

ELECTRONIC LCD VIDEO GAME

MIDWAY.
MORTAL
KOMBAT®

1 THE MORTAL KOMBAT STORY

The Shaolin tournament for martial arts was for ages a competition of honor and glory. Warriors from around the world were invited to take part. Shang Tsung was one of those warriors. Upon entering the tournament, he immediately won the title of Grand Champion. But unknown to the Shaolin who were hosts of the contest, each of Tsung's victories added to a hidden dark and destructive power.

Shang Tsung was cursed by his gods and to appease them must not only take the life of an opponent, he must also take the soul. Through this unholy ceremony is Shang Tsung able to keep his youth.

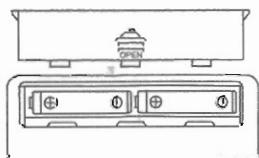
Then Lung Lao, a noble and mighty Shaolin monk arrived. His strength and speed proved too much for the overconfident Shang Tsung. Lao won the fight and the Grand Champion title that Tsung held so desperately.

Years later, after the mysterious death of one of the three tournament grandmasters, Shang Tsung would return. Prematurely aged and weakened from the effects of failing to appease his gods, Tsung invites outworlders and former pupils to compete. And the tournament begins anew.

2 INSERTING THE BATTERIES

To insert the batteries, remove the battery compartment cover at the back of the game. (To remove cover, push in direction of the arrow.)

Insert two "AA" batteries, UM-3 or equivalent (not included), making sure to align "+" and "-" as shown.



After battery insertion, the ACL switch may be pushed only if the game doesn't work properly. (Use a ball-point pen.) The display should appear as in the diagram below.



3 CAUTION



High temperature will destroy the unit. Do not leave unit in direct sunlight.



Do not press the liquid crystal display and avoid heavy shock or the display may fail.



Do not use a pencil or pin to press the ACL switch. Use a ball-point pen.



Clean only with a piece of soft dry cloth.

Replace batteries at the first sign of erratic operation.

4 THE OBJECT OF THE GAME

Choose one of seven fighters: Liu Kang, Sonya Blade, Johnny Cage, Sub-Zero, Kano, Rayden, or Scorpion.

There are two parts to the Grand Tournament. The first part consists of four basic rounds. You will face a different foe in each of these rounds. To win a round, you must win two out of three bouts.

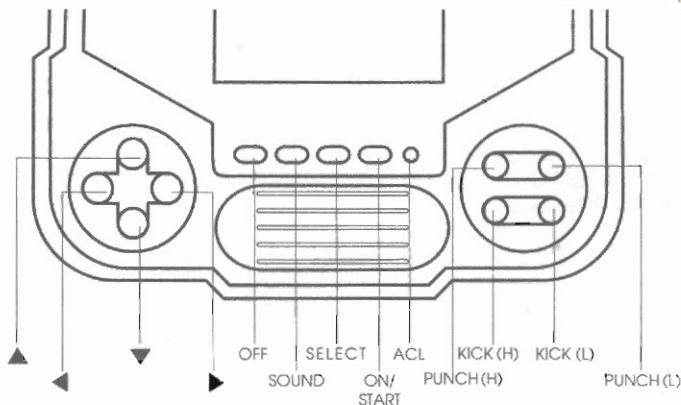
If you lose a round, you die shamefully and the GAME IS OVER. If you win a round, you advance to the next round.

If you win all four rounds, then you advance to the second part of the Grand Tournament, which is a final round against Shang Tsung himself!

Shang Tsung is a shape shifter, which means he can take on the form (and the power) of any fighter he chooses! If you can destroy Shang Tsung, you win the Grand Tournament and you WIN the game!

After a GAME OVER, you have the option of choosing a new fighter from among the seven tournament contestants before you start a new game!

