

WARRANTY

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.

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PATENTS PENDING

PRINTED IN HONG KONG

VRT-X™
THE ORIGINAL EXPERIENCE™

MODEL 71-106

MK
TM



ELECTRONIC LCD GAME

71106IWTIE-1

"IS THE THIRD TIME THE CHARM - OR DEATH?"

The agony of Shang Tsung did not end with Mortal Kombat II.

With the coming of Mortal Kombat III, there is still a chance for redemption and victory. Once again the tournament lives and so lives the chance to fight again. Time has made Shang Tsung younger. The fight has been brought closer to mankind, to the planet Earth.

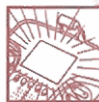
Joining SHANG TSUNG at the tournament are:

SINDEL	a sorceress
SHEEVA	the four armed wonder
KUNG LAO	who hides his rage underneath his sombrero
NIGHTWOLF	who can make anyone afraid of the dark
KABAL	who will never show sympathy or remorse
JAX	the greatest puncher in the universe
STRYKER	a mercenary soldier of fortune

Will the victory that has eluded Shang Tsung for so many centuries finally be his — or will the thrill once again belong to someone else? Let the tournament begin anew...

ACTIVATING THE LIGHT SOURCE

THE VRT-X GAME YOU HAVE PURCHASED IS DESIGNED TO USE A HOLOGRAM IN THE REFLECTOR. YOUR UNIT ALSO CONTAINS A RETRACTABLE LIGHT SOURCE TO ILLUMINATE THIS HOLOGRAM. WHEN THE RETRACTABLE LIGHT SOURCE IS TURNED ON, IT ILLUMINATES THE HOLOGRAPHIC BACKGROUND OF THE GAME, CREATING AN EXTRAORDINARY FIELD OF PLAY!



THE LIGHT SHINES ON THE HOLOGRAPHIC BACKGROUND CREATING AN EXTRAORDINARY FIELD OF PLAY.

THE RETRACTABLE LIGHT SOURCE IS BUILT INTO A PLASTIC ARM ATTACHED TO YOUR UNIT. THE LIGHT HAS TWO SUPER BRIGHT LED'S. THE LIGHT IS ACTIVATED BY A SPRING LOADED TRIGGER. WHEN PLAYING YOUR VRT-X GAME, BE SURE TO HOLD THE GAME UNIT AT AN ANGLE TO PROVIDE OPTIMAL GAME PLAY VIEWING.



THE LIGHT SOURCE IS BUILT INTO A PLASTIC ARM ATTACHED TO YOUR UNIT. THE LIGHT IS ACTIVATED BY TRIGGER.

WHEN YOU PRESS THE TRIGGER, THE PLASTIC ARM WILL POP UP AND THE LED'S WILL LIGHT UP! TO TURN OFF THE LIGHT, JUST PRESS DOWN ON THE LIGHT ARM. THIS "RESETS" THE ARM IN THE "OFF" POSITION.



PRESS THE TRIGGER AND THE PLASTIC ARM POPS UP — AND THE LIGHTS GO ON!

THE LIGHT WILL ALSO TURN OFF WHEN YOU PRESS THE OFF BUTTON ON THE GAME UNIT OR WHEN DURING THE COURSE OF A GAME, THERE ARE 3 MINUTES OF "NO PLAY". AFTER THREE MINUTES OF NO PLAY, THE GAME AND THE LIGHT SOURCE BOTH SHUT OFF AUTOMATICALLY.



PRESS DOWN LIGHTLY ON THE PLASTIC ARM TO TURN OFF THE LIGHT.

IF YOU SO CHOOSE, YOU CAN ALSO PLAY YOUR VRT-X GAME WITHOUT TURNING ON THE LIGHT.

"WIN 4 BOUTS TO WIN THE TOURNAMENT"

Select your fighter from among:



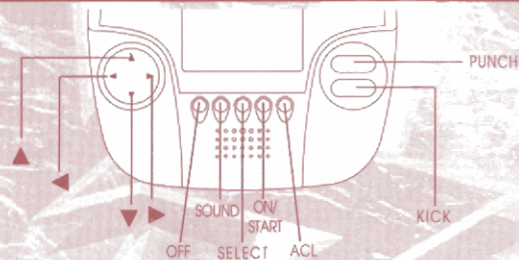
All fighters kick and punch and have special moves. Each time you hit an opponent using a special move, his/her energy meter will decrease. Your opponent's energy will also decrease if you punch or kick him/her 4 times. Once your opponent's energy meter drops to zero, he/she will be down for the count. You will lose the round if both of you have the same amount of energy when the timer reaches 0.

