

SEGA™

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MORTAL



KOMBAT®

INSTRUCTION MANUAL



ARENA™

LICENSED BY SEGA ENTERPRISES, LTD. FOR
PLAY ON THE SEGA™ GENESIS™ SYSTEM.

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.

THE ABOVE CARD HAS BEEN REJECTED
BECAUSE IT DOES NOT MEET THE
REQUIREMENTS OF THE
FEDERAL BUREAU OF INVESTIGATION
AND IS BEING RETURNED TO THE
ORIGINATOR FOR REVISION.
REASON: THE CARD DOES NOT MEET THE
REQUIREMENTS OF THE
FEDERAL BUREAU OF INVESTIGATION
AND IS BEING RETURNED TO THE
ORIGINATOR FOR REVISION.



LET THE TOURNAMENT BEGIN!

1. Make sure the power switch is OFF.

2. Insert your Mortal Kombat® Game Cartridge as described in your Sega Genesis manual.

3. Turn the power switch ON. When you see the Mortal Kombat® title screen, press the START BUTTON. You will then be given the option of beginning a game or selecting options. Use the UP and DOWN D-BUTTON ARROWS to highlight your choice, then press any button.

Game Start begins a one-player battle for the title of Grand Champion. But first, a warrior must be chosen. The "Choose Your Fighter" screen has pictures of all the warriors available to a player—Liu Kang, Johnny Cage, Kano, Rayden, Scorpion, Sub-Zero and Sonya Blade. Move the colored frame over your choice using the D-BUTTON ARROWS. When your choice is framed, press the START BUTTON to begin the tournament.

Should a second player desire to join the tournament, he may do so at any time by pressing his START BUTTON. This will then return both players to the "Choose Your Fighter" screen where they again must select their warriors. Should both players choose the same warrior, they will be distinguished by color. The players will then battle one another with the winner continuing onward in the tournament, and the loser's game ending.



OPTIONS

Options brings the player to the Options screen where a number of game features can be modified using the D-BUTTON ARROWS:

Credits determines the number of times you may continue your game before you must begin the tournament again.

Difficulty allows you to choose whether the game is very easy, easy, medium, hard, or very hard.

Music allows you to listen to the game music.

Sound FX demonstrates the game's sound effects.

Samples plays the the game's digitized speech.

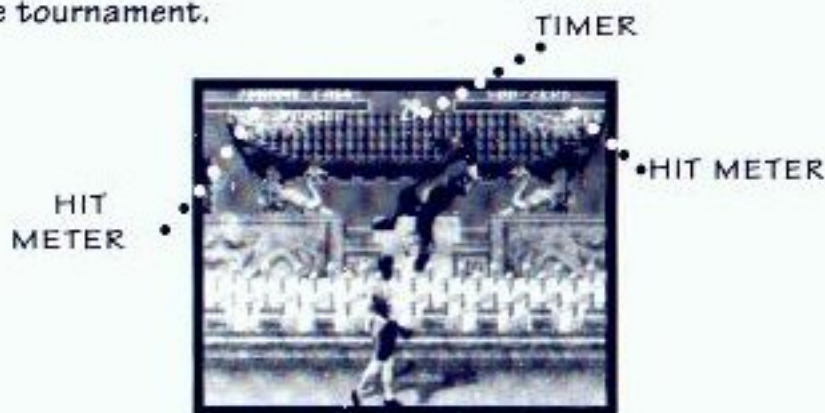
RULES OF THE TOURNAMENT

The Shaolin Tournament for Martial Arts is more than a simple exhibition. Each of its combatants has been invited for his extraordinary skills, and each 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 each of the tournament's other challengers. To begin each battle, press the **START BUTTON**. 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 the 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 his 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 enters the fray. To win a round, both opponents must be vanquished before your warrior succumbs to injury even once!

Between matches, the Tournament grandmasters will periodically test your warrior's might. Your warrior will be required to break an object with his bare hands—wood, stone, steel, ruby or diamond. To raise the power level of his hit, press the A and C BUTTONS repeatedly as fast as you can. A meter next to your warrior indicates the current power of the blow and the force required to break the object. When the power level is above the line, press the START BUTTON to strike, but make sure to strike before the timer reaches zero.

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!

