



1. GAME STORY

"THE GREATEST TOURNAMENT ASSEMBLES AGAIN—THIS TIME ON EARTH!"

Time moves forward. The only thing that stays the same is the heart's thirst for supremacy. Once again, the greatest martial arts tournament in the universe has been revived because the need for conquest can never disappear! This time the tournament takes place on Earth!

Fighters including Sub-Zero, Liu Kang, Kano and Sonya have returned, but time has made them bolder and they come prepared with new looks and new moves! They are joined at the tournament by other fighters, the likes of which the universe has never seen before! Their names are new to you: Sindel, Sektor, Sheeva and Jax. But their fighting skills will soon indelibly storm their way into your soul!

With R-Zone technology, a new world of Kombat awaits you!

2. OBJECT OF THE GAME

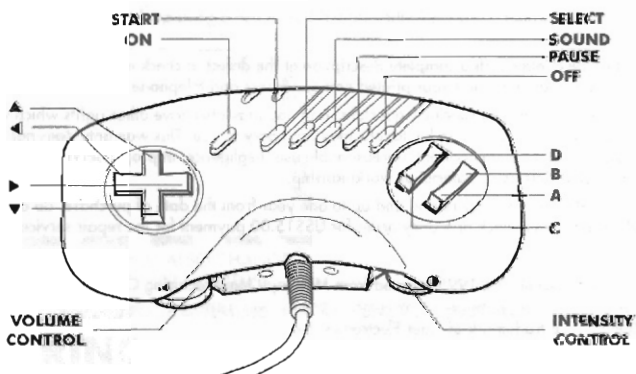
"CHOOSE YOUR FIGHTER. YOU MUST WIN 4 BOUTS. ANYTHING ELSE LEADS TO YOUR DESTRUCTION."

If you select a fighter from the left hand side of the screen, you will fight the four fighters on the right hand side of the screen. If you select a fighter from the right hand side of the screen, you will fight the four fighters on the left hand side of the screen.

Each bout consists of a best two out of three rounds. So 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 4 bouts.

3. HOW TO PLAY



"FIRST YOU BASH THEM, THEN YOU ASH THEM!"

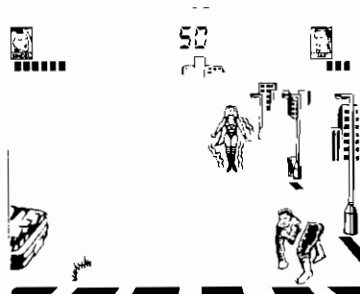
- ON — to turn on the unit.
- START — to start the game.
— to start each bout.
— to start each round.
— to exit pause.
- SELECT — to select your fighter from among:
SINDEL...SONYA...SHEEVA...LIU KANG...
KANO...SEKTOR...JAX...SUB-ZERO.
- SOUND — to control sound: on or off.
- PAUSE — to pause the game.
- OFF — to turn off the unit.
- "◀" — to move to the left (backward for fighters on the left
hand side; forward for fighters on the right hand side).
- "▶" — to move to the right (forward for fighters on the left
hand side; backward for fighters on the right hand side).
- "▲" — to move to far position.
- "▼" — to move down (if in the up/far position).
— to come down while jumping up.
— press with kick for LOW KICK.
- "A" (SPECIAL MOVES) — to perform a special move when used in
combinations with other control buttons.
- "B" (JUMP) — to jump up.
- "C" (KICK) — to kick.
- "D" (PUNCH) — to punch.
- VOLUME CONTROL — to control volume: higher or lower.
- INTENSITY CONTROL — to bring game figures into focus.

After turning ON the unit, press START, then all fighters will be shown. Use the SELECT button to choose your fighter. Each fighter has their own special move:

SINDEL



Sindel uses fireballs to attack her opponents
Press "◀" then "A" + "D"



Sindel can also fly to avoid attacks!
Press "◀" then "▲" + "A"

SONYA



She is a woman who gets her kicks out of kicking. She also shoots energy spheres out of her hands
Press "◀" then "A" + "D"

SHEEVA



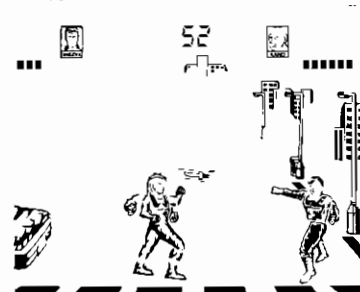
With four arms, Sheeva possesses supernatural strength for throwing opponents!
Press "A" + "D" then "▶"

LIU KANG



This noble fighter, skilled in the ways of the Ninja, shoots fireballs from his hands
Press "◀" then "A" + "D"

KANO



This sommersaulting minion of evil can shoot knives out of his hands
Press "▶" then "D" + "A"

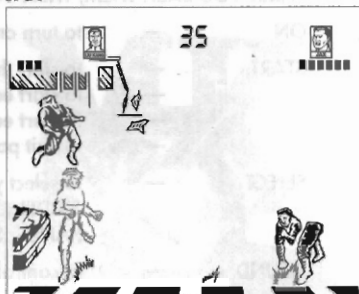
SEKTOR



He creates invincible webs of destruction that ensnare his opponents, so that they are trapped and cannot move! Go towards the opponent while they cannot move and then give the opponent a punch or a kick to finish this great special move! (Do it fast because the opponent is motionless for only a short time before they automatically break free!)