As the energy meter drops down, the words **"FINISH HIM"** OR **"FINISH HER"** will appear on screen. Using a fighter's special move at this time will score you added bonus points!

If you choose a fighter from the left hand side of the screen, you have to defeat the four fighters on the right hand side of the screen. If you choose a fighter from the right hand side of the screen, you have to defeat the four fighters on the left hand side of the screen.

Each bout is a best two out of three rounds. When you win two rounds, you win the bout and advance to the next fighter. If you lose a bout, you receive a **GAME OVER**.

To WIN the game, you must win all four bouts.

"MASTER YOUR SPECIAL MOVES TO MASTER YOUR OPPONENTS"

- ON/START** — to turn on the unit.
 — to start the game.
 — to start each bout.
 — to start each round.
- SELECT** — Before play begins to select your fighter from among:
 SINDEL...SHEEVA...SHANG TSUNG...KUNG LAO...
 NIGHTWOLF...KABAL...JAX...STRYKER.
 — After play begins to toggle between normal and "depth view" on screen.
- SOUND OFF** — to control sound: on or off.
 — to turn off the unit.
- "▲"** — to jump up
 (player will jump down automatically after jumping up).

“▶”

— to move to the right.
(forward for fighters on the left hand side; backward for fighters on the right hand side)

“▼”

— to crouch or duck.

“◀”

— to move to the left.
(backward for fighters on the left hand side; forward for fighters on the right hand side)

KICK

— to kick.

PUNCH

— to punch

ACL

— press to reset your game if your unit is not working properly.



TM

After turning ON the game, use the **SELECT** button to choose your fighter. You win the game by defeating the four fighters on the other side of the screen.

PRESSING THE **SELECT** BUTTON DURING A FIGHT ALLOWS YOU TO SWITCH INTO DEPTH VIEW TO FIGHT. YOU CAN SWITCH BACK TO NORMAL VIEW BY PRESSING THE SELECT BUTTON AGAIN.



YOU WILL BE SWITCHED BACK TO NORMAL VIEW WHEN THE WORDS **"FINISH HIM"** OR **"FINISH HER"** START BLINKING.

WHEN ENERGY METER IS DROPPING DOWN, **"FINISH HIM"** OR **"FINISH HER"** WILL BLINK ON SCREEN. USING A FIGHTER'S SPECIAL MOVE TO HIT YOUR OPPONENT WITHIN 5 SECONDS WILL SCORE YOU ADDED BONUS POINTS AND WILL TURN YOUR OPPONENT INTO A SKELETON!

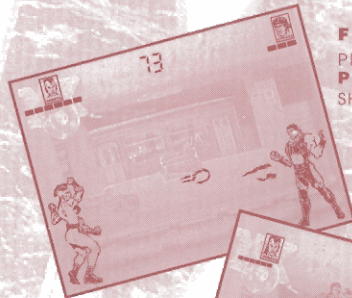


SPECIAL MOVES**SINDEL****FIREBALL:**

PRESS "◀" THEN "▶" +
PUNCH.
SHE THEN SPITS FIREBALLS
OUT OF HER MOUTH.

**HAIR ATTACK:**

PRESS "▶" + **PUNCH** THEN "◀".
SHE USES HER HAIR TO THROW
OPPONENTS!

SPECIAL MOVES**SHEEVA****FIREBALL:**

PRESS "◀" THEN "▶" +
PUNCH.
SHE THROWS HER FIREBALL.

**JUMP ATTACK:**

PRESS "▲" THEN "▼" +
PUNCH.

SHE WILL JUMP UP OUT OF THE
SCREEN AND THEN APPEAR ON TOP OF YOUR
OPPONENT AND ATTACK HIM!



