

MORTAL



KOMBAT[®]

AMIGA - ENGLISH

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Virgin Interactive Entertainment Presents:

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 honour.

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?

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READ THIS BEFORE PLAYING MORTAL KOMBAT

A very small percentage of people have a condition which causes them to experience an epileptic seizure or altered consciousness when exposed to certain light patterns or flashing lights, including those that appear on a television screen or monitor and while playing computer games. Please take the following precautions to minimise any risk:

Prior To Use

- ★ If you or anyone in your family has ever had an epileptic condition or experienced altered consciousness when exposed to flickering lights, consult your doctor prior to playing.
- ★ Sit at least 8 ft (2.5 m) away from the television screen or monitor.
- ★ If you are tired or have not had much sleep, rest and commence playing only after you are fully rested.
- ★ Make sure that the room in which you are playing is well lit.
- ★ Use the computer game on as small a television or monitor screen as possible (preferably 14" or smaller).

During Use

- ★ Rest for at least 10 minutes per hour while playing a computer game.
- ★ Parents should supervise their children's use of computer games. If you or your child experience any of the following symptoms while playing a computer game: dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions - IMMEDIATELY discontinue use and consult your doctor.

WELCOME !

Welcome to Mortal Kombat, the world's finest combat simulation. This manual has been produced to ensure that you get the very best out of this premium product. If you should find either the program or the documentation unsatisfactory in any way, do not hesitate to drop us a line detailing in full the reasons for your dissatisfaction. This will help us to avoid repeating any similar hiccups in the future. Queries, opinions and complaints should be sent to CUSTOMER SERVICES, Virgin Interactive Entertainment (Europe) Ltd, 338A Ladbroke Grove, London W10 5AH.

CAUTION !

Diskettes are magnetic media, just like cassette tapes. Do not expose diskettes to x-rays or intense magnetic fields as the data they hold will be erased. Do not attempt to 'back up' this data as it may be destroyed in the process.



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INTRODUCTION

For the past 500 years, the depraved 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 prowess provides the losers' souls that become the life-force to keep Shang Tsung young.

Today, seven new contestants are assembled, each one a master warrior with special powers. As the rules of the contest dictate, they must fight each other and a carbon copy of themselves before taking on Goro ... and ultimately Shang Tsung himself.

Who will be the real winner?

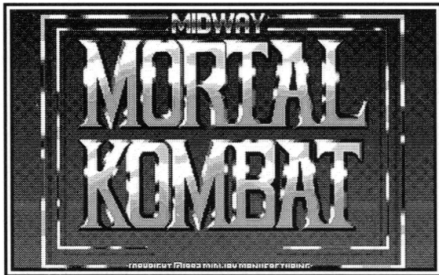
BOX CONTENTS

Accompanying this manual inside this box you should find two (2) Mortal Kombat program diskettes. We advise that these disks are 'write-protected' at all times by ensuring the black plastic tab in the corner of each disk is moved 'up' so a 'hole' is created.

LOADING MORTAL KOMBAT

Note that Mortal Kombat is for one or two players.

- ★ Set up your computer as described in its instruction manual. Player One: plug your joystick into the port '1 JOYSTICK'. Player Two: plug your joystick into the port '2 JOYSTICK'.
- ★ If your computer is turned on, turn it off. Wait for at least 30 seconds before turning on your computer again. This will remove any virus which may be present and so minimise the risk of infecting and possibly destroying your Mortal Kombat disks.
- ★ Insert the Mortal Kombat Disk 1 into the computer's internal disk drive. The program will load and run automatically. When you are prompted to insert the Mortal Kombat Disk 2, do so.
- ★ You will know that Mortal Kombat has loaded when you see the Title Screen.



The Title Screen

AMIGA EXTERNAL FLOPPY DISK OWNERS PLEASE NOTE
Mortal Kombat supports a second, external floppy disk drive.

AMIGA HARD DISK OWNERS PLEASE NOTE
Mortal Kombat cannot be installed on a hard disk drive.

TROUBLE SHOOTING

In the unlikely event that *Mortal Kombat* fails to load, turn off your computer and remove any extraneous external peripherals such as printers (leave the monitor or television connected) before repeating the loading procedure.

If *Mortal Kombat* still refuses to load then pop the faulty disk (not the packaging) into a suitably-sized jiffy bag or padded envelope along with your name and address. To aid our trouble-shooting department, please provide in as much detail as possible your equipment configuration (not forgetting any RAM expansion devices).

Send the package to: THE RETURNS DEPARTMENT, Virgin Interactive Entertainment (Europe) Ltd, 338A Ladbroke Grove, London W10 5AH. Virgin Interactive Entertainment (Europe) Ltd will endeavour to replace the faulty disk within 28 days of its receipt.

PLAYING MORTAL KOMBAT

You don't need us to tell you that *Mortal Kombat* is THE premier fighting simulation with a wealth of possible strategies to develop. This manual will introduce you to the principles of *Mortal Kombat*. As you will see, timing is the key, and that only develops through familiarity. Practice makes perfect.

THE RULES

There are very few ...

Two combatants fight the best of three bouts in one of the six locations on Shang Tsung's island: The Courtyard, The Palace Gates, The Warrior Shrine, The Pit, Shang Tsung's Throne Room or Goro's Lair.

