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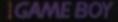




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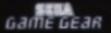
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MORTAL MONDAY: 13 SEPTEMBER 1993

WARRIOR PROFILE

STRATEGY

GAME GEAR"



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

STRENGTHS: Cage is best when fighting close-in. His quickness combines with his special moves to provide a lightning-speed close-in blitz-

WEAKNESSES: If you can keep your distance from Cage, his arsenal is diminished, and he becomes rather vulnerable. He is also vulnerable to an uppercut if you duck underneath his SHADOW KICK.

COMBINATIONS: ·Flip or flip kick, SHADOW KICK

*Jump punch, jump punch, SHADOW KICK



SHADOW KICK: Away, Towards, Kick FIRE: Away, Towards, Punch SPLIT PUNCH: Punch + Block FINISHING MOVE: Towards, Towards, Towards, Punch



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 (WHERE ABOUTS UNKNOWN) BIRTHPLACE: HONAN PROVINCE,

OCCUPATION: SHADLIN MONK, FISHERMAN

STRENGTHS: Liu Kang is the fastest warrior in the tournament. His speed is his greatest advantage, often allowing him to beat his opponents to a move they initiated first. Watch your opponents' moves carefully and you can execute the countermove before the original move hits.

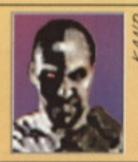
WEAKNESSES: Although Liu Kang's speed makes him an effective fighter at short range, both his special moves are long range weapons, easily predicted and easily counteracted. To counteract his FLYING KICK, merey block. When he hits your block, uppercut him. To counteract his FIRE-BALLS; flip over them and kick Kang as he is recovering.

COMBINATIONS:

*Jump or flip punch or kick, FLYING KICK *FIREBALL, FLYING KICK.



FIREBALL: Towards, Towards, Punch. FINISHING MOVE: Roll Towards, Down, Away, Up, Towards



AGE: 35 HEIGHT: 6' WEIGHT: 205 HAIR: BLACK EYES: 1 BROWN 1 INFRA-RED (BUILT INTO METAL IMPLANT) DEPORTED FROM JAPAN, WANT-

ED CRIMINAL IN 35 COUNTRIES

KNOWN RELATIVES: NONE-WAS DRPHANED AS A SMALL CHILD BY AN AMERICAN WOMAN IN TOKYO

BIRTHPLACE: UNKNOWN OCCUPATION: CRIMINAL MEMBER OF THE BLACK DRAGON ORGANI-ZATION

STRENGTHS: One of the strongest characters in the game, he can throw an opponent literally across the screen. Both his CANNONBALL and his KNIFE THROW do great damage and operate at a distance.

WEAKNESSES: Kano's strength comes at the expense of quickness. He is among the slower warriors in the tournament. His CANNONBALL although powerful, leaves him vulnerable to aerial attacks, or to a punch or kick if the CANNONBALL is blocked.

COMBINATIONS:

*Flip punch or kick, CANNONBALL





AGE: ETERNAL HEIGHT: 7" WEIGHT: 350 HAIR: BLACK EYES: NONE

LEGAL STATUS: MYSTIC -- DOES

KNOWN RELATIVES: NONE OCCUPATION: THUNDER WARRIOR STRENGTHS: Rayden is an extremely versatile fighter. His special moves make him effective both near and far away from his opponent.

WEAKNESSES: Rayden's special moves can be turned against him. He can't TELEPORT out of a corner. When he does TELEPORT, he is vulnerable to a quick uppercut as he rematerializes. During the recovery from a blocked TORPEDO he can be attacked with long-distance weapons. He is especially vulnerable to Kang's FLYING KICK and Kano's CANNONBALL during this time.

