



MIDWAY

MIDWAY HOME ENTERTAINMENT
P.O. BOX 3803 CINCINNATI, OH 45201-3803
www.midway.com

MORTAL KOMBAT® GOLD © 1997, 1998 Midway Games Inc. All rights reserved. MIDWAY, MORTAL KOMBAT, the DRAGON DESIGN and all character names are trademarks of Midway Games Inc. Used by permission. Copyrighted by Electronic Developments Ltd. Distributed by Midway Home Entertainment Inc. and/or licensee. Sega, Dreamcast and the Dreamcast logo are either registered trademarks or trademarks of Sega Enterprises Ltd. Sega is registered in the US Patent and Trademark Office. Sega Dreamcast, the Dreamcast logo and Dreamcast are trademarks of SEGA. Sega of America, P.O. Box 7628, San Francisco, CA 94116. All Rights Reserved. Programmed in Japan. Made and printed in the USA. WARNING: Operators only with NTSC television and Sega Dreamcast systems purchased in North and South America (except Argentina, Paraguay and Uruguay). Will not operate with any other television or Sega Dreamcast systems. Product covered under one or more of the following U.S. Patents: 5,440,319; 5,520,730; 5,827,896; 5,855,113; 4,842,438; 4,854,941; 4,182,576; No. 26,625. Japanese Patent No. 2618588. It's also pending in U.S. and other countries. Canada Patent No. 1,763,230. The ratings icon is a trademark of the Interactive Digital Software Association.

SEGA®

SEGA®

MIDWAY

**MORTAL KOMBAT
GOLD**

MATURE
M
CONTENT RATED BY
ESRB
T-5446N

WARNINGS

Read Before Using Your Sega Dreamcast Video Game System

CAUTION

Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure. If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast. In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Sega Dreamcast:

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast CD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA DREAMCAST VIDEO GAME USE

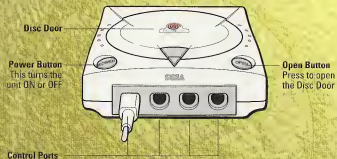
This CD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this CD-ROM on any other CD player, doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

TABLE OF KONTENTS

Getting Started.....	3
Kontroller.....	4
Initial Kontrols	5
Jump Pack.....	6
Move Kontrol Index.....	7
Main Menu	8 - 10
Options	11 - 12
Select Your Fighter	13
Choose Your Destiny.....	14
Fighting Summary	15
Basic Moves	16
Klose Quarters	17
Basic Kombat Moves.....	17
Krouching Moves	18
Spinning Moves.....	18
Aerial Moves	19
Secret Kodes	19 - 20
The Story	21
The Warriors.....	22 - 32
The Weapons.....	33
Kredits	34 - 36
Warranty	38

GETTING STARTED

SEGA DREAMCAST HARDWARE UNIT



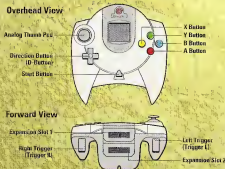
Use these ports to connect the Sega Dreamcast Controller or other peripheral equipment. From left to right are Control Port A, Control Port B, Control Port C, and Control Port D. Use each port to connect controllers for players 1 to 4 respectively.

NOTICE

Mortal Kombat Gold does NOT support the VMU. Even though it is listed in the menu, it is NOT functional. Do NOT attempt to enable the VMU.

KONTROLLER

SEGA DREAMCAST CONTROLLER

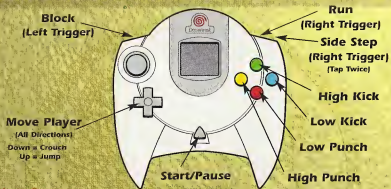


Mortal Kombat Gold is a 2-player game. Before turning the Sega Dreamcast power ON, connect the controller or other peripheral equipment into the control ports of the Sega Dreamcast. To return to the title screen at any point during game play, simultaneously press and hold the A, B, X, Y and Start Buttons. This will cause the Sega Dreamcast to soft-reset the software and display the title screen.

- * Purchase additional controllers (sold separately) to play with a friend.
- ** The game controls are all set to their initial settings. To change the control settings, see **CONFIGURE CONTROLLER 1 & 2**, page 13.

NOTE: Operation with incompatible controllers is not guaranteed.

INITIAL KONTROLS



MENU SELECTION

Press the **Directional** button Up, Down, Left or Right to highlight options.

Press the **A** button to select options.

Press the **B** button to go to the previous menu.

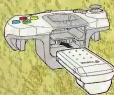
Press the **Start** button to pause the game and display the Pause Menu.

NOTE

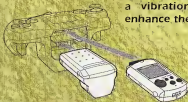
Never touch the Analog Thumb Pad or Triggers L/R while turning the Sega Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction.

JUMP PACK

SEGA DREAMCAST JUMP PACK™



When inserted into the Expansion Socket of a Sega Dreamcast Controller or other compatible peripheral equipment, this peripheral provides a vibration effect that can considerably enhance the game play experience.



When the **JUMP PACK** is inserted into Expansion Socket 1 of the Sega Dreamcast Controller, the **JUMP PACK** does not lock into place and may fall out during game play or otherwise inhibit game operation.