The combatants may use any means possible to win. There are no restrictions on the use of special powers, weapons and Death Blows.

FLAWLESS VICTORY Win your first bout without losing any energy and a 200,000 points bonus is yours.

DOUBLE FLAWLESS VICTORY Win the next bout without losing any energy for a bonus of 500,000 points.

FINISH HIM! (OR HER!) When you win two bouts out of three you get the chance to use your Death Blow and earn a Fatality Bonus of 100,000 points. To show that the Death Blow has been successfully activated, the screen will darken (note: except with Liu Kang's Death Blow).

In a single-player tournament, the human-controlled combatant is pitted against the other six contenders before taking part in a Mirror Match. After that there are three Endurance matches against pairs of opponents, one after the other. Then Goro will make his presence known, and eventually Shang Tsung will appear... But before you fight ...



Two options are shown on the Title Screen: 'OPTIONS' and 'START GAME'.

- ★ Push the joystick up or down to highlight the desired option.
- ★ Press the fire button to select the option.

OPTIONS

Selecting this calls up seven new options as follows:

- ★ Push the joystick left or right to change the highlighted option.

CREDITS

These allow you to continue play following the loss of a match. The default is 3 but you can select up to 6.

DIFFICULTY

The default is 'EASY' but you can choose from 'VERY EASY', 'MEDIUM', 'HARD' and 'VERY HARD' to determine the intelligence of the CPU-controlled opponents.

MUSIC

Hey! How would you like to listen to all the different tunes heard during play? Each tune is represented by a number.

- ★ Press the spacebar to play the piece of music corresponding to the number shown.
- ★ Press the F2 key to toggle the music on and off.

SOUND FX

Guess what? That's right, you can listen to all the sound effects used during play.

SAMPLES

Here's your chance to listen to all the speech sampled for use in Mortal Kombat.



CHOOSE YOUR CHARACTER



Choose your character

Take your pick. Who's the best character to play? It's a matter of horses for courses - the characters have their own advantages and disadvantages. As you will see, some Special Moves are easier to access than others (see MEET THE MORTAL KOMBATANTS on page 14).

Note that Player Two can enter the tournament at any stage by pressing the joystick's fire button.

WHAT YOU CAN EXPECT TO SEE DURING PLAY



TIMER

Yes, each bout is timed. The clock starts ticking at 99 seconds and when it reaches zero, the fighter with the most energy is declared the winner of the bout.

ENERGY

Each combatant's stamina is represented by a bar. As hits are received (some are more powerful than others), the bar diminishes. When the bar is gone, the player is defeated.

SCORE Points are scored for reducing an opponent's energy. Bonus points are also awarded for performing key tasks.

HOLD IT!

If you need to put the combat on hold ...

- ★ Press the F1 key to freeze the action.
- ★ Press the F1 key while the action is frozen to resume play.
- ★ Press the F10 key while the action is frozen to quit to the Title Screen.



TEST YOUR MIGHT

Break some blocks between bouts for bonus points. First smash wood for 100,000 points, then stone for 200,000 points, steel for 500,000 points, ruby for 750,000 points and ultimately diamond for 1,000,000 points.

- ★ Push the joystick left and right as fast as possible (i.e. 'wagging') to build up the character's power - as represented by the bar at the side of the screen.
- ★ Press the fire button to unleash the blow - preferably when the bar rises to (or above) the line. Be fast! You only have 10 seconds.



Test your might!

BASIC MOVEMENTS

The delectable Sonya Blade will demonstrate the moves common to all seven characters. Note that for the purposes of this presentation it is assumed that Sonya is facing an opponent on the right-hand side of the screen. The controls are reversed when the opponent is on the left-hand side of the screen.

The Power ratings are guidelines to the potency of the moves and represents the approximate number of repetitions of the move in question it would take to finish an opponent.

The moves may be executed with a one- or two-button joystick. With a two-button joystick, the second fire button is used solely for executing kicks.

WALK

POWER N/A



Towards or away from the opponent.

TO WALK Push the joystick in the desired direction.

STANDING BLOCK

POWER N/A



To make life more interesting, the Standing Block doesn't completely defend against an opponent's blows - a small amount of energy is lost (more with a hit from Kano's Spinning Blade).

TO PERFORM A STANDING BLOCK Press and hold the fire button then push the joystick away from the opponent.



LOW PUNCH

POWER 15



Punches are the weakest moves but no less effective in the right hands. A character can unleash a burst of five or so rapid Punches before falling back.



TO PERFORM A LOW PUNCH Push and hold the joystick towards the opponent then press the fire button twice quickly. Unleash a burst of Low Punches by pressing the fire button rapidly.

HIGH PUNCH

POWER 15



Similar to the Low Punch except the High Punch is a little bit harder to block.



TO PERFORM A HIGH PUNCH Press the fire button twice quickly. Unleash a burst of High Punches by pressing the fire button rapidly.

LOW KICK

POWER 7



Well, more of a Medium Kick to the midriff region really. The Low Kick has a slightly better reach than the High Kick.



TO PERFORM A LOW KICK Push and hold the joystick towards the opponent then press the fire button once.

And with a two-button joystick ... Push and hold the joystick towards the opponent then press the second fire button.

