
PlayStation
NTSC U/C
PlayStation
BONUS
MK4 SNEAK
PREVIEW!
MORTAL KOMBAT MYTHOLOGIES
SUB-ZERO
MIDWAY
MATURE
M
AGES 17+
CONTENT RATED BY
ESRB
SLUS-00476

WARNING

WARNING: READ BEFORE USING YOUR PlayStation™ GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation™ game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions - **IMMEDIATELY** discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS

Do not connect your PlayStation™ game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PlayStation™ DISC

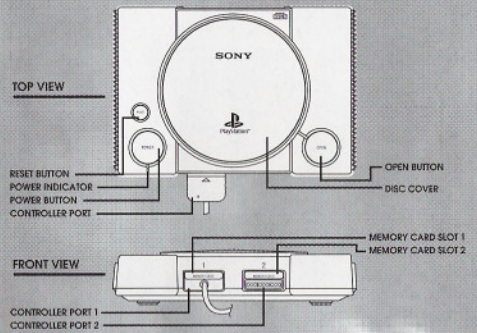
- This compact disc is intended for use only with the PlayStation™ game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

TABLE OF KONTENTS

Getting Started 3
Default Kontrols 4
Options . . . . . 5 - 6
Kontroller Konfiguration 7
Health Status 8
Power Ups 9
Items . . . . . 10 - 11
Key Elements . . . . . 12 - 13
The Quest . . . . . 14 - 15
Mythologies . . . . . 16 - 20
Kredits 21
Warranty 22

GETTING STARTED

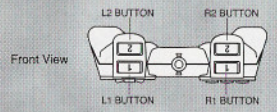
Set up your PlayStation™ game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the MORTAL KOMBAT MYTHOLOGIES: SUB-ZERO disc and close the disc cover. Insert game controllers and turn on the PlayStation™ Game Console. Follow on-screen instructions to start a game.

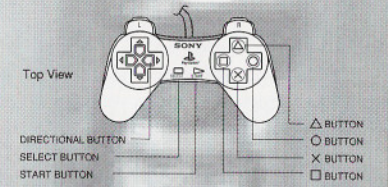


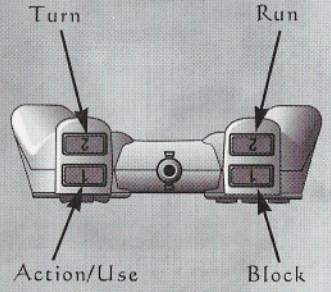
START/OPTIONS

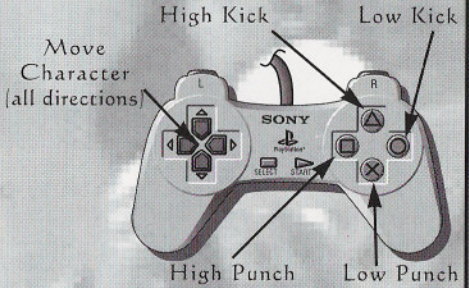
At the Demo or Title Screen, press the **START BUTTON** to view the **Start/Options Screen**. Press your **Directional Button Up or Down**, then press the **X BUTTON** to select **START** to begin your adventure. Select **OPTIONS** to go to the **Options Screen** (see OPTIONS, pg. 5 - 6).

DEFAULT KONTROLS









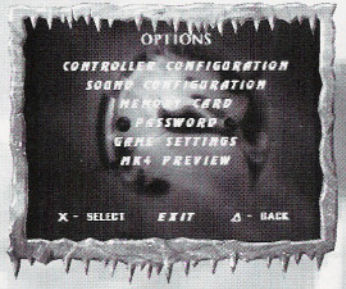
Press **START** to pause the game. To quit a game in progress, press **START**, then press the **SELECT BUTTON**. The Continue/Quit menu will appear. Select **"Quit"**, then select **"Yes"** to exit the game, or select **"Continue"** to play on.

Menu Selections

- **Directional Button Up, Down, Left or Right** to highlight options.
- Press the **X BUTTON** to select options.

OPTIONS

To make changes to your default option configuration, highlight the option you want to change, then press the **X BUTTON** to make changes or call up a sub-menu. Here are the options...