To return to the title screen at any point during game play, simultaneously press and hold the **A**, **B**, **Y**, **X** and **Start** buttons. This will cause the Sega Dreamcast to soft-reset the software and display the title screen.

MOVE KONTROL INDEX

Before you begin your kombat, familiarize yourself with the Move Kontrol Index. Use this index to master the fighting moves for each character (see **THE WARRIORS**, pgs. 23-33). There, you'll find various moves for each fighter.

MOVE KONTROL INDEX

Directional button	=	Up, Down, Back, Forward, (U, D, B, F)
U	=	Up
D	=	Down
B	=	Back
F	=	Forward
LP	=	Low Punch
LK	=	Low Kick
HP	=	High Punch
HK	=	High Kick
BLK	=	Block
RN	=	Run

If you're not happy with the initial controller configuration, you can modify it the way you like (see **CONFIGURE CONTROLLER**, pg. 12).

MAIN MENU

At the Main Menu, press the Directional button **Up** or **Down** to highlight an option, then press the A button to select from one of the many game modes. They are:



ARCADE

1 ON 1 KOMBAT

It's you against the CPU. You select one character, then go to the Destiny Screen to choose the difficulty of your journey. Also, you can take on a buddy in a 2 player game. Each player selects one character, then goes straight to a "Kombat Zone" to battle it out.

2 ON 2 KOMBAT

Select 2 characters, then take on 2 characters chosen by the CPU. You'll then go to the Destiny Screen to select the difficulty of your opponents. When you or the CPU loses the first match, the second chosen character will appear to continue the battle. A loser is determined when both chosen players have been eliminated.

Also, you and a friend can choose two characters, then battle it out. When a player loses his first match, the second chosen character will appear to continue the battle. A loser is determined when both chosen players have been eliminated.

TEAM

You take on the CPU or a friend with a team of MK Gold characters. When you select this game mode, you'll go to the Choose Team Size Screen. Press the **Directional button Up** or **Down** to highlight options. To select the size of a team, press the **Directional button Left** or **Right**. When your team sizes are set the way you want, select Choose Team Members to set up your team. You'll

MAIN MENU

view the Character/ Team Select Screen. Follow on-screen instructions to set up your team. Select **Begin Fight** when you're ready. Press the **Start** button to change the team to Human. (See **Team**, on the previous page, for team selection instructions.) The player who loses all his characters first will be defeated.

ENDURANCE

You'll view a sub menu when you select this option. When you select **Endurance** from the sub menu, you'll select a character, then go to the **Destiny** Screen to select a difficulty. You'll fight one round at a time against each character on the column you choose on the **Destiny** Screen. Your **Health** never regenerates in any **Endurance** mode, and you must win every match to claim victory. Lose one match, and the game is over.

VS ENDURANCE

The CPU chooses the characters for you and a friend in a pre-determined order. Both players use each standard character in the game to continue battling each other. When one player uses all of the game's standard characters, the endurance match is over. The player with the most wins claims victory.

ULTIMATE ENDURANCE

You'll fight one round at a time against each character in the game. Lose one match, and the game is over. When you're finished (win or lose), your **Ultimate Kombat Rating** will be displayed with statistics and a **Kombat** rating level.

TOURNAMENT

The **Tournament** Mode lets you select a 4 or 8 player tournament. Up to 3 or 7 of your friends can participate to complete a tournament field. Here's how (see next page):

MAIN MENU

TOURNAMENT SETUP

When you select **Tournament** from the Main Menu, you'll view the **Tournament Setup** Screen. Press the **Directional button Left** or **Right** to select a 4 or 8 Player tournament. Highlight **Show CPU Battles**, then press the **Directional button Left** or **Right** to toggle between **Skip** and **Show CPU Battles**.



Select **Number of Fighters**, then press the **Directional button Up** or **Down** to highlight a character for each of the players. Press the **Directional button Left** or **Right** to cycle the available characters, then press the **A** button to cycle between Human and CPU controlled players. To change the difficulty level of a player, press the **X** button. Repeat this process until the tournament is set up the way you want. Press the **Start** button to view the **Tournament Bracket**, then press the **A** button to begin fighting.

PRACTICE

Select this option to practice your MK fighting skills. You'll view the **Practice Mode** Screen to set up your practice session the way you want. Press the **Directional button Up** or **Down** to highlight an option, then press **Left** or **Right** to cycle through the options. Here are the options:

PLAYER 1 & 2 (character name)

Select the player you want to practice with and against.

DIFFICULTY

Set the level of difficulty you want to practice against.

OPPONENT ACTIVE/INACTIVE/HUMAN

You can practice against active characters that fight back or make them inactive to just stand there and take it. Select **Human** if you want to practice with a friend.

OPTIONS

PRACTICE (CONT'D)

KOMBAT ZONE

Choose the arena where you want your practice session to occur.

PRACTICE INFO ON/OFF

Select ON to display the buttons pressed during a move.



OPTIONS

CONFIGURE CONTROLLER 1 & 2

Make modifications to the initial controller configuration. Press the **Directional button Up** or **Down** to select the button you want to modify, then press **Left** or **Right** to cycle through the available controls for that button. Select **Initial Settings** to return to the initial settings. Repeat the process until you have the controller set up the way you want, then select **Exit** to return to the Options Screen.

