User's Guide

MORTAL KOMBAT®

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MORTAL KOMBAT®

The word 'code' has many different definitions. The Shaolin martial arts tournament is governed by a system of rules of conduct ... an ethical code.

The kombatants respect each other as warriors, no matter what degree of hatred they have for one another ... a code of honour.

Another type of code could be defined as an arbitrary system of symbols or letters for transmitting messages ... a secret code.

Mortal Kombat adheres to many codes, but does it contain one?

Original Design Midway Manufacturing Company
Computer Conversions Probe Software
IBM PC COMPATIBLES Code Mark Roll
                        Sprite Conversion Gary Liddon
                        Music & SFX Allister Brimble

Artwork & Design Co-ordinator Matthew Walker
This Manual Copy G Penn
This Manual Design Mark Tilson
Production Catherine Spratt & Robert Mc Grath

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EPILEPSY WARNING

READ THIS BEFORE PLAYING MORTAL KOMBAT

A very small percentage of people have a condition which causes them to experience an epileptic seizure or altered consciousness when exposed to certain light patterns or flashing lights, including those that appear on a television screen or monitor and while playing computer games. Please take the following precautions to minimize any risk:

Prior To Use
* If you or anyone in your family has ever had an epileptic condition or experienced altered consciousness when exposed to flickering lights, consult your doctor prior to playing.
* Sit at least 8 ft (2.5 m) away from the television screen or monitor.
* If you are tired or have not had much sleep, rest and commence playing only after you are fully rested.
* Make sure that the room in which you are playing is well lit.
* Use the computer game on as small a television or monitor screen as possible (preferably 14" or smaller).

During Use
* Rest for at least 10 minutes per hour while playing a computer game.
* Parents should supervise their children's use of computer games. If you or your child experience any of the following symptoms while playing a computer game: dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions - IMMEDIATELY discontinue use and consult your doctor.

WELCOME !

Welcome to Mortal Kombat, the world's finest combat simulation. This manual has been produced to ensure that you get the very best out of this premium product. If you are having difficulty installing or using this game, call UltraTech's Technical Support Staff at 1-305-581-4240 during these times: Monday to Friday, 8:00 AM to 4:30 PM EST. No gaming playing hints will be given by the UltraTech technical support staff. Please do not return your software unless you receive an authorization number from a support technician.

CAUTION !

Diskettes are magnetic media, just like cassette tapes. Do not expose diskettes to x-rays or intense magnetic fields as the data they hold will be erased. Do not attempt to 'back up' this data as it may be destroyed in the process.

CONTENTS

INTRODUCTION

For the past 500 years, the depraved Shang Tsung has held an annual combat tournament on his remote island. His long-standing champion is Goro, a huge four-armed mutant warrior whose prowess provides the losers' souls that become the life-force to keep Shang Tsung young.

Today, seven new contestants are assembled, each one a master warrior with special powers. As the rules of the contest dictate, they must fight each other and a carbon copy of themselves before taking on Goro ... and ultimately Shang Tsung himself.

Who will be the real winner?

BOX CONTENTS

Accompanying this manual inside this box you should find three (3) Mortal Kombat program diskettes. We advise that these disks are 'write-protected' at all times by ensuring the black plastic tab in the corner of each disk is moved 'up' so a 'hole' is created.

LOADING MORTAL KOMBAT

Note that Mortal Kombat cannot be played from the floppy disks and so must be installed to your hard disk (ensure that you have at least 8Mb free).

- Turn on your computer. Insert Mortal Kombat Disk 1 into the appropriate floppy disk drive.

- At the DOS prompt (C:>), type the letter corresponding to the floppy disk drive (most are either A or B) followed by a colon (:) then press the Enter key.

- At the A:> or B:> prompt, type INSTALL [Enter].

- The Mortal Kombat Installation Program will run. Follow the on-screen prompts to install Mortal Kombat to your hard disk drive. When you are prompted to swap disks, do so.

The Title Screen

- To run Mortal Kombat once it is installed on your hard disk, ensure that you are in the Mortal Kombat directory then type 'MK' [Enter] at the DOS prompt.

- You will know that Mortal Kombat has been installed correctly when you see the Title Screen.

LIMITED WARRANTY

In the unlikely event that Mortal Kombat fails to load, turn off your computer and remove any extraneous external peripherals such as printers (leave the monitor or television connected) before repeating the loading procedure.

UltraTech warrants the physical diskette(s) furnished by UtraTech to be free from defects in material and workmanship under normal use for a period of 90 days from the date of delivery to the original purchaser as evidenced by a copy of the purchase receipt. UltraTech will replace any such defective diskette which is promptly returned to it free of charge.

The foregoing warranty is in lieu of all other warranties expressed or implied, including but not limited to the implied warranties of merchantability and fitness for a particular purpose. In no event will UltraTech be liable for special or consequential damages even if UltraTech has been advised of the possibility of such damages.

PLAYING MORTAL KOMBAT

You don't need us to tell you that Mortal Kombat is THE premier fighting simulation with a wealth of possible strategies to develop. This manual will introduce you to the principles of Mortal Kombat. As you will see, timing is the key, and that only develops through familiarity. Practice makes perfect.

THE RULES

There are very few ...

Two kombatants fight the best of three bouts in one of the six locations on Shang Tsung's island: The Courtyard, The Palace Gates, The Warrior Shrine, The Pit, Shang Tsung's Throne Room or Goro's Lair.

The kombatants may use any means possible to win. There are no restrictions on the use of special powers, weapons and Finishing Moves.

FLAWLESS VICTORY Win your first bout without losing any energy and a 200,000 points bonus is yours.

DOUBLE FLAWLESS VICTORY Win the next bout without losing any energy for a bonus of 500,000 points.

