

WARRANTY

1. Pack the product carefully in the original box or use a good-quality carton with packing materials.
2. Include a letter with a complete description of the defect, a check if product is beyond the 90-day warranty, and your printed name, address and telephone number.

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 damages resulting from accident, unreasonable use, negligence, improper service or other causes not arising out of defects in material or workmanship.

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MODEL 63-007

MORTAL KOMBAT  
TRILOGY



630071WTIE-01

ELECTRONIC LCD GAME

TIGER

**THE CODE OF KOMBAT :**  
**"THERE IS NO KNOWLEDGE THAT IS NOT POWER..."**

"You have been chosen to represent Earth in Mortal Kombat. Be warned. For although your souls are safe from Shao Kahn's evil, your lives are not. I can no longer interfere. Your Earth is now ruled by the Outworld Gods."

...These are the words of Rayden...

For nine generations, the Mortal Kombat tournament was ruled by the Outworld's finest Warrior, Prince Goro. It was agreed that if the Outworld could claim victory in 10 consecutive tournaments, it would then rule the Earth. With the Earth on the brink of destruction, a new generation of Warriors gathered and claimed victory.

With victory in hand, Warrior Monk, Liu Kang, had now become the new champion. But his victory was short lived. He and his comrades were lured into the Outworld to compete in a second Tournament.

But Liu Kang and his comrades discovered an evil deception. The Tournament was merely a diversion devised by the Dark Emperor to break the rules set forth by the Elder Gods. The Dark Emperor would witness the reincarnation of his former Queen, Sindel. This unholy act gave Shao Kahn the power to step through the

dimensional gates to reclaim his Queen and seize control of the Earth.

This Trilogy of events comprises Shao Kahn's final attempt at taking control of the Earth.

There are seven fighters you can choose from to be your own fighter — and two additional fighters you can never control but who nevertheless play large parts in the Tournament.

THE SEVEN:

**SEKTOR**

Sektor is actually the code name of Unit LK-9T9. He was the first of three prototype cybernetic ninjas built by the Lin Kuei. Sektor was once a human assassin trained by the Lin Kuei. He volunteered for automation because of his loyalty to the Clan. Sektor survives the Outworld invasion — he has no soul to take.

**Special move:** TELEPORT UPPERCUT.



**ERMAC**

An enigma to all who come into contact with him, Ermac's past remains shrouded in mystery. It's believed that he exists as a life force brought together by the souls of extinguished Outworld Warriors. Shao Kahn has managed to take possession of these souls and use them to fight on the side of tyranny.

**Special Move:** TELEPORT PUNCH.

**CYRAX**

Cyrax is unit LK-4D4, the second of three prototype cybernetic ninjas built by the Lin Kuei. Like his counterparts, Cyrax's last programmed command is to find and terminate the rogue Ninja, Sub-Zero. Without a soul, Cyrax goes undefeated by Shao Kahn and remains a possible threat against his occupation of Earth.

**Special Move:** ENERGY NET.

**SUB-ZERO**

Thought to have been vanquished in the Shaolin Tournament, Sub-Zero mysteriously returns. It's believed this secretive member of the Lin Kuei, a legendary clan of Chinese "ninjas", has returned to again attempt an assassination of Shang Tsung. To do so, he must fight his way through Shao Khan's tournament.

**Special Move:** GROUND FREEZE.

**KITANA**

Kitana is accused of treason by the high courts of the Outworld after murdering her evil twin Mileena. Shao Kahn appoints a group of warriors specifically to catch his daughter and bring her back alive. But Kitana must find a way to reach the newly crowned Queen Sindel first and warn her of her true past.

**Special Move:** AIR PUNCH



**SONYA**

Sonya Blade disappears in the first Tournament, but is later rescued from the Outworld by Jax. After returning to Earth, she and Jax try to warn the U.S. government of the looming Outworld menace. Lacking proof, they watch helplessly as Shao Kahn begins his invasion.

**Special Move:** WAVE PUNCH.

**MILEENA**

Thought to have been killed by Kitana in Mortal Kombat II, Mileena now prepares to battle in Mortal Kombat Trilogy.