DIFFICULTY

Set the game's difficulty to 1 of 6 available settings that range from **Very Easy** (easiest) to **Ultimate** (hardest).

ROUNDS TO WIN

Select the number of wins it will take to win a match and defeat your opponent. Choose from **2** to **9** wins.

CONTINUES

Whenever you lose a match, you can press the **Start Button** to continue your current battle against a human or CPU opponent. You can set the amount of **Continues** from **0** to **9**. Of course, if you select **0**, you will not be given an opportunity to continue the game.

OPTIONS

VS SCREEN

You can **Enable** or **Disable** the VS Screen that appears prior to each match. Remember, if you disable this option, you won't be able to enter codes prior to a match (see **Secret Codes**, pg. 20 - 21).

JUMP PACK ENABLED

Enable or disable your Sega Dreamcast **Jump Pack** (see pg. 7 for details)

BLOOD

Set this option to **Enabled** to see blood during your match. When you disable blood, you won't see blood or fatalities.

EFFECTS VOLUME

Highlight this option, then press the **Directional button Left** or **Right** to increase or decrease the volume of the game's Sound Effects.

MUSIC VOLUME

Highlight this option, then press the **Directional button Left** or **Right** to increase or decrease the volume of the game's Music.

MEMORY CARD

Mortal Kombat Gold does NOT support the VMU. Even though it is listed in the menu, it is NOT functional. Do NOT attempt to enable the VMU.

KOMBAT THEATER

You can view a character's ending movie at any time by selecting the character's icon in the Kombat Theater. Press the **Right Trigger** to view the selected character's biography.

SELECT YOUR FIGHTER

After selecting any game mode, you'll view the Fighter Select Screen to choose the player you want to fight with. It displays all the available characters and 4 selection options.

Press your **Directional button Up, Down, Left or Right** to highlight a player or option, then press the **A button** to select. Included are 4 other on-screen options you can use to select your player(s):

RANDOM

When you select this option, the computer randomly chooses a character for you.

GROUP

When you select this option, the computer will display and select players in a particular order. You must defeat your opponent with each character chosen by the computer. Once you've defeated your opponent with all the characters, you can then fight with one of Mortal Kombat Gold's hidden characters.

HIDDEN

This is handy for a 2 player game. If you don't want your opponent to see the player you select, select this option first. It will hide your cursor, but make sure you keep track of how many times you select **Up, Down, Left or Right**. If you get confused, even YOU won't know who you selected.

NOTE

If both players select the same warrior, both fighters will be displayed in contrasting colors.



CHOOSE YOUR DESTINY

WEAPON

Select this option to select your characters weapon. Press your **Directional button Up, Down, Left or Right** to highlight a weapon, then press the **A button** to select it. For a close-up look at each of the weapons, see **THE WEAPONS**, pg. 35.

Once you've chosen your fighter in any 1-Player Mortal Kombat Gold mode, you'll view the Destiny Screen.

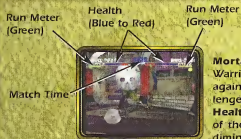
Press the **Directional button Left or Right** to highlight a pillar, then press the **A button** to select one of these columns: **Novice, Beginner, Warrior, Master or Master II**. Press the **Start button** to rotate the pillar to choose a different sequence of opponents.



To claim ultimate victory, you must defeat each of the characters on the column. Each time you defeat an opponent, you'll return to this screen and view your next opponent.

If a second player wishes to join the fight, he or she may do so at any time by pressing the **Start button** on the second controller. Both players then return to the Character Select screen to select a fighter.

FIGHTING SUMMARY



Mortal Kombat Gold tests a Warrior's fighting skills by pitting him against increasingly formidable challengers. In all Mortal Kombat battles, **Health Meters** in the upper portion of the screen measure each warrior's diminishing health.

The meters begin each round reflecting health at 100%, but the amount of health is reduced with each blow taken. The reduction amount depends on the type of contact and whether or not it was blocked. When a Warrior's **Health Meter** is depleted, he/she is knocked out and the round goes to the opponent.

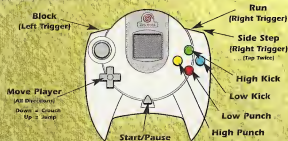
Each round has a 99 second **Match Time** limit. If the time is up before either combatant has been defeated, the warrior with fewer injuries is declared the victor. The first warrior to win the match takes the match and moves on to the next opponent.

The **Run Meter** allows you to run toward your opponent and perform combos, but they are "time sensitive" so you can only activate the Run function (or Combo function) while the meter is green.

If you're defeated by an opponent, you'll find yourself plummeting helplessly into the darkness of a very deep pit. If you have a **Continue** available, press the **Start** button to return to the Select a Fighter Screen and select another fighter for battle.

BASIC MOVES

Each Mortal Kombat Warrior has spent years of concentration and intense training to perfect his/her martial arts skills. Before challenging these warriors in combat, you'll also need intense training and concentration to learn these fundamental skills.

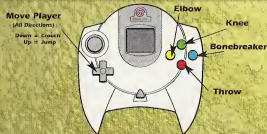


The best way to begin your training is with the fundamental moves: **Kicks, Punches, Crouches, Jumps** and **Blocks**.

