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Nintendo

**GAME BOY**

DMG-AK2E-USA

# MORTAL KOMBAT & MORTAL KOMBAT II



TEEN  
AGES 13+  
CONTENT RATED BY  
ESRB

INSTRUCTION  
BOOKLET

MIDWAY  
**Acclaim**

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## LET THE TOURNAMENT BEGIN!

You now possess two of the greatest fighting games ever created!

### **MORTAL KOMBAT®**

For the past 500 years, the depraved shapeshifter 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 combat prowess provides a steady supply of souls from vanquished opponents to renew Shang Tsung's life-force and keep the ruler young.

Now, six new contestants gather, each a master warrior with deadly special powers. The rules dictate that they must fight each other and a copy of themselves before taking on Goro...and ultimately Shang Tsung himself.

### **MORTAL KOMBAT® II**

Utterly defeated, a disgraced Shang Tsung returns to the Outworld a failure, facing execution at the hands of Shao Kahn, supreme ruler of the Outworld, the Astral Planes of Shokan and the surrounding kingdoms. With the apparent death of Goro, his fate seemed sealed. But Tsung told Kahn of his plan for revenge, a plot so evil and twisted even Kahn was persuaded to grant him one final opportunity to redeem himself. He cleverly lured his adversaries to the bizarre Outworld where they would face a new challenge— a tournament hosted by Shao Kahn himself.

Today, the Tournament Begins... Again!

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## LOADING

1. Make sure the power switch is OFF.
2. Insert your Mortal Kombat® & Mortal Kombat® II Game Pak as described in your Nintendo Game Boy manual.
3. When you see the Mortal Kombat® & Mortal Kombat® II title screen, select which game you wish to play (highlight it with the CONTROL PAD) and press the START BUTTON.

**NOTE: Mortal Kombat® & Mortal Kombat® II is for one or two players\*.**

**A single player fighting computer-controlled opponents, or two warriors going head to head.**

**\* Nintendo Game Link (sold separately) required for two player games.**



- To begin play, highlight START GAME and press the START BUTTON.

### **STARTING MORTAL KOMBAT®**

After an opening introduction, you will see a title screen.

- To begin play, press the START BUTTON.

### **STARTING MORTAL KOMBAT® II**

After an opening introduction, you will see a title screen. Press the START BUTTON. You will see a screen with these choices:

START GAME and OPTIONS. Highlight your choice with the CONTROL PAD and press the START BUTTON.

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## MORTAL OPTIONS

In Mortal Kombat® II, selecting Options brings you to the Options Screen. Press the UP or DOWN CONTROL PAD to move the highlight to the desired option. Press the LEFT or RIGHT CONTROL PAD to alter the highlighted option.

**CREDITS** Choose how many chances you have to conquer, from 3 up to 6!

**DIFFICULTY** Choose between EASY, MEDIUM, and HARD play levels.

Press START to exit Options. Select START GAME and press the START BUTTON to begin play.

## WARRIOR SELECTION

When Mortal Kombat® or Mortal Kombat®II has been selected, you're almost ready to begin a one-player battle for the title of Grand Champion. First, however, a fighter must be selected. The warrior selection screen has pictures of all the warriors available to a player.

To select a warrior, move the frame onto a warrior using the CONTROL PAD. When your choice is framed, press the START BUTTON to select your warrior. If you don't select a warrior within a reasonable time, a default one will be selected automatically.



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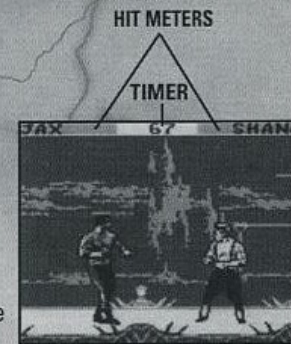
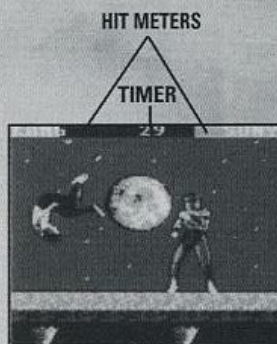
## TWO PLAYER GAMES

Should a second player desire to enter the tournament, he may link his Game Boy® using the Game Link cable. When both players reach their title screens, the Game Boys will establish the link, automatically assigning player numbers. Once the link is established, the game advances both players to the "Choose Your Fighter" screen where they must each select a warrior. Both players may choose the same warrior. When this happens, one will be darker. The players will then battle one another with the winner continuing onward in the tournament, and the loser's game ending.

