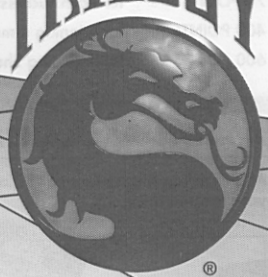


R-ZONE[®]MORTAL KOMBAT[®]
TRILOGYTIGER ELECTRONICS
INC.

LCD Video Game

1. GAME STORY

"SHAO KAHN ARISES ONCE MORE IN THE R-ZONE"

The code of Kombat is, "There is no knowledge that is not power. You will find this to be true when you enter the R-Zone in your noble attempt to defeat Shao Kahn and save the Earth.

As it has been written...

"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.

2. THE FIGHTERS

"CHOOSE YOUR FIGHTER"

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 undetected 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! So enter the R-Zone — and emerge as champion!

3. OBJECT OF THE GAME

"GET IN THE ZONE — AND WIN THE TOURNAMENT"

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.

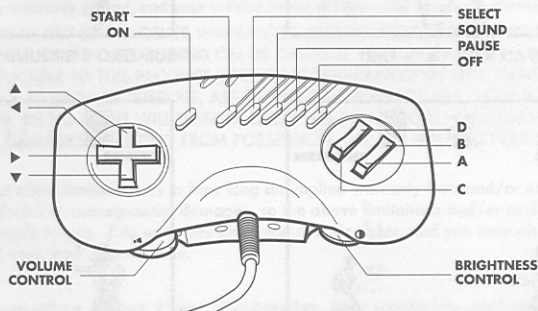
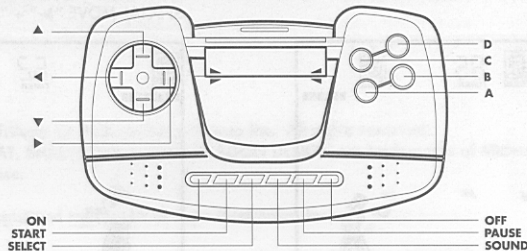
If you win all four matches, then you advance to the second part of the Tournament, which is a final match against Shao Kahn. No matter whether you are a fighter from the left or right side, you MUST do this final match with Shao Kahn in order to win the Tournament. But be warned -- Shao Kahn will not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

4. HOW TO PLAY

"BEGIN YOUR JOURNEY OF TRIUMPH"**R-ZONE HEAD GEAR CONTROL PAD****R-ZONE XTREME POCKET GAME CONTROL PAD**

- ON — to turn on the unit.
- START — to start each match.
- to start each round.
- to exit PAUSE.
- SELECT — to select your fighter (choose from SEKTOR, ERMAC, CYRAX, SUB-ZERO, KITANA, SONYA, or MILEENA).
- SOUND — to control the sound: on or off.
- PAUSE — to pause the unit.
- 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).
- "A" — to high kick (HK).
- "B" — to low kick (LK).
- "C" — to high punch (HP).
- "D" — to low punch (LP).
- BRIGHTNESS CONTROL — to control brightness (contrast).
(For R-Zone Head Gear Only)
- VOLUME CONTROL — to control volume (loudness).
(For R-Zone Head Gear Only)

Press the ON 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 START button for the Kontestants to begin the Kombat!

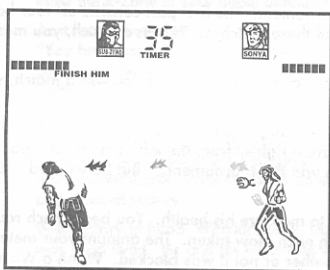
The display will show "1-1", indicating it is the first match and the first round of the first match.

Then the digits clear to reveal the game timer, which counts down from 99 for each round.

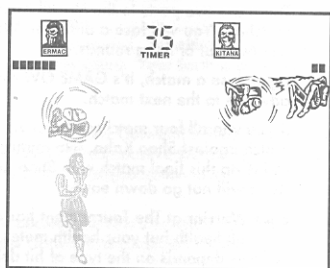
Remember that if the timer expires before a knock out, then the fighter with the greater health meter wins the round.

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

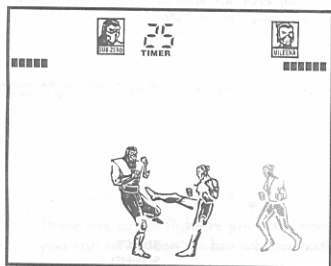
When you have an opponent down for the count, try to FINISH HIM (or HER) by using your special move!



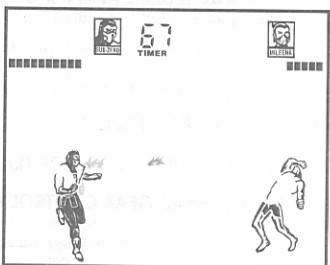
FINISH HIM!!!!



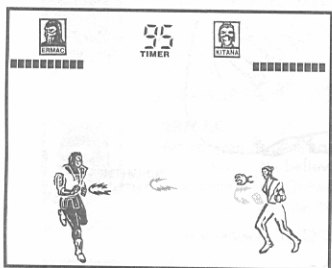
ERMAC'S TELEPORT PUNCH "▶" + "▲".



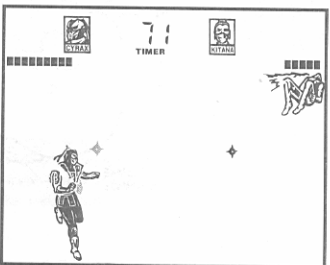
MILEENA'S AIR KICK "◀" + "HK".



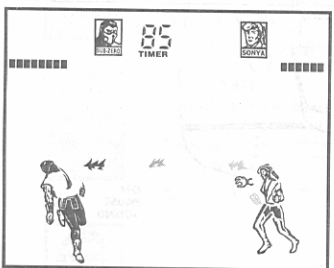
SUB-ZERO'S GROUND FREEZE "▶" + "HP".



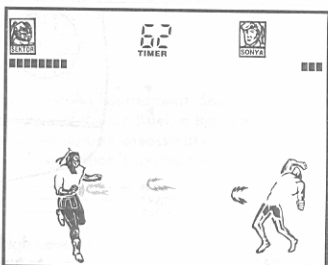
KITANA'S AIR PUNCH "◀" + "HP".



SPECIAL MOVE "▶" + "HP".



SONYA'S WAVE PUNCH "◀" + "HP".



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

The game pauses after each round and match. Press the 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 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 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!

5. SCORING

"EARN AS YOU LEARN TO MASTER YOUR ENEMIES"

- 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).

6. ADDITIONAL CARTRIDGES

Additional cartridges for your R-Zone Head Gear and R-Zone X.P.G. are sold separately in many of your favorite titles.



7. 90-DAY LIMITED WARRANTY

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

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The foregoing states the purchaser's sole and exclusive remedy for any breach of warranty with respect to the product.

All product returned must be shipped prepaid and insured for loss or damage to:

Tiger Electronics, Inc. Repair Dept.
980 Woodlands Parkway
Vernon Hills, Illinois 60061 U.S.A.

The product should be carefully packed in the original box or other packing materials sufficient to avoid damage during shipment. Include a complete written description of the defect, a check if product is beyond the 90-day warranty period, and your printed name, address and telephone number.

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Belvedere House, Victoria Avenue, Harrogate, North Yorkshire HG1 1EL, England.

PRINTED IN CHINA 01-GT021-9088

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