These moves may seem trivial compared to powerful and acrobatic moves, such as a Flying Kick. However, knowing how to stop, avoid or counteract a flying kick can be far more useful than knowing how to land one yourself.

The Run button is especially powerful. Hold the Run button while pressing the **Directional** button toward your opponent to execute a run. But make sure you have a move ready when you meet face to face.

KLOSE QUARTERS

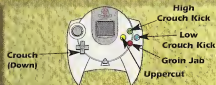


Moves used during close-in combat situations are the **Elbow**, the **Knee**, the **Bonebreaker** and the **Throw**. They are highly effective and do not require full limb extension, which is impossible in close quarters. Although these moves are potent, they can only be used when you are directly adjacent to an opponent. Give it a try. Press the Attack Buttons in a certain sequence for different types of "Kombos".

BASIC KOMBAT MOVES

All of the **Mortal Kombat Gold** warriors possess expert fighting skills. What raises them above their peers are the special moves which they've created and perfected. In order to become a superior warrior, skilled enough to win the title of Supreme Champion, you too must learn and perfect these moves. Whether you use special kicks or elemental bolts, **Mortal Kombat Gold** warriors are the fiercest and most ferocious combatants in the Universe. Mastering their special moves could propel you to that level of greatness (see next page).

KROUCHING MOVES



To do the crouching moves, hold the **Directional button Down (Crouch)** and simultaneously push **High Kick** or the **Low Kick** button for a crouching kick. Hold the **Directional button Down (Crouch)** and push the **High Punch** for uppercut. The **Block** can always be used to defend against your opponent's moves.

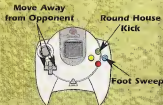
Defensively, the crouching moves let you escape from close proximity, avoid punches, aerial weapons and throws. Offensively, the uppercut executed from the crouch, is one of the most powerful offensive weapons.



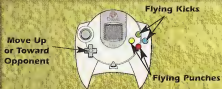
SPINNING MOVES

The spin is the key to exotic moves, such as the **Roundhouse Kick** and the **Foot Sweep**. The **Foot Sweep** hits your opponent's ankles and knocks him on his butt.

The **Roundhouse** is a spinning kick that nails your opponent in the face. To execute the spin moves, hold the **Directional button** away from your opponent while you press the **Kick** buttons.



AERIAL MOVES



The final moves one should learn are these Aerial moves: **Flying Punches** and **Kicks**. To execute these moves, either jump in place (**Directional button UP**) or towards (**Directional button UP+Fwd/Back**) your opponent. Press the game's various Attack Buttons while you're in the air. Unlike most attacks, aerial attacks must be timed properly to land blows.

SECRET KODES



At the bottom of the VS Battle Screen you will see a row of six boxes with different icons in them. Player 1 can change the symbols in the first three boxes by pressing the **Low Punch**, **Block** and **Low Kick** buttons.

Player 2 can do the same with the other three symbols. The six symbols represent secret codes which can have subtle or dramatic effects on game play (see next page).

SECRET KODES



Some players find it easier to memorize the codes by referring to them in terms of the number of button presses it takes to get the proper symbols in place. In any case, you'll get the hang of it after a few tries. Remember, you have to be fast and precise. No one said this was supposed to be easy.

Note: You can find secret codes in store bought Strategy Guides, game magazines, the Internet or with a little experimentation on your part. Have Fun.

Pressing any code action button 7 times will cause the order of the icons to start over again. In other words, pressing **A button** that corresponds to a box with a skull symbol 7 times will change back to the skull icon.

Each button causes the symbol in the corresponding box to change to the next icon in a predetermined order. If you hold up while pressing either **Low Punch**, **Block** or **Low Kick**, the order in which the Icons are cycled will be reversed.

THE STORY

Thousands of years ago in a battle with the fallen Elder God known as Shinnok, I was responsible for the death of an entire civilization.

To rid all realms of Shinnok's menace I waged a war that plunged the Earth into centuries of darkness and banished Shinnok into a place called the Netherealm.

Now after Shao Kahn's defeat at the hands of Earth's warriors, Shinnok has managed to escape his confines in the Netherealm.

The war is now being fought once again. Only this time it can be won by mortals.

- The Words of Raiden



THE WARRIORS

BARAKA



Baraka was sent to quell the uprising renegade race in Outworld's lower regions. After his victorious battle, the nomadic warrior returns to fight on the side of villainy. Under the guidance of Shinnok, Baraka will once again pose a formidable threat to his Earthen counterparts.

MOVES LIST

Weapon	B,B, HK
Blade Swipe	B+HP
Blade Fury	B,B,B, LP
Blade Spark	D,B, HP
Blade Spin	F,D,F (Hold BLK)
Fatality: 1	B,B,B,B, HP
2	B,F,D,F, LP
Spike	D,B,B, LK
Fan Fatality	F,D, HK

Cyrax, unit LIC-4D4, is the second of three prototype cybernetic ninjas built by the Lin Kuei. Like his counterparts, Cyrax's last programmed command is to find and terminate the rogue ninja, Sub-Zero. Without a soul, Cyrax goes undetected by Shinnok and remains a possible threat against his occupation of Earth.