**Special move:** AIR KICK



IN ADDITION TO "THE SEVEN" ARE AN ADDITIONAL MYSTERIOUS "TWO":

**KINTARO**

A mysterious fighter. Unlike Sektor, Ermac, Cyrax, Sub-Zero, Kitana, Sonya, or Mileena, you cannot choose Kintaro as your fighter. However, Sektor, Ermac, Cyrax and Sub-Zero are destined to fight him as part of their journey to attempted victory. He is fierce, uncompromising, and prides himself on his viciousness.

**SHAO KAHN**

Long ago, Shao Kahn rose to power in the Outworld, usurping the realm from Kitana's parents and taking Queen Sindel for his bride. Then she died. Now, centuries later, Sindel is reborn. And since Shang Tsung failed to win the Earth Realm through Mortal Kombat I and II, her rebirth is the means by which Kahn may finally seize the planet forever.



All fighters must face Shao Kahn in order to claim final victory!

## TAKE KOMFORT ONLY IN FINAL VICTORY

Once you choose a fighter from among, SEKTOR, ERMAC, CYRAX, SUB-ZERO, KITANA, SONYA, or MILEENA, he or she is your fighter throughout the game until you suffer a GAME OVER or until you win The Tournament. Once the game is completed, then, of course, you are free to select a different Warrior.

There are two parts to the Mortal Kombat Trilogy Tournament. The first part consists of four basic matches. You will face a different Warrior in each of these matches. To win a match, you must win two out of three rounds.

If you lose a match, it's GAME OVER and your fate is sealed against you. If you win a match, you advance to the next match.

If you win all four matches, then you advance to the second part of the Tournament, which is a final match against Shao Kahn. No matter whether you are a fighter from the left or right side, you MUST do this final match with Shao Kahn in order to win the Tournament. But be warned — Shao Kahn will not go down easily!

Each Warrior at The Tournament has a health meter to measure his health. You begin each round with full health but your health meter diminishes with each blow taken. The amount your meter reduces depends on the type of hit delivered and whether or not it was blocked. When a Warrior's health meter runs out, he/she is

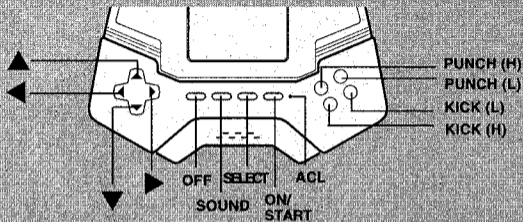
knocked out and the round goes to the opponent.

If time expires before either Kombatant is knocked out, the Warrior with fewer injuries (more of his health meter intact) is declared the victor. There is a countdown from "99" for each round.

May the spirit and Kombatant fires of Rayden be with you.



## TIME TO KONQUER



- ON/START** — to turn on the unit.
- to start each match.
- to start each round.
- SELECT** — to select your fighter (choose from SEKTOR, ERMAC, CYRAX, SUB-ZERO, KITANA, SONYA, or MILEENA).
- SOUND OFF** — to control sound: on or off.
- to turn off the unit.
- (The unit also shuts off automatically after 3 minutes of no play.)
- ▲ — 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 to the left  
(backward for fighters on the left hand side; forward for fighters on the right hand side).
- ▼ — to move down (after jumping up).
- PUNCH (H)** — to high punch (HP).
- PUNCH (L)** — to low punch (LP).
- KICK (H)** — to high kick (HK).
- KICK (L)** — to low kick (LK).
- ACL** — to reset your unit if your game malfunctions.

Press the **ON/START** button to turn on the unit. You will hear an "On" beep and the maximum score is displayed. KITANA is shown as your fighter.

Use the **SELECT** button to select your fighter.

You can select from: KITANA, SONYA, MILEENA, SEKTOR, ERMAC, CYRAX, or SUB-ZERO.

After you have selected your fighter, press the **ON/START** button again for the contestants to begin the Kombat!



The display will show "1-1", indicating it is the first match and the first round of the first match. Then the digits clear to reveal the game timer, which counts down from 99 for each round. Remember that if the timer expires before a knock out, then the fighter with the greater health meter wins the round.

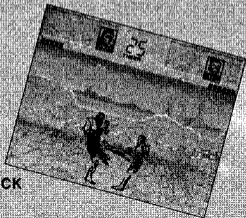
In addition to regular high and low punching and kicking, each fighter possesses a special move, which scores more points than a regular move.