KNEE

POWER 7



This move replaces the Low Kick when a character is very close to the opponent.

HIGH KICK

POWER 7

The High Kick has a slightly better reach than the Roundhouse Kick.



TO PERFORM A HIGH KICK Press the fire button once.

And with a two-button joystick ... Press the second fire button.

THROW

POWER 4

The Throw is the most powerful move. It replaces the High Kick when a character is very close to the opponent. Note that each character throws in a different way to that shown.



ROUNDHOUSE KICK

POWER 5

A fast, powerful kick which is often difficult to block.



TO PERFORM A ROUNDHOUSE KICK Push the joystick down and towards the opponent.

And with a two-button joystick ... Push and hold the joystick away from the opponent then press the second fire button.

CROUCH

POWER N/A

Useful for avoiding high blows, Fireballs and Scorpion's Harpoon, but not Raiden's Torpedo.



TO CROUCH Push the joystick down.

CROUCHING BLOCK

POWER N/A



As with the Standing Block, the Crouching Block doesn't completely defend against an opponent's blows.

TO PERFORM A CROUCH BLOCK Push and hold the joystick down - to crouch - then push the joystick down and away from the opponent.

CROUCHING KICK

POWER 8



Most fighters forget this move, which is a pity as it has its uses (the element of surprise among them).

TO PERFORM A CROUCH KICK Push and hold the joystick down - to crouch - then push the joystick down and towards the opponent.

And with a two-button joystick ... Push and hold the joystick down - to crouch - then press the second fire button.

LEG SWEEP

POWER 8



One of the fastest moves to execute and one of the most difficult to Block or avoid. The Leg Sweep and the Low Kick have the best reach.

TO PERFORM A LEG SWEEP Push the joystick down and away from the opponent.

UPPERCUT

POWER 4



The Uppercut and the Throw are the most potent moves, but it's the Uppercut that is the most satisfying to use. Note that performing Uppercuts with the ninja characters - Sub-Zero and Scorpion - is slightly harder as their Uppercut reach is a little bit less than a Punch.

TO PERFORM AN UPPERCUT Push and hold the joystick down then press the fire button.

JUMP

POWER N/A



A Jump straight up can be used to avoid a Leg Sweep. Note that a character cannot Block while in the air.



TO JUMP Push the joystick up.

SOMERSAULT

POWER N/A



A Somersault towards or away from the opponent can be used to avoid a Leg Sweep - and also to leap across the arena.



TO SOMERSAULT Push the joystick up and towards - or away from - the opponent.

JUMPING PUNCH

POWER 7



A leap in the air followed by a Punch.



TO PERFORM A JUMPING PUNCH Push the joystick up, then centre the joystick (release it) and press the fire button. The timing of the fire button press will determine the effectiveness of the blow.

FLYING PUNCH

POWER 7



Leap through the air with a fist outstretched - towards or away from an opponent.



TO PERFORM A FLYING PUNCH Push the joystick up and towards - or away from - the opponent, then centre the joystick (release it) and press the fire button.

JUMPING KICK

POWER 8



Similar to the Jumping Punch, only a little less effective.

TO PERFORM A JUMPING KICK Push and hold the joystick up then press the fire button.

And with a two-button joystick ... Push and hold the joystick up then press the second fire button.

FLYING KICK

POWER 6



Leap through the air with a leg outstretched - towards or away from the opponent.

TO PERFORM A FLYING KICK Push and hold the joystick up and towards - or away from - the opponent then press the fire button.

And with a two-button joystick ... Push and hold the joystick up and towards - or away from - the opponent then press the second fire button.

MEET THE MORTAL KOMBATANTS

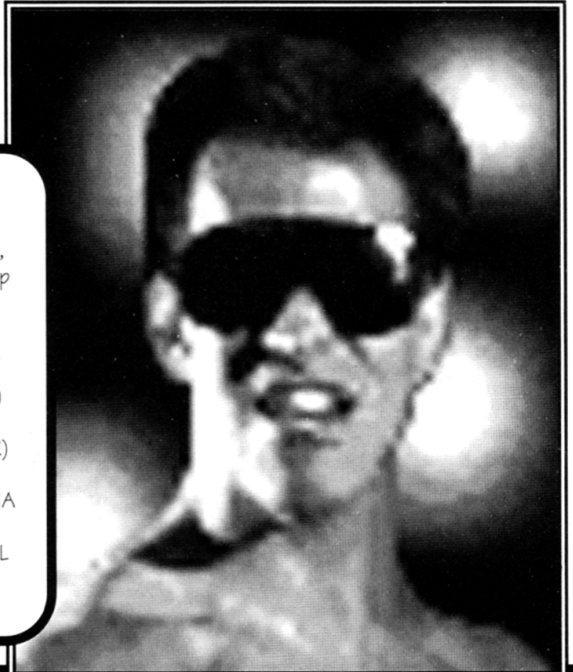
Each character's Special Moves, Weapon and Death Blow are activated in the same manner: a combination a joystick movements and sometimes fire button presses.

JOHNNY CAGE

A martial arts superstar trained by great masters from around the world, Cage uses his talents on the big screen. He is the current box-office champ and star of such movies as *Dragon Fist* and *Dragon Fist II* as well as the award winning *Sudden Violence*.