. Flip punch or kick, TORPEDO, LIGHTNING

. Flip punch, flip punch, TORPEDO



TORPEDO: Away, Away, Towards LIGHTNING: Down, Towards, Punch TELEPORT: Down, Up FINISHING MOVE: Towards, Away, Away, Away, Punch



AGE: 32 HEIGHT: 6'2" WEIGHT: 210 HAIR: BLACK EYES: BROWN LEGAL STATUS: NONE, HOWEVER RESIDES SOMEWHERE IN CHINA

REAL NAME: UNKNOWN

KNOWN RELATIVES: NONE BIRTHPLACE: UNKNOWN OCCUPATION: LIFE LONG MEMBER OF THE LIN KUEI, A RARE CLAN OF CHINESE, NINJA WARRIOR

STRENGTHS: A solid fighter, he is particularly adept at flip kicks and flip punches. Use his SLIDE in place of a foot sweep. It does more damage and leaves you less vulnerable. His DEEP FREEZE gives him a free shot at his opponent

which can be used to initiate combinations.

WEAKNESSES: Sub Zero's DEEP FREEZE is the only projectile weapon which does not do damage. This puts him at a disadvantage when trying to fight at long range.

COMBINATIONS:

*FREEZE, jump kick, SLIDE *FREEZE, uppercut, SLIDE



DEEP FREEZE: Down, Towards, Punch SLIDE: Away, Away, Punch + Kick FINISHING MOVE: Towards, Down, Towards, Punch

CONTRACTOR TO THE SAME



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 A FORMER LIFE

BIRTHPLACE: IN FORMER LIFE-

OCCUPATION: IN FORMER LIFE-UNKNOWN AS SCORPION— A LOST SOUL BENT ON REVENGE

STRENGTHS: Like Sub Zero, Scorpion is adept at flip kicks and punches. His HARPOON does double damage—it does damage when it hits, and gives him an additional free shot. It is particularly effective as a short range weapon when there is little time for it to be blocked.

WEAKNESSES: Scorpion is prone to being trapped in a corner, as he cannot use his DECOY to escape. His special moves leave him extremely vulnerable. It takes several seconds for him to recover after throwing his HARPOON. To stop his DECOY, duck then deliver an uppercut.

COMBINATIONS

*Jump kick, HARPOON, uppercut *DECOY, HARPOON, uppercut

HARPOON: Away, Away, Punch DECOY: Down, Away, Punch FINISHING MOVE: Hold Block Up, Up



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,

POLICE FORCE

(DECEASED) BIRTHPLACE: AUSTIN, TEXAS OCCUPATION: LIEUTENANT IN THE U.S. ARMY, MEMBER OF A SPE CIAL PARA-MILITARY

STRENGTHS: Sonya controls the skies with her powerful SQUARE WAVE PUNCH, a move which can knock any jumping or flipping warrier right out of the air, and can move her out of harm's way in an instant. Her foot sweep is the quickest and has the most range of any warrior in the tour-

WEAKNESSES: Sonya has a very short range on her FLIP KICK and punches, making her overly reliant on her special moves. Ducking under-neath her leg grab leaves her completely open to an uppercut.

COMBINATIONS:

*Jump Kick, LEG GRAB *Throw, SONIC RINGS



LEG GRAB: Down + Punch + Kick SONIC RINGS: Awa SQUARE WAVE PUNCH: Towards, Away, Punch FINISHING MOVE: Towards, Towards, Away, Away, Block



HEIGHT: 8'2" WEIGHT: 550 HAIR: BLACK EVES: RED LEGAL STATUS: EARTH-NONE OUTWORLD-PRINCE OF KUATAN

AGE: 2000

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.

KNOWN RELATIVES: KING GOR-

STRENGTHS: His extreme strength makes him a dangerous foe. Keep your distance at all costs. Should he catch you, he'll beat you with his upper arms while holding you with his lower arms, and throw you to the ground, -- sapping almost half your strength.

WEAKNESSES: Few. Goro has a tendency to block more than he should, often allowing you multiple opportunities to try a jump punch or jump kick. When he tries to stomp you, do a reverse flip kick away from him, then launch a projectile weapon. He is extremely vulnerable to projectile weapons when he is getting up from the ground.