Controller Configuration

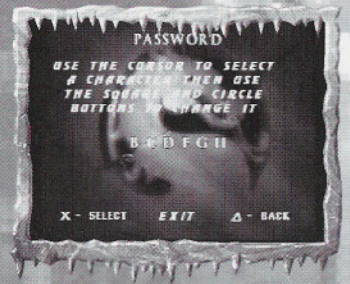
Modify your controller to meet your personal fighting style. (See KONTROLLER KONFIGURATION, pg. 7 for details).

Sound Configuration

Adjust the volume levels for Sound Effects and Music. Move the icons next to the option you want to change, then press the **X BUTTON** to select it. Once selected, press the **Directional Button Left or Right** to make the adjustments.

Memory Card

Following each level, the option to save your game data to your Memory Card appears. Select Yes to save the data to a file. Select this option the next time you want to play. Your file will appear on-screen. Select the file to return to your game. When you save a game, you retain all your experience points and collected items.



Password

Following each completed level, a password will be displayed. Write it down, so you can continue your saga later. To enter your password, follow the on-screen instructions that appear when you select this option. NOTE - When you use passwords to save your game, you do not retain your experience points and items collected, but you will return to the level you were last on.

Game Settings

To make changes to the following settings, move the cursor icons to the option you want to change, then press the **X BUTTON** to highlight it. Press the **Directional Button Left or Right** to cycle the available settings. Here are the options:

Difficulty - Set the game's difficulty to meet your level of expertise. Select settings ranging from Very Easy (easiest) to Very Hard (most difficult).

Lives - Select the amount of Lives you'd like to have available for your game. Set the amount for 3 to 6 Lives. Set Lives high if you're playing the game for the first time, then lower them as you get more experienced.

Continues - The amount of CONTINUES you select determines how many times you can continue your saga once your Lives have run out. Select from 1 to 4 credits.

KONTROLLER KONFIGURATION



Set up your Controller any way you like. Here's how...

Highlight the control you want to modify, then press the **X BUTTON** to select it. Press the **Directional Button Left** or **Right** to cycle through the available actions.

When the action you want for that button appears, press the **Directional Button Up** or **Down** to move on to the next control you want to modify. Select **EXIT** to accept any changes and return to the Game Options Menu.

NOTE - If you have a Memory Card inserted in your PlayStation, your modified controller configuration will be automatically saved for the next time you power up and play the game.



HEALTH STATUS

Whenever SUB-ZERO engages an opponent he has an opportunity to collect experience points. When points are added, they enable SUB-ZERO to gain the experience necessary to learn new powers.

To view the Health Status Screen, press the **SELECT BUTTON** anytime during gameplay. Your Inventory, Experience Points and Special Move information will be displayed.



The game will start you out with a modest supply of items, but you have to collect more as you go along. You can then use them to boost your health as your adventure progresses. Press the **Directional Button Up** or **Down** to highlight each collected Power Up. A description of that power up will be displayed on the Information Scroll.

Refer to the Control Index on the Health Status Screen to help combine items, drop items, use items and select between inventory and special moves. Press the ❑ **Button** to cycle between your Special Move Inventory.

As you accumulate Experience Points, an icon will appear, representing any special moves you've attained. Highlight that icon to view a description of its purpose on the Information Scroll.

For more information about the Power Ups needed for each Special Move, see POWER UPS, next page.

POWER UPS

Special Moves are gained through the accumulation of experience points. Depending on the move that is used, it can drain SUB-ZERO of ice summoning abilities between 20 and 100%. His Ice Meter will slowly regenerate over time. The Power Ups are:listed below...


FORWARD FREEZE


ANGLE FREEZE


SLIDE


AIR ICE


ICE SHATTER


ICE CLONE


SUPER SLIDE


FREEZE ON CONTACT


POLAR BLAST



ITEMS

Collect these items to attain longer life and special powers.

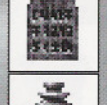

HERBAL HEALER - When taken, this healer supplies a 50% increase in health.


HERBAL BOOSTER - The herbal booster doubles the potency of the herbal healer. They both must be combined in order to be effective.


URN OF VITALITY - This urn will replenish the user's power bars.


URN OF STRENGTH - This urn grants the user super human strength. Very useful in areas where large and immovable objects are present.


URN OF LIFE - The user of this urn will be awarded one extra life.


TABLETS OF TRUTH - These ancient tablets contain information and clues to assist the user on his journey. Sometimes they are written in unreadable scribe and may require the assistance of a universal translator.


DIT DOW FORMULA - This formula is used as an anti-bruising ointment and increases the amount of damage its user can sustain.