REAL NAME JOHN CARLTON
AGE 29
HEIGHT 6' 1"
WEIGHT 200 lbs
HAIR BROWN
EYES BLUE
LEGAL STATUS CITIZEN OF THE UNITED STATES

KNOWN RELATIVES
ROBERT CARLTON (FATHER)
ROSE CARLTON (MOTHER)
REBECCA CARLTON (SISTER)
CINDY FORD (EX-WIFE)
BIRTHPLACE VENICE, CALIFORNIA
OCCUPATION ACTOR
NOTES PLAYED BY DANIEL PESINA



ELBOW

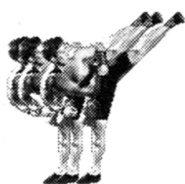
POWER 8



Cage uses his Elbow instead of a Low or High Punch when he is very close to his opponent.

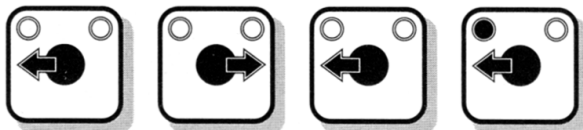
SHADOW KICK

POWER 6



Also known as the Lucy Kick, this is a kick of concentrated power.

TO PERFORM THE SHADOW KICK Push the joystick away from the opponent, then towards, then away and press the fire button.



THE PACKAGE CHECK

POWER 5



Reach out and touch someone ... Cage will not perform this move on his Mirror Image, Sonya Blade or Goro.

TO PERFORM THE PACKAGE CHECK Push the joystick down, then down again and press the fire button.



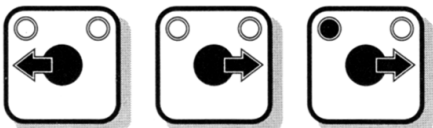
WEAPON: FIREBALL

POWER 7



A little trick Cage picked up in a Hollywood club.

TO SHOOT A FIREBALL Push the joystick away from the opponent, then towards and press the fire button.



DEATH BLOW: POWER PUNCH

POWER FATAL!

Work this one out for yourself and record the move sequence below...



KANO

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.

AGE 35

HEIGHT 6'

WEIGHT 205 lbs

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 ADOPTED AS

A SMALL CHILD BY AN

AMERICAN WOMAN IN

TOKYO

BIRTHPLACE UNKNOWN

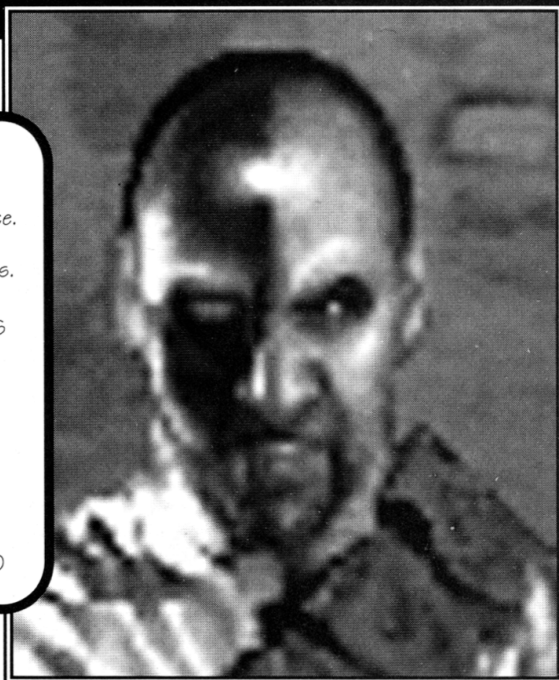
OCCUPATION

CRIMINAL, MEMBER OF

THE BLACK DRAGON

ORGANISATION

NOTES PLAYED BY RICH DIVIZIO



HEAD BUTT

POWER 7



Kano uses a Head Butt instead of a Low or High Punch when he is very close to his opponent.

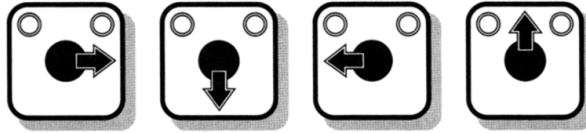
CANNONBALL

POWER 6



A technique Kano has picked up on his travels ... He curls up into a ball and shoots across the screen, bowling over anyone he hits.

TO PERFORM A CANNONBALL Push the joystick towards the opponent, then down, then away and then up - a sort of rotational movement.



WEAPON: SPINNING BLADE POWER 7



Nasty. The Spinning Blade removes more energy from a Block than any other move does.

TO THROW THE SPINNING BLADE Push the joystick away from the opponent, then away again and then towards.



DEATH BLOW: HEART ATTACK

POWER FATAL!

Work this one out for yourself and record the move sequence below...



RAIDEN

The name Raiden is actually that of a deity known as the thunder god. It is rumoured he received a personal invitation by Shang Tsung himself and took the form of a human to compete in the tournament.