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

## RULES OF THE OUTWORLD

In all Mortal Kombat® battles, meters in the upper-left and upper-right corners of the screen measure the health of the warriors. The meters begin each round at full health, but are reduced with each blow taken. The amount of reduction depends both on the type of hit and whether or not it was



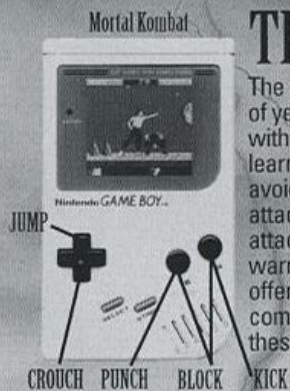


blocked. When a warrior's health meter runs out, he is knocked out and the round goes to his opponent.

Should time run out before either kombatant is knocked out, the warrior with less injury is declared the victor. The first warrior to win two rounds takes the match and moves on to his next opponent.

**NOTE: If five rounds pass without a match winner, both kombatants will be disqualified from the tournament.**

At the end of a match, a human winner will move on to face the next contestant. If you lose and have any credits left, you can CONTINUE by pressing the START BUTTON before the countdown runs out.



## THE ART OF KOMBAT.

The art of Kombat is as it has been for thousands of years. A wise warrior will begin his training with the art of defense. Far more valuable than learning how to inflict blows is learning how to avoid or deflect them, for an opponent who attacks is an opponent who is vulnerable to attack. Once defense has been mastered, a warrior can begin to learn the fundamental offensive moves—the punches and kicks. In combination with strong defensive tactics, these moves are enough to defeat most foes.



## MORTAL KONTROLS

**NOTE: Many Mortal Kombat® moves use the designation AWAY or TOWARDS. AWAY refers to the direction AWAY FROM YOUR OPPONENT. TOWARDS refers to the direction TOWARDS YOUR OPPONENT.**

**PAUSE/ RESUME GAME:** SELECT (MK®II only)

### THE BASIC DEFENSIVE MOVES:

**MOVE FORWARD OR BACK:** Press the CONTROL PAD LEFT or RIGHT

**BLOCK:** Press A+B (in MK®II, the START BUTTON)

**CROUCH:** Press the CONTROL PAD DOWN

**JUMP:** Press the CONTROL PAD UP

**FLIP FORWARD OR BACK:** Press the CONTROL PAD UP + LEFT or RIGHT

### THE BASIC OFFENSIVE MOVES:

**PUNCH:** Press the B BUTTON

**KICK:** Press the A BUTTON

### THE ADVANCED MOVES:

The advanced moves use the basic moves as building blocks to form powerful maneuvers. However, although they do more damage, they are also more difficult to execute, leaving the unwary vulnerable to an opponent's basic moves.

**UPPERCUT:** Press DOWN + PUNCH

**FOOT SWEEP:** Press AWAY + KICK

**ROUNDHOUSE:** Press TOWARDS + KICK

**FLYING PUNCH:** JUMP or FLIP + PUNCH

**FLYING KICK:** JUMP or FLIP + KICK

### SPECIAL MOVES:

While being a master of Kombat may be enough to win any Earth contest, winning a contest in the hostile Outworld requires more of a warrior. In preparation for this tournament, every warrior has perfected several Special Moves. These moves often draw upon spiritual or supernatural energies, extreme physical conditioning, or mutant abilities for their effectiveness, and can be especially potent, often devastating to an opponent.