ITEMS



SHIELD OF INVINCIBILITY - The shield will protect its user from taking any damage. Particularly useful in rooms filled with fire. Lasts for a limited time.



EYE OF INVISIBILITY - The eye will render its user invisible and undetectable by enemies. Lasts for a limited time.



UNIVERSAL TRANSLATOR - This artifact enables the user to read any map or inscription written in an unfamiliar language. Combine it with an unreadable tablet of truth.



MAP OF ELEMENTS - A Shaolin monk who journeyed deep into the Himalayan Mountains hundreds of years ago created this ancient map. It is believed that it leads the way to a great temple hidden in the mountains. The temple is said to be protected by four immortal guardians and holds treasures unseen by the eyes of mortal man.



SHINNOK'S AMULET - This amulet harnesses the four key elements that compose the nature of Earth. It was created by the former ELDER GOD SHINNOK and was used as a key for unbalancing the Earth's furies during his ancient battle with Earth's protector, RAYDEN.



COLD REGENERATOR - SUB-ZERO is able to generate ice as cold as minus 500 degrees Fahrenheit by absorbing the surrounding air. But, he can deplete the air in his immediate area causing him to temporarily lose his ice generating abilities. Sometimes the air can regenerate in small fusion-like pockets known as Cold Regenerators, giving SUB-ZERO the ability to harness it and quickly replenish his powers.

KEY ELEMENTS

The Temple of Elements consists of four separate areas. Each is representative of one of the four elemental properties of Earth. The properties are Wind, Earth, Water and Fire.

Each area also contains keys in the shape of three symbols. When each of these keys are found and used in their proper locations, they can act as keys to open doors or cause events that will assist in progressing through the temple. To activate a key, select it from the Health Status Screen and press the **USE BUTTON** to activate it.



WIND



EARTH



WATER



FIRE



KEY ELEMENTS

The Netherealm - The regions of the Netherealm are largely uncharted. However, some information is known about a few locations and the various items needed to traverse their treacherous paths.

The Prison of Souls

Prior to Shinnok's reign as the ruler of the Netherealm, the prison was used to capture and torture the souls that were banished there.

Each Elevator Key Card gives access to one of three levels in the Prison of Souls. They are automatically activated when in possession and on a lifter. To operate a lifter - hold the USE BUTTON and press HIGH KICK to go up a level, LOW PUNCH to go down a level.

The Bridge of Immortality

Named after the Sea of Immortality that it crosses, the bridge exists as a battered remnant and constant reminder of Shinnok's war with the Netherealm's previous ruler. It connects the world's solid landmass with Shinnok's fortress.

The only way to gain access into the fortress is to use all three keys simultaneously. Each key is held by one of the three bridge keepers. The keepers were created by Shinnok to do battle with his former enemies within the realm.

Shinnok's Fortress

There is no known information available concerning Shinnok's fortress.

THE QUEST



The main game screen displays your Health, an Ice Meter and the number of Lives remaining. Read the following information to familiarize yourself with each item on-screen:

Health

As you battle your way through each level, the Health of SUB-ZERO will diminish from green to grey, then red as you take on damage. As your condition turns critical, it's a good idea to press your **Select Button** and boost your health using the Health Status Screen (see HEALTH STATUS, pg. 8). You can then return to the fight and continue your journey.

Ice Meter

When you've achieved enough Experience Points to give SUB-ZERO freeze powers, you can make use of the Ice Meter. As you use the ice against your opponents, the meter contents will diminish, then slowly rise again. You can replenish your ice faster by grabbing a Cold Regenerator when you see one (see COLD REGENERATOR, pg. 11).

Lives Remaining

As your journey begins, you can keep track of the amount of Lives you have remaining displayed in the upper left portion of the screen (i.e 3x, 2x, etc.).

THE QUEST



Combo Hits/Experience Points

As you attack your opponent with vicious combos, the number of hits in your combo and the number of Experience points received will be displayed briefly on-screen.

Experience Icon

When you achieve enough points to gain another Special Move, an icon will be displayed on-screen. It represents a new power that SUB-ZERO has attained. To read about the new Special Move, press the **SELECT BUTTON** and highlight the icon in the Experience Points Window (see HEALTH STATUS, pg. 8).

Checkpoints

Throughout the game, you'll pass checkpoints. When you reach a checkpoint, the word "Checkpoint" will appear on screen. If SUB-ZERO should die during a fight or fall to his death, you'll restart at the last checkpoint reached.