AGE ETERNAL

HEIGHT 7'

WEIGHT 350 lbs

HAIR BLACK

EYES NONE

LEGAL STATUS

DEITY - DOES NOT APPLY

KNOWN RELATIVES

NONE

BIRTHPLACE

NONE

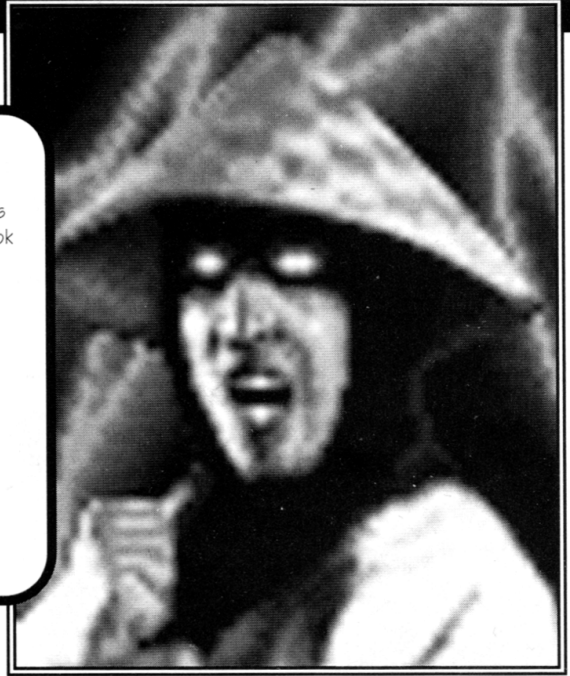
OCCUPATION

THUNDER GOD

NOTES

PLAYED BY CARLOS

PESINA



ELBOW

POWER 8



Raiden uses his Elbow instead of a Low or High Punch when he is very close to his opponent.

TORPEDO

POWER 6



Raiden shoots through the air - just like a Torpedo through water.

TO PERFORM THE TORPEDO Push the joystick away from the opponent, then away again and then towards the opponent.



TELEPORT

POWER N/A



Raiden disappears into the floor and reappears closer to his opponent - usually behind them.

TO PERFORM THE TELEPORT

Push the joystick down then up.



WEAPON: RAIDENTRICITY

POWER 7



A blast of pure power.

TO SHOOT RAIDENTRICITY Push and hold the joystick down and towards the opponent, then press the fire button.



DEATH BLOW: HEADBANG

POWER FATAL!

Work this one out for yourself and record the move sequence below...



LIU KANG

Once a member of the super secret White Lotus Society, Liu Kang left the organisation in order to represent Shaolin temples in the tournament. Kang is strong in his beliefs and despises Shang Tsung.

AGE 24

HEIGHT 5' 10"

WEIGHT 185 lbs

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, CHINA

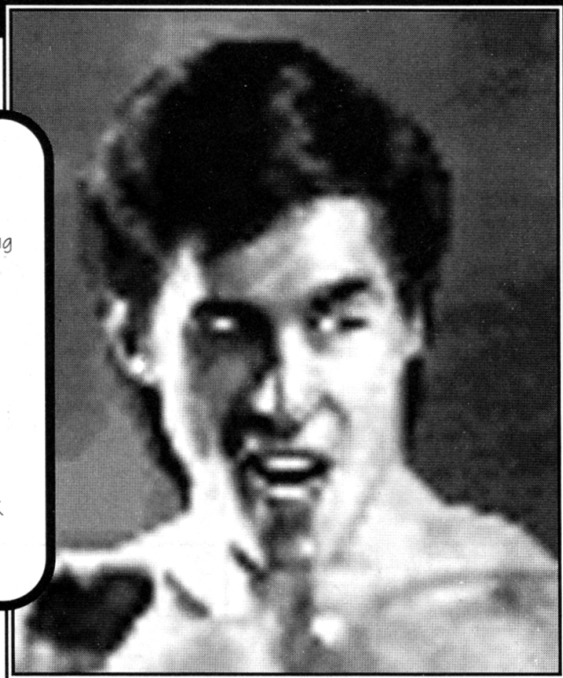
OCCUPATION

SHAOLIN MONK

FISHERMAN

NOTES

PLAYED BY HOSUNG PAK



ELBOW

POWER 8



This move replaces the High Punch when Liu Kang is very close to his opponent.

SUPERSONIC KICK

POWER 6



A high-speed kick so fast it's hard to block.

TO PERFORM A SUPERSONIC KICK Push the joystick away from the opponent, then towards and press the fire button.



WEAPON: FIREBALL

POWER 7



Drawing on the strength of his forefathers, Liu Kang summons a ball of psychic energy.

TO SHOOT A FIREBALL Push the joystick towards the opponent twice then press the fire button.



DEATH BLOW: HELICOPTER SPIN KICK

POWER FATAL!

Work this one out for yourself and record the move sequence below...



SCORPION

Like Sub-Zero, Scorpion's true name and origin are not known. He has shown from time to time distrust and hatred towards Sub-Zero. Between ninjas, this is usually a sign of opposing clans.