POWER
NEEDED TO
BREAK OBJECT

POWER
METER

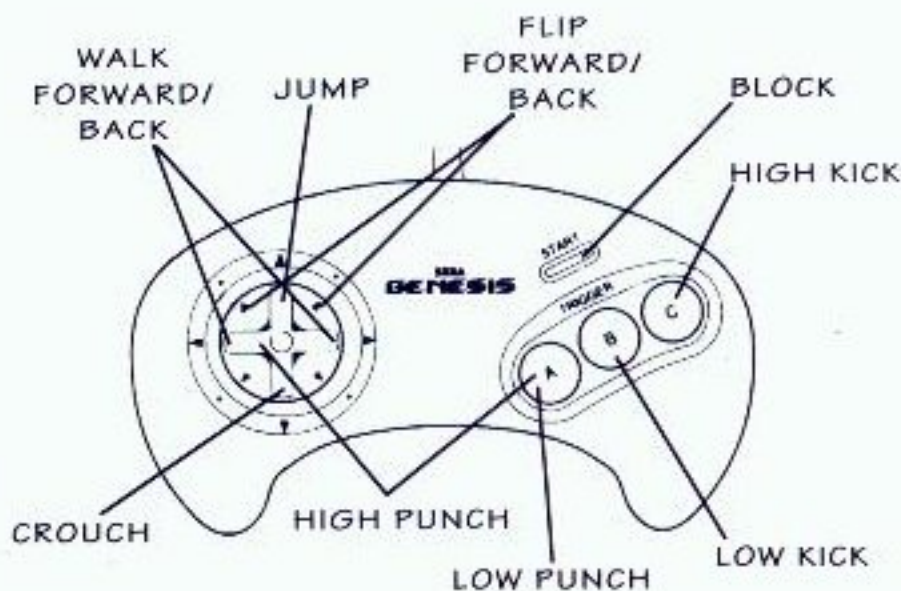


THE ART OF KOMBAT

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.

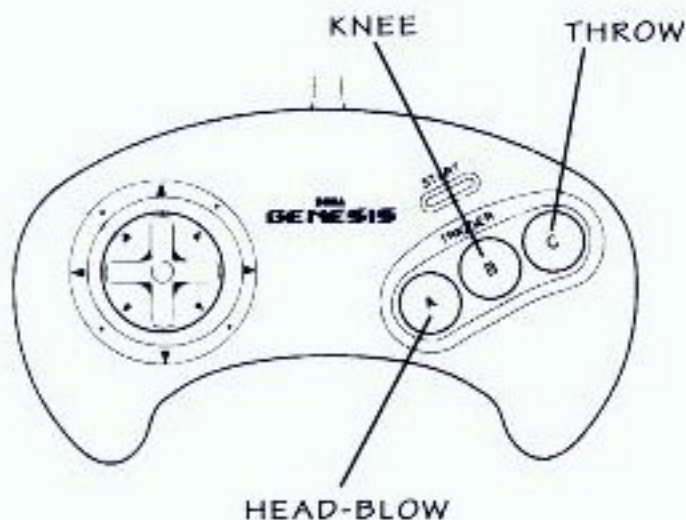
BASIC MOVES

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 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.



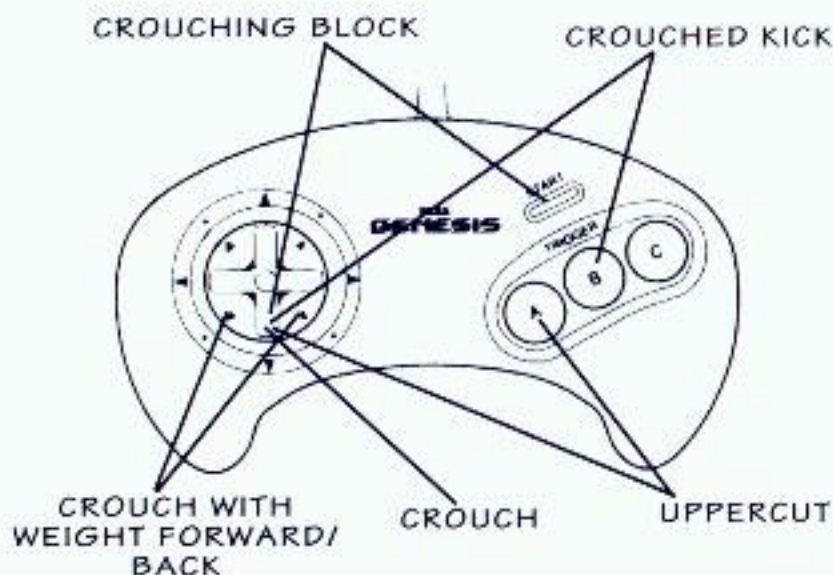
WHEN IN CLOSE QUARTERS

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



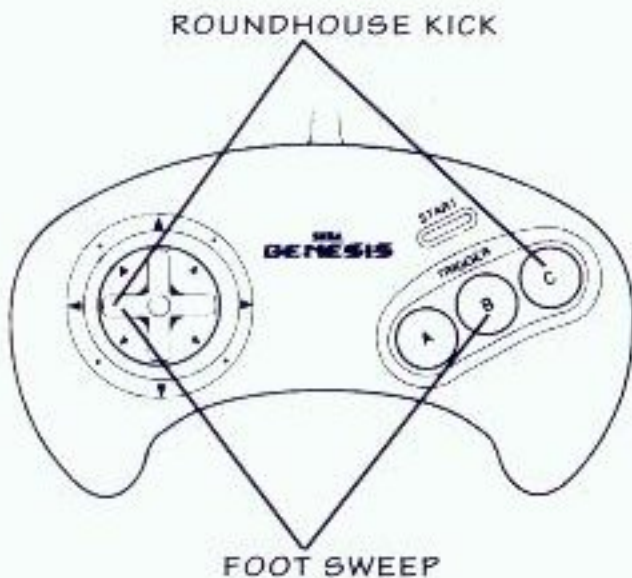
CROUCHING MOVES

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. Crouching moves can only be used when holding the DOWN D-BUTTON ARROW.



