

SEGA™

GAME GEAR™

MORTAL



KOMBAT®

INSTRUCTION BOOKLET



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



This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ GAME GEAR™ SYSTEM.

## **HANDLING YOUR CARTRIDGE**

- This Cartridge is intended exclusively for the Sega™ Game Gear™ System.
- 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 recess during extended play, to rest yourself and the Sega cartridge.

## **WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM.**

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 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.

# THE SHAOLIN TOURNAMENT FOR MARTIAL ARTS...

CONSUMER SERVICE  
HOTLINE  
(516) 624-9300

FOR AGES IT WAS A COMPETITION OF HONOR AND GLORY. NOBLE WARRIORS FROM AROUND THE GLOBE WERE INVITED TO TAKE PART, EACH SEEKING TO WIN THE TITLE OF GRAND CHAMPION.



BUT THAT WAS A LONG TIME AGO... BEFORE THE TOURNAMENT WAS CORRUPTED BY THE EVIL DEMON SHANG TSUNG, A WARRIOR WHO TOOK NOT ONLY THE LIVES OF HIS OPPONENTS, BUT THEIR VERY SOULS...



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 WORD "CODE" HAS MANY DIFFERENT DEFINITIONS. THE SHAOLIN MARTIAL ARTS TOURNAMENT IS GOVERNED BY A SYSTEM OF RULES OF CONDUCT. AN ETHICAL CODE.

THE COMBATANTS RESPECT EACH OTHER AS WARRIORS, NO MATTER WHAT DEGREE OF HATRED THEY HAVE FOR ONE ANOTHER. A CODE OF HONOR.

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?



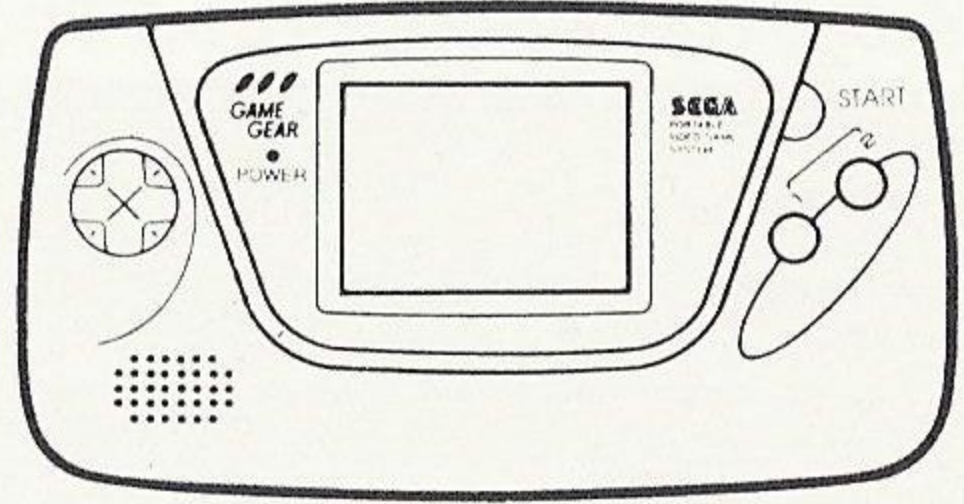
# LET THE TOURNAMENT BEGIN!

1. Set up your Sega™ Game Gear™ System as described in its instruction manual. For two-player games, use the Gear to Gear™ Cable (sold separately) to connect the Game Gear units.

2. Make sure the power switch is OFF.

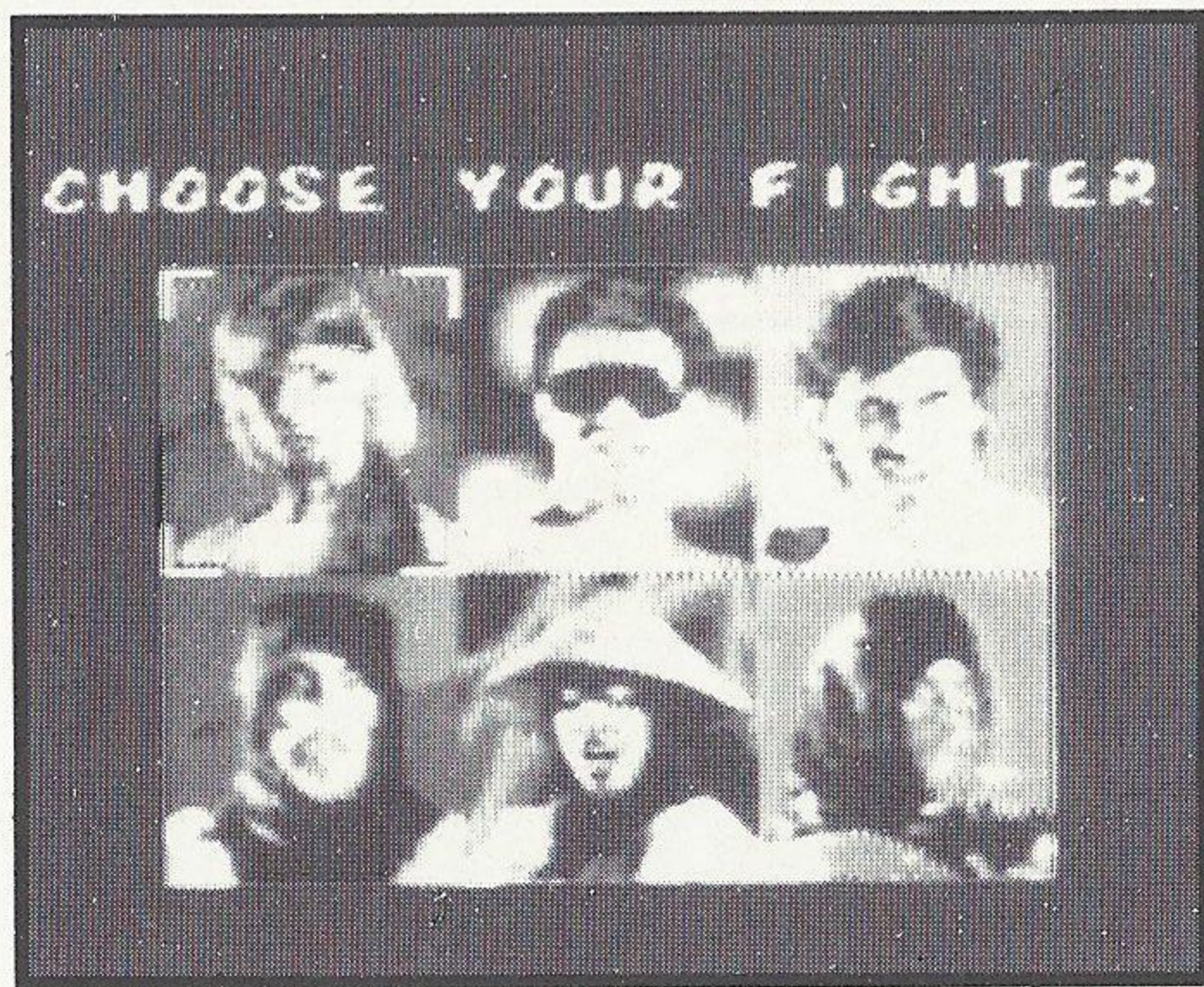
3. Insert your Mortal Kombat® Game Cartridge as described in your Sega™ Game Gear™ manual.

4. Turn the power switch ON. When you see the Mortal Kombat® title screen, press the START BUTTON.



**START** begins a one-player battle for the title of Grand Champion. But first, a fighter must be selected. The "Choose your Fighter" screen has pictures of all the warriors available to a player—Liu Kang, Johnny Cage, Rayden, Scorpion, Sub-Zero, and Sonya Blade. Move the frame onto your desired warrior using the D-BUTTON ARROWS. When your choice is framed, press the 1 BUTTON to select him. Once a fighter has been selected, you will be asked to set the game's difficulty. Use the up and down D-BUTTON ARROWS to mark your choice, then press the 1 BUTTON to select it and begin the game.