MOVES LIST

Weapon	B,F, HP
Close Bomb	(LK) B,B, HK
Far Bomb	(LK) F,F, HK
Net	B,B, LK
Teleport	F,D, BLK (also in air)
Air Jump	B,D,F, BLK
Fatality: 1	U,U,F,D, BLK
2	D,D,FU, RN
Spike Fatality	D,B,B, LP
Fan Fatality	B,F,F, HP

CYRAX



THE WARRIORS



FUJIN

Better known as the God of Wind, Fujin joins Raiden as one of the last surviving Gods of Earth. Their counterparts were defeated in a war of the heavens between Shinnok's forces and the Elder Gods. He now prepares for the final battle between the forces of light and Shinnok's hell spawned warriors of darkness.

MOVES LIST

Weapon	B,B, LP
Whirlwind Spin	F,D, LP (Hold LP to keep spinning)
Levitate	F,D,F, HP
Slam	B,F,D, LK (Quickly after Levitate)
Super Knee	D,F, HK
Air Dive Kick	D+LK (In Air)
Fatality: Raise and Destroy	RN+BLK 5 times (Sweep)
Deadly Winds	D,F,EU, +BLK (Sweep)
Prison Stage	D,D,D, + HK (Close)
Goro's Lair	B,EB, + HP (Close)

JAREK



Believed to be the last member of Kano's Klan, the Black Dragon, Jarek is hunted down by Special Forces agent Sonya Blade for crimes against humanity. With the emergence of a much greater evil, Sonya focuses her strengths on the new menacing Quan Chi. Jarek now finds himself fighting alongside Sonya and Earth's warriors to help defeat the Evil Elder God, Shinnok.

MOVES LIST

Weapon	FF, HP
Cannonball Roll	B,F, LK
Tri-Blade	D,B, LP
Ground Shaker	B,D,B, HK
Vertical Roll	F,D,F, HP
Fatality: Heart Rip	FB,FF, + LK (Close)
Eye Laser	U,U,FF, + BLK (Sweep)
Prison Stage	ED,F, + HK
Goro's Lair	B,FF, + LP (Close)

THE WARRIORS



JAX

When Sonya disappears while tracking the last living member of the Black Dragon, Major Jackson Briggs heads after her. He soon finds that Sonya's mission has led her into a battle with the forces of an evil Elder God. This is a battle they must win or their own world will crumble at the hands of Shinnok.

MOVES LIST

Multi-Slam	LP,(RN+BLK+HK)(HP+LP+LK)(HP+BLK+LK)(HP+LP+HK+LK)
Weapon	D,F, HP
Ground Pound	F,F,D, LK
Dash Punch	D,B, LP
Backbreaker	BLK (In Air)
Fireball	D,F, LP
Fatality: Arm Rip	Hold LK (3 sec), F,F,D, F+Release LK
Head Smash	B,F,F,D, + BLK (Close)
Prison Stage	F,F,B, + LK (Close)
Goro's Lair	F,F,B, + HP (Close)

JOHNNY CAGE

After Shao Kahn's defeat, Cage's soul is free to leave to a higher place. From the heavens, he observes his friends once again engaged in battle. When he learns of the war waged against the Elder Gods by Shinnok, Cage seeks out Raiden to help him restore his deceased soul and join Liu Kang in his quest. Once again, Johnny Cage finds himself fighting alongside Earth's warriors.

MOVES LIST

Weapon	F,D,F, LK
Shadow Kick	B,F, LK
Uppercut	B,D,B, HP
Fireball	D,F, HP (high)
	D,B, LP (low)
	BLK+LP
Crotch Punch	FB,D,D, + HK (Close)
Fatality: Torso Rip	D,D,F,D, + BLK (Close)
Head Pop	D,D,FF, + HK (Close)
Prison Stage	B,FF, + LK (Close)
Goro's Lair	



THE WARRIORS

KAI



A former member of the White Lotus Society, Kai learned his skills from the great masters throughout Asia. He journeyed to the Far East after meeting his friend and ally Liu Kang in America. Now, they reunite to assist Raiden in his battle with Shinnok.

MOVES LIST

Weapon	D,B, LP
Falling Fireball	B,B, HP
Rising Fireball	F,F, LP
Handstand moves	BLK+LK
	- Hold LP (leg spin)
	- LK (thrust kick)
	- HK (thrust kick)
	- BLK (stand up)
Turbo Air Fist	D,F, HP
Super Roundhouse	D,F, LK
Fatality: Dodge Ball	U,U,U,D, + BLK (Sweep)
Torso Rip	Hold BLK,U,F,U,B,+ HK
Prison Stage	F,F,D, + BLK (Close)
Goro's Lair	B,F,D, + HK (Close)

KITANA

Kitana is accused of treason by the high courts of the Outworld after murdering her evil twin Mileena. Shao Kahn appoints a group of warriors specifically to catch his daughter and bring her back alive. But Kitana must find a way to reach the newly crowned Queen Sindel first and warn her of their true past.

MOVES LIST

Weapon	F,B, HK
Fan Throw	F,F, HP+LP (Also in Air)
Fan Lift	B,B,B, HP
Fan Swipe	B+HP
Wave Punch	D,B, HP
Fatality: 1	B,D,F,F, HK
2	F,F,D, F
Spike Fatality	D,D,E, LK
Fan Fatality	F,D,F, LP



THE WARRIORS

KUNG LAO



Kung Lao's plan to reform his old group, The White Lotus Society, comes to a halt when Shinnok begins his fight with the Elder Gods. As a Chosen Warrior, Lao must use his greatest fighting skills to bring down Shinnok's reign of terror.

