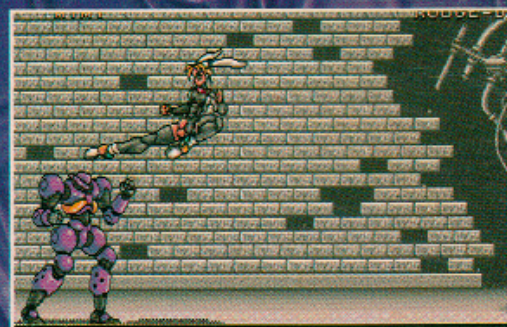
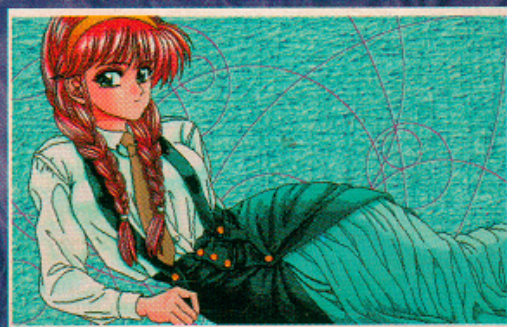
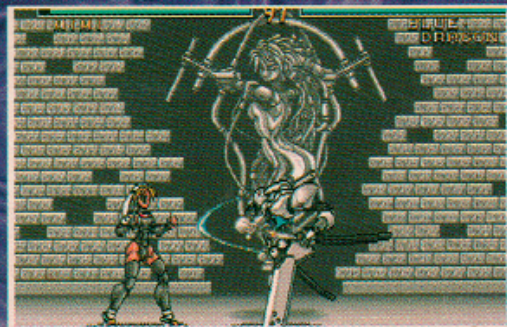
The game plays too slowly

It's time for that upgrade you've been putting off for months; you need at least a 386-SX!! **Metal & Lace** is designed for 386 or faster computers.

CREDITS

Main Program	Erwin Mab
Original Battle Program	Hideki Masuko
Modifications	Erwin Mab
Game Design	Erwin Mab Hideki Masuko David S. Moskowitz Kenny Wu
MeCha Design	Naoki Osaki
Character Design	Akihiro Yoshizane
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Music	Yoshifumi Doiichi Bananapple
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