SPECIAL MOVES

SHANG TSUNG

FIREBALL:
PRESS "◀" THEN "▶" + PUNCH



POWER BALL:
PRESS "◀" THEN "▼" + PUNCH



The energy approaches an opponent on the ground — and then attacks him!

SPECIAL MOVES

NIGHTWOLF

FLYING AXE:
PRESS "▶" THEN "◀" + PUNCH



ELECTRONIC SHIELD:
PRESS "▶" THEN "▶" + PUNCH



Shield power bounces back all the power of an opponent's attack right back at him!

SPECIAL MOVES

KUNG LAO



ENERGY SPHERES:
PRESS \leftarrow THEN \blacktriangledown + PUNCH.
YOU FIRE ENERGY SPHERES FROM
YOUR HAND.



OVERHEAD THROW:
PRESS \blacktriangleright + PUNCH THEN PRESS \leftarrow .



SPECIAL MOVES

KABAL

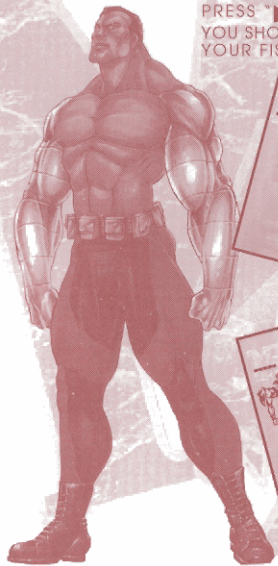


FLYING ROCKETS:
PRESS \blacktriangleright THEN \leftarrow +
PUNCH.

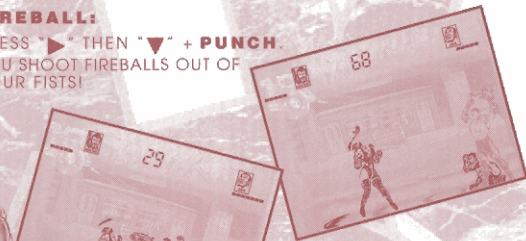


POWER PUNCH:
PRESS \blacktriangleright THEN \blacktriangledown + PUNCH.
KABAL WILL DISAPPEAR THEN JUMP UP FROM
THE GROUND AND PUNCH YOUR OPPONENT!



SPECIAL MOVES**JAX****FIREBALL:**

PRESS "▶" THEN "▼" + PUNCH.
YOU SHOOT FIREBALLS OUT OF
YOUR FISTS!

**FLASH ATTACK:**

PRESS "▶" THEN "◀" + PUNCH.
THE MOST POWERFUL PUNCHER IN
THE UNIVERSE!

**JUMP ATTACK:**

PRESS "▲" THEN "▼" + PUNCH
WHEN YOU JUMP, THE AIR IS FULL OF YOUR
DESTRUCTIVE POWER!

SPECIAL MOVES**STRYKER****FIREBALL:**

PRESS "▶" THEN "◀" + PUNCH.

**OVERHEAD THROW:**

PRESS "◀" + PUNCH + THEN "▶".

Points

**"ONLY THE STRONG SURVIVE -
THE REST SEE THEIR FLESH TRUN
TO BONE"**

**20
POINTS**

for a successful normal attack.

**50
POINTS**

for a successful special move attck.

**350
POINTS**

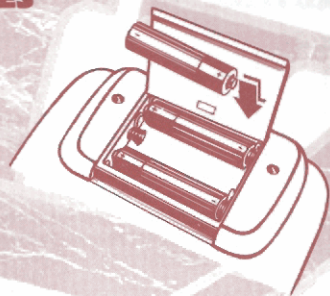
for a successful finishing attack.

**500
POINTS**

for each bout you win.

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



FOR PROPER FUNCTION :

- DO NOT MIX OLD AND NEW BATTERIES
- DO NOT MIX ALKALINE, STANDARD (CARBON - ZINC) OR RECHARGEABLE (NICKEL - CADMIUM) BATTERIES

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 shown in the diagram at the right.



CAUTION

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



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



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



Clean only with a piece of soft dry cloth.

Replace batteries at the first sign of erratic operation.

DEFECT OR 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 what is the problem. Also include sales slip, date, place of purchase and price paid. We will do our best to help.

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