MYTHOLOGIES

Mythology: {mŎ-thŬl e-ji} noun plural mythologies Abbr. myth.

1. a. A body or collection of myths belonging to a people and addressing their origin, history, deities, ancestors and heroes.
2. b. A story or fable relating to gods and or supernatural events.

Shao Kahn wasn't the first to attack our realm . . .

Thousands of years ago, Shinnok existed as an Elder God. The Elder Gods are the true rulers of all realms. They watch as worlds are created and destroyed and govern the realms with untold eons of wisdom. Shinnok, however, gave in to greed and illusions of false power by the new realm of Earth. If he could have that realm to himself, he would have power unmatched. He first would have to face the young god of thunder known as Rayden, who was appointed as Earth's guardian by the Elder Gods themselves. Their battle for the realm of Earth was fierce; causing the planet's near destruction and plunging it into centuries of darkness.

Rayden soon discovered that Shinnok entered the realm through the powers of a mystical amulet. It allowed Shinnok to enter the realm without challenge and keep the other Elder Gods from intervening. The amulet could only be created once, and Rayden stripped it from Shinnok's possession. With the aid of the true Elder Gods, he banished the fallen god into a place known as the Netherealm. Rayden buried the amulet deep within the mountains of Asia. He then created a massive temple within the mountain to house the amulet and appointed four guardians as the protectors of Shinnok's sacred amulet. Each guardian represents one of the four elements that make up the realm; Wind, Earth, Water and Fire. As long as the amulet remained on Earth, Shinnok would be trapped, forced to remain dormant for the rest of eternity.


God of Wind

Over the millennia, the Netherealm has had many rulers. Most of them were forged within its fiery pits, eventually ripping their masters mercilessly from their thrones. One however, came not from the bowels of the Netherealm, but from the heavens of reality. He was the fallen Elder God known as Shinnok.

Upon entering the realm, Shinnok found himself immediately under attack by its then ruler Lucifer. He would exist tortured and tormented by the dregs of hell for thousands of years. Until he met Quan Chi.

Quan Chi is a free roaming sorcerer. That means that he can travel the various planes of reality without detection from their gods. It also means that over the years he has obtained great power. Aware of Shinnok's dilemma, Quan Chi traveled to the Netherealm and made the fallen god an offer. He will free him from his confines and assist him in defeating Lucifer and his minions in exchange for power and the ability to rule at his side if and when he escapes the Netherealm entirely. Shinnok agreed and the two waged a war in the Netherealm that lasted for centuries. But, the ex-Elder God eventually won as he viciously slew his former master then took his seat as the new ruler supreme of the dead realm. Shinnok, however, had nothing to rule. The realm was a desolate wasteland of fire and brimstone inhabited by grotesque demons. So, he decided to create a physical world, trying his best to emulate the realm he wanted so badly... Earth.

He took the demons of his realm and transformed them into as human a form as possible. But unlike the Outworld, which became a wasteland after Shao Kahn sapped its energies, the Netherealm never was a living planet. It always will exist as a dead world. Its true form hidden by its ruler.


God of Water

It was through the Mortal Kombat tournament that the Outworld's soul-stealing sorcerer Shang Tsung discovered the location of the sacred Map of Elements. After Goro, the reigning Outworld champion, defeated the original Kung Lao over 400 years ago, Shang Tsung sapped the human's soul. He retained his thoughts and memories thus discovering the secrets of the sacred map, which has been hidden within the Shaolin temples for centuries. These events enabled Shang Tsung to strike a bargain with Quan Chi.

In exchange for Shinnok's assistance in a plot to reincarnate the Outworld Emperor Shao Kahn's dead queen, Shang Tsung would reveal to Quan Chi the location of the map that would lead to Shinnok's sacred amulet. But, Shang Tsung failed to inform Quan Chi of the elemental guards that protect the amulet. Their mere existence makes it impossible for Quan Chi to enter the temple where the amulet rests. But, if he could get a human to enter, the right human, one who could perhaps defeat the elements...



Sub-Zero and The Lin Kuei

Somewhere in the northern most parts of Asia, there exists a secret clan of assassins and thieves known as the Lin Kuei. This group has existed for centuries and thrives on the evil intention of the people who pay for their services. Its warriors are chosen at birth to be raised apart from the workings of day to day civilization and are stripped of their former lives. Only the clan knows their existence. Each of them possesses certain skills and abilities that set them apart from normal men. These abilities are passed on from generation to generation and honed throughout the experiences of life.