FINISH HIM! (OR HER!) When you win two bouts out of three you get the chance to use your Finishing Move and earn a Fatality Bonus of 100,000 points. To show that the Finishing Move has been successfully activated, the screen will darken (note: except with Liu Kang's Finishing Move).

In a single-player tournament, the human-controlled combatant is pitted against the other six contenders before taking part in a Mirror Match. After that there are three Endurance matches against pairs of opponents, one after the other. Then Goro will make his presence known, and eventually Shang Tsung will appear... But before you fight ...

MORTAL OPTIONS

Alter the Mortal Kombat environment to suit your taste - or equipment configuration.

• Press the F10 key on the Start Screen to call up the Options Screen. Six options are presented.

• Press the up or down arrow (cursor) keys to move to highlight the desired option.

• Press the left or right arrow (cursor) keys to alter the highlighted option.

CONTROL 1 For Player One, choose between 'KEYBOARD', '2 BUTTON JOYSTICK', '4 BUTTON JOYSTICK' and 'KEYBOARD AND JOYSTICK'.

CONTROL 2 For Player Two, choose between 'KEYBOARD', '2 BUTTON JOYSTICK', '4 BUTTON JOYSTICK' and 'KEYBOARD AND JOYSTICK'.

DIFFICULTY There are five settings to determine the quality of the computer-controlled opponents. Choose between 'VERY EASY', 'EASY', 'MEDIUM', 'HARD' or 'VERY HARD'.

SOUND CARD Choose between 'AD-LIB', 'ROLAND', 'SOUND BLASTER', 'SPEAKER' or 'NONE'.

DEFINE KEYS A new screen will be presented. When you are prompted to press a key to perform a function, do so. Note that you cannot use the same key twice.

EXIT Select this to return to the Start Screen.

• Press the Esc key to quit the Options Screen without saving the selections.

MORTAL KONTROLS

Mortal Kombat is for one or two players. A single player fighting the computer-controlled opponents can use the keyboard, a two- or four-button joystick or a combination of a two-button joystick (for movement) and the keyboard (for Punches, Kicks and Block).

With two-player fights, each player can use a two-button joystick (or a four-button joystick in two-button mode) but only one player can use the keyboard (believe it or not, the IBM PC compatible keyboard has its limitations). Two four-button joysticks cannot be used.

Note that some four-button joysticks are not true four-button joysticks (two buttons are used for other functions, for example, turbo fire).

KEYBOARD CONTROLS

The functions of the keys are redefinable, but the following are the default keys for an American keyboard.

PLAYER ONE

• Press the F1 key to begin play at any time.

UP — **S**
(WALK) LEFT — **Z**
(WALK) RIGHT — **C**
DOWN — **X**

HIGH PUNCH — **U**
LOW PUNCH — **N**
HIGH KICK — **I**
BLOCK — **J**
LOW KICK — **M**
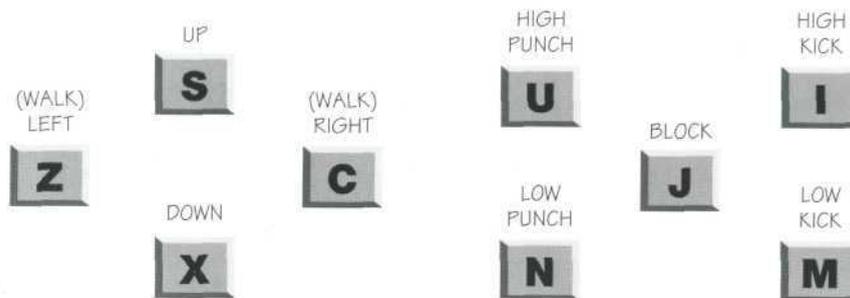
PLAYER TWO A combination of cursor (arrow) keys and the keypad.

• Press the F2 key to begin play at any time.

UP — **↑**
(WALK) LEFT — **←**
(WALK) RIGHT — **→**
DOWN — **↓**

HIGH PUNCH — **7**
LOW PUNCH — **1**
HIGH KICK — **9**
BLOCK — **5**
LOW KICK — **3**
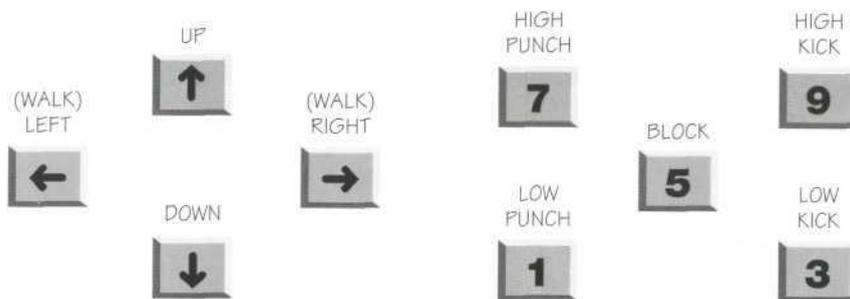
FOUR-BUTTON JOYSTICK CONTROL

The four buttons are used as follows (the colors refer to the Gravis Joypad):

BUTTON A (RED)	LOW PUNCH
BUTTON B (BLUE)	BLOCK
BUTTON C (YELLOW)	LOW KICK
BUTTON D (GREEN)	HIGH KICK

CHOOSE YOUR CHARACTER

CHOOSE YOUR FIGHTER

FREE PLAY

Choose your character

Take your pick. Who's the best character to play? It's a matter of horses for courses - the characters have their own advantages and disadvantages. As you will see, some Special Moves are easier to access than others (see MEET THE MORTAL KOMBATANTS on page 14).

Note that Player Two can enter the tournament at any stage by pressing the joystick's fire button.

WHAT YOU CAN EXPECT TO SEE DURING PLAY

PLAYER ONE
SCORE
ENERGY
TIMER

PLAYER TWO
SCORE
ENERGY

TIMER
Yes, each bout is timed. The clock starts ticking at 99 seconds and when it reaches zero, the fighter with the most energy is declared the winner of the bout.