## WARRIOR WISDOM:

- Patience is a warrior's greatest ally. Wait for your opponent to attack, then counterattack him when he is most vulnerable.
- Timing is crucial to landing many moves. Practice often to learn timing secrets.
- With practice, combinations of moves can be learned which allow a warrior to hit his opponent several times before he has an opportunity to defend himself, making them an invaluable tool.
- Every warrior has different strengths and weaknesses in terms of speed and movement. Discovering these styles allows you to both use them better and combat them better.

## WARRIOR PROFILES

NOTE: Some characters and moves differ in *Mortal Kombat®* and *Mortal Kombat® II*.

### KANO™



A mercenary, thug, extortionist and thief, Kano lives a life of crime and injustice. He is a devoted member of the Black Dragon, a dangerous group of cutthroat madmen feared and respected throughout all of crime's inner circles.

#### MORTAL KOMBAT® SPECIAL MOVES

**CANNONBALL:** Hold Block, Towards, Down, Away, release Block

**KNIFE THROW:** Away, Towards, Punch

### SONYA BLADE™



Sonya is a member of a top U.S. 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.

#### MORTAL KOMBAT® SPECIAL MOVES:

**RING TOSS:** Away, Away, Punch

**FLYING PUNCH:** Towards, Away, Away, Towards

**LEG THROW:** Down + Punch + Kick (or Down + Block)



## LIU KANG™



After winning back the Shaolin Tournament from Shang Tsung's twisted clutches and returning him to the Outworld in disgrace, Liu Kang returned to his temples. He discovered his sacred home in ruins, his Shaolin brothers lost in a vicious battle with a horde of Outworld warriors, a parting salvo from Tsung and his minions. Now he travels into the dark realm to seek revenge....

### MORTAL KOMBAT™ SPECIAL MOVES

**FIREBALL:** Away, Away, Punch

**FLYING KICK:** Towards, Towards, Towards, Kick

### MORTAL KOMBAT™ II SPECIAL MOVES:

**STANDARD FIREBALL:** Towards, Towards, Punch

**CROUCHING FIREBALL:** Down, Towards, Punch

**FLYING KICK:** Towards, Towards, Kick

**BICYCLE KICK:** Hold Kick for 3 seconds then release

## REPTILE™



Shang Tsung's personal protector, Reptile lurks in the shadows stopping all those who would do his master harm. His human form is believed to disguise a horrific reptilian creature whose race was thought extinct millions of years ago. He enters the contest hoping to defeat all and protect his master.

### MORTAL KOMBAT™ II SPECIAL MOVES:

**ACID SPIT:** Towards, Towards, Punch

**FORCE BALL:** Away, Away, Punch + Kick

**INVISIBLE:** Hold Block, Up, Up, Down, release Block, Punch

**SLIDE:** Away, Punch + Kick

## SUB ZERO™



Thought to have been vanquished in the Shaolin Tournament, Sub Zero mysteriously returns. It is believed this secretive member of the Lin Kuei, a legendary clan of Chinese "ninjas" has traveled into the Outworld to again attempt an assassination of Shang Tsung. To do so, he must fight his way through Shao Kahn's tournament.

### MORTAL KOMBAT™ SPECIAL MOVES: | MORTAL KOMBAT™ II SPECIAL MOVES:

**FREEZE:** Away, Towards, Kick

**SLIDE:** Towards, Down, Punch

**DEEP FREEZE:** Down, Towards, Punch

**GROUND FREEZE:** Down, Away, Kick

**SLIDE:** Away, Punch + Kick

## SHANG TSUNG™



After losing control of the Shaolin Tournament and returning to the Outworld in disgrace, the shapeshifter Shang Tsung promised his ruler, Shao Kahn, that he could still unbalance the furies and allow Kahn to take over the Earth. His plan was to lure the Earth warriors to compete in the Outworld, and then, win or lose, never to let them return. Convinced of this plan, Shao Kahn restored Tsung's youth.

