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MATURE
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AGES 17+

MORTAL KOMBAT® 3

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GETTING STARTED

1. Make sure the **POWER** switch is in the **OFF** position.
2. Insert the Nintendo GAME BOY® Game Pak into the slot on the back of the Game Boy® system, label facing AWAY from play side.
3. Slide the **POWER** switch to the right to turn the power **ON**. The game will cycle through an opening sequence giving the storyline, etc. You may bypass at any time after the appearance of the Mortal Kombat®3 Title Screen by pressing **START**.
4. Press **START** on the Main Screen and the game will begin.

START GAME MODE

If you select START GAME you will go to the "Select Your Fighter" Screen which has pictures of all the Warriors available: Sonya, Cyrax, Sektor, Sub-Zero, Kabal, Kano, Sindel and Sheeva. Use the **Control Pad** to move onto the Fighter of your choice. Press **Any Button** to select him/her and begin the Fight at the location shown at the bottom of the screen.

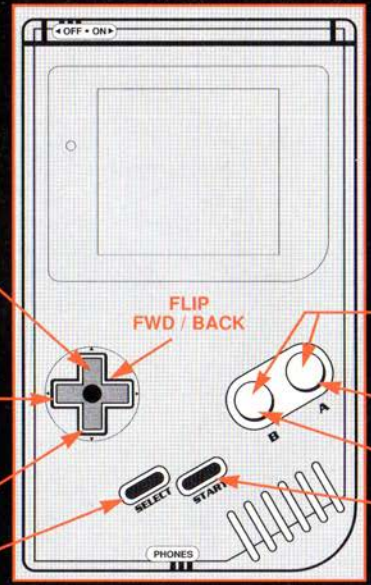


FIGHTING SUMMARY



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 part of the screen measure the health of each Warrior. The meters begin each round showing the Warrior's 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 goes to the opponent. Should time run out before either Kombatant is knocked out, the Warrior with fewer injuries is declared the victor.

CONTROLS



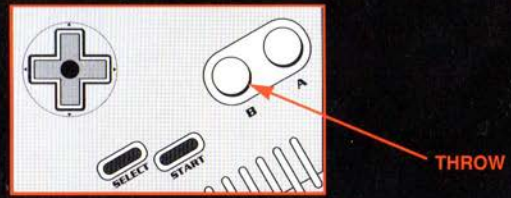
BASIC MOVES

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 the Flying Kick, but knowing how to stop, avoid or counteract a Flying Kick can be far more useful than knowing how to land one yourself.

The **RUN (A+B)** feature is especially powerful. No longer can a foe hide by backing off. Hold the **A+B Buttons** while pressing towards your opponent on the Control Pad to rush your prey. Combined, these fundamentals are the foundation for both a strong defense and a potent offense!

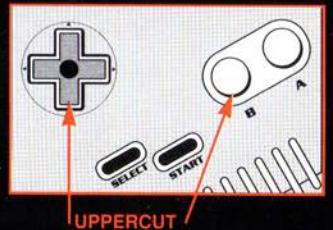
CLOSE QUARTERS

An additional move used in close-in Kombat situations is the Throw. It is highly effective and does not require full limb extension, which is impossible in close quarters. Although this move is potent, it can be used only when **directly adjacent** to an opponent. To throw your opponent, get close to him and hold the **B Button**.



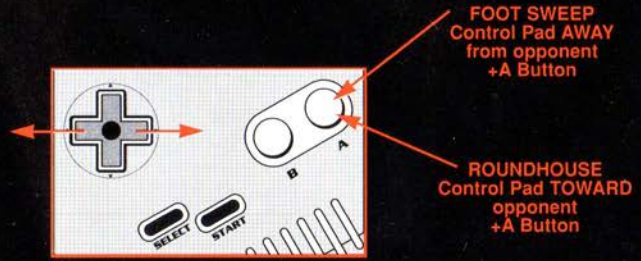
UPPERCUT

Defensively, this Crouching Move allows one to avoid punches and aerial weapons, to escape from close proximity and to avoid being thrown. Offensively, the **Uppercut**, executed from the Crouch is one of the most powerful offensive weapons in a Warrior's arsenal. To do the Uppercut Move, hold the **Control Pad DOWN** and simultaneously push the **B Button**.



SPINNING MOVES

The spin is the key to such exotic 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. To execute the Spin Moves, hold the **Control Pad AWAY** from or **TOWARD** your opponent while you press the **A Button**.



AERIAL MOVES

The final moves one should learn are the Aerial moves: Flying Punches and Kicks. To execute these moves, first jump either in place (**Control Pad UP**) or towards (**Control Pad UP+Fwd/Back**) your opponent, then press the attack buttons while in the air. However, unlike most attacks, Aerial Attacks must be timed properly to land blows!

