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Razor-winged, mechanoid Spider-Slayers want to slice and dice him! But with devastating new moves, it ain't over ... 'til Spidey says so!





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Nintendo®

GAME BOY®

DMG-G9-USA-1

MORTAL KOMBAT®

INSTRUCTION BOOKLET

Acclaim entertainment, inc.

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WARNING

PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

SAFETY FIRST...

- This is a high precision game with complex electronic circuitry. It should not be stored or used in places that are very hot or cold. Never hit or drop it. Never attempt to open it or take it apart.
- Don't touch the connectors or get them wet or dirty; this will damage the game circuitry. Keep them clean by storing the Game Pak in its protective case.
- Don't clean with benzene, paint thinner, alcohol or similar solvents.
- If you play for long periods of time, take a 10 to 15 minute break every hour or so.

For ages it was a competition of honor and glory. Noble warriors from around the globe were invited to take part, each seeking to win the title of Grand Champion.

The Shaolin Tournament for Martial Arts...



But that was a long time ago... before the tournament was corrupted by the evil demon Shang Tsung, a warrior who took not only the lives of his opponents, but their very souls...

With the aid of his pupil Goro, a hideous half-human dragon, Tsung began a domination of the contest which has lasted for centuries.
Today, 500 years later, the contest begins anew as warriors once again gather to partake in Mortal Kombat.



LET THE TOURNAMENT BEGIN!

1. Make sure the power switch is OFF.
2. Insert your MORTAL KOMBAT® game pak as described in your Nintendo Game Boy® manual.
3. Turn the power switch ON. When you see the Mortal Kombat® title screen, press the START BUTTON to begin the one-player battle for the title of Grand Champion.

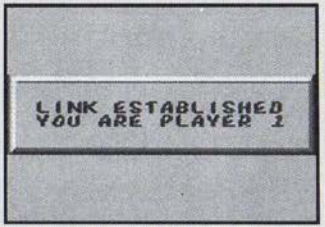


But first however, a fighter must be selected. The "Choose Your Fighter" screen has pictures of all the warriors available to a player — Liu Kang, Kano, Rayden, Scorpion, Sub-Zero, and Sonya Blade. Move the frame onto your desired warrior using the CONTROL PAD ARROWS. When your choice is framed, press the START BUTTON to select him/her and begin the tournament.



Should a second player desire to enter the tournament, he may link his Game Boy using the Game Link cable. When both players reach their title screens, the Game Boy Units will establish the link, automatically assigning player numbers.

NOTE: If there is a one-player game in progress, the link will not be established until that game has ended and the machine has cycled back to its title screen. To start a two player game immediately, turn both Game Boy Units OFF then ON simultaneously. Should the link be severed during a two player game, both machines will reset.



Once the link has been established, pressing the START BUTTON begins a one-player game, but the second player may join in at any time by pressing the START BUTTON, returning both players to the "Choose Your Fighter" screen.

Should both players choose the same warrior, your opponent will be darker in color. The players will then battle one another with the winner continuing onward in the tournament, and the loser's game ending.

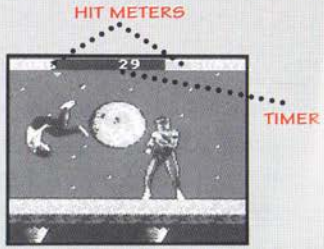
RULES OF THE TOURNAMENT

The Shaolin Tournament for Martial Arts is more than a simple exhibition. Each of its combatants has been invited for his extraordinary skills, and in accepting has wagered his very life upon them. The tournament's structure— as simple as it is ancient— tests all aspects of a warrior, for only the most worthy may earn the title of Grand Champion.



The tournament first tests a warrior's fighting skill by pitting him against the other tournament challengers. In all Mortal Kombat battles, meters in the upper-left and upper-right corners of the screen measure the health of each warrior.

The meters begin each round at full health, but are reduced with each blow taken. The amount of the reduction depends both on the type of hit and whether or not it was blocked. When a warrior's health meter runs out, he is knocked out and the round is awarded to his opponent. Should time run out before either combatant is knocked out, the warrior with less injury is declared the victor. The first warrior to win two rounds takes the match and moves on to his next opponent.



NOTE: If four rounds pass without a match winner, both combatants will be disqualified from the tournament.