MOVES LIST

Weapon	B,B, HP
Throw Hat	B,F, LP
Diagonal Kick	D+HK (In Air)
Teleport	D,U
2x Teleport	D,D,U
Fatality: 1	B,B,F, LP
2	F,F,B,D, HP
Spike Fatality	F,D,F, LK
Fan Fatality	D,D,F, HP

LIU KANG

Still the immortal champion of Mortal Kombat, Liu Kang finds himself venturing into the realm of Edenia to rescue the Princess Kitana from the vile clutches of Quan Chi. Unsuccessful in his mission, Liu returns to Earth and mounts an effort to bring together Earth's greatest warriors. He does it this time not only to free Kitana's home world but also to assist his mentor and Earth's protector, Raiden.

MOVES LIST

Weapon	B,F, LK
Fireball (also in air)	F,F, HP
Low Fireball	F,F, LP
Flying Kick	F,F, HK
Bicycle Kick	Charge LK (3 sec.), release
Fatality: Dragon	F,F,F,D, + BLK+HK+LK (Sweep)
Toss and Burn	F,D,D,U, + HP (Close)
Prison Stage	F,F,B, + LP (Close)
Goro's Lair	F,F,B, + HK (Close)



THE WARRIORS



MILEENA

Murdered by her twin sister Kitana, Mileena finds herself brought back to life. Her skills as a vicious fighter will be needed to defeat Earth's chosen warriors. Her ability to read the thoughts of her twin sister will enable her to stay one step ahead.

MOVES LIST

Weapon	F,F, LP
Sai Throw	HP (1 sec)(also in air)
Teleport Kick	F,F, LK
Roll	B,B,D, HK
Fatality: 1	F,B,F, LP
2	B,B,B,F, LK
Spike Fatality	D,F,D, LP
Fan Fatality	F,F,B, HP

A free roaming sorcerer powerful in the black arts, Quan Chi uses his abilities to free the now evil Elder God Shinnok from his confines in the netherrealm. In exchange for his services Shinnok has granted Quan Chi the position of arch-sorcerer of his now expanded Netherrealm.

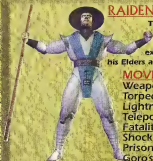
MOVES LIST

Weapon	D,B, HK
Air Throw	BLK (In Air)
Tele Stomp	F,D, LK
Green Skull Fireball	F,F, LP
Weapon Steal	F,B, HP
Dash Kick	F,F, HK
Fatality: Fatality Steal	U,U,D,D, + LP (Sweep)
Leg Beat	Hold LK (5 sec), F,D,F, Release LK
Prison Stage	F,F, D, + HP (Close Distance)
Goro's Lair	F,F,B, + LK (Close)

QUAN CHI



RAIDEN



The God of Thunder returns to Earth after the defeat of Shao Kahn - but finds a new threat when Shinnok's forces, led by Quan Chi's attack of the Elder Gods. With the heavens in disarray, Raiden exists as one of the last Gods of Earth. He must come to the aid of his Elders and put an end to the villainous reign of his ancient enemy.

MOVES LIST

Weapon	F, B, HP
Torpedo	(also in air) F,F, LK
Lightning Bolt	D,B, LP
Teleport	D, U
Fatality: Lightning Impale	D,U,U,U, HP (Close)
Shock of Exploding	Hold BLK, F,B,U,U + HK
Prison Stage	D,F,B, + BLK (Close)
Goro's Lair	F,F,D, + HP (Close)

Once a general in Shinnok's armies, Reiko lead the forces of darkness into the battle against the Elder Gods. Once thought killed during that onslaught, he resurfaces and joins the battle against Earth's forces.

MOVES LIST

Weapon	D,B HP
Teleport Slam	D,U (Teleport) BLK (Slam)
Quick Spin Behind	B,F, LK
Ninja Stars	D,F, LP
Flip Kick	B,D,F, HK
Fatality: Thrust Kick	F,D,F, LP+BLK+HK+LK (Close)
Shuryukan	B,B,D,D, HK (Sweep)
Prison Stage	D,D,B, + LP (Close)
Goro's Lair	F,F,D, + LK (Close)

REIKO



THE WARRIORS



REPTILE

A general in Shinnok's army of darkness, Reptile once belonged to an extinct race of reptilian creatures. He was banished to the Netherrealm for committing genocide against several species. Responsible for the death of millions, Reptile is a dangerous ally to the forces of evil.

MOVES LIST

Weapon	B,B, LK
Acid Bubbles	D,F, HP
Dashing Low Punch	B,F, LP
Invisibility	BLK + HK
Super Krawl	B,F, LK
Fatality: Face Chew	Hold HP + LP + LK + HK, then press Up (Close)
Acid Spit	U,D,D,D, HP (Sweep)
Prison Stage	D,F, F, LP (Close Distance)
Goro's Lair	D,D,F, HK (Close)

MOVES LIST

Weapon
*Can draw weapon of fighter he impersonates

Impersonation Moves
(Acquires special moves)

Fatalities

ripped from Hell	D,B,F,D, RN
flames from Hell	D,U,U,D, BLK
Prison Stage	D,F, HK
Goro's Lair	D,F, HP

SHINNOK

Banished to the Netherrealm for crimes committed against his once fellow Elder Gods, Shinnok is freed from his confines by Quan Chi. With the aid of a traitor he then is able to overtake the realm of Edenia. From there he wages a war against the Elder Gods and awaits a chance to enact revenge against the God who banished him there - Raiden.