ENERGY
Each combatant's stamina is represented by a bar. As hits are received (some are more powerful than others), the bar diminishes. When the bar is gone, the player is defeated.

SCORE Points are scored for reducing an opponent's energy. Bonus points are also awarded for performing key tasks.

HOLD IT!
If you need to put the combat on hold ...
- Press the Alt-P key to pause the action.
- Press the Alt-P key while the action is paused to resume play.
- Press the Esc key while the action is frozen to quit to the Start Screen.
- Press the Alt-M key to turn the music on or off during play.
- Press the Alt-S key to turn the sound effects on or off during play.
- Press and hold the Alt key then press the Q key at any time to quit to DOS.
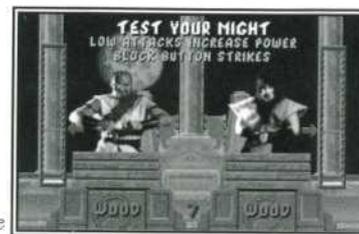
TEST YOUR MIGHT

Break some blocks between bouts for bonus points. First smash wood for 100,000 points, then stone for 200,000 points, steel for 500,000 points, ruby for 750,000 points and ultimately diamond for 1,000,000 points.

TEST YOUR MIGHT
LOW ATTACKS INCREASE POWER
BLOCK BUTTON STRIKES

WOOD 7 WOOD

Test your might!

- Push the joystick left and right as fast as possible (AKA 'waggling') to build up the character's power - as represented by the bar at the side of the screen. Note: when using the keyboard or a four-button joystick, alternately press the Low Punch and Low Kick Buttons as fast as possible to increase the character's power.
- Press the firebutton (or Block Button) to unleash the blow - preferably when the bar rises to (or above) the line. Be fast! You only have 10 seconds.

BASIC MOVEMENTS

Sonya Blade will demonstrate the moves common to all seven characters. Note that for the purposes of this presentation it is assumed that Sonya is facing an opponent on the right-hand side of the screen. The controls are reversed when the opponent is on the left-hand side of the screen.

The Power ratings are guidelines to the potency of the moves and represents the approximate number of repetitions of the move in question it would take to finish an opponent.

Note that the joystick diagrams accompanying the movements are to illustrate the two-button joystick controls. Alternative movements for the keyboard controls and four-button joysticks are provided. Keyboard users should also note that any mention of the joystick refers to the four arrow (cursor) keys.

WALK   POWER N/A

Towards or away from the opponent.

TO WALK Push the joystick in the desired direction.

STANDING BLOCK   POWER N/A

To make life more interesting, the Standing Block doesn't completely defend against an opponent's blows - a small amount of energy is lost (more with a hit from Kano's Spinning Blade).

TO PERFORM A STANDING BLOCK Press and hold the firebutton then push the joystick away from the opponent.
And with the keyboard or a four-button joystick ... Press the Block Button.

LOW PUNCH

POWER 15

Punches are the weakest moves but no less effective in the right hands. A character can unleash a burst of five or so rapid Punches before falling back.

TO PERFORM A LOW PUNCH Push and hold the joystick towards the opponent then press the firebutton twice quickly. Unleash a burst of Low Punches by pressing the firebutton rapidly.
And with the keyboard or a four-button joystick ... Press the Low Punch Button.

HIGH PUNCH

POWER 15

Similar to the Low Punch except the High Punch is a little bit harder to block.

TO PERFORM A HIGH PUNCH Press the firebutton twice quickly. Unleash a burst of High Punches by pressing the fire-button rapidly.
And with the keyboard ... Press the High Punch Button.
And with a four-button joystick ... Push the joystick towards or away from the opponent and press the Low Punch Button.

LOW KICK

POWER 7

Well, more of a Medium Kick to the midriff region really. The Low Kick has a slightly better reach than the High Kick.

TO PERFORM A LOW KICK Push and hold the joystick towards the opponent then press the second firebutton.
And with the keyboard or a four-button joystick ... Press the Low Kick Button.

KNEE

POWER 7

This move replaces the Low Kick when a character is very close to the opponent.

HIGH KICK

POWER 7

The High Kick has a slightly better reach than the Roundhouse Kick.

TO PERFORM A HIGH KICK Press the second firebutton.
And with the keyboard or a four-button joystick ... Press the High Kick Button.

THROW

POWER 4

The Throw is the most powerful move. It replaces the High Kick when a character is very close to the opponent. Note that each character throws in a different way to that shown.

ROUNDHOUSE KICK

POWER 5

A fast, powerful kick which is often difficult to block.

TO PERFORM A ROUNDHOUSE KICK Push and hold the joystick away from the opponent then press the second firebutton.
And with the keyboard or a four-button joystick ... Push and hold the joystick away from the opponent then press the High Kick Button.

CROUCH

POWER N/A

Useful for avoiding high blows, Fireballs and Scorpion's Harpoon, but not Rayden's Torpedo.

TO CROUCH Push the joystick down.

CROUCHING BLOCK

POWER N/A

As with the Standing Block, the Crouching Block doesn't completely defend against an opponent's blows.

TO PERFORM A CROUCH BLOCK Push and hold the joystick down - to crouch - then push the joystick down and away from the opponent.
And with the keyboard or a four-button joystick ... Push the joystick down and press the Block Button.

CROUCHING KICK

POWER 8

Most fighters forget this move, which is a pity as it has its uses (the element of surprise among them).

TO PERFORM A CROUCH KICK Push and hold the joystick down - to crouch - then press the second firebutton.
And with the keyboard or a four-button joystick ... Push and hold the joystick down and press either the Low Kick or High Kick Button.

LEG SWEEP

POWER 8

One of the fastest moves to execute and one of the most difficult to Block or avoid. The Leg Sweep and the Low Kick have the best reach.