SPECIAL MOVES

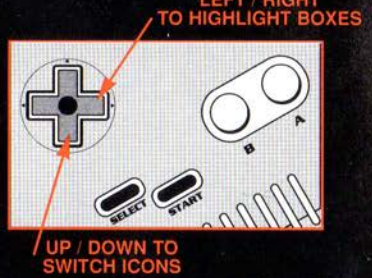
All of the Mortal Kombat Warriors possess expert fighting skills. In that respect, they are equal to thousands of other Warriors around the globe. What raises them above their peers are the special moves which they have created and perfected. In order to become a Superior Warrior, skilled enough to win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

SECRET CODES



After the VS BATTLE Screen you will see the CODE SCREEN with a row of six boxes with different Dragon Icons in them. You can change the symbols in the boxes by pressing your **Control Pad L/R** to highlight the boxes and **Control Pad U/D** to change symbols. The six symbols represent secret codes which can have subtle or dramatic effects on game play.

0 DRAGON
1 MK
2 YIN / YANG
3 3
4 QUESTION
5 LIGHTNING
6 GORO
7 RAYDEN
8 SHAO KAHN
9 SKULL



For example, pressing **Control Pad UP** once will change the Dragon Icon in the first box into a "MK" symbol, pressing it a second time will change it to the third Icon in the sequence (a Yin/Yang) and so on. Pressing a button more than nine times will cause the order of the Icons to start over.

In other words, pressing **Control Pad Up** when the box is showing a Skull Symbol will change the skull back to the original Dragon Icon.

Now, let's take the code: Skull, Shao Kahn, Rayden, MK, Yin/Yang, 3. To enter this code, press **Control Pad R** to



highlight each box in turn. After highlighting, then press **Control Pad U** nine times for box #1, eight times for box #2, seven for #3, once for #4, twice for #5 and three time for #6. The Code Screen doesn't stay up for long, so you need to punch in the codes quickly.

Some players find it easier to memorize the codes by referring to them in terms of the number of button presses it takes to get the proper symbols in place. For example, the code that activates the games Throw Disable Feature (MK, Dragon, Dragon, MK, Dragon, Dragon) is easier to remember in numeric form as100 - 100. In other words, highlight Box #1 and press **Control Pad U** once, then skip over to highlight Box #4 and press **Control Pad U** once again.

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, as your Earth is now ruled by the Outworld gods."

...These are the words of Rayden

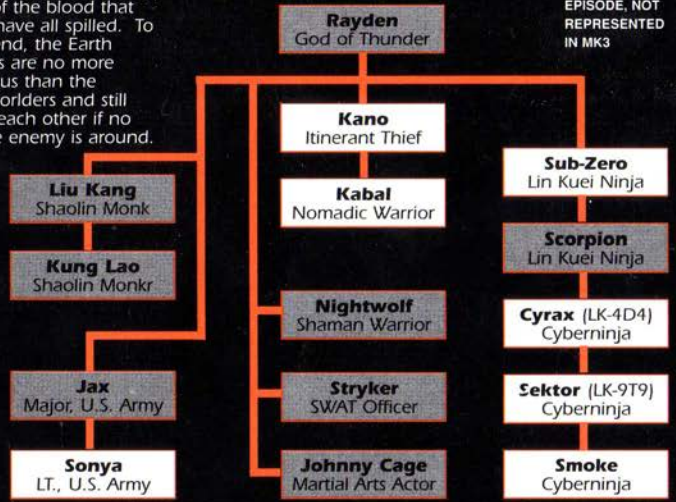
For centuries Earth has used Mortal Kombat to defend itself against the Outworld's Emperor, Shao Kahn. But Kahn grows frustrated by failed attempts to take Earth through Tournament battle. He enacts a plan which began 10,000 years ago.

During that time Shao Kahn had a Queen. Her name was Sindel, and her early death was unexpected. Kahn's shadow priests, led by Shang Tsung, made it so Sindel's spirit would someday be reborn: not on the Outworld, but on the Earth Realm itself. This unholy act gives Shao Kahn the power to step through the dimensional gates and reclaim his Queen, thus enabling him to finally seize the Earth Realm. Upon breaching the portal into Earth, Shao Kahn slowly transforms the planet into a part of the Outworld. He strips the Earth of all human life: claiming every soul as his own. But there are souls which Kahn cannot take. These souls belong to the Warriors chosen to represent Earth in a new Mortal Kombat. The remaining humans are scattered throughout the planet. Shao Kahn sends an army of fierce Outworld Warriors to find and eliminate them. Some of Earth's Warriors survive the attacks. Most do not, but the remaining few hold the one chance at saving all of human kind...