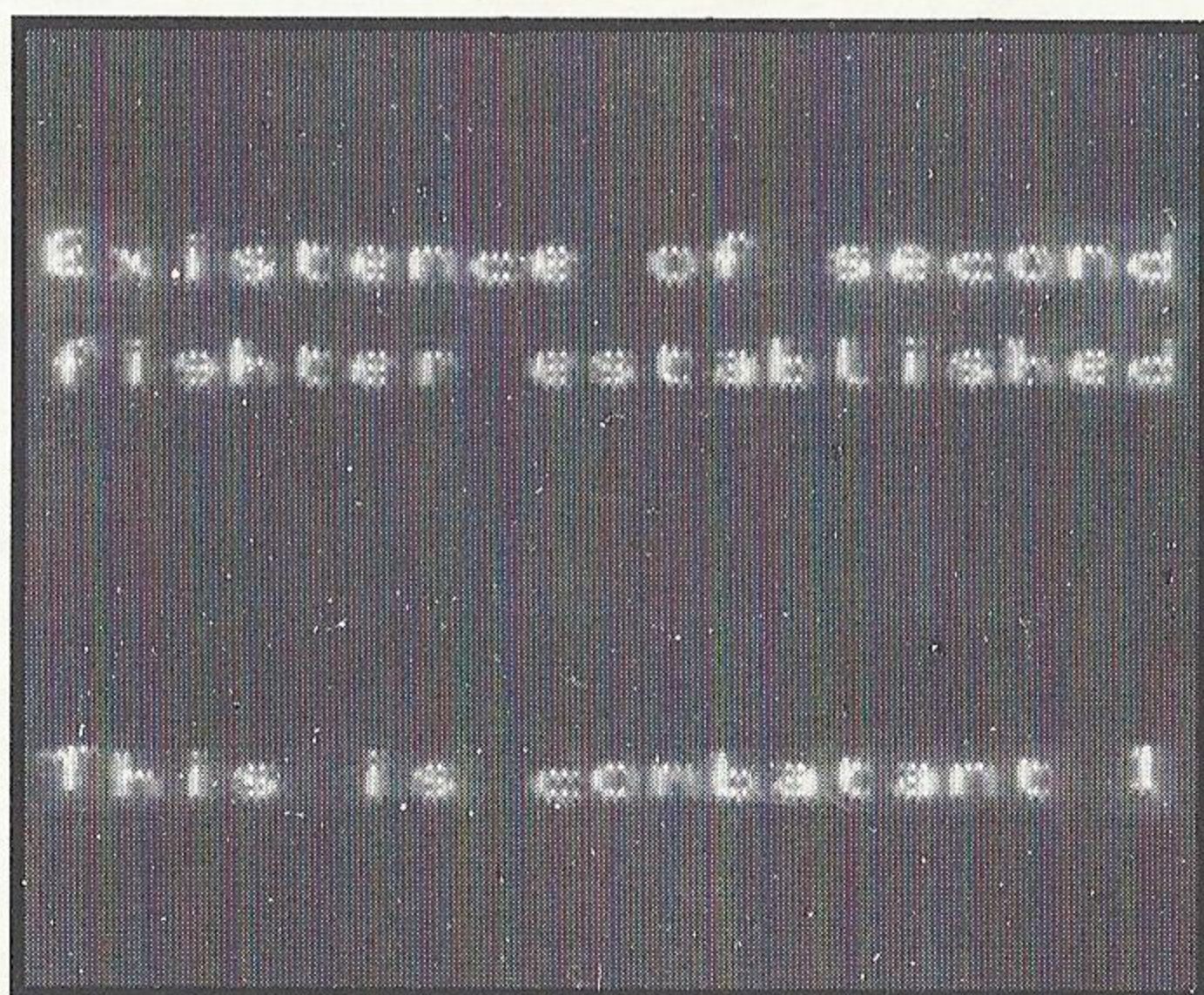
Should a second player desire to enter the tournament, he may link his Game Gear™ using the Sega Gear to Gear cable. When both players reach their title screens, the Game Gear units will establish the link, automatically assigning player numbers.



**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 Game Gear units OFF then ON simultaneously. Should the link be severed during a two player game, both machines will reset.

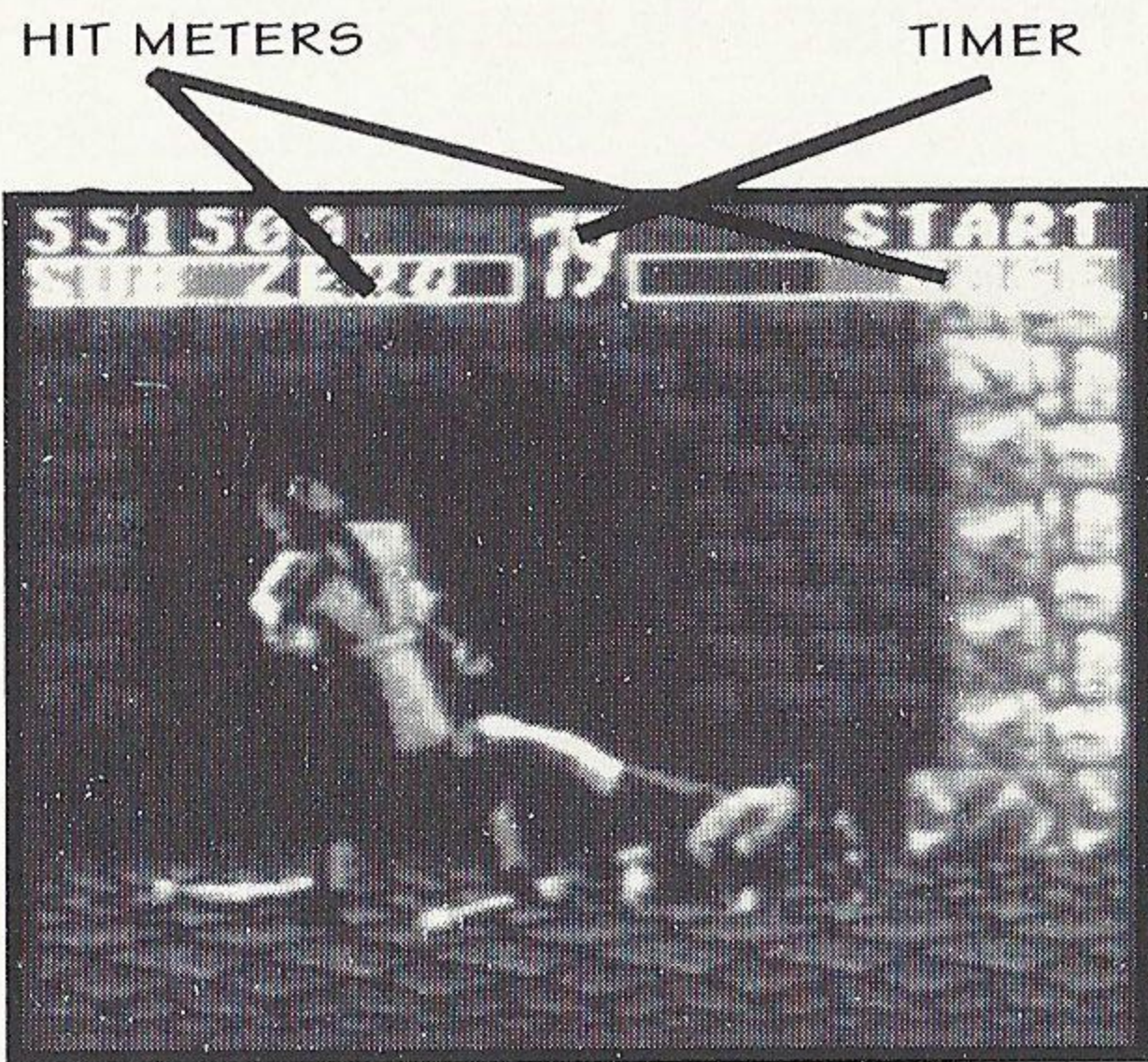
Once the link has been established, pressing his START BUTTON begins a one-

player game, but the second player may join in at any time by pressing his START BUTTON, returning 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.



# 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. 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 his next opponent.