TO PERFORM A LEG SWEEP Push the joystick down and away from the opponent.
And with the keyboard or a four-button joystick ... Push and hold the joystick away from the opponent then press the Low Kick Button.

UPPERCUT

POWER 4

The Uppercut and the Throw are the most potent moves, but it's the Uppercut that is the most satisfying to use. Note that performing Uppercuts with the ninja characters - Sub-Zero and Scorpion - is slightly harder as their Uppercut reach is a little bit less than a Punch.

TO PERFORM AN UPPERCUT Push and hold the joystick down then press the fire button.
And with the keyboard or a four-button joystick.. Push and hold the joystick down then press the Low Punch Button.

JUMP

POWER N/A

A Jump straight up can be used to avoid a Leg Sweep. Note that a character cannot Block while in the air.

TO JUMP Push up.

SOMERSAULT

POWER N/A

A Somersault towards or away from the opponent can be used to avoid a Leg Sweep - and also to leap across the arena.

TO SOMERSAULT Push the joystick up and towards - or away from - the opponent.

JUMPING PUNCH

POWER 7

A leap in the air followed by a Punch.

TO PERFORM A JUMPING PUNCH Push the joystick up, then center the joystick (release it) and press the firebutton. The timing of the firebutton press will determine the effectiveness of the blow.
And with the keyboard or a four-button joystick ... Push the joystick up and press the Low Punch Button.

FLYING PUNCH

POWER 7

Leap through the air with a fist outstretched - towards or away from an opponent.

TO PERFORM A FLYING PUNCH Push the joystick up and towards - or away from - the opponent, then center the joystick (release it) and press the firebutton.
And with the keyboard or a four-button joystick ... Push the joystick up and towards - or away from - the opponent and press the Low Punch Button.

JUMPING KICK

POWER 8

Similar to the Jumping Punch, only a little less effective.

TO PERFORM A JUMPING KICK Push and hold the joystick up then press the second firebutton.
And with the keyboard or a four-button joystick ... Push the joystick up and press either the Low Kick or High Kick Button.

FLYING KICK

POWER 6

Leap through the air with a leg outstretched - towards or away from the opponent.

TO PERFORM A FLYING KICK Push and hold the joystick up and towards - or away from - the opponent then press the second firebutton.
And with the keyboard or a four-button joystick ... Push the joystick up and towards - or away from - the opponent and press either the Low Kick or High Kick Button.

MEET THE MORTAL KOMBATANTS

Each character's Special Moves, Weapons and Finishing Moves are activated in the same manner: a combination of joystick movements and sometimes fire button presses.

JOHNNY CAGE

A martial arts superstar trained by great masters from around the world, Cage uses his talents on the big screen. He is the current box-office champ and star of such movies as Dragon Fist and Dragon Fist II as well as the award winning Sudden Violence.

		KNOWN RELATIVES	
REAL NAME	JOHN CARLTON		
AGE	29		ROBERT CARLTON (FATHER)
HEIGHT	6' 1"		ROSE CARLTON (MOTHER)
WEIGHT	200 lbs		REBECCA CARLTON (SISTER)
HAIR	BROWN		CINDY FORD (EX-WIFE)
EYES	BLUE	BIRTHPLACE	VENICE, CALIFORNIA
LEGAL STATUS	CITIZEN OF THE	OCCUPATION	ACTOR
	UNITED STATES	NOTES	PLAYED BY DANIEL PESINA

ELBOW

POWER 8

Cage uses his Elbow instead of a Low or High Punch when he is very close to his opponent.

SHADOW KICK

POWER 6

This is a kick of concentrated power.

TO PERFORM THE SHADOW KICK Push the joystick away from the opponent, then towards, then away and press the firebutton.

And with the keyboard or a four-button joystick ... Push the joystick away from the opponent, then towards and press the Low Kick Button.

SPLIT PUNCH

POWER 5

Cage will not perform this move on his Mirror Image, Sonya Blade or Goro.

TO PERFORM THE SPLIT PUNCH Push the joystick down, then down again and press the firebutton.
And with the keyboard or a four-button joystick ... Push and hold the joystick down then simultaneously press the Block and Low Punch Buttons.

WEAPON: FIRE

POWER 7

A little trick Cage picked up in a Hollywood club.

TO SHOOT A FIRE Push the joystick away from the opponent, then towards and press the firebutton.
And with the keyboard or a four-button joystick ... Push the joystick away from the opponent, then towards and press the Low Punch Button.

FINISHING MOVE: POWER PUNCH

Work this one out for yourself and record the move sequence below...

KANO

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.

AGE	35
HEIGHT	6'
WEIGHT	205 lbs
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 ADOPTED AS A SMALL CHILD BY AN AMERICAN WOMAN IN TOKYO

BIRTHPLACE UNKNOWN

OCCUPATION
CRIMINAL, MEMBER OF THE BLACK DRAGON ORGANIZATION

NOTES PLAYED BY RICH DIVIZIO
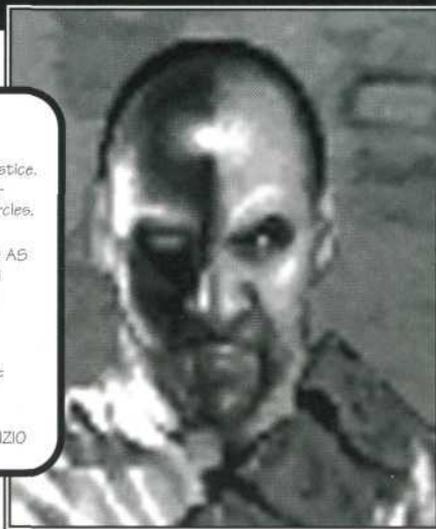
HEAD BUTT

POWER 7

Kano uses a Head Butt instead of a Low or High Punch when he is very close to his opponent.