5 CONTROL GUIDE



ON/START	—to turn on the unit. —to start each round. —to start each bout.
SELECT	—to select your fighter from among LIU KANG, SONYA BLADE, JOHNNY CAGE, SUB-ZERO, KANO, RAYDEN, and SCORPION.
SOUND	—to control sound: on or off.
OFF	—to turn off the unit.
▲	—to jump up.
▶	—to move to the right. (forward for fighters on the left hand side; backward for fighters on the right hand side.)
▼	—to move down (after jumping up)
◀	—to move to the left. (backward for fighters on the left hand side; forward for fighters on the right hand side.)
KICK (H)	—to perform high kick.
KICK (L)	—to perform low kick.
PUNCH (H)	—to perform high punch.
PUNCH (L)	—to perform low punch

6 SPECIAL FEATURES

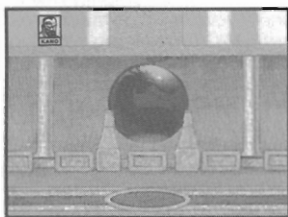
- 5 rounds
- 9 fighters
- punching
- kicking
- secret moves
- maximum score retained
- sound on/off control
- built-in automatic power-off timer

7 GAME SUMMARY

You are traveling across the East China Sea to meet your destiny. Use your punches, kicks, and secret moves to knock your opponents flat on their backs!

Each time you hit an opponent, their ENERGY METER will decrease. Once your opponent's energy meter drops to zero, he/she will be down for the count! This is your opportunity FINISH HIM or (her) with your secret move!

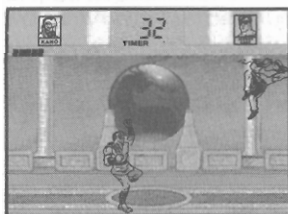
When you defeat an opponent, you score points. When you FINISH OFF an opponent, you score BONUS POINTS.



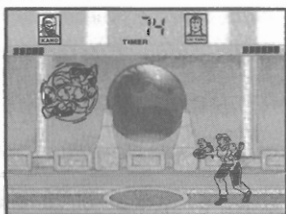
It is a one player game. You always play against the computer. Use the SELECT button to select your fighter from among LIU KANG, SONYA BLADE, JOHNNY CAGE, SUB-ZERO, KANO, RAYDEN, or SCORPION.



Use your PUNCH and KICK buttons as well as your fighter's SECRET MOVE to defeat or (if you're really good) destroy your opponents!



Win two out of three bouts and you win the ROUND and move up to the next round. If you are unable to advance, the GAME IS OVER.



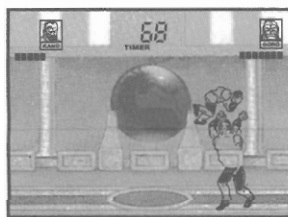
All seven fighters you select from (as well as Goro who no one can select but who many must try to defeat) have their own SECRET MOVE. Activate your fighters secret move by pressing combinations of buttons!



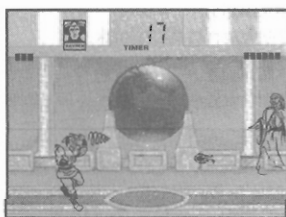
When an opponent is down for the count, this is your opportunity to try to FINISH HIM (or her)! The only way to finish an opponent is to use your secret move!



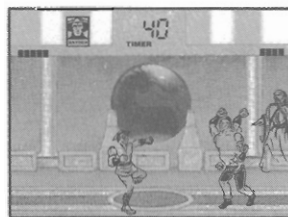
If you don't finish off an opponent, but still knock them out, you still advance to the next round, but without any additional scoring.



If you select a fighter from the left hand side, then in the fourth round, you face GORO, who is dying to give you his own secret move — his special chest pound!



Whether you fight with a fighter from the left or the right, in the final round (if you live that long), you face Shang Tsung. He shoots fireballs and has super speed! He moves so fast, he actually glides through the air!



Shang Tsung is also a shape shifter, and can take on the form of any other fighter he chooses! If you defeat Shang Tsung in the final round, you WIN the game!

Press the ON/START button to turn on the unit. You'll hear an "On" beep and the maximum score is displayed. LIU KANG is shown as your fighter.

Press the SELECT button to select your fighter:

LIU KANG

Age: 24
Height: 5 feet 10 inches
Weight: 185
Hair: Black
Eyes: Brown
Legal Status: Citizen of the People's Republic of China
Known Relatives: Lee Kang, father (deceased); Lin Kang, mother (deceased);
Chow Kang, brother (whereabouts unknown)
Birthplace: Honan Province, China

**RAYDEN**

Age: Eternal
Height: 7 feet
Weight: 350
Hair: Black
Eyes: None
Legal Status: Deity — does not apply
Known Relatives: None
Birthplace: None
Occupation: Thunder God