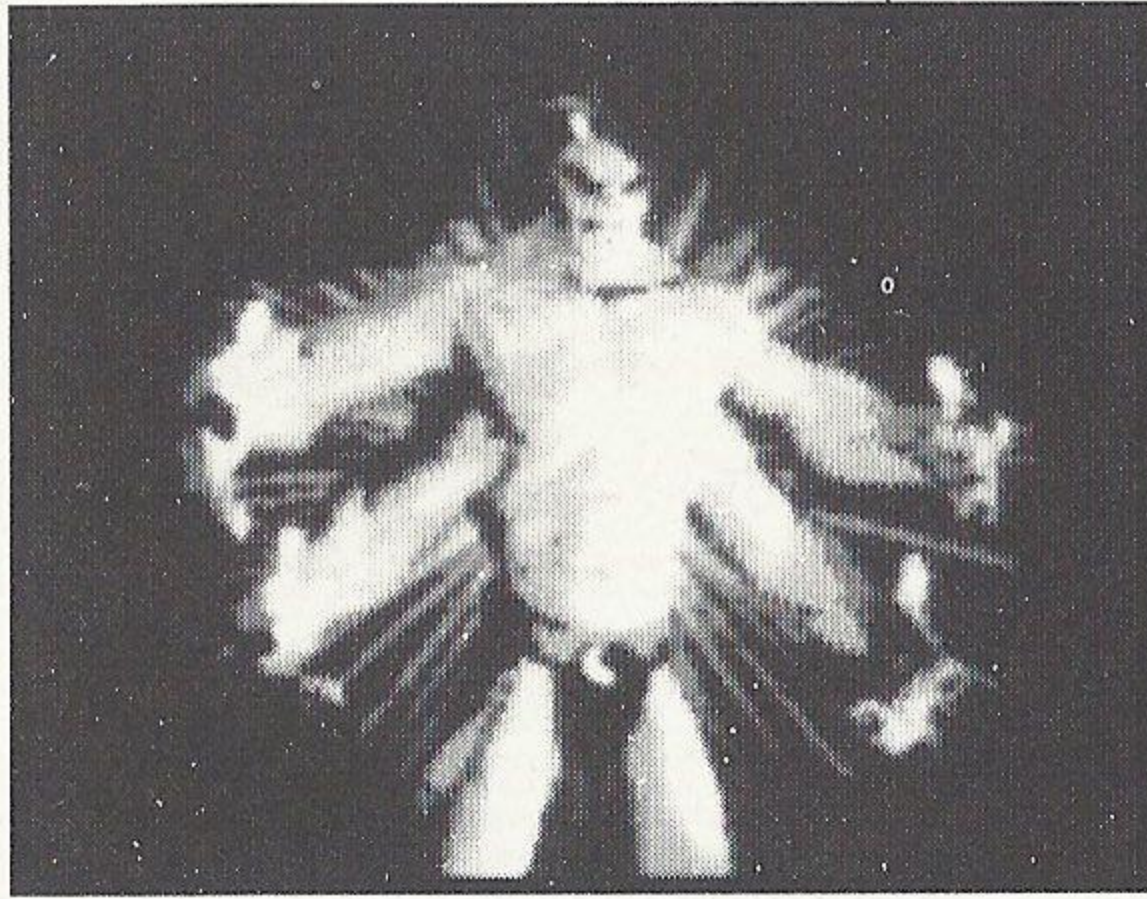
**NOTE:** If four rounds pass without a match winner, both combatants will be disqualified from the tournament.

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 the 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!



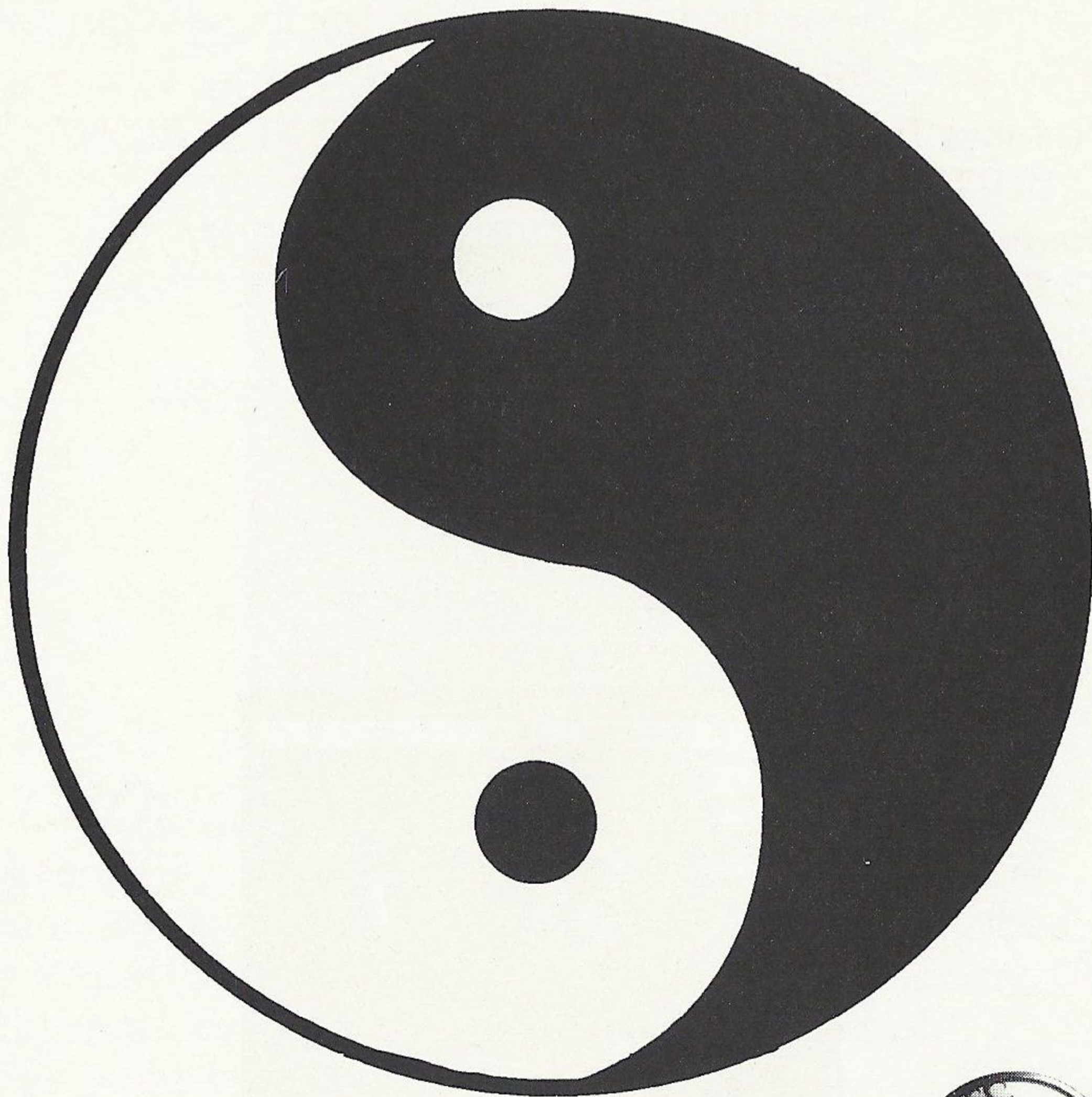


Only when a warrior has succeeded in each of these challenges has he proved himself worthy of meeting the Grand Champion, Goro, in battle. If Goro is defeated, the demon Shang Tsung will enter the contest to oppose you! Defeat him to become the Supreme Mortal Kombat Warrior!



# 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 to stop, avoid or counteract a flying kick can be far more useful than knowing how to land one himself. Combined, these fundamentals form the foundations for both a potent offense and a strong defense.