CANNONBALL

POWER 6

A technique Kano has picked up on his travels ... He curls up into a ball and shoots across the screen, bowling over anyone he hits.

TO PERFORM A CANNONBALL Push the joystick towards the opponent, then down, then away and then up - a sort of rotational movement.

And with the keyboard or a four-button joystick ... Press and hold the Block Button and push the joystick forwards before rotating the joystick down and around to the forward position again - a sort of rotational movement.

WEAPON: KNIFE THROW POWER 7

Nasty. The Knife Throw removes more energy from a Block than any other move does.

TO THROW THE KNIFE THROW Push the joystick away from the opponent, then away again and then towards.

And with the keyboard or a four-button joystick ... Press and hold the Block Button and push the joystick away from and then towards the opponent.

FINISHING MOVE

Work this one out for yourself and record the move sequence below...

RAYDEN

The name Rayden is actually that of a deity known as the thunder deity. It is rumoured he received a personal invitation by Shang Tsung himself and took the form of a human to compete in the tournament.

AGE	ETERNAL	**OCCUPATION**	
HEIGHT	7'		THUNDER DEITY
WEIGHT	350 lbs	**NOTES**	
HAIR	BLACK		PLAYED BY CARLOS
EYES	NONE		PESINA

LEGAL STATUS
DEITY - DOES NOT APPLY

KNOWN RELATIVES
NONE

BIRTHPLACE
NONE

ELBOW   POWER 8

Rayden uses his Elbow instead of a Low or High Punch when he is very close to his opponent.

TORPEDO   POWER 6

Rayden shoots through the air - just like a Torpedo through water.

TO PERFORM THE TORPEDO Push the joystick away from the opponent, then away again and then towards the opponent.
And with the keyboard or a four-button joystick ... As above.

TELEPORT   POWER N/A

Rayden disappears into the floor and reappears closer to his opponent - usually behind them.

TO PERFORM THE TELEPORT Push the joystick down then up.
And with the keyboard or a four-button joystick ... As above.

WEAPON: LIGHTNING   POWER 7

A blast of pure power.

TO SHOOT LIGHTNING Push and hold the joystick down and towards the opponent then press the firebutton.
**And with the keyboard or a four-button joystick ...** Push and hold the joystick down and towards the opponent then press the Low Punch Button.

FINISHING MOVE: ELECTRICITY

Work this one out for yourself and record the move sequence below...

LIU KANG

Once a member of the super secret White Lotus Society, Liu Kang left the organization in order to represent Shaolin temples in the tournament. Kang is strong in his beliefs and despises Shang Tsung.

AGE	24		CHOW KANG (BROTHER, WHERE-
HEIGHT	5'10"		ABOUTS UNKNOWN)
WEIGHT	185 lbs	**BIRTHPLACE**	
HAIR	BLACK		HONAN PROVINCE, CHINA
EYES	BROWN	**OCCUPATION**	

LEGAL STATUS
CITIZEN OF THE PEOPLES
REPUBLIC OF CHINA

SHAOLIN MONK
FISHERMAN

NOTES
PLAYED BY HOSUNG PAK

KNOWN RELATIVES
LEE KANG (FATHER, DECEASED)
LIN KANG (MOTHER, DECEASED)
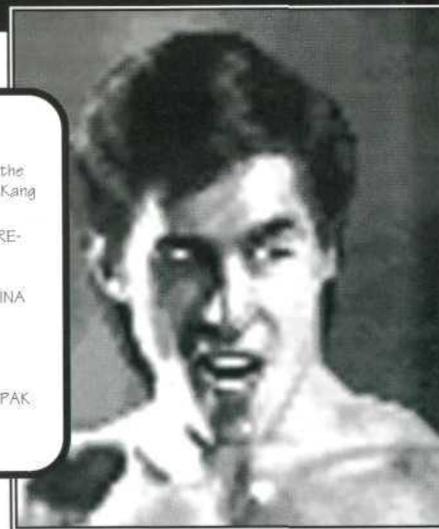
ELBOW

POWER 8

This move replaces the High Punch when Liu Kang is very close to his opponent.

FLYING KICK   POWER 6

A high-speed kick so fast it's hard to block.

TO PERFORM A FLYING KICK Push the joystick away from the opponent, then towards and press the firebutton.

And with the keyboard or a four-button joystick ... Push the joystick towards the opponent twice and press the High Kick Button.

WEAPON: FIREBALL   POWER 7

Drawing on the strength of his forefathers, Liu Kang summons a ball of psychic energy.

TO SHOOT A FIREBALL Push the joystick towards the opponent twice then press the firebutton.

And with the keyboard ... Push the joystick towards the opponent twice then press the High Punch Button.

And with a four-button joystick ... Push the joystick towards the opponent twice then press the Punch Button.

FINISHING MOVE: HELICOPTER SPIN KICK

Work this one out for yourself and record the move sequence below...

SCORPION

Like Sub-Zero, Scorpion's true name and origin are not known. He has shown from time to time distrust and hatred towards Sub-Zero. Between ninjas, this is usually a sign of opposing clans.

REAL NAME	UNKNOWN	KNOWN RELATIVES
AGE	32	WIFE AND CHILD IN FORMER LIFE
HEIGHT	6' 2"	BIRTHPLACE
WEIGHT	210 lbs	UNKNOWN IN FORMER LIFE
HAIR	BLACK	HELL AS SCORPION
EYES	VARIES	OCCUPATION
LEGAL STATUS		UNKNOWN IN FORMER LIFE
	SCORPION IS A	A LOST SOUL HELL-BENT ON
	REINCARNATED	REVENGE AS SCORPION
	SPECTRE AND HAS	NOTES
	NO LEGAL STATUS	PLAYED BY DANIEL PESINA

BACKFIST

POWER 8

This move replaces the Low or High Punch when Scorpion is very close to his opponent.