Goro is amazingly fast for his size



MARTIAL ARTS WAS FOR AGES A COMPETITION OF HONOR AND GLORY, WARRIORS FROM AROUND THE WORLD WERE INVITED TO TAKE PART, EACH SEEKING TO WIN THE TITLE OF GRAND CHAMPION GRAND CHAMPION.
SHANG TSUNG WAS ONE OF
THOSE WARRIORS. UPON ENTERING THE TOURNAMENT HE IMME-

THE SHAOLIN TOURNAMENT FOR

DIATELY WON THE TITLE. BUT, UNKNOWN TO THE SHAOLIN WHO WERE HOSTS OF THE CONTEST, EACH OF TSUNG'S VICTORIES ADDED TO A HIDDEN DARK AND DESTRUCTIVE POWER. TODAY, 500 YEARS LATER THE CONTEST BEGINS ANEW AS WAR-RIORS ONCE AGAIN GATHER TO TAKE PART IN MORTAL KOMBAT.

STRENGTHS: Oddly, Tsung's ability to transform into any of the other combatants, complete with their abilities and special moves is not Tsung's most powerful weapon. It's his fireballs. Unless he is hit, he releases them in bursts of three or four which can nearly finish a warrior

WEAKNESSES: Tsung's most glaring weakness is his transformation Although he may have the abilities of the characters he becomes, he also has their disadvantages, and he uses his most powerful weapon, his fire-balls. Take advantage of Tsung's non-Goro transformations to attack. If you hit him continuously, he cannot change back to Tsung or Goro.



Duck, but do not block!

The Mortal Kombat Tournament is about to begin! You are among the most power ful warriors in the world, but only one will become the Supreme Mortal Kombat Warrior and Grand Champion. As ancient wisdom declares, the best warrior is not always he with the best skills, but he with the wisdom to use his skills most effectively. Such wisdom comes with knowledge— of strengths and weaknesses, of one's enemies and oneself. In the spirit of competition, the Masters of the Tournament present the following guide to the Mortal Kombat participants. Let the tournament begin!

MASTER SYSTEM™

MEGADRIVE"



SHADOW KICK: Away, Towards, Kick FIRE: Away, Towards, Punch SPLIT PUNCH: Down, Kick FINISHING MOVE: Towards, Towards, Towards, Punch



SHADOW KICK: Away, Towards, Low Kick FIRE: Away, Towards, Punch SPLIT PUNCH: Down + High Kick FINISHING MOVE: Towards, Towards, Towards, Punch



FLYING KICK: Towards, Towards, Kick FIREBALL: Towards, Towards, Punch FINISHING MOVE: Away, Away, Down



FLYING KICK: Towards, Towards, High Kick FIREBALL: Towards, Towards, Punch FINISHING MOVE: Roll Towards, Down, Away, Up. Towards



TORPEDO: Away, Away, Towards LIGHTNING: Down, Towards, Punch TELEPORT: Down, Up FINISHING MOVE: Away, Away, Away, Punch



CANNONBALL: Roll Towards, Down, Away, Up. Towards. Hold Block to spin in place.
KNIFE THROW: Away, Towards while holding Block
FINISHING MOVE: Hold Block and Away, Away, Punch





LIGHTNING: Down, Towards, Punch FINISHING MOVE: Towards, Away, Away, Away, Punch



DEEP FREEZE: Down, Towards, Punch SLIDE: Away, Away, Punch + Kick FINISHING MOVE: Towards, Down, Towards, Punch



DEEP FREEZE: Down, Towards, Punch SLIDE: Away + Low Kick + High Kick FINISHING MOVE: Towards, Down, Towards, Punch



HARPOON: Away, Away, Punch DECOY: Roll Down, Away, Low Punch FINISHING MOVE: Punch, Up, Up



HARPOON: Away, Away, Low Punch DECOY: Roll Down, Away, Low Punch FINISHING MOVE: Hold Block Up, Up (must be proper distance away to work)



SQUARE WAVE PUNCH: Towards, Away, Punch FINISHING MOVE: Forwards, Forwards, Away, Away, Punch + Kick



LEG GRAB: Down + Punch + Low Kick SQUARE WAVE PUNCH: Towards, Away, Punch FINISHING MOVE: Towards, Towards, Away, Away, Block



There is no escape from Goro's chest pound!



There is no escape from Goro's chest pound!



Shang Tsung is difficult to hit because of his speed.



Shang Tsung is difficult to hit because of his speed.