An ancient proverb declares a warrior to be his own worst enemy. Another declares his greatest ally to be knowledge of his weaknesses. These maxims are the origin of the tournament's next test, the Mirror Match, where each warrior must face possibly his greatest foe— a doppelganger possessing all of his looks, strength, speed and skill. In order to defeat him, a warrior must demonstrate the one attribute that the doppelganger lacks— wisdom.

Should a warrior survive the Mirror Match, his conditioning is then tested in three grueling Endurance matches. The rules of these are similar to the standard matches, but upon defeating an opponent in an Endurance match, a second warrior then enters the fray.

To win a round, both opponents must be vanquished before your warrior succumbs to injury even once!

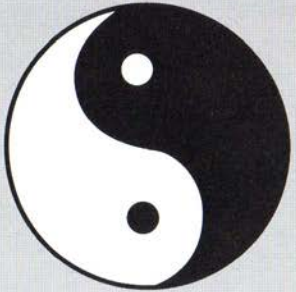
Only when a warrior has succeeded in each of these challenges has he proved himself worthy of meeting the Grand Champion, Goro, in battle. If Goro is defeated, the demon Shang Tsung will enter the contest to oppose you! Defeat him to become the Supreme Mortal Kombat Warrior!





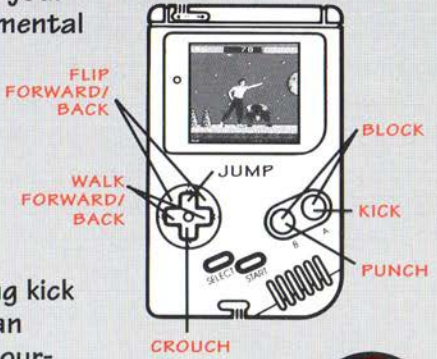
THE ART OF KOMBAT

Each contestant invited to the Tournament has spent years in practice and meditation to perfect his martial arts skills. Before engaging these warriors in combat, you too should practice the martial arts by meditating on these lessons.



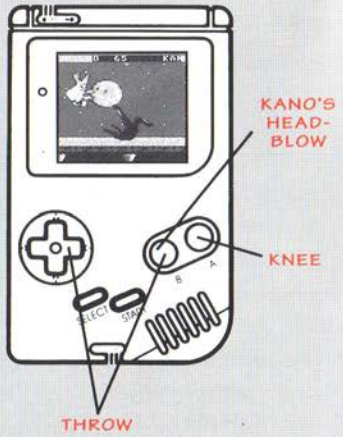
BASIC MOVES

The best way to begin your training is with the fundamental moves: kicks, punches, crouches, jumps and blocks. These moves may seem trivial compared to powerful and acrobatic moves like flying kicks, but knowing how to stop, avoid or counteract a flying kick can be far more useful than knowing how to land one yourself. Combined, these fundamentals form the foundation for both a potent offense and a strong defense.



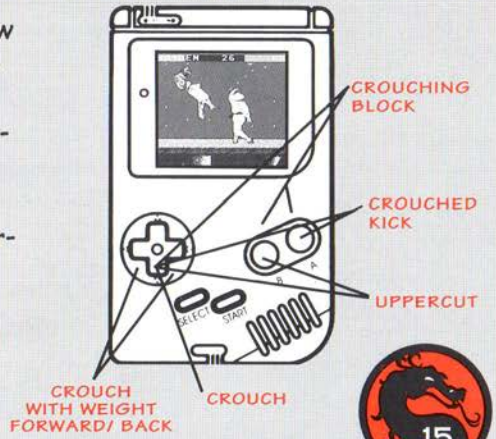
WHEN IN CLOSE QUARTERS

Additional moves used in close-in combat situations are the knee, Kano's head blow, and the throw. All three are highly effective, and do not require the full limb extension whith is impossible in close quarters. Although these moves are potent, they can be used only when directly adjacent to an opponent.



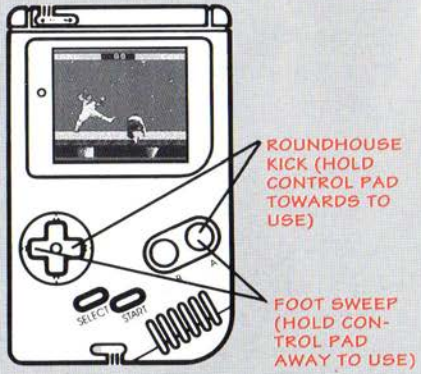
CROUCHING MOVES

Defensively, the crouching moves allow one to avoid punches and aerial weapons, to escape from close-in situations and to avoid being thrown. Offensively, the uppercut, executed from the crouch, is one of the most powerful weapons in a warrior's arsenal.