REAL NAME UNKNOWN

AGE 32

HEIGHT 6' 2"

WEIGHT 210 lbs

HAIR BLACK

EYES VARIES

LEGAL STATUS

SCORPION IS A
REINCARNATED
SPECTRE AND HAS
NO LEGAL STATUS

KNOWN RELATIVES

WIFE AND CHILD IN FORMER LIFE

BIRTHPLACE

UNKNOWN IN FORMER LIFE

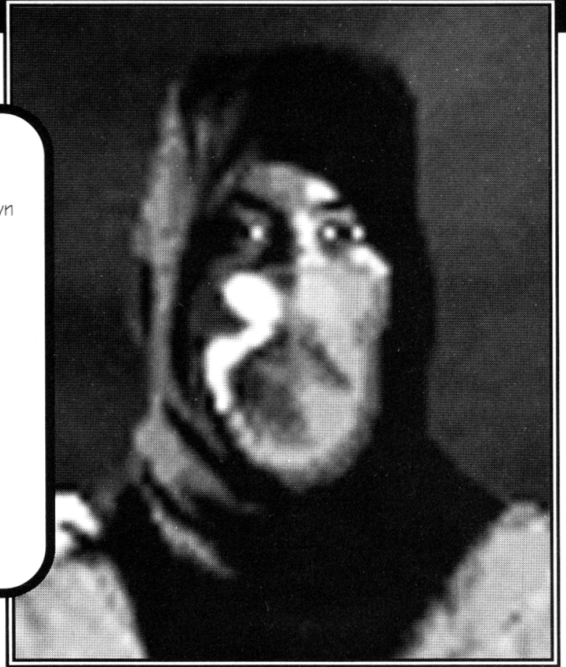
HELL AS SCORPION

OCCUPATION

UNKNOWN IN FORMER LIFE
A LOST SOUL HELL-BENT ON
REVENGE AS SCORPION

NOTES

PLAYED BY DANIEL PESINA



BACKFIST

POWER 8



This move replaces the Low or High Punch when Scorpion is very close to his opponent.

TELEPORT PUNCH

POWER 7

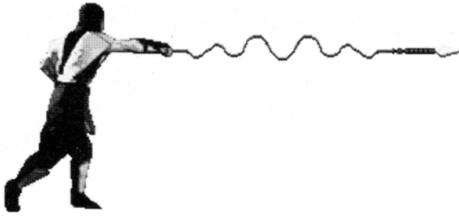


Scorpion leaps off one side of the screen to appear on the other - bearing a clenched fist - but not when he's at the far left- or right-hand side of the combat ground. For maximum efficiency, execute the Teleport Punch when Scorpion's opponent is on the other side of the screen.

TO PERFORM THE TELEPORT PUNCH Push the joystick down and away from the opponent, then press the fire button.



WEAPON: HARPOON POWER 16



Nasty. A spear on a cord is shot across screen and it buries itself in anything it hits. Scorpion pulls his stunned opponent towards him where further damage can be inflicted. This move is often followed with an Uppercut. Beware: using the spear leaves Scorpion briefly vulnerable if it misses its target.

TO SHOOT THE HARPOON

Push the joystick away from the opponent twice then press the fire button.



DEATH BLOW: HELLFIRE POWER FATAL!

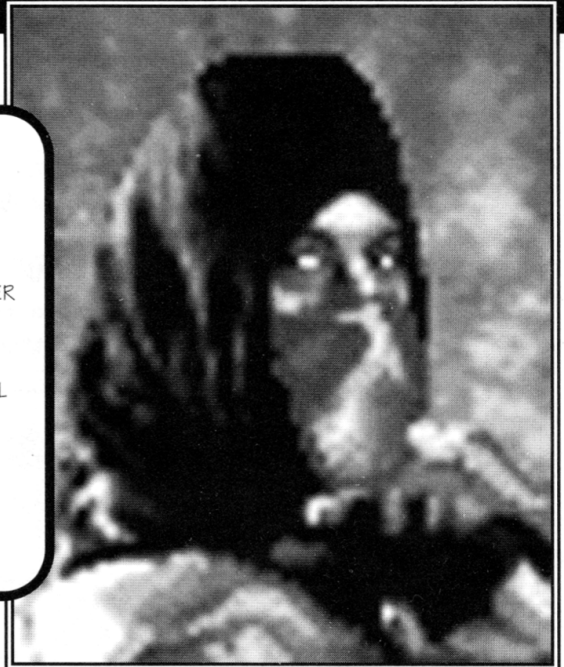
Work this one out for yourself and record the move sequence below...



SUB-ZERO

The actual name or identity of this warrior is unknown. However, based on the markings of his uniform, it is believed he belongs to the Lin Kuei, a legendary clan of Chinese ninja.

REAL NAME	UNKNOWN	OCCUPATION	LIFE LONG MEMBER OF THE LIN KUEI, A RARE CLAN OF CHINESE, NINJA-TYPE ASSASSINS
AGE	32	NOTES	PLAYED BY DANIEL PESINA
HEIGHT	6' 2"		
WEIGHT	210 lbs		
HAIR	BLACK		
EYES	BROWN		
LEGAL STATUS	NONE, HOWEVER RESIDES SOMEWHERE IN CHINA		
KNOWN RELATIVES	NONE		
BIRTHPLACE	UNKNOWN		



BACKFIST

POWER 8



This move replaces the Low or High Punch when Sub Zero is very close to his opponent.

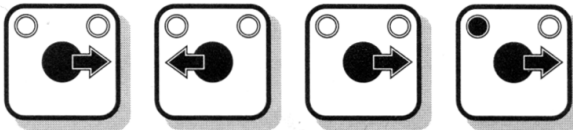
POWER SLIDE

POWER 12



Only marginally more powerful than a Punch but more useful for irritating an opponent.