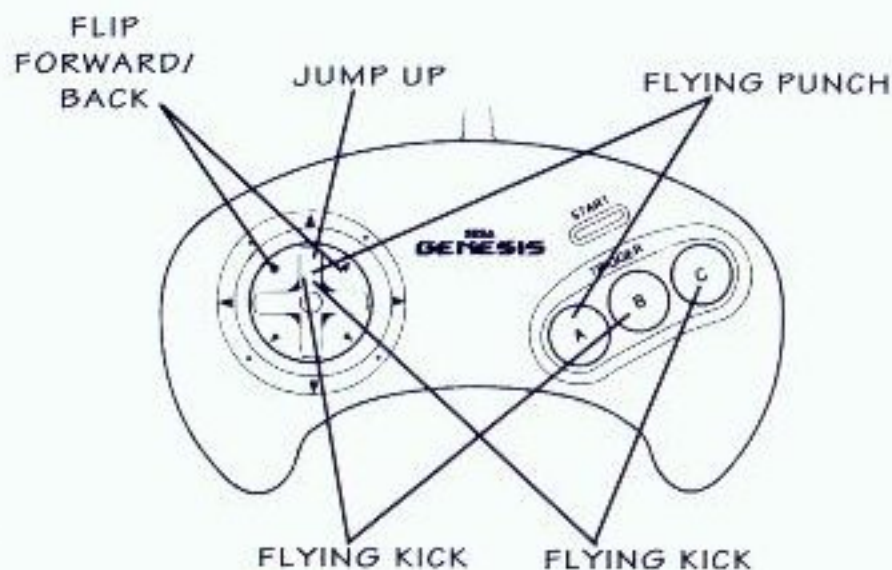
SPINNING MOVES

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. To execute the spin moves, hold the D-BUTTON AWAY from your opponent while you press the attack buttons.



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 your opponent, then press the attack buttons while in the air. However, unlike most attacks, aerial attacks must be timed properly to land the 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, 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



JOHNNY CAGE

REAL NAME: JOHN
CARLTON

AGE: 29

HEIGHT: 6'1"

WEIGHT: 200

HAIR: BROWN

EYES: BLUE

LEGAL STATUS:
CITIZEN OF THE UNITED
STATES OF AMERICA

KNOWN RELATIVES:

ROBERT CARLTON,
FATHER

ROSE CARLTON, MOTHER
REBECCA CARLTON,
SISTER

CINDY FORD, WIFE
(DIVORCED)

BIRTHPLACE: VENICE,
CALIFORNIA

OCCUPATION: ACTOR



A martial arts superstar trained by great masters from around the world, Cage uses his talents on the big screen. He is currently box office champ, starring in such movies as Dragon Fist and Dragon Fist II, as well as the award-winning Sudden Violence. He entered the tournament purely for the publicity it would generate for him around the world. Despite his seeming shallowness, he is a formidable foe with limber limbs, quick reflexes, and his patented Shadow Kick.

SPECIAL MOVES:
SHADOW KICK—
AWAY, TOWARDS,
LOW KICK

FINISHING MOVE:



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, HIGH KICK

FINISHING MOVE:



SONYA BLADE

AGE: 26

HEIGHT: 5'10"

WEIGHT: 140

HAIR: BLOND

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.



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 MOVE: CANNONBALL—TOWARDS, DOWN, AWAY, UP, TOWARDS. BLOCK TO SPIN IN PLACE

FINISHING MOVE:

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—DOWN +
LOW PUNCH+LOW KICK

FINISHING MOVE:



RAYDEN

AGE: ETERNAL

HEIGHT: 7'

WEIGHT: 350

HAIR: BLACK

EYES: NONE

LEGAL STATUS:
MYSTIC— DOES
NOT APPLY

KNOWN RELATIVES:
NONE

OCCUPATION:
WARRIOR



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 RARE
CLAN OF CHINESE NINJA-
TYPE ASSASSINS



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" functioning as an assassin. 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—DOWN TO TOWARDS, LOW PUNCH

FINISHING MOVE:



The name Rayden is actually that of a mystical warrior who lives among the thunderclouds. It is rumored that he received a personal invitation from Shang Tsung himself and took the form of a human to compete in the tournament. His elemental powers make him a dangerous foe from both the land and the air.

SPECIAL MOVES:

FLYING THUNDERBOLT—AWAY, AWAY, TOWARDS

FINISHING MOVE:



SCORPION

REAL NAME: UNKNOWN

AGE: 32

HEIGHT: 6'2"

WEIGHT: 210

HAIR: BLACK

EYES: VARIES

LEGAL STATUS:

SCORPION IS A REIN-CARNATED 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



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!



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, LOW PUNCH

FINISHING MOVE:

