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3D Arena

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Controls

Player 1 Controls

- Move, crouch, jump: W, A, S, D
- Light Punch / Select: T
- Medium Punch: Y
- Heavy Punch: U
- Light Kick / Back: H
- Medium Kick: H
- Heavy Kick: J

Player 2 Controls

- Move, crouch, jump: Arrow Keys
- Light Punch / Select: Insert
- Medium Punch: Home
- Heavy Punch: Page Up
- Light Kick / Back: Delete
- Medium Kick: End
- Heavy Kick: Page Down

Special Attacks

Mike

Remarks:

- Legacy Animations
- Shotokan like character

Fireball - Down, Forward, Punch (Any)

Dragon Punch - Forward, Down, Forward, Punch (Any)

Shinku Hadouken - Down, Forward, Down, Forward, Light Punch (2 meters)

Metsu Shoryuken - Down, Forward, Down, Forward, Medium Punch (2 meters)

Shinryuken - Down, Forward, Down, Forward Heavy Punch (4 meters)

Shouryuu-Reppa - Down, Forward, Down, Forward Heavy Kick (4 meters)

Cool Combos:

1 - Light Punch, Light Kick, Medium Kick, Heavy Kick

2 - Heavy Punch, Heavy Dragon Punch

3 - Crouching Light Punch, Crouching Light Kick, Crouching Medium Punch, Crouching Medium Kick, Crouching Heavy Kick

4 - Crouching Light Punch, Crouching Light Kick, Crouching Medium Punch, Crouching Medium Kick, Crouching Heavy Punch

5 - (Corner) Jump Medium Kick, Crouching Medium Punch, Crouching Heavy Punch, Shinryuken, Heavy Dragon Punch, Metsu Shoryuken

6 - (Mid Screen) Crouching Heavy Punch, Shinku Hadouken x 2, Dash, Heavy Dragon Punch, (Corner) Metsu Shoryuken

Robot Kyle

Remarks:

- Mecanim Animations
- Marvel games inspired air combos

Fireball - Back (charge), Forward, Punch (Any)

Power Punch - Down, Forward, Weak + Heavy Punch (4 meters)

Wall Launcher - Forward + Heavy Punch

Throw - Button 3

Focus Attack - Heavy Kick (hold and release for higher damage. Hold all the way for an unblockable)

attack)

Cool Combos:

- 1 - Crouching Light Punch, Crouching Light Kick, Crouching Heavy Punch, Crouching Heavy Kick
- 2 - Light Punch, Light Kick, Heavy Punch, Heavy Kick, (Auto-Jump), Light Kick, Heavy Kick, Heavy Punch
- 3 - Light Punch, Light Kick, Heavy Punch, Wall Launcher, Heavy Kick, (Auto-Jump), Light Kick, Heavy Kick, Heavy Punch
- 4 - (from combo 2/3) Heavy Kick, (Auto-Jump), Heavy Kick, Heavy Punch, (Land) Power Punch

Mecanim Bot

Remarks:

- Mecanim Animations
- Chun-Li inspired move set

Hyakuretsukyaku - Light Kick (x3)

HouyokuSen - Back (charge), Forward, Back, Forward, Heavy Kick (4 meters)

Throw - Light Punch + Light Kick

Cool Combos:

- 1 - Light Punch, Light Kick, Medium Punch, Medium Kick, Heavy Kick
- 2 - Heavy Kick, Hyakuretsukyaku
- 3 - (Air) Heavy Kick, (Ground) Medium Kick, Hyakuretsukyaku (x2), HouyokuSen, Dash, Medium Kick

Ethan

Remarks:

- Mecanim Animations
 - Fei-Long mix inspired move set
- Rekka - Down, Forward, Punch (3 times)
- Butterfly Kick - Forward, Down, Forward, Kick
- Power Up - Punch + Kick (4 meters)
- Assist - Button 4 (Gains Pow meter)
- Special Assist Super - Down, Forward, Button 4 (Pow Bar full)

And much more...

From:

<http://www.ufe3d.com/> - **Universal Fighting Engine**

Permanent link:

<http://www.ufe3d.com/doku.php/download?rev=1702784162>

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