**SONYA BLADE**

Age: 26
Height: 5 feet 10 inches
Weight: 140
Hair: Brown
Eyes: Blue
Legal Status: Citizen of the United States
Known Relatives: Maj. Herman Blade, father; Eria Blade, mother; Daniel Blade, twin brother (deceased)
Birthplace: Austin, Texas
Occupation: Lieutenant in the U.S. Army, member of a special para-military police force

**SCORPION**

Real Name: Unknown
Age: 32
Height: 6 feet 2 inches
Weight: 210
Hair: Black
Eyes: Varies
Legal Status: Scorpion is a reincarnated specter and has no legal status.
Known Relatives: Wife and child in former life
Birthplace: In former life - unknown as Scorpion - Hell
Occupation: In former life - unknown as Scorpion - a lost soul hell-bent on revenge
If you have selected a fighter on the left, you are seeking an extra challenge, because your 4th round opponent will be GORO!

**JOHNNY CAGE**

Real Name: John Carlton
Age: 29
Height: 6 feet 1 inch
Weight: 200
Hair: Brown
Eyes: Blue
Legal Status: Citizen of the United States
Known Relatives: Rubert Carlton, father; Rose Carlton, mother; Rebecca Carlton, sister; Indy For, wife (divorced)
Birthplace: Venice, California
Occupation: Actor

**GORO**

Age: 2,000 years old
Height: 8 feet, 2 inches
Weight: 550 pounds
Hair: Black
Eyes: Red
Legal Status: Earth - none
Outword - Prince of Kutan
Known Relatives: King Gorbak, father; Queen Mai, mother; Goro also has 7 wives.
Birthplace: Kuatan, 4th astral plane of Shokan, realm of the Outworld
Occupation: Prince of Kuatan, ruler supreme of Shokan's armies.

**SUB-ZERO**

Real Name: Unknown
Age: 32
Height: 6 feet 2 inches
Weight: 210
Hair: Black
Eyes: Brown
Legal Status: None
However, resides somewhere in China.
Known Relatives: None
Birthplace: Unknown
Occupation: Life-long member of the Lin Kuei, a rare clan of Chinese, Ninja-type assassins



For 500 years, this behemoth has been hailed as the Grand Champion. He has gigantic multi-arms and is the pupil of Shang Tsung.

Regardless of whether you select a fighter from the left or right, in the final round (if you have lived this long), you will face SHANG TSUNG. Tsung in the final round!

KANO

Age: 33
Height: 6 feet
Weight: 205
Eyes: 1 brown, 1 infra-red (built in metal implant)
Legal Status: Deported from Japan, wanted criminal in 35 countries
Known Relatives: None - was orphaned as a small child by an American woman in Tokyo.
Birthplace: Unknown
Occupation: Criminal member of the Black Dragon Organization

**SHANG TSUNG**

He is the host for the tournament. He can transform into any character he wishes and can shoot multiple fireballs. He is the final challenge you must fight against in the 5th (and final round). If you destroy Shang Tsung, you WIN the game!



After you have selected your fighter, press the ON/START button again to start the game. The display will show "1 - 1" (indicating Round 1, Bout 1) before the digits clear to show the game timer.

Remember to use your punches, kicks and secret moves to try and win two out of three bouts in order to advance.

Also remember that when you have an opponent down for the count, try to FINISH HIM (or her) by using your secret move! Use your control buttons to help you:

PRESS ▲
— to jump up.

PRESS ►
— to move to the right, which is forward for fighters on the left and backward for fighters on the right.

PRESS ▼
— to move down (after jumping up).

PRESS ◀
— to move to the left, which is backward for fighters on the left and forward for fighters on the right.

PRESS KICK (H)
— to perform a high kick.

PRESS KICK (L)
— to perform a low kick.

PRESS PUNCH (H)
— to perform a high punch.

PRESS PUNCH (L)
— to perform a low punch.

Each fighter has developed his own special SECRET MOVE for use in battle. Secret moves are very powerful, but they are also very difficult to learn. Here is a description of each secret move:

FIGHTER	SECRET MOVE
Liu Kang	Fireball
Johnny Cage	Shadow Kick
Kano	Roll
Sonya Blade	Force Wave
Rayden	Lightning
Sub-Zero	Ice Blast
Scorpion	Spear and Cord
Goro	Chest Pound

As for Shang Tsung, he shoots fireballs at you. He also has super speed. He moves so fast, he actually glides through the air! His other power is as a shape shifter. He can change at will into the form of any of the other fighters!