When you have an opponent down for the count, try to FINISH HIM (or HER) by using your special move!

FINISH HIM!!!



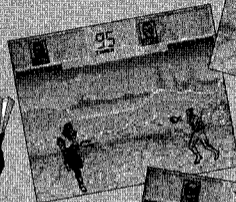
**ERMAC'S TELEPORT PUNCH**  
"▶" + "▲"



**MILEENA'S AIR KICK**  
"◀" + "HK"



**SUB-ZERO'S GROUND FREEZE**  
"▶" + "HP"



**KITANA'S AIR PUNCH**  
"◀" + "HP"



**CYRAX'S ENERGY NET**  
"▶" + "HP"



SONYA'S WAVE PUNCH  
"←" + "HP".

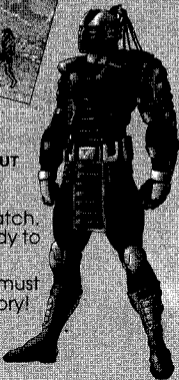


SEKTOR'S TELEPORT UPPERCUT  
"▶" + "HP".

The game pauses after each round and match. Press the **ON/START** button when you are ready to start each new round and match.

Remember, after winning four matches, you must then defeat Shao Kahn in order to claim victory!

After **GAME OVER**, press the **ON/START** button to start the game again with the same fighter.



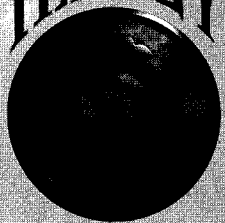
Or you can use the **SELECT** button after **GAME OVER** to select a different fighter — and then press the **ON/START** button to begin the new game!

Remember that once play begins, you must keep the same fighter until "death do you part" by **GAME OVER** or until you win The Tournament!





# MORTAL KOMBAT TRILOGY

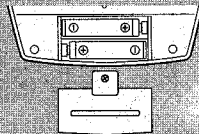


## MAY KONQUEST BE YOURS

- 10 POINTS** for each successful regular attack.
- 70 POINTS** for each successful special move attack.
- 400 POINTS** for winning a match (best two of three rounds against a fighter).
- 600 POINTS** by defeating Shao Kahn (winning the game).

## INSERTING THE BATTERIES

Remove the screw in the battery compartment door located on the back of the unit. Insert two "AAA" batteries, LR03 or equivalent (not included), making sure to align "+" and "-" as shown. Close battery compartment and replace screw.



### TO ENSURE PROPER FUNCTION:

- DO NOT MIX OLD AND NEW BATTERIES
- DO NOT MIX ALKALINE, STANDARD OR RECHARGEABLE BATTERIES.
- BATTERY INSTALLATION SHOULD BE DONE BY AN ADULT.
- NON-RECHARGEABLE BATTERIES ARE NOT TO BE RECHARGED.
- RECHARGEABLE BATTERIES ARE TO BE REMOVED FROM THE TOY BEFORE BEING CHARGED ( IF REMOVABLE ).
- RECHARGEABLE BATTERIES ARE ONLY TO BE CHARGED UNDER ADULT SUPERVISION ( IF REMOVABLE ).
- ONLY BATTERIES OF THE SAME OR EQUIVALENT TYPE AS RECOMMENDED ARE TO BE USED.
- BATTERIES ARE TO BE INSERTED WITH THE CORRECT POLARITY.
- EXHAUSTED BATTERIES ARE TO BE REMOVED FROM THE TOY.
- THE SUPPLY TERMINALS ARE NOT TO BE SHORT-CIRCUITED.



**ACL BUTTON :** 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 fall.



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

**90 - DAY LIMITED WARRANTY**

Tiger Electronics, Inc. (Tiger) warrants to the original consumer purchaser of any of its electronic games or toys that the product will be free of defects in material or workmanship for 90 days from the date of original purchase.

During this 90-day warranty period, the product will either be repaired or replaced (at our option) without charge to the purchaser, when returned either to the dealer with proof of the date of purchase or to TEI when returned prepaid and insured with proof of date of purchase.

Product returned to TEI without original receipt or after the 90-day warranty has expired, but prior to one year from the original date of purchase, will be repaired or replaced (at our option) for a service charge of US\$10.00. Make check or money order payable to Tiger Electronics, Inc.

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