**To Move Towards or Away:** Press the LEFT or RIGHT D-BUTTON ARROW

**To Jump Up:** Press the UP D-BUTTON ARROW

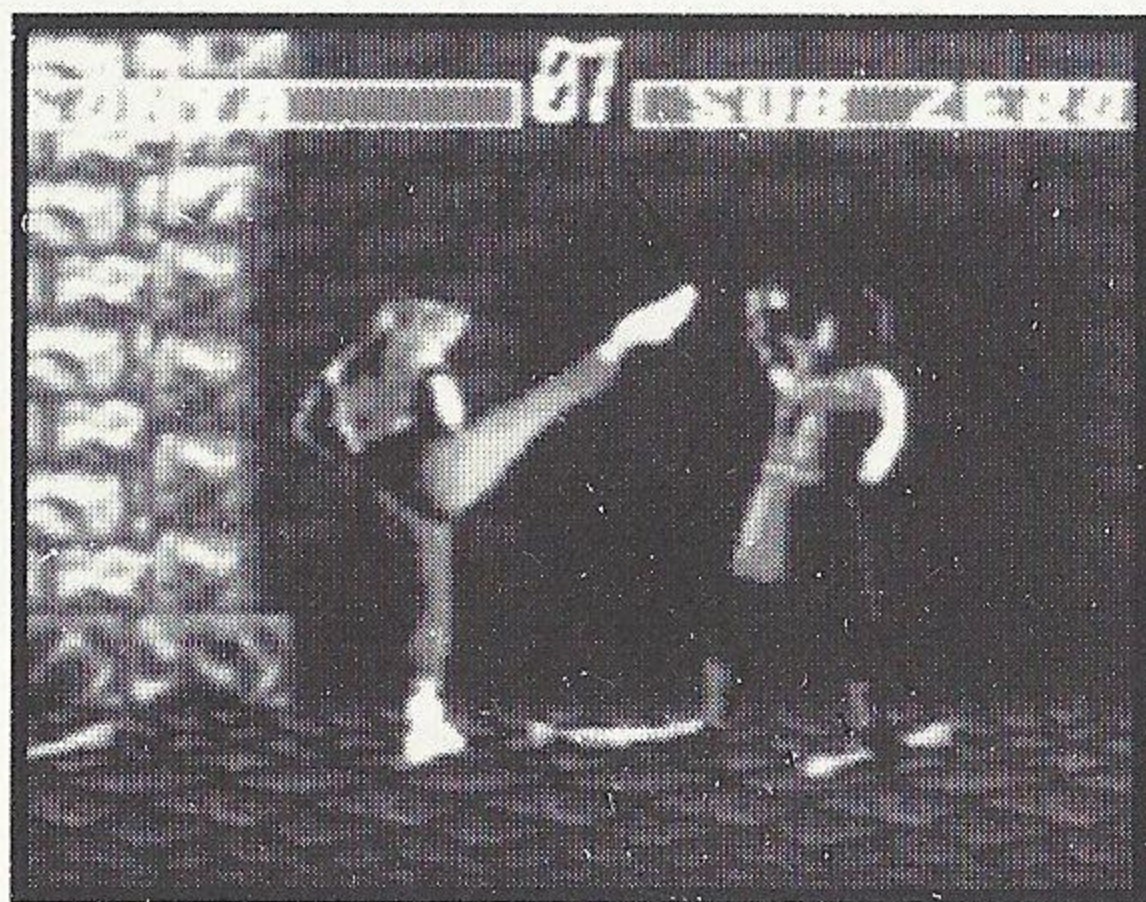
**To Flip Towards or Away:** Press the UP + LEFT or RIGHT D-BUTTON ARROWS

**To Crouch:** Press the DOWN D-BUTTON ARROW

**To Punch:** Press the 1 BUTTON

**To Kick:** Press the 2 BUTTON

**To Block:** Press the START BUTTON



## 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.

**To Knee your opponent:** Press the 2 BUTTON

**To Throw your opponent:** Press TOWARDS + 1 BUTTON



## CROUCHING MOVES

Defensively, the crouching moves allow one to avoid punches and aerial weapons, to escape from a close-in situation and to avoid being thrown. Offensively, the uppercut, executed from the crouch, is one of the most powerful weapons in a warrior's arsenal.