Sub-Zero learned of his ability as a young adult. It was passed on to him by his father, a fourth generation Lin Kuei warrior himself. Among his first missions for the Lin Kuei, is one that leads him to the Shaolin Temples to steal the sacred Map of Elements.



Scorpion and The Ninja

Spread throughout Japan, the Ninja exist as the Lin Kuei's Japanese counterpart. It is believed that a renegade, Japanese-born Lin Kuei warrior named Takeda developed the art of Ninjutsu hundreds of years ago. He returned to Japan to offer his services and knowledge to various lords and generals during that country's feudal period. Many of his skills and techniques were soon copied and learned throughout his homeland.



The Ninja have never existed as one collected clan. They work as a loosely connected spy network, made up of several small clans. One such clan is known as the Shirai Ryu. Their founder was Takeda himself, making the Shirai Ryu the very first ninja clan. This also made them instant foes of the Lin Kuei and made Takeda a target for assassination. But, he managed to elude his attackers until his elder years, when he died not from a vicious battle, but in his sleep - a victim of poison slipped into his tea. Scorpion is the code name for a modern day member of the Shirai Ryu named Hanzo Hasashi. His latest mission leads him into the heart of China, home of the rival Lin Kuei and location of the Shaolin temple where his mission is to steal the sacred Map of Elements.

KREDITS

Midway Home Entertainment

Mortal Kombat Created by: Ed Boon & John Tobias
Design & Graphics: John Tobias
Software: John Walsh & Bill Dabelstein
Graphics: Joshua Y. Tsui, Eugene Geer, Carlos Pesina & Richard Ho
Music & Sound FX: Dan Forden
Associate Producer: Michael Gottlieb
Assistant Producer: Curtis Cherrington
Technical Assistant: David Schwartz
Print Design & Production: Debra Austin, Jon Mongelluzzo, Shawn Murphy Erin Shems, Robert Shepherd, Dave Young
Dragon Design: Nik Ehrlich, Dan Bigelow & Herman Sanchez
Test Manager: Robert Sablan
Lead Tester: Kevin Elrod
Testers: Mike Artimez, Mike Benavides, Donte Knippel, Eric Narvaez, Devin Shatsky, Ed Tucker, Dan Windrem, Mike Vinikour & Eddie Ferrier

Special Thanks: Toan Ngo, Jason Shigenaka, J R Salazar, John Ubalde, Jared Lazaro, Art Tianis, Jim Tianis, Andy Lycke & Deborah Fulton

Avalanche Software, LC

Programming: John Blackburn, Jim Henn, Gary Penacho, Todd Blackburn & Bob Lowe

WARRANTY

MIDWAY HOME ENTERTAINMENT INC. warrants to the original purchaser of this Midway Home Entertainment Inc. software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Midway Home Entertainment Inc. software program is sold "as is," without express or implied warranty damages of any kind, and Midway Home Entertainment Inc. is not liable for any losses or damages of any kind resulting from the use of this program. Midway Home Entertainment Inc. agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Midway Home Entertainment Inc. software product, postage paid, with proof of purchase, at its Factory Service Center.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Midway Home Entertainment Inc. software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE MIDWAY HOME ENTERTAINMENT INC. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL MIDWAY HOME ENTERTAINMENT INC. BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS MIDWAY HOME ENTERTAINMENT INC. SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

MIDWAY HOME ENTERTAINMENT INC.
1800 SOUTH BUSINESS HIGHWAY 45
CORSICANA, TX 75151

MIDWAY CUSTOMER SUPPORT
903 874-5092
10:00AM - 6:30PM / CENTRAL TIME
MONDAY - FRIDAY



MORTAL KOMBAT®MYTHOLOGIES: SUB-ZERO™©1997 MIDWAY GAMES INC. ALL RIGHTS RESERVED. MIDWAY, MORTAL KOMBAT, THE DRAGON DESIGN, SUB-ZERO AND ALL OTHER CHARACTER NAMES ARE TRADEMARKS OF MIDWAY GAMES INC. DEVELOPED BY MIDWAY GAMES INC. AND AVALANCHE SOFTWARE, LC. DISTRIBUTED BY MIDWAY HOME ENTERTAINMENT INC. UNDER LICENSE.

Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.