



INSTRUCTION MANUAL

Handling This Cartridge

This Cartridge is intended exclusively for the Sega MegaDrive System.
For Proper Usage

1. Do not immerse in water!
2. Do not bend!
3. Do not subject to any violent impact!
4. Do not expose to direct sunlight!
5. Do not damage or disfigure!
6. Do not place near any high temperature source!
7. Do not expose to thinner, benzene, etc.!

- When wet, dry completely before using.
- When it becomes dirty, carefully wipe it with a soft cloth dipped in soapy water.
- Be sure to take an occasional recess during extended play.

EPILEPSY WARNING

**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 light patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce 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.**



KOMBAT



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This game is licensed by Sega Enterprises Ltd.
for play on the SEGA MEGADRIE SYSTEM

LET THE TOURNAMENT BEGIN! 1. Make sure the power switch is OFF. 2. Insert your Mortal Kombat® Game Cartridge as described in your Sega Megadrive 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. **S**

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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 waivered 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 matchwinner, both combatants will be disqualified from the tournament.

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An ancient proverb declares a warrior to be his own worst enemy. Another declares his greatest ally to be knowledge of his weakness. 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.

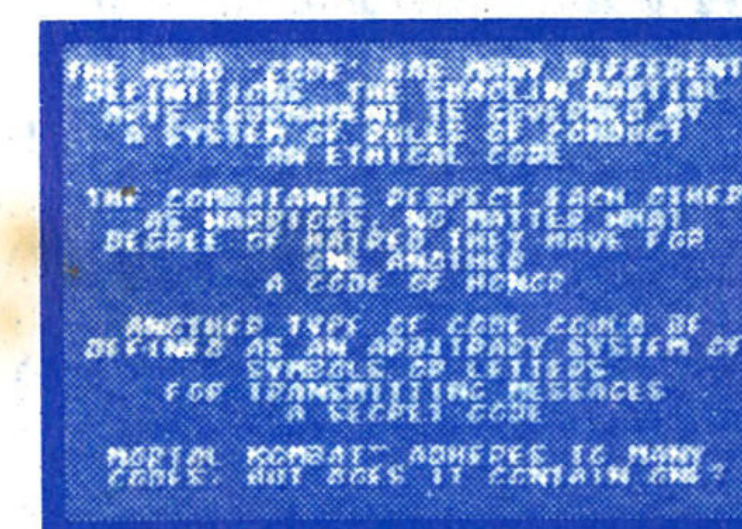
Should a warrior survive the Mirror Match, his conditioning is then tested in three grueling Endurance Matches. The rules of these are similar to the standard matches, but upon defeating an opponent in an Endurance Match, a second warrior enters the fray. To win a round, both opponents must be vanquished 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!

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.



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.

FLIP FORWARD/ BACK UP+RIGHT D-BUTTON ARROW
BLOCK START BUTTON
HIGH KICK C BUTTON
LOW KICK C BUTTON
LOW PUNCH B BUTTON
HIGH PUNCH A BUTTON + LEFT D-BUTTON ARROW
CROUCH DOWN D-BUTTON ARROW

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.

CROUCHING BLOCK UP/DOWN D-BUTTON ARROW
CROUCHED KICK DOWN D-BUTTON ARROW+B BUTTON
UPPERCUT A BUTTON
CROUCH DOWN D-BUTTON ARROW
CROUCH WITH WEIGHT FORWARD / BACK DOWN+RIGHT
BUTTON ARROW

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.

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.

This image shows a single sheet of white paper with horizontal blue ruling lines. The lines are evenly spaced and run across the width of the page. There are some small, faint brown spots scattered across the surface, likely due to aging or scanning artifacts. The paper appears slightly textured.

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