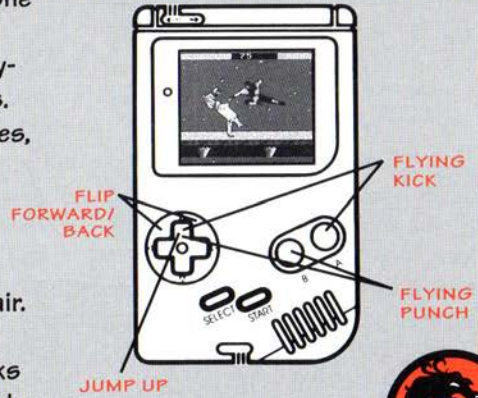
SPINNING MOVES

The spin is the key to such moves as the Roundhouse Kick and the Foot Sweep. The Foot Sweep hits your opponent's ankles and knocks him onto his back. The Roundhouse is a spinning kick which strikes your opponent in the face.



AERIAL MOVES

The final moves one should learn are the Aerial moves— the flying punches and kicks. To execute these moves, first jump, either in place or towards one's opponent, then press the attack buttons while in the air. However, unlike most attacks, aerial attacks must be timed properly to land the blow.



SPECIAL MOVES

All of the Mortal Kombat warriors possess expert fighting skills— in that respect, they are equal to thousands of other warriors around the globe. What raises them above their peers are the special moves which they have created and perfected. In order to become a superior warrior, skilled enough to win the title of Grand Champion, you too must learn these moves, for these moves, whether special kicks or elemental bolts make the Mortal Kombat warriors the fiercest and most ferocious combatants on Earth. Mastering their special moves will make you the same.

WISDOM OF THE FIGHTING MONKS.

The mind is stronger than the body. Observe fights to learn which moves counteract others, which can be executed faster, and which do the most damage. For example, a crouched block is very quick and will prevent you from being foot swept. Use this type of knowledge to your advantage.

With practice, you can learn combinations of moves which can be executed in sequence. These combinations allow you to hit your opponent several times before he can defend himself, making them an invaluable tool.

One battle plan will not work for every fighter. Since each warrior has different strengths and moves, each should employ a different fighting style. Experiment to discover which strategies are best suited to each fighter.



LIU KANG

AGE: 24

HEIGHT: 5'10"

WEIGHT: 185

HAIR: BLACK

EYES: BROWN

LEGAL STATUS: CITIZEN OF THE PEOPLES REPUBLIC OF CHINA

KNOWN RELATIVES: LEE KANG, FATHER (DECEASED) LIN KANG, MOTHER (DECEASED) CHOW KANG, BROTHER (WHEREABOUTS UNKNOWN)

BIRTHPLACE: HONAN PROVINCE, CHINA

OCCUPATION: SHAOLIN MONK, FISHERMAN



Once a member of the super-secret White Lotus Society, Liu Kang left the organization in order to represent all Shaolin temples at the tournament. Through his entire life he has heard stories and rumors about Shang Tsung's martial arts tournament. He is well aware of the evil behind it, and has entered the tournament expressly to defeat Shang Tsung and return the tournament to its noble origins.

SPECIAL MOVES:
FLYING KICK—TOWARDS, TOWARDS, KICK

FINISHING MOVE:



KANO

AGE: 35

HEIGHT: 6'

WEIGHT: 205

HAIR: BLACK

EYES: 1 BROWN, 1 INFRA-RED (BUILT INTO 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



A mercenary, thug, extortionist, thief—Kano lives a life of crime and injustice. He is a devoted member of the Black Dragon, a dangerous group of cut-throat madmen feared and respected throughout all of crime's inner circles. Believing Tsung's palace to be made of gold, Kano has entered the tournament in order to gain access to and loot the palace.