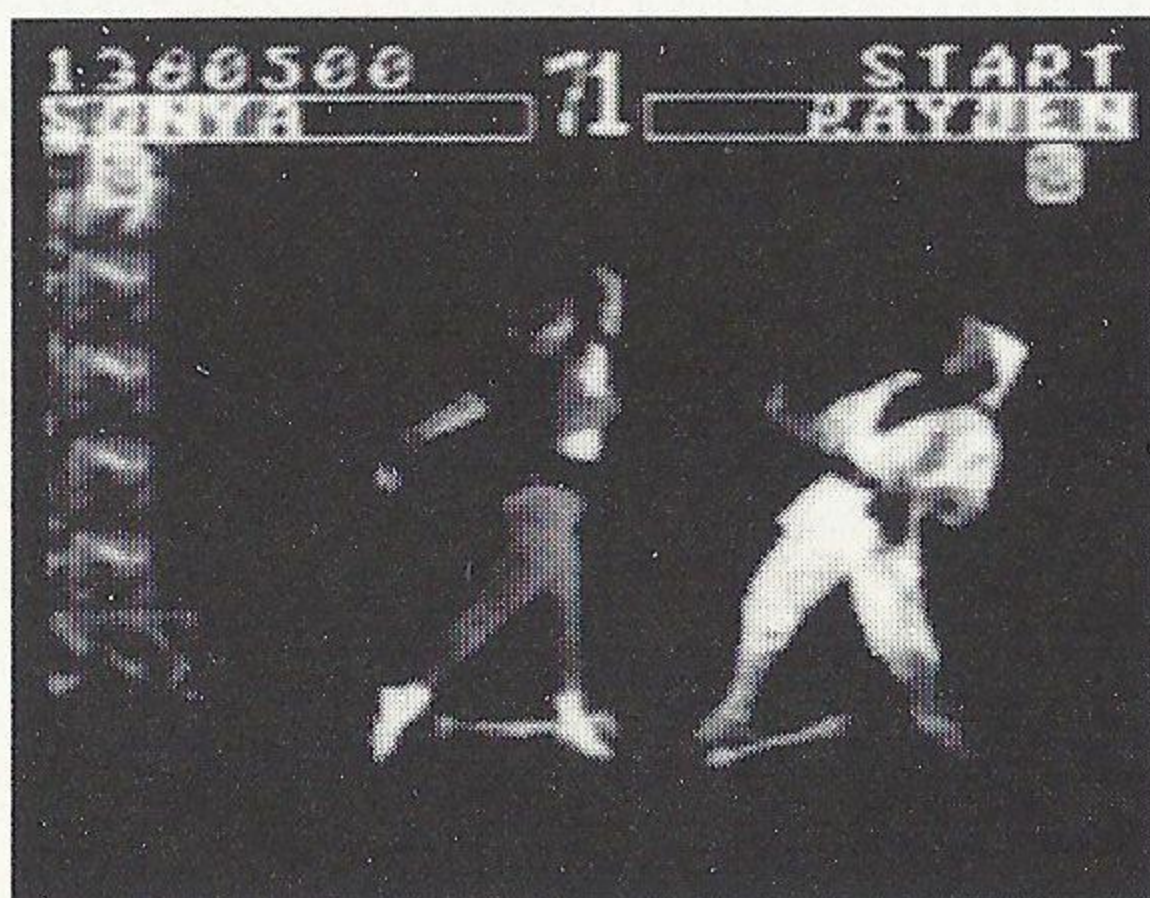


**To Crouch With Weight Forward or Back:** Press DOWN + TOWARDS or AWAY D-BUTTON ARROWS

**To Kick Away your opponent:** Press DOWN + 2 BUTTON

**To Uppercut:** Press DOWN + 1 BUTTON

**To Execute a Crouched Block:** Press DOWN + START BUTTON



## **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 Roundhouse your opponent:** Press AWAY + 2 BUTTON

**To Foot Sweep your opponent:** Press AWAY + DOWN + 2 BUTTON



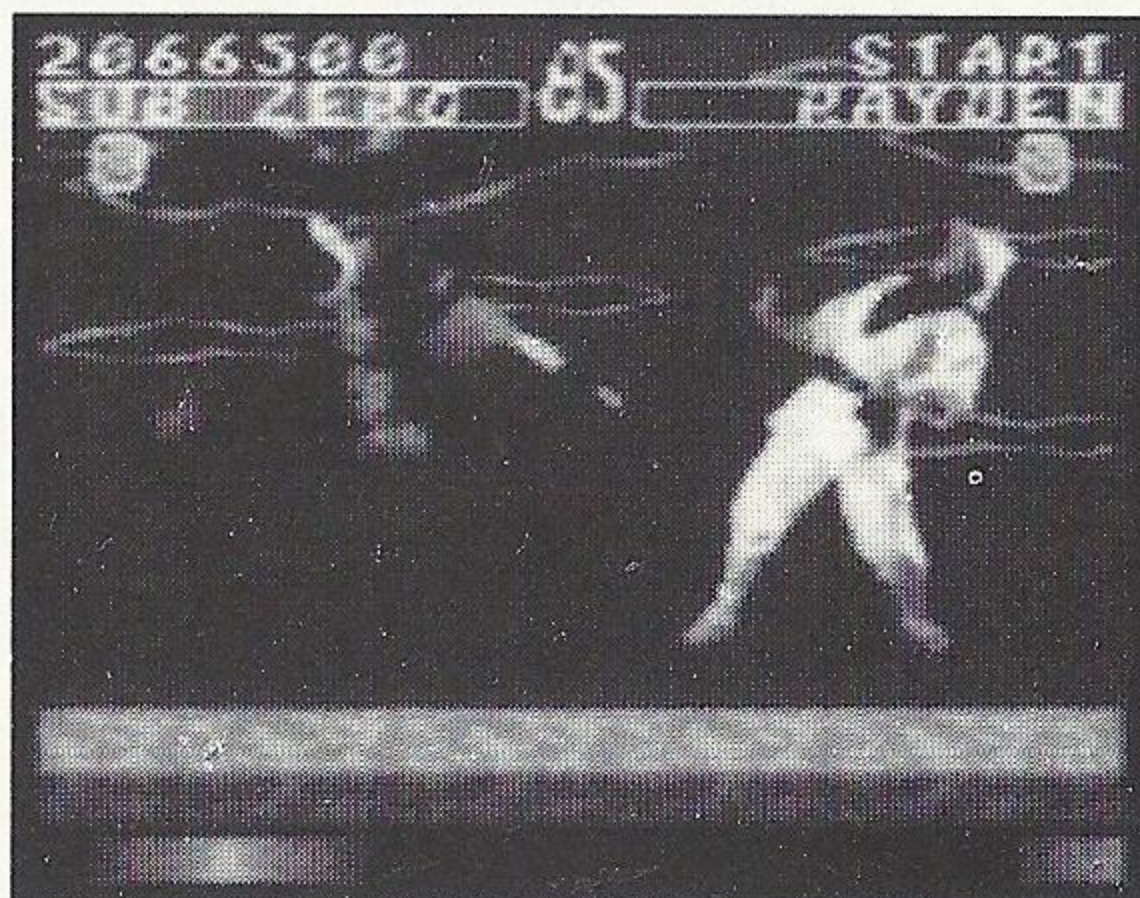


## AERIAL MOVES

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

**To launch a Flying Punch:** JUMP then press the 1 BUTTON

**To launch a Flying Kick:** JUMP then press the 2 BUTTON



## **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.





# 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, KICK

---

---

### FINISHING MOVE:

---

---



# LIU KANG

**AGE:** 24

**HEIGHT:** 5'10"

**WEIGHT:** 185

**HAIR:** BLACK

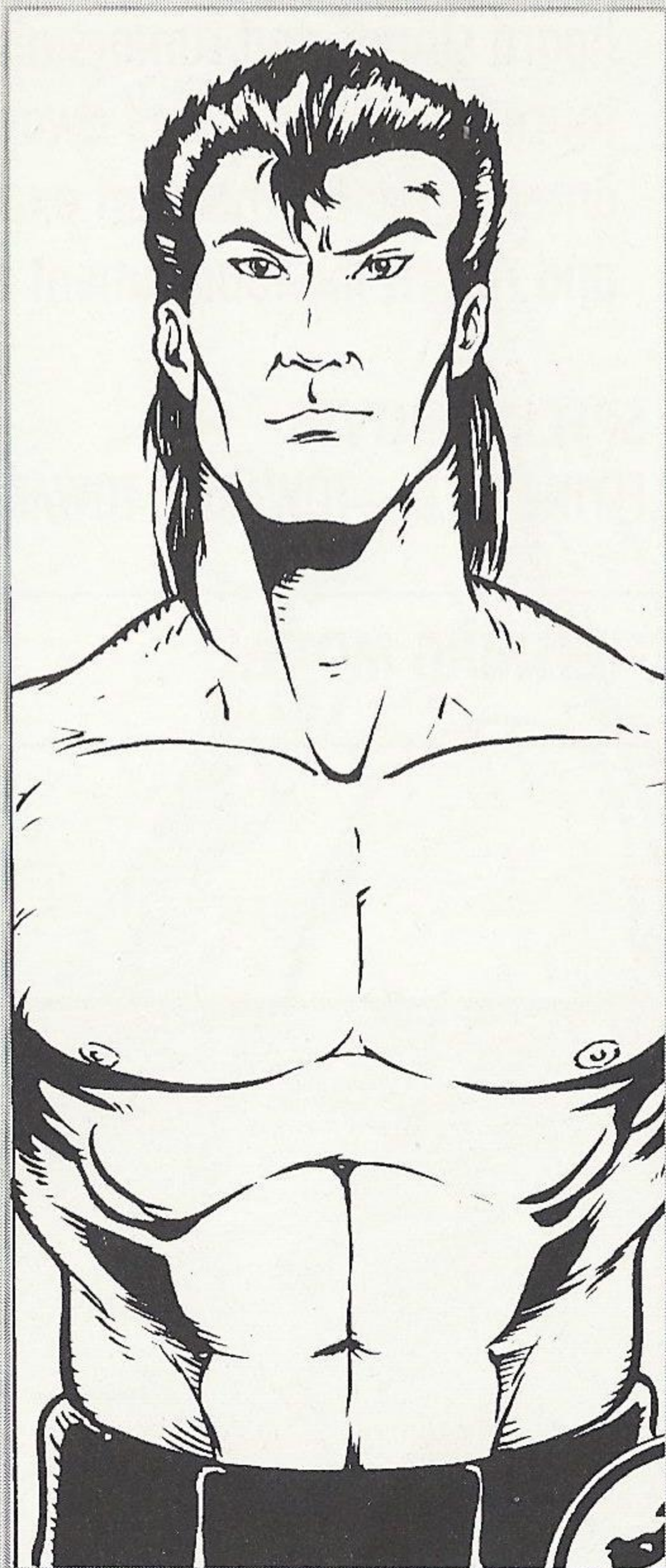
**EYES:** BROWN

**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



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, KICK**

### **FINISHING MOVE:**



# SONYA BLADE

**AGE:** 26

**HEIGHT:** 5'10"

**WEIGHT:** 140

**HAIR:** BROWN

**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  
OFA SPECIAL PARA-  
MILITARY FORCE.



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 her 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 + PUNCH + 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



The name Rayden is actually that of a mystical warrior who lives among the thunder clouds. 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**