DECOY   POWER 7

Scorpion leaps off one side of the screen to appear on the other - bearing a clenched fist - but not when he's at the far left- or right-hand side of the combat ground. For maximum efficiency, execute the Decoy when Scorpion's opponent is on the other side of the screen.

TO PERFORM THE DECOY Push the joystick down and away from the opponent, then press the firebutton.

And with the keyboard ... Push the joystick down and away from the opponent then press the High Punch Button.

And with a four-button joystick ... Push the joystick down and away from the opponent, then press the Punch Button.

WEAPON: HARPOON   POWER 16

A spear on a cord is shot across the screen and it buries itself in anything it hits. Scorpion pulls his stunned opponent towards him where further damage can be inflicted. This move is often followed with an Uppercut. Beware: using the spear leaves Scorpion briefly vulnerable if it misses its target.

TO SHOOT THE HARPOON Push the joystick away from the opponent twice then press the firebutton.
And with the keyboard or a four-button joystick ... Push the joystick away from the opponent twice then press the Low Punch Button.

FINISHING MOVE: HELLFIRE

Work this one out for yourself and record the move sequence below...

SUB-ZERO

The actual name or identity of this warrior is unknown. However, based on the markings of his uniform, it is believed he belongs to the Lin Kuei, a legendary clan of Chinese ninja.

REAL NAME	UNKNOWN	OCCUPATION	LIFE LONG MEMBER OF THE LIN KUEI, A RARE CLAN OF CHINESE, NINJA-TYPE ASSASSINS
AGE	32		
HEIGHT	6' 2"		
WEIGHT	210 lbs		
HAIR	BLACK		
EYES	BROWN	NOTES	PLAYED BY DANIEL PESINA
LEGAL STATUS	NONE, HOWEVER RESIDES SOME-WHERE IN CHINA		
KNOWN RELATIVES	NONE		
BIRTHPLACE	UNKNOWN		

BACKFIST   POWER 8

This move replaces the Low or High Punch when Sub Zero is very close to his opponent.

POWER SLIDE   POWER 12

Only marginally more powerful than a Punch but more useful for irritating an opponent.

TO PERFORM A POWER SLIDE
Push the joystick towards the opponent, then away, then towards again and press the firebutton.
And with the keyboard or a four-button joystick ... Push and hold the joystick away from the opponent then simultaneously press the Block, Low Punch and Low Kick Buttons.

WEAPON: FREEZE   POWER N/A

It doesn't hurt but it freezes an opponent for approximately four seconds. Sub Zero should beware that he doesn't shoot Freeze at a frozen opponent - otherwise he will end up being frozen himself (AKA 'Freeze Backfire').

TO SHOOT A FREEZE Push the joystick down and towards the opponent then press the firebutton.
And with the keyboard or a four-button joystick ... Push the joystick down and towards the opponent then press the Low Punch Button.

FINISHING MOVE: HEADPIECE

Work this one out for yourself and record the move sequence below...

SONYA BLADE

Sonya is a member of a top US special forces unit. Her team was hot on the trail of Kano's Black Dragon organization. They followed them to an uncharted island where they were ambushed by Shang Tsung's personal army.

AGE	26	
HEIGHT	5' 10"	
WEIGHT	140 lbs	
HAIR	BLONDE	
EYES	BLUE	

LEGAL STATUS
CITIZEN OF THE UNITED STATES
KNOWN RELATIVES
MAJ. HERMAN BLADE (FATHER)
ERICA BLADE (MOTHER)
DANIEL BLADE (TWIN BROTHER, DECEASED)
BIRTHPLACE
AUSTIN, TEXAS
OCCUPATION
LIEUTENANT IN THE US ARMY. MEMBER OF A SPECIAL PARA-MILITARY POLICE FORCE
NOTES PLAYED BY ELIZABETH MALECKI

PALM PUNCH   POWER 8

This move replaces the High Punch when Sonya is very close to her opponent.

LEG GRAB   POWER 4

Sonya performs a handstand and grabs her opponent with her legs before throwing them across the screen. This move has a good reach.

TO PERFORM A LEG GRAB Push the joystick down twice then press the firebutton.
And with the keyboard or a four-button joystick ... Push and hold the joystick down then simultaneously press the Block, Low Punch and Low Kick Buttons.

SQUARE WAVE PUNCH   POWER 6

If Sonya's opponents jump around too often, she can catch them in mid-air with the Square Wave Punch.

TO PERFORM A SQUARE WAVE PUNCH Push the joystick towards the opponent then away then press the firebutton.
And with the keyboard ... Push the joystick towards the opponent then away then press the High Punch Button.
And with a four-button joystick ... Push the joystick towards the opponent then away then press the Punch Button.

WEAPON: ENERGY WAVE POWER 7

Sonya's bracelets aren't just for show - they combine to fire concentrated concentric circles of energy.

TO SHOOT AN ENERGY WAVE Push the joystick away from the opponent twice then press the firebutton.

And with the keyboard or a four-button joystick ... Push the joystick away from the opponent twice then press the Low Punch Button.

FINISHING MOVE: KISS OF DEATH

Work this one out for yourself and record the move sequence below...

GORO

Goro lives ... A 2,000 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.

AGE	2,000	
HEIGHT	8' 2"	
WEIGHT	550 lbs	
HAIR	BLACK	
EYES	RED	

LEGAL STATUS
EARTH - NONE, OUTWORLD - PRINCE OF KUATAN
KNOWN RELATIVES
KING GORBAK (FATHER)
QUEEN MAI (MOTHER)
PLUS 7 WIVES
BIRTHPLACE
KUATAN, 4TH ASTRAL PLANE OF SHOKAN, REALM OF THE OUTWORLD
OCCUPATION
PRINCE OF KUATAN, RULER SUPREME OF SHOKAN'S ARMIES
**NOTES** STOP MOTION MINIATURE MODEL BY CURT CHIARELLI

Goro's strength is his long reach. He uses his arms to slap his opponents and then enjoys jumping on the dazed victim. He also has a tendency to pick up his opponents and pummel their heads. Goro's green fireballs are best avoided. Note that the Leg Sweep has no effect on Goro.