Here is how you activate the secret moves:

FIGHTER/SECRET MOVE	BUTTONS TO ACTIVATE
Liu Kang/Fireball	◀ + "HIGH PUNCH"
Johnny Cage/Shadow Kick	◀ + "HIGH KICK"
Kano/Roll	▶ + ▲
Sonya Blade/Force Wave	◀ + "HIGH PUNCH"
Rayden/Lightning	▶ + "HIGH PUNCH"
Sub-Zero/Ice Blast	▶ + "HIGH PUNCH"
Scorpion/Spear and Cord	▶ + "HIGH PUNCH"

You SCORE POINTS by attacking and defeating opponents:

- 10 POINTS by a successful normal attack
- 70 POINTS by a successful secret move attack
- 400 POINTS by winning a bout
- 600 POINTS by defeating Shang Tsung (winning the game).

The game pauses after each bout and round. Press the ON/START button to start the next bout or round when you are ready.

Press the SOUND button to fight in silence. Press it again to regain all the sounds of ultimate battle and devastation.

After a GAME OVER, press the ON/START button to start the game again with the same fighter. Or you can use the SELECT button after a GAME OVER to select a different fighter — and then press the ON/START button to begin a new game!

Press the OFF button to turn off the game when you are finished playing. But don't worry if you forget because the powers of the universe automatically shut off the game after three minutes of no action.

9 DEFECTOR DAMAGE

If a part of your game is damaged or something has been left out, DO NOT RETURN THE GAME TO THE STORE. The store doesn't have replacement parts. Instead, write to us at:

TIGER ELECTRONIC TOYS REPAIR CENTER
980 Woodlands Parkway,
Vernon Hills, Illinois 60061, U.S.A.

In your note, mention the name of your game, the game's model number, and tell us briefly about problem. Also include sales slip, date and place of purchase and price paid. We will do our best to help.

10 90-DAY LIMITED WARRANTY

Tiger Electronic Toys warrants to the original consumer purchaser of any of its electronic games that the product will be free of defects in material or workmanship for 90 days from date of purchase.

During this 90-day warranty period the game will either be repaired or it will be replaced (at our option) without charge to the purchaser, when returned either to the dealer with proof of the date of purchase, or when returned prepaid and insured with proof of date of purchase, to TIGER ELECTRONIC TOYS, 980 Woodlands Parkway, Vernon Hills, Illinois 60061, USA.

Units returned without proof of the date of purchase, or units returned after the 90-day warranty period has expired, will be repaired or replaced (at our option) for a service charge of US\$12.00. Payment must be made by check or money order. This non-warranty service will only be available for one year from the date of purchase. All non-warranty units must be returned postage paid and insured to TIGER ELECTRONIC TOYS, REPAIR CENTER, 980 WOODLANDS PARKWAY, VERNON HILLS, ILLINOIS 60061, USA.

Tiger Electronic Toys will not be liable for loss of use of the product or other incidental or consequential costs, expenses, or damages incurred by the purchaser. Any implied warranties are limited in duration to the 90-day period from the original date of purchase.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state so the foregoing limitations may not apply to you. This warranty does not cover damage resulting from accident, unreasonable use, negligence, improper service or other causes not arising out of defects in material or workmanship.

HOW TO GET SERVICE FROM THE TIGER ELECTRONIC TOYS REPAIR CENTER ON YOUR ELECTRONIC GAME DURING AND AFTER THE 90-DAY WARRANTY PERIOD. During the 90-day warranty period, you may have a defective game replaced at the dealer from which it was purchased. If, however, during the 90-day warranty period, you choose to obtain repair or replacement from the Tiger Electronic Toys Repair Center, please make the arrangements described below:

- 1) Pack the game carefully in the original box. If the game box is not available, use a good carton with plenty of newspaper, foam or other padding all around and tie it securely.
- 2) Carefully print on the box or carton the following name and address

TIGER ELECTRONIC TOYS,
REPAIR CENTER
980 Woodlands Parkway,
Vernon Hills, Illinois 60061, USA.

Also, don't forget to show your return address.

- 3) Put parcel post stamps on the package; insure the package, then mail.

After the 90-day warranty period and up to one year from the date of purchase, do all of the above PLUS enclose your check or money order for US\$12.00 payment for the repair service.

"MORTAL KOMBAT"®

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