Press "▶" then "D" + "A"

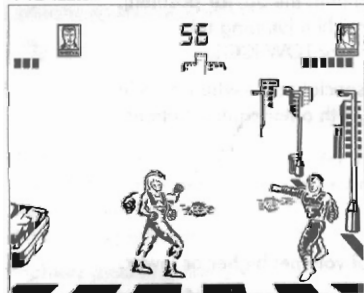
JAX



He's the most powerful puncher in the tournament. Jax can also punch the ground to pass energy spheres from the ground to destroy his opponents.

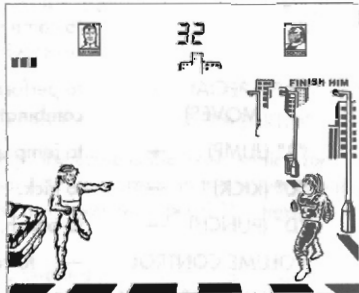
Press "▶" then "A" + "D".

SUB-ZERO



He raises his arm and blasts his opponents with ice, freezing them solid and making them easy prey. After the opponent is frozen, go towards the opponent and give the opponent a punch or kick to finish this very special move! (Do it fast before the opponent defrosts, They are frozen for only a short time!)

Press "▶" then "D" + "A".



Use your PUNCHES, KICKS and SPECIAL MOVES to knock your opponent flat on his/her back. Each time you hit an opponent, his/her energy meter will decrease. Once your opponent's energy drops to zero, he/she will be down for the count.

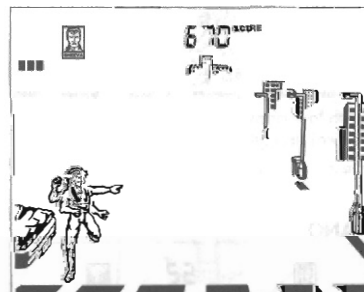


Just before a fighter goes down for the count, the words FINISH HIM or FINISH HER will appear on screen. If you use your special move at this time, you will see a special FINISHING EFFECT of turning the opponent to ashes!

Press "▶" then "D" + "A".



If you wish to move further away to avoid attacks, you can use the "▲" to move into the far position of the R-Zone "depth" screen. You can press "▼" to move back into normal position immediately.



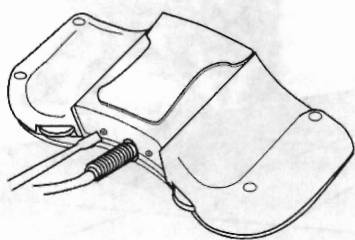
THE BACKGROUND WILL ALSO CHANGE AFTER YOU DEFEAT OTHER FIGHTERS!

4. SCORING

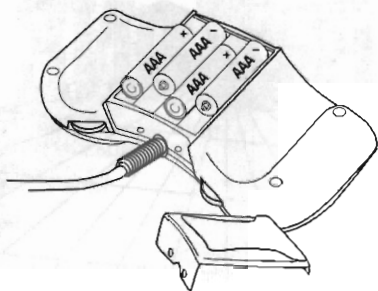
"SCORE AS IF YOUR LIFE DEPENDS ON IT—BECAUSE IT DOES!"

- 10 POINTS for a successful normal attack.
- 20 POINTS for a successful special move attack.
- 100 POINTS for a successful finishing attack.
- 100 POINTS for each bout you win.

5. INSERTING THE BATTERIES



Unscrew the screws which are on the battery cover in the bottom part of the control pad.



Insert 4 Alkaline "AAA" batteries, UM-4, LR03 or equivalent into the battery compartment. Close the compartment.

Make sure to align "+" and "-" as shown.

To ensure proper function, do not mix alkaline batteries with standard batteries or rechargeable batteries.

Do not mix old and new batteries.

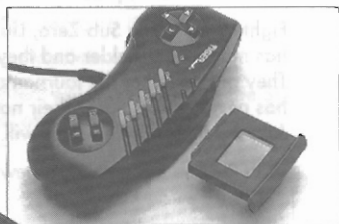
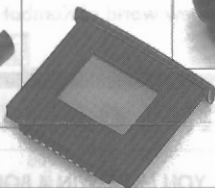
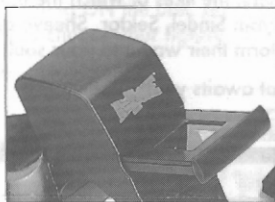
Do not use rechargeable batteries.

Replace with new batteries at the first sign of erratic operation.

Caution: Installation of batteries should be done by adult.

6. ADDITIONAL CARTRIDGE

Additional cartridges for your R-Zone game are sold separately in all of your favorite titles.



7. 90-DAY LIMITED WARRANTY

Tiger Electronics, Inc. (TEI) 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\$15.00. Make check or money order payable to Tiger Electronics, Inc.

TEI 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.

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.

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.

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\$15.00 payment for the repair service.

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980 Woodlands Parkway, Vernon Hills, Illinois 60061, U.S.A.

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

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