### MORTAL KOMBAT™II SPECIAL MOVES:

**FLAMING SKULLS:** Away, Away, Punch (One)

Away, Away, Towards, Punch (Two)

Away, Away, Towards, Towards, Punch (Three)

### MORPHS:

**LIU KANG:** Away, Away, Towards, Towards, Block

**REPTILE:** Hold Block, Up, Down, Up

**SUB ZERO:** Towards, Down, Towards, Kick

**KITANA:** Block, Block, Block

**JAX:** Down, Towards, Away, Punch

**MILEENA:** Hold Punch for 2 seconds then release

**SCORPION:** Hold Block, Up, Up

## KITANA™



Kitana's beauty hides her savage role as a personal assassin for Shao Kahn. Seen talking to an Earth realm warrior, her motives have come under suspicion by her twin sister Mileena, but, only Kitana knows her own true intentions.

### MORTAL KOMBAT™II SPECIAL MOVES:

**FAN SWIPE:** Away + Punch

**FAN THROW:** Towards, Towards, Punch + Kick

**FAN LIFT:** Away, Away, Away, Punch

**SQUAREWAVE:** Down, Away, Punch

## JAX™



Major Jackson Briggs™ was leader of the U.S. Special Forces unit of which Lt. Sonya Blade was a member. After receiving a signal from Lt. Blade, Jax embarks on a rescue mission, hoping to retrieve both Sonya and the elusive Kano, wanted criminal and leader of the Black Dragon organization. Sonya's trail leads him into the ghastly Outworld, where he believes both Sonya and Kano to be held prisoner.

### MORTAL KOMBAT™II SPECIAL MOVES:

**GROUND POUND:** Hold Punch for 3 seconds, then release

**GRAB:** Towards, Towards, Punch

**SUPER SLAM:** Tap Punch during Throw maneuver

**SONIC WAVE:** Towards, Down, Kick

**BACKBREAKER:** Block, while in air with opponent



## MILEENA™



Serving as an assassin along with her twin sister Kitana, Mileena's dazzling appearance conceals her hideous intentions. At Shao Kahn's request, she is asked to watch for her twin's suspected dissension and must put a stop to it at any cost.

### MORTAL KOMBAT™ II SPECIAL MOVES:

**TELEPORT KICK:** Towards, Towards, Kick

**ROLL ATTACK:** Away, Away, Down, Kick

**SAI THROW:** Hold Punch for 2 seconds then release

## SCORPION™



This reincarnated specter is back after learning of Sub Zero's return. He again stalks the ninja warrior, following him into the dark realm of the Outworld where he continues his personal mission — to avenge the loss of his family at the hands of the Lin Kuei™ clan.

### MORTAL KOMBAT™ SPECIAL MOVES:

**SPEAR:** Away, Away, Punch

**TELEPORT PUNCH:** Towards, Down, Punch

### MORTAL KOMBAT™ II SPECIAL MOVES:

**SPEAR:** Away, Away, Punch

**DECOY:** Down, Away, Punch

**AIR THROW:** Block, while in air with opponent

## RAYDEN™



Watching events unfold from high above, the mystic Rayden realizes the grim intentions of Shao Kahn. After warning the remaining warriors from the Shaolin Tournament, Rayden soon disappears. He is believed to have ventured into the Outworld alone.

### MORTAL KOMBAT™ SPECIAL MOVES:

**LIGHTNING:** Down, Towards, Punch

**BODY LAUNCH:** Away, Away, Towards

**TELEPORT:** Down, Up

## GORO™



2,000 year old Goro is half human, half dragon. He has been undefeated for 500 years. He won the title of Grand Champion by defeating Kung Lao, a Shaolin fighting monk. Goro is the supreme ruler of Shokan's armies.

## SHAO KAHN™



The supreme ruler of the Outworld, Shao Kahn governs the Astral Planes of Shokan and all surrounding kingdoms. Five hundred years ago he banished the shapeshifter Shang Tsung into the Mother Realm (Earth) to pay for his crimes. Shang Tsung was ordered to unbalance the furies and create a weakness in Earth's dimensional gates. This weakness in the gates would allow Kahn and his minions to forever walk the Earth and plague its inhabitants to a dark and chaotic existence. Only then would Shang Tsung be cleared of his offense and the curse be lifted.

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