TO PERFORM A POWER SLIDE Push the joystick towards the opponent, then away, then towards again and press the fire button.



WEAPON: ICE FIRE

POWER N/A



It doesn't hurt but it freezes an opponent for approximately four seconds. Sub Zero should beware that he doesn't shoot Ice Fire at a frozen opponent - otherwise he will end up being frozen himself (AKA 'Double Ice Backfire').

TO SHOOT ICE FIRE Push the joystick down and towards the opponent then press the fire button.



DEATH BLOW: HEADPIECE

POWER FATAL!

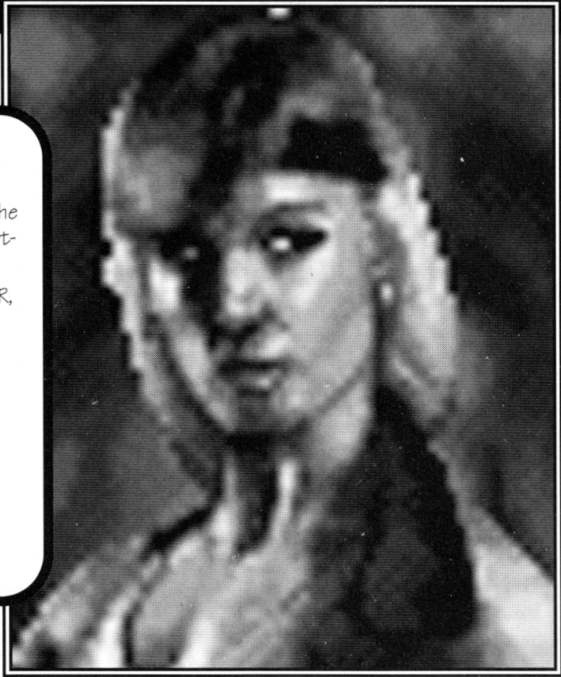
Work this one out for yourself and record the move sequence below...



SONYA BLADE

Sonya is a member of a top US special forces unit. Her team was hot on the trail of Kano's Black Dragon organisation. They followed them to an uncharted island where they were ambushed by Shang Tsung's personal army.

AGE 26	DANIEL BLADE (TWIN BROTHER, DECEASED)
HEIGHT 5' 10"	
WEIGHT 140 lbs	BIRTHPLACE AUSTIN, TEXAS
HAIR BROW	
EYES BLUE	OCCUPATION LIEUTENANT IN THE US ARMY. MEMBER OF A SPECIAL PARA-MILITARY POLICE FORCE
LEGAL STATUS CITIZEN OF THE UNITED STATES	NOTES PLAYED BY ELIZABETH MALECKI
KNOWN RELATIVES MAJ HERMAN BLADE (FATHER) ERICA BLADE (MOTHER)	



PALM PUNCH POWER 8



This move replaces the High Punch when Sonya is very close to her opponent.

LEG TOSS POWER 4



Sonya performs a handstand and grabs her opponent with her legs before throwing them across the screen. This move has a good reach.

TO PERFORM A LEG TOSS Push the joystick down twice then press the fire button.



HIGH FLYING PUNCH POWER 6



If Sonya's opponents jump around too often, she can catch them in mid-air with the High Flying Punch.

TO PERFORM A HIGH FLYING PUNCH Push the joystick towards the opponent then away then press the fire button.



WEAPON: ENERGY WAVE POWER 7



Sonya's bracelets aren't just for show - they combine to fire concentrated concentric circles of energy.

TO SHOOT AN ENERGY WAVE

Push the joystick away from the opponent twice then press the fire button.



DEATH BLOW: KISS OF DEATH

POWER FATAL!

Work this one out for yourself and record the move sequence below...



GORO

Goro lives ... A 2,000 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.

AGE 2,000

HEIGHT 8' 2"

WEIGHT 550 lbs

HAIR BLAC

EYES RED

LEGAL STATUS

EARTH - NONE, OUTWORLD -
PRINCE OF KUATAN

KNOWN RELATIVES

KING GORBAK (FATHER)

QUEEN MAI (MOTHER)

PLUS 7 WIVES

BIRTHPLACE

KUATAN, 4TH ASTRAL PLANE
OF SHOKAN, REALM OF THE
OUTWORLD

OCCUPATION

PRINCE OF KUATAN, RULER
SUPREME OF SHOKAN'S
ARMIES

NOTES

STOP MOTION MINIATURE
MODEL BY CURT CHIARELLI



Goro's strength is his long reach. He uses his arms to slap his opponents and then enjoys jumping on the dazed victim. He also has a tendency to pick up his opponents and pummel their heads. Goro's green fire-balls are best avoided. Note that the Leg Sweep has no effect on Goro.



SHANG TSUNG

?



The supreme opponent, capable of assuming the shape and skills of any one of the contestants - including Goro - which he does often. Shang Tsung also has a few of his own tricks up his sleeves ... he shoots powerful fireballs (crouch to avoid them until he stops firing). Note that the Leg Sweep has no effect on Shang Tsung.