---

---

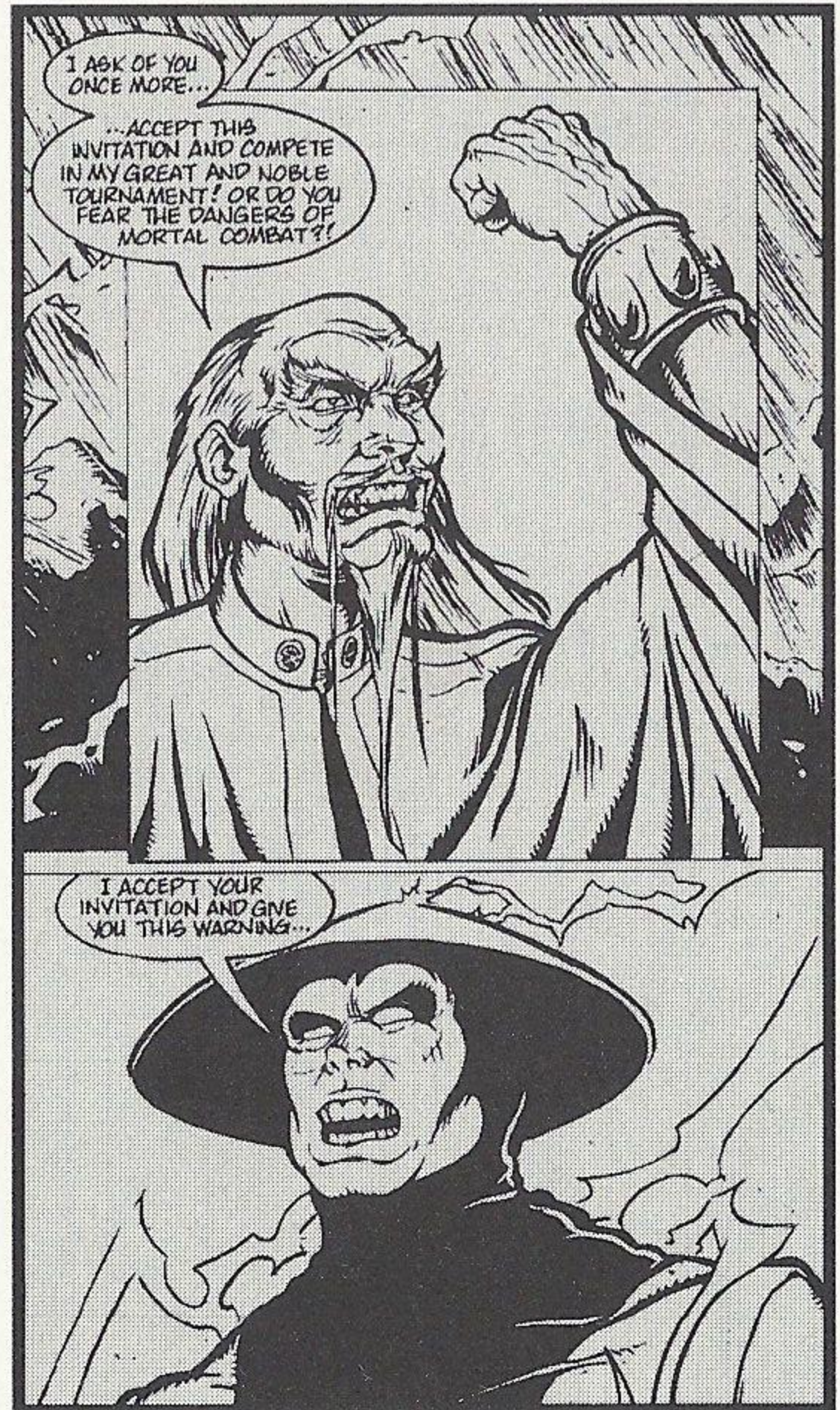
---

---

**FINISHING MOVE:**

---

---





# **SUB-ZERO**

**REAL NAME: UNKNOWN**

**AGE: 32**

**HEIGHT: 6'2"**

**WEIGHT: 210**

**HAIR: BLACK**

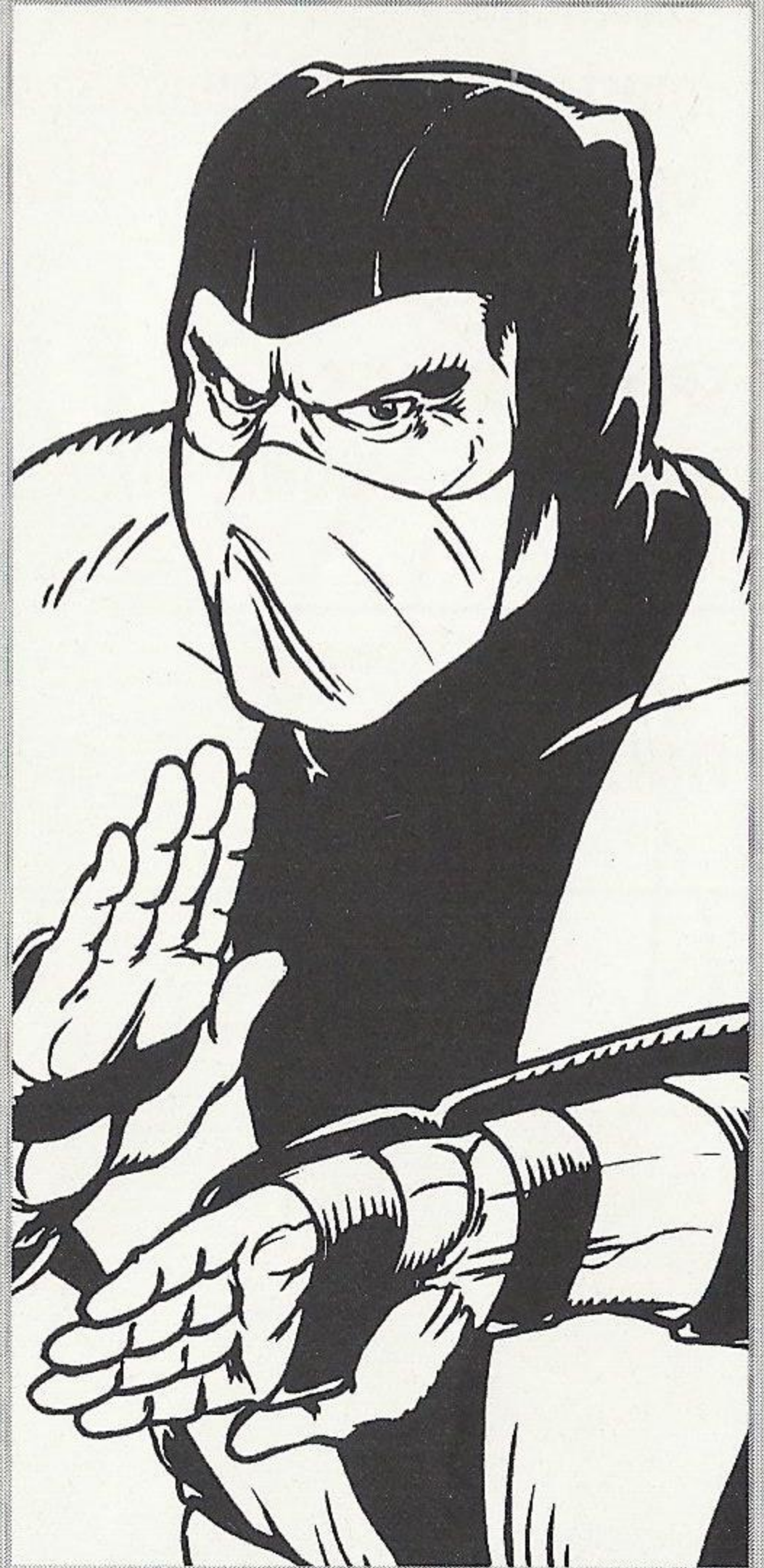
**EYES: BROWN**

**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, TOWARDS, PUNCH**

---

### **FINISHING MOVE:**

---



# SCORPION

**REAL NAME:** UNKNOWN

**AGE:** 32

**HEIGHT:** 6'2"

**WEIGHT:** 210

**HAIR:** BLACK

**EYES:** VARIES

**LEGAL STATUS:** SCORPION IS A REINCARNATED 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



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.