B,F, LP
*Baraka - F,B,F, LP
*Quan Chi - B,F,B, LK
*Liu Kang - B,B,F, HK
*Sub-Zero - D,B, LP
*Sonya - F,D,F, HP
*Reiko - B,B,B, BLK
*Scorpion - F,B, LP
*Tanya - B,F,D, BLK
*Kai - F,F, LK
*Jarek - B,B,B, LK
*Reptile - B,B,F, BLK
*Fujin - F,F,B, HK
*Raiden - D,F, HP
*Cage - D,D, HP
*Jax - F,D,F, HK
*Cyrax - D,B,D, LK
*Mileena - B,B,D, LP
*Kitana - F,F,D, HP
*Kung Lao - D,F,B, HK

THE WARRIORS



SONYA

After her journey into the Outworld and Shao Kahn's near destruction of Earth, Sonya becomes a member of Earth's own Outworld Investigation Agency. Her first mission leads her to join Liu Kang on his quest to aid the troubled thunder God, Raiden. She must survive long enough to warn her government of the new menace brought on by Quan Chi.

MOVES LIST

Weapon	F,F, LK
Fireball	D,F, LP
Leg Grab	D+LP+BLK
Square Wave Punch	F,B, HP
Vertical Bike Kick	B,B,D, HK
Air Throw	BLK (In Air)
Front Flip Kick	B,D,F, LK
Fatality: Kiss Off	Hold BLK,D,D,D,U, + RN (Sweep)
Splits	U,D,D,U, + HK (Sweep)
Prison Stage	D,D,B,B, + HK (Close)
Goro's Lair	F,D,F, + HP (Close)

SCORPION

In hopes of gaining Scorpion as a new ally in the war with the Elder Gods, Quan Chi makes the dead Ninja an offer he cannot refuse: Life, in exchange for his services as a warrior against the Elders. Scorpion accepts, but hides ulterior motives.

MOVES LIST

Weapon	F,F, HK
Spear	B,B, LP
Teleport Punch	D,B, HP
Flame Breath	D,F, LP
Air Throw	BLK (In Air)
Fatality: Scorpion	B,F,D,U, + HP (Close)
Toasty!	B,F,F,B, + BLK (Sweep Distance)
Prison Stage	F,D,D, + LK (Close Distance)
Goro's Lair	B,F,F, + LK (Close)



THE WARRIORS



SUB-ZERO

After Shao Kahn's defeat at the hands of Earth's fighters, Sub-Zero's warrior clan known as the Lin Kuei is disbanded. But with the new threat brought on by Quan Chi, the Ice Warrior once again dons the familiar costume once worn by his brother the original Sub-Zero. He also holds secrets passed on to him by his sibling-secrets that could hold the key to stopping Shinnok.

MOVES LIST

Weapon

Ice Blast

Ice Clone

Slide

Fatality: Head Rip

Deep Freeze

Prison

Goro's Lair

D,F, HK

D,F, LP

D,B, LP

LP+BLK+LK

EB,F,D, HP+BLK+RN

B,B,D,B, + HP (Sweep)

Hold BLK,D,U,U,U, + HK (Close)

D,D,D, + LK (Close)

TANYA

As the daughter of Edenia's ambassador to new realms, Tanya invites a group of refugees fleeing their own world into the safety of Edenia. But soon after Queen Sindol allows them through the portal, she learns that one of the warriors is none other than the banished Elder God, Shinnok. The portal leads into the pits of the Netherrealm itself, and the once free realm of Edenia is now at the mercy of Shinnok.

MOVES LIST

Weapon

Straight Fireball

Downward Air Fireball

Rolling Splits Kick

Forward Drill Kick

Fatality: Kiss of Death

Neck Twist

Prison Stage

Goro's Lair

FF, HK

D,F, HP

D,B, LP (In Air)

F,D,B, LK

FF, LK

D,D,U,D, +HP+BLK (Close)

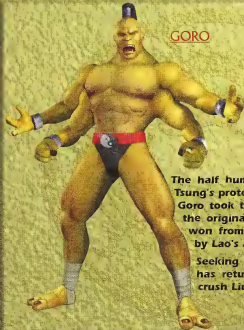
D,F,D,F, + HK

B,F,D, + HP

FFF + LP



THE WARRIORS



GORO

The half human dragon stood as Shang Tsung's protector in the first tournament. Goro took the Mortal Kombat title from the original Kung Lao, only to have it won from him nine generations later by Lao's ancestor, Liu Kang.

Seeking revenge, the Shokan prince has returned from the Outworld to crush Liu Kang in Mortal Kombat.