In this loose genealogy, most characters are not blood-related except by dint of the blood that they have all spilled. To that end, the Earth Forces are no more virtuous than the Outworlders and still fight each other if no worse enemy is around.

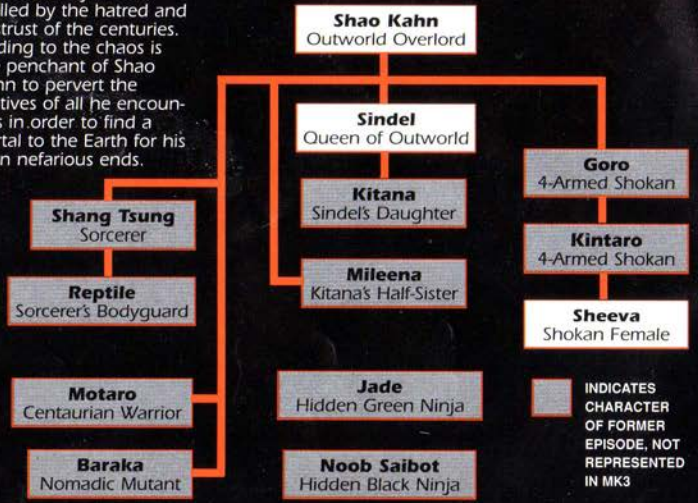
Earth Forces

INDICATES CHARACTER OF FORMER EPISODE, NOT REPRESENTED IN MK3



Outworld Forces

The Outworld loyalties are constantly in flux, fuelled by the hatred and mistrust of the centuries. Adding to the chaos is the penchant of Shao Kahn to pervert the motives of all he encounters in order to find a portal to the Earth for his own nefarious ends.





CYRAX: Cyrax is Unit LK4D4, 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.

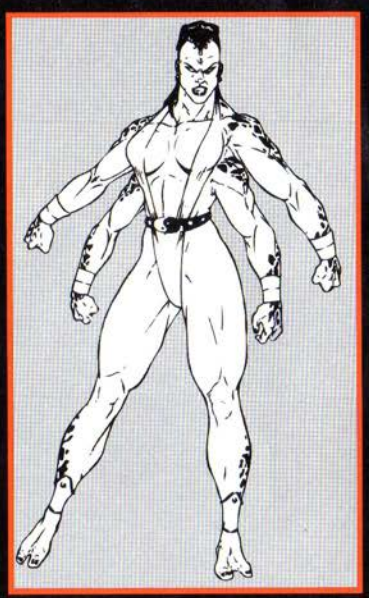


KABAL: As a Chosen Warrior, his identity is a mystery to all. It's believed that he is the survivor of an attack by Shao Kahn's extermination squads. As a result, he is viciously scarred and kept alive only by artificial respirators and a rage for ending Shao Kahn's conquest.

KANO: Kano is thought to have been killed in the first Tournament. Instead, he's found alive in the Outworld where he once again escapes capture by Sonya. Before the actual Outworld invasion, Kano convinces Shao Kahn to spare his soul. Kahn needs someone to teach his Warriors how to use Earth's weapons. And Kano is the man to do it.



SHEEVA: She was hand-picked by Shao Kahn to serve as Sindel's personal protector. However, she becomes suspicious of Shao Kahn's loyalty towards her race of Shokan when he places Motaro as the leader of his extermination squads. On the Outworld, Motaro's race of Centaurians are the natural enemy of the Shokan.





SEKTOR: Sektor is actually the code name for 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.



SINDEL: She once ruled the Outworld at Shao Kahn's side as his Queen. Now, 10,000 years after her untimely death, she is reborn on Earth. Her evil intent is every match for Shao Kahn's tyranny. She is the key to his occupation of Earth.

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.



SUB-ZERO: The Ninja returns unmasked. He was betrayed by his own Ninja clan, the Lin Kuei. He broke the sacred Codes of Honor by leaving the Clan and is marked for death. But unlike the Ninja of old, his pursuers come as machines. He must not only defend against the Outworld menace, but must also elude his soulless assassins.





SMOKE: Third of the three prototype Cybernetic Ninjas, Smoke's unit designator was erased in a computer crash. Lost as he is to software control, no one can be sure that he will complete his ultimate programming, i.e., kill Sub-Zero. So, he is somewhat of a wild card in the Tournament deck.

SHAO KAHN: Many decades ago, Shao Kahn rose to power in the Outworld, usurping the realm from Kitana's parents and taking Queen Sindel for his bride. But 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 will finally seize the planet forever unless...



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