SHANG TSUNG

?

The supreme opponent, capable of assuming the shape and skills of any one of the contestants - including Goro - which he does often. Shang Tsung also has a few of his own tricks up his sleeves ... he shoots powerful fireballs (crouch to avoid them until he stops firing). Note that the Leg Sweep has no effect on Shang Tsung.

REPTILE

Who is that mysterious green figure who sometimes jumps on to the screen and says things? He's a third ninja called Reptile and he gives you cryptic clues to how you can get to engage him in Mortal Kombat.

REAL NAME	UNKNOWN	OCCUPATION
AGE	UNKNOWN	UNCERTAIN - ATTIRE
HEIGHT	6' 2"	SUGGESTS NINJA, CLAN
WEIGHT	210 lbs	UNKNOWN
HAIR	BLACK	NOTES PLAYED BY DANIEL PESINA
EYES	BLACK	
LEGAL STATUS	UNKNOWN	
KNOWN RELATIVES	UNKNOWN	
BIRTHPLACE	UNKNOWN	

WHAT'S YOUR GAMBIT? There's no best opening move, but many players prefer to begin combat with a Flying Kick. A good gambit for Sub Zero is a Flying Kick, and if he wins the air battle he can follow it up with a Power Slide.

AIR BATTLES Kombatants must be able to win as many air battles as possible (jumping around a lot can irritate a human opponent). It's all down to timing. Avoiding a Flying Kick from the outset is easy: simply take a step forward. When the opponent lands, Punch or Kick them from behind (all's fair in love and war and Mortal Kombat). Alternatively, get the timing right and you can Uppercut the opponent as they reach you. Of course, you could always fly at them too ...

DON'T keep repeating the same move over and over - the CPU-controlled opponent will compensate for this tedium. For example, repeated Leg Sweeps against most of the CPU-controlled opponent will be countered by their Special Moves - Kano will perform his Cannonball, Sub-Zero will use his Power Slide, and Rayden will use his Torpedo.

COMBINATION MOVES or 'combos' are tops. Unlike the more sluggish combat simulations, Mortal Kombat's so fast that any combinations are executed instantly, so there's far less chance of committing yourself by mistake. Alternating between two contrasting moves is a good idea as there's more chance of your opponent falling foul of one of them, and it takes the CPU-controlled opponent longer to adapt to the repetition. A good combination move is a Roundhouse Kick followed by a Leg Sweep. Your opponent usually ducks the Roundhouse... and ends up moving straight into your Sweep! (Or vice versa.) Alternatively, try a Jump Kick followed by a Leg Sweep - or vice versa.

NOTE that there is a slight pause for breath when a Special Move is performed.

TIMING is the key! Practice the moves by playing a two-player match without a human-controlled opponent.

THE BRIDGE Use an Uppercut instead of a FINISHING MOVE to finish your opponent. He or she will fall into a pit full of spikes below and be impaled (on the arcade version the heads lying around are those of programmer Ed Boon and chums).

ONE OF THE BEST ways to play is to change characters between losing matches. This tends to slightly confuse the CPU-controlled opponents. However, unless the arcade machine is on FREEPLAY this is an expensive way to play.

JOHNNY CAGE'S Shadow Kick is best counter attacked by a Block then a Leg Sweep.

SCORPION can perform a tasty triple combo ... Shoot his Harpoon, follow it up with an Uppercut and then perform a Flying Kick. His Harpoon is best unleashed when his opponent comes flying at him.

RAYDEN regenerates after falling down which leaves him vulnerable. He is also unprotected when he teleports and can be speared by Scorpion's Harpoon and frozen by Sub Zero's Ice Fire. Sonya's Leg Toss is particularly effective against Rayden. With careful timing she can repeatedly Leg Toss him until he's limp and lifeless.

SONYA BLADE's Leg Toss is best counter attacked by a Crouch, a Block and then an Uppercut just as she bends over.

KANO is the slowest fighter but his Uppercut has a good reach. Beware! Sub Zero's Ice Fire and Scorpion's Harpoon can hit Kano when he's performing a Cannonball. If Kano's Cannonball is successfully blocked, follow it up with a High Kick as he's about to land.

LIU KANG is the fastest fighter and his Special Moves are probably the easiest to execute. A good combo for Liu Kang is to shoot a Fireball then quickly follow it up with a Supersonic Kick.

ABOUT MORTAL KOMBAT

Ed Boon and John Tobias (software designers for arcade machine and pin-table manufacturer Williams) saw the trend for combat simulations and decided that they could outdo them all - and they did, with Mortal Kombat. (Interestingly enough, they planned to use Jean Claude Van Damme as a main character, but that fell through.)

To create the life-like Mortal Kombat characters, martial arts actors were dressed for the parts and filmed (Goro is in fact a 12-inch high model whose movements were shot frame by frame). The images were then converted to a computer and cleaned up using a special program.

Probe Software handled this quality conversion of Mortal Kombat to the IBM PC compatibles. Using specifically-written software, the team converted all the characters and scenery from the arcade machine. To accurately reproduce the intense playability, the original data from the arcade machine was converted line for line to the computer format. The result, as you can see for yourself, is identical to the 'real thing'.

• A Mortal Kombat sequel is already in production and is likely to boast even more realistic characters (!), more of them and more Special Moves!
• Arcade machine statistics show that Johnny Cage is the least played character, while Sonya Blade is the most frequently chosen.