SPECIAL MOVES:
CANNONBALL--TOWARDS, DOWN, AWAY, HOLD BLOCK TO SPIN IN PLACE

FINISHING MOVE:



SONYA BLADE

AGE: 26
HEIGHT: 5'10"
WEIGHT: 140
HAIR: BROWN
EYES: BLUE
LEGAL STATUS: CITIZEN OF THE UNITED STATES OF AMERICA
KNOWN RELATIVES: MAJOR HERMAN BLADE, FATHER
ERICA BLADE, MOTHER
DANIEL BLADE, TWIN BROTHER, (DECEASED)
BIRTHPLACE: AUSTIN, TEXAS
OCCUPATION: LIEUTENANT IN THE U.S. ARMY, MEMBER OF A SPECIAL PARA-MILITARY FORCE.



Sonya Blade is a member of a top special forces unit. Her team was hot on the trail of Kano's Black Dragon. Her unit followed Kano to an uncharted island, but were ambushed by Shang Tsung's personal army. Tsung forced Sonya into the tournament by holding comrades hostage. Now, not only does her own life rest on her performance, but those of her companions as well!

SPECIAL MOVES:
LEG GRAB— DUCK, STAND, BLOCK

FINISHING MOVE:



RAYDEN

AGE: ETERNAL
HEIGHT: 7'
WEIGHT: 350
HAIR: BLACK
EYES: NONE
LEGAL STATUS: MYSTIC— DOES NOT APPLY
KNOWN RELATIVES: NONE
OCCUPATION: WARRIOR



The name Rayden is actually that of a mystical warrior who lives among the thunder clouds. It is rumored that he received a personal invitiation from Shang Tsung himself and took the form of a human to compete in the tourna ment. Rayden's elemental power makes him a dangerous foe from both the land and the air.

SPECIAL MOVES:

FLYING THUNDERBOLT— AWAY, AWAY, AWAY,TOWARDS

_____

_____

FINISHING MOVE:

_____



SUB-ZERO

REAL NAME: UNKNOWN

AGE: 32

HEIGHT: 6'2"

WEIGHT: 210

HAIR: BLACK

EYES: BROWN

LEGAL STATUS: NONE. HOWEVER, HE RESIDES SOMEWHERE IN CHINA

KNOWN RELATIVES: NONE

BIRTHPLACE: UNKNOWN

OCCUPATION: LIFE LONG MEMBER OF THE LIN KUEI, A CLAN OF CHINESE NINJAS



The actual name and origin of this warrior is unknown. However, based on his uniform, it is believed he belongs to the Lin Kuei, a legendary clan of Chinese ninjas. As his name implies, he has mastered the element of cold. His deep freeze leaves an opponent at his mercy, a dangerous situation, for Sub-Zero possesses none.

SPECIAL MOVES:

DEEP FREEZE— AWAY, TOWARDS, KICK

FINISHING MOVE:



SCORPION

REAL NAME: UNKNOWN
AGE: 32
HEIGHT: 6'2"
WEIGHT: 210
HAIR: BLACK
EYES: VARIES
LEGAL STATUS: SCORPION IS A REINCARNATED SPECTER AND HAS NO LEGAL STATUS.
KNOWN RELATIVES: WIFE AND CHILD IN A FORMER LIFE.
BIRTHPLACE: IN FORMER LIFE— UNKNOWN
AS SCORPION— UNKNOWN
OCCUPATION: IN FORMER LIFE— UNKNOWN
AS SCORPION— REVENGE



Like Sub-Zero, Scorpion's true name and origin are not known. It is believed, however, that he is a fallen ninja granted the opportunity to avenge his death at the hands of the Lin Kuei. He has been given a new body and a uniform which mocks the Lin Kuei's with its cowardly yellow color.

SPECIAL MOVES:
HARPOON— BACK, BACK, PUNCH

FINSHING MOVE:



GORO

AGE: 2000
HEIGHT: 8'2"
WEIGHT: 550
HAIR: BLACK
EYES: RED
LEGAL STATUS: EARTH— NONE
OUTWORLD— PRINCE OF KUATAN
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.



A 2000 year old half-human dragon, Goro remains undefeated for the past 500 years. He won the title of Grand Champion by defeating Kung Lao, a Shaolin fighting monk. It was during this period that the tournament fell into Shang Tsung's hands and was corrupted. Goro possesses both massive strength and great agility. None who have fought him have reported any weaknesses. In fact, none who have opposed him have survived!



NOTES

NOTES



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