REPTILE

Who is that mysterious green figure who sometimes jumps on to the screen and says things? He's a third ninja called Reptile and he gives you cryptic clues to how you can get to engage him in mortal combat.

REAL NAME	UNKNOWN	OCCUPATION	UNCERTAIN - ATTIRE
AGE	UNKNOWN		SUGGESTS NINJA, CLAN
HEIGHT	6' 2"		UNKNOWN
WEIGHT	210 lbs		
HAIR	BLACK	NOTES	PLAYED BY DANIEL PESINA
EYES	BLACK		
LEGAL STATUS	UNKNOWN		
KNOWN RELATIVES	UNKNOWN		
BIRTHPLACE	UNKNOWN		



WHAT'S YOUR GAMBIT? There's no best opening move, but many players prefer to begin combat with a Flying Kick. A good gambit for Sub Zero is a Flying Kick, and if he wins the air battle he can follow it up with a Power Slide.

AIR BATTLES Combatants must be able to win as many air battles as possible (jumping around a lot can irritate a human opponent). It's all down to timing. Avoiding a Flying Kick from the outset is easy: simply take a step forward. When the opponent lands, Punch or Kick them from behind (all's fair in love and war and Mortal Kombat). Alternatively, get the timing right and you can Uppercut the opponent as they reach you. Of course, you could always fly at them too ...

DON'T keep repeating the same move over and over - the CPU-controlled opponent will compensate for this tedium. For example, repeated Leg Sweeps against most of the CPU-controlled opponent will be countered by their Special Moves - Kano will perform his Cannonball, Sub-Zero will use his Power Slide, and Raiden will use his Torpedo.

COMBINATION MOVES or 'combos' are tops. Unlike the more sluggish combat simulations, Mortal Kombat's so fast that any combinations are executed instantly, so there's far less chance of committing yourself by mistake. Alternating between two contrasting moves is a good idea as there's more chance of your opponent falling foul of one of them, and it takes the CPU-controlled opponent longer to adapt to the repetition. A good combination move is a Roundhouse Kick followed by a Leg Sweep. Your opponent usually ducks the Roundhouse... and ends up moving straight into your Sweep! (Or vice versa.) Alternatively, try a Jump Kick followed by a Leg Sweep - or vice versa.

NOTE that there is a slight pause for breath when a Special Move is performed.

TIMING is the key! Practice the moves by playing a two-player match without a human-controlled opponent.

THE BRIDGE Use an Uppercut instead of a Death Blow to finish your opponent. He or she will fall into a pit full of spikes below and be impaled. (On the arcade version, the severed heads lying around are those of programmer Ed Boon and chums.)

ONE OF THE BEST ways to play is to change characters between losing matches. This tends to slightly confuse the CPU-controlled opponents. However, unless the arcade machine is on FREEPLAY this is an expensive way to play.

JOHNNY CAGE'S Shadow Kick is best counter attacked by a Block then a Leg Sweep.

SCORPION can perform a tasty triple combo ... Shoot his Harpoon, follow it up with an Uppercut and then perform a Flying Kick. His Harpoon is best unleashed when his opponent comes flying at him.

RAIDEN regenerates after falling down which leaves him vulnerable. He is also unprotected when he teleports and can be speared by Scorpion's Harpoon and frozen by Sub Zero's Ice Fire. Sonya's Leg Toss is particularly effective against Raiden. With careful timing she can repeatedly Leg Toss him until he's limp and lifeless.



SONYA BLADE's Leg Toss is best counter attacked by a Crouch, a Block and then an Uppercut just as she bends over.

KANO is the slowest fighter but his Uppercut has a good reach. Beware! Sub Zero's Ice Fire and Scorpion's Harpoon can hit Kano when he's performing a Cannonball. If Kano's Cannonball is successfully blocked, follow it up with a High Kick as he's about to land.

LIU KANG is the fastest fighter and his Special Moves are probably the easiest to execute. A good combo for Liu Kang is to shoot a Fireball then quickly follow it up with a Supersonic Kick.

ABOUT MORTAL KOMBAT

Ed Boon and John Tobias (software designers for arcade machine and pin-table manufacturer Williams) saw the trend for combat simulations and decided that they could outdo them all - and they did, with Mortal Kombat. (Interestingly enough, they planned to use Jean Claude Van Damme as a main character, but that fell through.)

To create the life-like Mortal Kombat characters, martial arts actors were dressed for the parts and filmed (Goro is in fact a 12-inch high model whose movements were shot frame by frame). The images were then converted to a computer and cleaned up using a special program.

Probe Software handled these quality conversions of Mortal Kombat to the Amiga and IBM PC compatibles. Using specifically-written software, the team converted all the characters and scenery from the arcade machine (only the scenery required rebuilding to suit the smaller screen formats of the home machines). To accurately reproduce the intense playability, the original data from the arcade machine was converted line for line to the computer formats.

The results, as you can see for yourself, are almost identical to the 'real thing'.

- ★ Mortal Kombat merchandise is in great demand. Look out for T-shirts, tattoos, badges, the comic book and a fanzine called The Pit.
- ★ A Mortal Kombat sequel is already in production and is likely to boast even larger characters (!), more of them and more Special Moves!
- ★ Arcade machine statistics show that Johnny Cage is the least played character, while Sonya Blade is the most frequently chosen.



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