Common Questions On Mortal Kombat

Q. Why does the message "MK: memory allocation error" appear when I try to run Mortal Kombat?
A. Mortal Kombat may be conflicting with the device drivers or TSRs (Terminate and Stay Resident) loaded on your computer system. There are several ways to fix this depending on which MS-DOS version you are using:

I. If you are running MS-DOS 5.0: You will need to create a boot disk.
   Creating a Boot Disk
   A. Disk Formatting
      1. Insert a blank disk into drive A:.
      2. At the C: prompt, type FORMAT A:/s [enter]
      3. Follow the DOS prompts: hit [enter] for volume label (none).
      4. NOTE: the format command erases all data on the disk used. Use with care to avoid erasing material accidently. Follow the instructions above precisely.
   B. Once the disk is formatted and the message "system transferred" appears, restart your computer by pressing Ctrl-Alt-Delete simultaeneously, leave the formatted floppy disk in the disk drive.
   C. At the A: or B: prompt Type: C: [enter]
   D. Change to the Mortal Kombat directory by typing: CD KOMBAT [enter] (or whatever directory you choose to install to).
   E. Type: MK [enter] to run Mortal Kombat
   F. Use this boot disk whenever you wish to run Mortal Kombat by inserting it into the A drive and restarting your computer.

If you have a sound card or are using a disk compression utility such as "Stacker", you will need to create a CONFIG.SYS file which includes a line that loads the appropriate device driver(s). Consult the documentation which comes with your sound card or disk compression utility for information on what needs to be loaded and where to load it.

II. If you are using MS-DOS 6.0 or higher and are running Mortal Kombat without a sound card:
   1. Press Ctrl-Alt-Delete at the same time to restart your computer.
   2. When the message "STARTING MS-DOS" appears press F5 to bypass your start-up files.
   3. At the C: type CD KOMBAT [enter] (or whichever directory you have installed Mortal Kombat to). Note that since all start-up files were bypassed, the PATH statement was not loaded onto your system, therefore when the directory is changed to the Mortal Kombat directory, you will see "C:" instead of "C:\kombat\".
   4. Type MK [enter] to run Mortal Kombat.

Note that since all start-up files were bypassed at the computer start up, device drivers for sound cards and compressed drives were not loaded. If you are running a sound card or using a compressed drive use the option below to create a new configuration for Mortal Kombat.

III. If you use MS-DOS 6.0 or higher and wish to use a sound card:
   Unless you are familiar with MS-DOS and working with your AUTOEXEC.BAT and CONFIG.SYS files, use the option to create a boot disk above.
   If you are familiar with MS-DOS you can create a separate configuration for Mortal Kombat using DOS 6's multiple configuration option. This will enable you to run Mortal Kombat with loaded device drivers for sound cards, and or disk compression utilities.

WARNING: This option requires altering your start up files AUTOEXEC.BAT and CONFIG.SYS. If you are unfamiliar with these files, Ultratech recommends using the above option to bypass these files on start-up or the Boot Disk option. Mistakes or errors made in either the AUTO-EXEC.BAT and CONFIG.SYS files can cause your system to perform abnormally or not at all; exercise extreme caution when altering them.

TROUBLE-SHOOTING TIPS

1. At the C: prompt type COPY CONFIG.SYS CONFIG.BAK [enter]. You should see the message "1 file(s) copied". Now type COPY AUTOEXEC.BAT AUTOEXEC.BAK [enter]. You should again see the message 1 file(s) copied. This will back up your CONFIG.SYS and AUTOEXEC.BAT in case you make a mistake and need to recover your original files.

2. Using a text editor such as Edit or Windows 3.1 Notepad, create a multiple configuration menu including a menuitem for your regular configuration and a menuitem for Mortal Kombat. Please consult your MS-DOS manual on the specifics on how to best set up your particular system under a multiple configuration. The CONFIG.SYS file should appear as follows:

   ```
   [menu]
   menuitem=plain
   menuitem=kombat
   [plain]
   (Your regular config.sys file should appear here)
   [kombat]
   (enter here whatever line your sound card or disk compression utility needs to function
   such as the MVSOUND.SYS driver which comes with Mediavision sound cards. Consult the
   documentation which comes with either your sound card or disk compression utility to
   determine what is needed.)
   ```

3. You will also need to modify your AUTOEXEC.BAT file to run the new configuration. Please consult your MS-DOS manual for instructions on how to do this best for your particular system. With a configuration for Mortal Kombat, your autoexec.bat file should appear as follows:

   ```
   goto %config%
   :plain
   (Your full normal AUTOEXEC.BAT file should appear here.)
   goto end
   :Kombat
   (Any device drivers you may need for your sound card should appear here such as the
   SETBLASTER command for the Sound Blaster card.)
   :end
   ```

Q. Why did the INSTALL program did not copy my files to my hard drive or why doesn't it work?

A. You can copy Mortal Kombat to your hard drive manually:
   1. First create a Mortal Kombat directory by typing: MD KOMBAT [enter] at the C: prompt.
   2. Next, insert disk 1 of Mortal Kombat into the floppy drive A or B. Go to the Mortal Kombat directory by typing CD KOMBAT [enter].
   3. Now type B:\DISK1 [enter]. The files should be transferred to the kombat directory.
   4. After the files are transferred, repeat for disk two by inserting disk2 and typing: B:\DISK2 [enter].
   5. Repeat for Disk three by inserting disk three and typing: B:\DISK3 [enter].
   6. Type MK to run Mortal Kombat.

Q. Why do I keep getting beaten by Ryu.

A. You are playing Street Fighter II. Wake up.

If after reading the Manual and this addendum you are still experiencing difficulties, please call our new Tech Support phone number: 305-581-4240. Tech Support is available Monday to Friday between the hours of 11.30am and 4.30pm Eastern Standard Time.