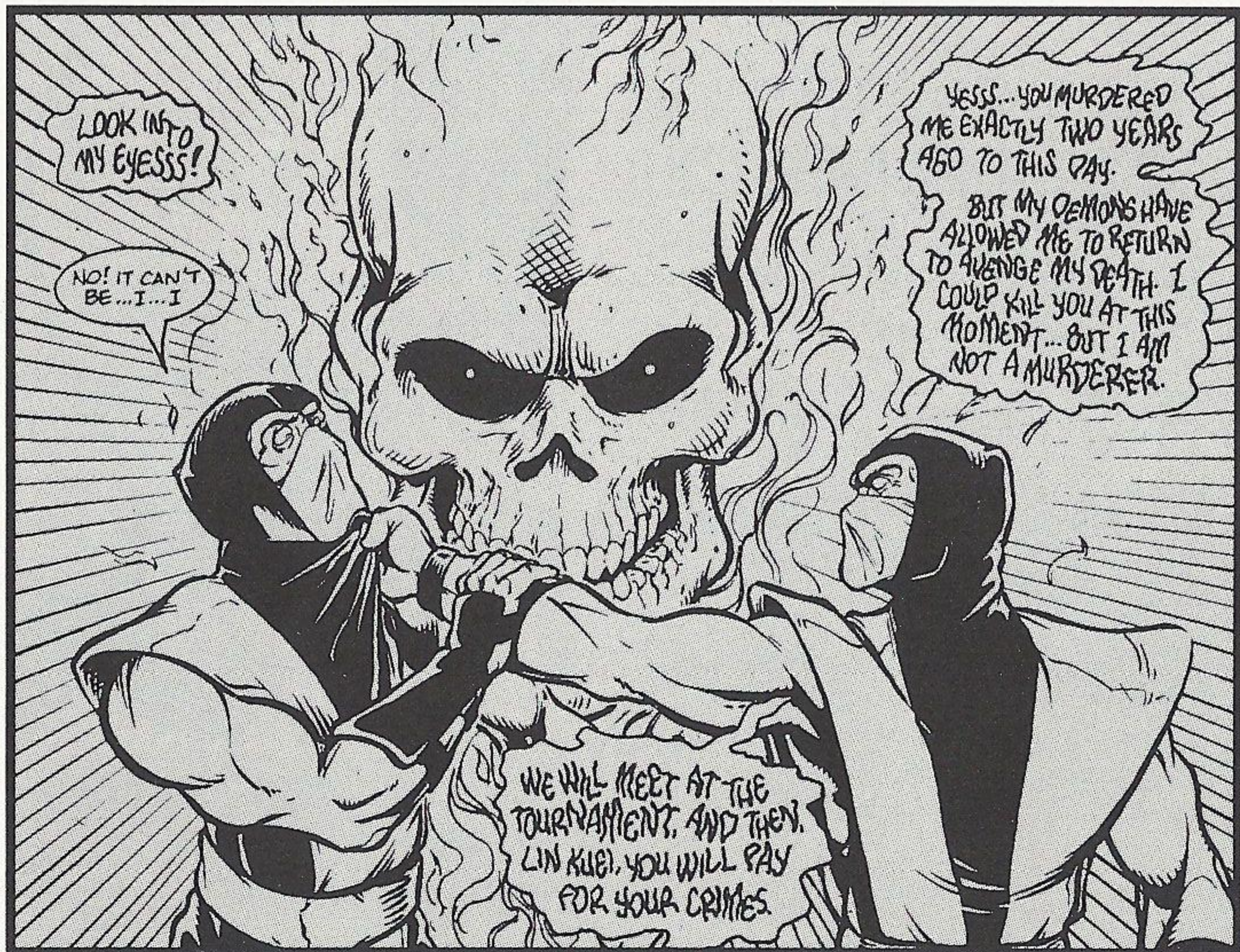
### SPECIAL MOVES:

HARPOON— AWAY, AWAY, PUNCH

---

### FINSHING MOVE:

---



# **GORO**

**AGE:** 2000

**HEIGHT:** 8'2"

**WEIGHT:** 550

**HAIR:** BLACK

**EYES:** RED

**LEGAL STATUS:**  
EARTH— NONE

**OUTWORLD—** PRINCE  
OF KUATAN

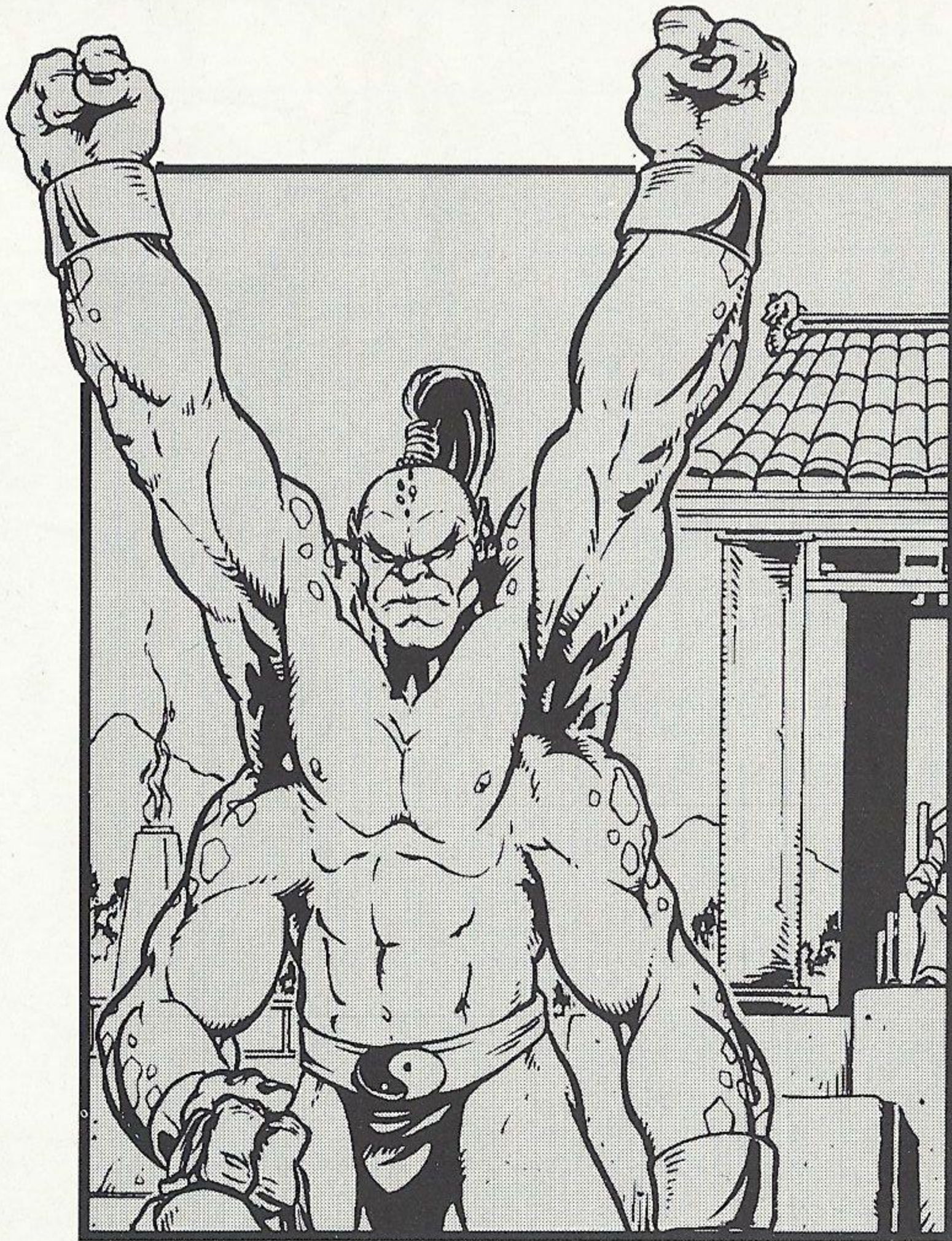
**KNOWN RELATIVES:**  
KING GORBAK; FATHER,  
QUEEN MAI; MOTHER,  
GORO ALSO HAS 7 WIVES

**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!











## **Arena Entertainment™ LIMITED WARRANTY**

Arena Entertainment warrants to the original purchaser only of this Arena Entertainment 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 Arena Entertainment software program is sold "as is," without express or implied warranty of any kind, and Arena Entertainment is not liable for any losses or damages of any kind resulting from use of this program. Arena Entertainment agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Arena Entertainment software product, postage paid with proof of date of purchase, at its Factory Service Center. Replacement of the cartridge, free of charge to the original purchaser (except for the cost of returning the cartridge) is the full extent of our liability.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if defect in the Arena Entertainment 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 ARENA ENTERTAINMENT. 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 ARENA ENTERTAINMENT BE LIABLE FOR ANY SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS ARENA ENTERTAINMENT 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.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted.

### **REPAIRS / SERVICE AFTER EXPIRATION OF WARRANTY**

If your cartridge requires repair after expiration of the 90-day Limited Warranty Period, you may contact the Consumer Service Department at the number listed below. You will be advised of the estimated cost of repair and the shipping instructions.