THE WEAPONS

THE WEAPON SELECT SCREEN OFFERS THESE PAIN-INFLECTING WEAPONS:



Fujin's Cross Bow



Sub-Zero's Ice Scepter



Jarek's Black Dragon Sword



Tanya's Boomerang



Scorpion's Long Sword



Sonya's Wind Blade



Raiden's Warhammer



Reptile's Battle Axe



Quan Chi's Mace



J. Cage's Bowie Knife



Reiko's Spiked Klub



Liu Kang's Dragon Sword



Shinnok's Battle Staff



Kai's Gurka Knife



Jax's Spiked Klub

KREDITS

MORTAL KOMBAT WAS CREATED BY: ED BOON AND JOHN TOBIAS

MORTAL KOMBAT GOLD DESIGN TEAM

Ed Boon, Dave Michichich, Todd Allen, Mike Boon, Steve Beran, John Vogel, Tony Goskie, Dan Forden, John Tobias, Josh Tsui, Mark Loffredo, Mark Penacho & Herman Sanchez

EXECUTIVE PRODUCERS

Neil Nicastro, Ken Fedesna, Paul Dussault & Cary Mednick

GAME ANALYSTS / TESTERS

Paulo Garcia, Eddie Ferrier, Mike Vinikour & Alex Gilliam

VERY SPECIAL THANKS

Tamara Michichich, Eydie Boon, Heather Boon, Mercedes Moncion, Ed Keenan, David Behr, Sal DiVita, Jim Tlanis, Sara Rose, Art Tlanis, Ellen Galassini, Jim Gentile, Kevin Day, Matt Booty, Mark Turmell, Dimitrios Tlanis, Sean Scanlon & Jason Scanlon

KREDITS

MIDWAY HOME ENTERTAINMENT TEAM

PRODUCER

MICHAEL GOTTLIEB

ASSOCIATE PRODUCER

ANDY KAFFKA

ASSISTANT PRODUCER

ED TUCKER

TECHNICAL DIRECTOR

SCOTT MAXWELL

PRINT DESIGN & PRODUCTION

Midway Creative Services-San Diego, CA

TEST MANAGER

ROB SABLAN

LEAD TESTER

SUNNY CHU

TESTERS

Seher Basak, Nico Binary, Weston Boucher, Aaron Orsak, Rick Waibel & Ray Veerkamp

PRODUCT MANAGER

Derryl Depriest

SPECIAL THANKS

Deborah Fulton, Ira Kalina, Kathy Lange & Kathy Schoback

KREDITS

EUROCOM TEAM

PROJECT MANAGEMENT

Hugh Binns, Mark Hetherington & Tim Rogers

LEAD PROGRAMMING

Mark Hetherington

PROGRAMMING

Chris Jackson, Tim Rogers & Kevin Stainwright

TOOLS PROGRAMMING

Chris Jackson, Kevin Marks & Andy Mitchell

ADDITIONAL PROGRAMMING

Rob Watkins, Ian Denny & Tim Rogers

HOME GAME ENHANCEMENTS

Bill Beacham & Ken Harvey

TEXTURES, ART & ANIMATION

Andy Bee, Nigel Bently, Colin Garrat, & Darren Hyland

MUSIC AND SOUND

Neil Baldwin & Guy Cockcroft

LEAD QUALITY ASSURANCE

John Barker

QUALITY ASSURANCE

Michael Bothan & Andrew Walkner

SPECIAL THANKS

Ed Boon, Dan Forden, Michael Gottlieb, Andy Kaffka, Gary Lake,
David Michicich, Kevin Stainwright, John Tobias & Ed Tucker

MUSIK

MORTAL KOMBAT GOLD™
Arcade Video Game Soundtrack
Now Available!

All the music from both arcade hits plus
never before heard bonus tracks!

Mortal Kombat Gold Video Game Soundtrack

Only \$12.95 postage and handling included for delivery in the US and Canada.

(All other foreign orders add \$4.00 for a total of \$16.95)

Mortal Kombat, MK, Midway, Midway Logo and the Dragon Ball Z are trademarks of Midway Games Inc. Used by permission.

☒ **YES! Send me my copy of the *Mortal Kombat Gold Soundtrack*!**

Name _____

Address _____

City _____ State _____ Zip _____

Phone () _____

Place this coupon in an envelope with your check or money order and mail to:

Toasty Productions, Inc. • PO Box 831 • Evanston, IL 60204-0831

For VISA/Mastercard orders call: 1-800-830-1670 toll free in the USA, Canada, USVI

and Puerto Rico or order on the world wide web at:

<http://www.toastyproductions.com>. Allow 2 to 3 weeks for delivery

WARRANTY

MIDWAY HOME ENTERTAINMENT INC. warrants to the original purchaser of this Midway Home Entertainment Inc. 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 Midway Home Entertainment Inc. software program is sold "as is," without express or implied warranty damages of any kind, and Midway Home Entertainment Inc. is not liable for any losses or damages of any kind resulting from the use of this program. Midway Home Entertainment Inc. agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Midway Home Entertainment Inc. software product, postage paid, with proof of purchase, at its Factory Service Center.

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

MIDWAY HOME ENTERTAINMENT INC.

P.O. Box 2097

CORRICANA, TX 75151-2097

www.midway.com

Midway Customer Support

903 874-5092

10:00am - 6:30pm / Central Time

Monday - Friday

Automated help line open 24 hours a day

ESRB RATING

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

[illegible]

SEGA