**Arena Entertainment Hotline/Consumer Service Dept. (516) 624-9300**

Marketed by Arena Entertainment.

Distributed by Acclaim Distribution, Inc.

71 Audrey Avenue, Oyster Bay, New York 11771

MORTAL KOMBAT® © 1992 Licensed from Midway® Manufacturing Company. All Rights Reserved. Sega and Game Gear are trademarks of Sega Enterprises Ltd. Arena Entertainment™ is a trademark of Arena Entertainment. © 1993 Arena Entertainment. All Rights Reserved.

TERMINATOR™ 2: JUDGMENT DAY, T2, ENDOSKELETON and Depiction of ENDOSKELETON are trademarks of Carolco Pictures Inc. (U.S. and Canada); Carolco International N.V. (All Other Countries) and used by Acclaim Entertainment, Inc. under authorization. Sublicensed by Midway Manufacturing company. The Arcade Game™ is a trademark of LJM, Ltd. © 1993 LJM, Ltd. All Rights Reserved. Sega and Game Gear are trademarks of Sega Enterprises Ltd. Arena Entertainment™ is a trademark of Arena Entertainment. © 1993 Arena Entertainment. All Rights Reserved. Flying Edge is a division of Acclaim Entertainment, Inc. TM & © 1993 Acclaim Entertainment, Inc. All Rights Reserved.

**ARENA ENTERTAINMENT™ CARTRIDGE WARRANTY REGISTRATION CARD**

*Fill out and mail in this coupon to receive a FREE copy of the "Masters of the Game" magazine with information and tips on our hot new titles and products!*

Name: \_\_\_\_\_

Phone: (     ) \_\_\_\_\_ Date: \_\_\_\_\_

Street Address: \_\_\_\_\_

City, State, Zip: \_\_\_\_\_

1. Game title: MORTAL KOMBAT® GAME GEAR™

2. Who **purchased** this game?  Male  Female Age \_\_\_\_\_

3. Who **plays** this game the most?  Male  Female Age \_\_\_\_\_

4. Why was game purchased for **player**?  Self-purchase  
 Requested Gift  Unrequested Gift

5. How did you hear about this game?  Friend  Radio  TV  
 Newspaper  Magazine Ad  Game Review  In-Store Display  
 Played Before Buying  Arcade  Salesperson

6. How would you rate the game play?  
1 2 3 4 5 6 7 8 9 10 (Best)

7. How would you rate the graphics?  
1 2 3 4 5 6 7 8 9 10 (Best)

8. Which kind of game do you like most?  Action  Role-Playing  
 Sports  Simulation  Maze/Puzzle

9. How often do you play coin-op arcade games?  
 Never  Sometimes  Frequently

10. What game/computer systems are in your household?  NES  
 Super NES  Genesis  Game Gear  Game Boy  
 PC (IBM or other)

11. How many times a month do you rent video games? \_\_\_\_\_

12. Which magazines and comic books do you read?  
\_\_\_\_\_

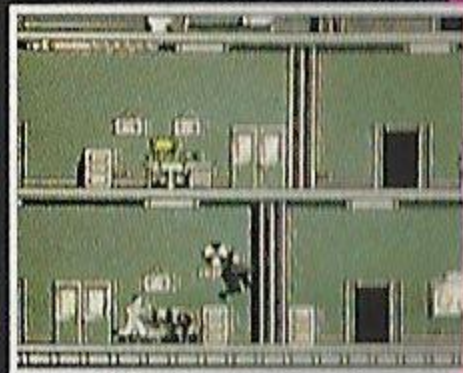
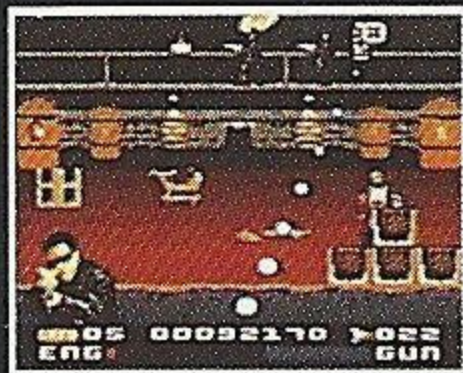
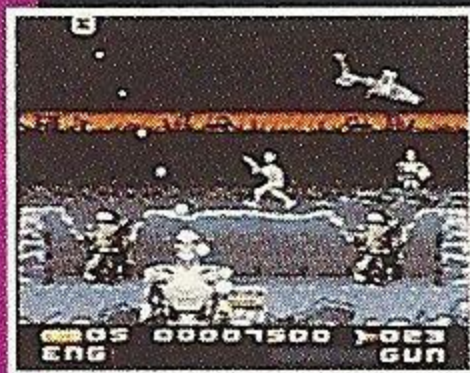
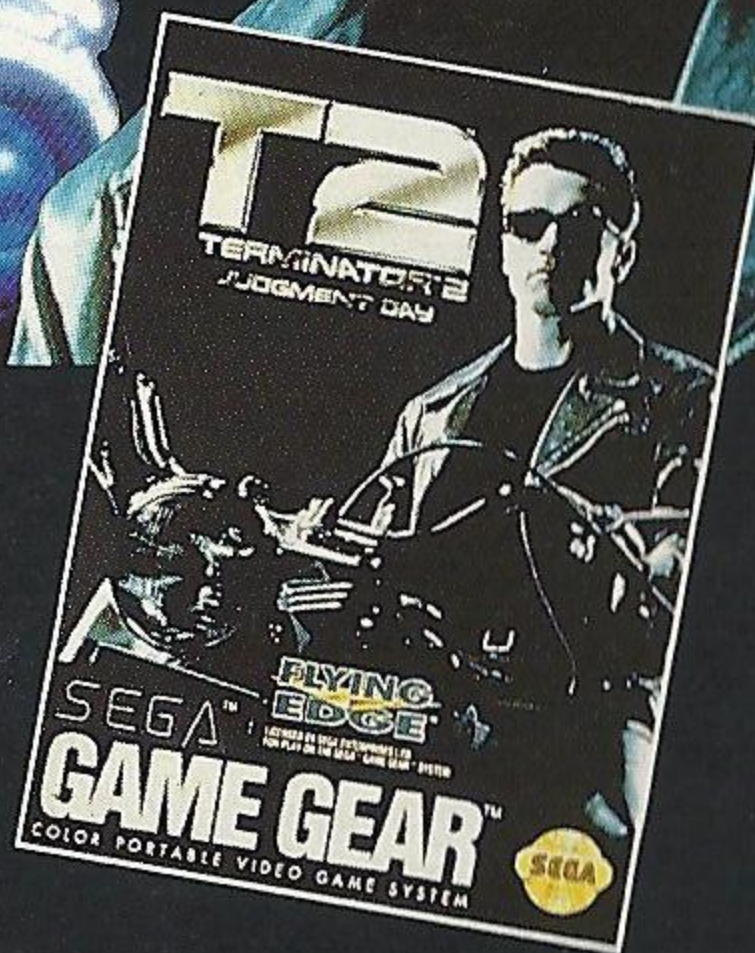
13. Comments: \_\_\_\_\_  
\_\_\_\_\_

Send to: Arena Entertainment, P.O. Box 9003, Oyster Bay, NY 11771-9003

**Cut along dotted line and send to Arena Entertainment**

**RELENTLESS,  
PULSE-  
POUNDING  
ACTION ON  
GAME GEAR!**

**#1  
ARCADE  
SMASH**



**BLAST T-800 ENDOSKELETONS!**

**HASTA LA VISTA, BABY!**

LICENSED BY SEGA ENTERPRISES LTD. FOR PLAY ON THE SEGA™ GAME GEAR™ SYSTEM. SEGA AND GAME GEAR ARE TRADEMARKS OF SEGA ENTERPRISES, LTD. ALL RIGHTS RESERVED. MARKETED BY ARENA ENTERTAINMENT. DISTRIBUTED BY ACCLAIM DISTRIBUTION, INC. 71 AUDREY AVENUE, OYSTER BAY, NY 11771

PRINTED IN JAPAN.