MORTAL KOMBAT®
DECEPTION™

INSTRUCTION
BOOKLET

MIDWAY

EmuMovies

NINTENDO GAMECUBE™

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO ® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

⚠ WARNING - Electric Shock

To avoid electric shock when you use this system:

- Do not use the Nintendo GameCube during a lightning storm. There may be a risk of electric shock from lightning.
- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

⚠ CAUTION - Laser Device

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those

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CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.

L Button
R Button
Control Stick
C Stick

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

Official Nintendo Seal

THIS GAME SUPPORTS SIMULTANEOUS GAME PLAY WITH TWO PLAYERS AND CONTROLLERS.

2 Player Simultaneous

THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.

Memory Card

TABLE OF KONTENTS

THE NINTENDO GAMECUBE™ SYSTEM

MENU/SUB-MENU NAVIGATION

Throughout this manual, **Up**, **Down**, **Left** and **Right** will signify pressing Up, Down, Left and Right on the +Control Pad. To navigate through the game menus (i.e. Options), use the +Control Pad (**Up**, **Down**, **Left** or **Right** depending on the menu) to highlight a selection.

QUITTING A GAME IN PROGRESS

During the game, press **START** to display the Pause Menu. Press the +Control Pad **Down** to select *MAIN MENU*, then press the **A Button**. To confirm exiting the game, highlight *YES*, then press the **A Button** again.

USING THE NINTENDO GAMECUBE™ CONTROLLER

L Button

R Button

Z Button

Y Button

Control Stick

X Button

A Button

B Button

+ Control Pad

START / PAUSE

C Stick
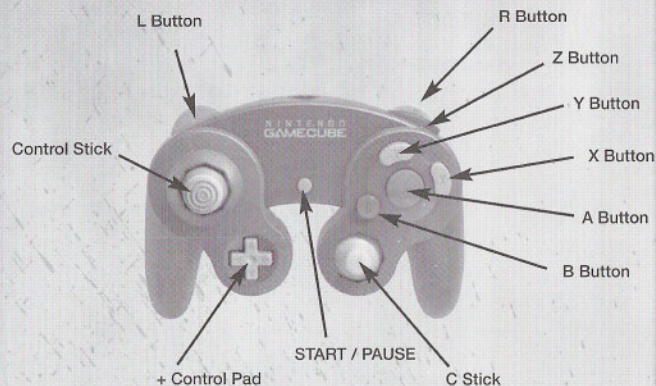
PERSONAL PROFILES

When you start up your Mortal Kombat: Deception game, it automatically loads any saved game data from the Nintendo GameCube Memory Card. If no previous MKD data can be found on the Memory Card, you will be prompted to create a new *PROFILE KOLLECTION*. When prompted, press the **Y Button** to create an MKD file to Memory Card in Slot A or the **X Button** to create a file to Memory Card in Slot B (see *PROFILES*, pg. 12).

KONTROLS KEY
kombat mode
KONQUEST MODE
Puzzle Kombat Mode
Chess Mode

attack 2
INVENTORY
Move to Cursor

throw
TOGGLE MAP ON/OFF
Reset Camera

block
RUN
Zoom In
(R Button)

change style
CENTER CAMERA
Spell List
(L Button)

attack 1
ATTACK
Special Move

MOVE
SHUJINKO

NINTENDO
GAMECUBE

Pause
Menu
(All Modes)

pick up weapon
CAMERA CONTROL
Move Camera

attack 4
MEDITATE
Rotate Clockwise

move fighter
Move Puzzle Piece
*Move Cursor &
Highlight Beam*

attack 3
TALK/INTERACT
Rotate Counter
Clockwise
Select Piece

Mortal Kombat: Deception lets you save accumulated data to your Nintendo GameCube™ Memory Card. We highly recommend using a Memory Card to enjoy the many features you'll find in this game.

Data will be automatically loaded from your Memory Card each time you start your Nintendo GameCube™ system. This prevents you from having to go through the menus to adjust the settings to your liking each time you want to play the game.

Mortal Kombat: Deception includes a Player Profile and Krypt feature (see *KRYPT*, pg. 10, and *PROFILES*, pg. 12) that are best enjoyed using a Memory Card.

If you're using a Memory Card, the game's Autosave feature will automatically save accumulated data to your Player Profile for further use while using the Krypt option. Autosave will also save data during *ARCADE*, *VERSUS* and *KONQUEST* game modes.

Along with game features, your adjusted game options are automatically saved as well. Once saved, the options will automatically be loaded the next time you power up your Nintendo GameCube™ system as long as you have a Memory Card inserted that contains previously saved MKD data.

IMPORTANT

When you make changes to the default settings for any of the areas within the "Options" menus, these changes will be automatically saved if you're using a Memory Card with a previously created Player Profile. When there are Memory Cards in both Memory Card Slots A and B, the "Options" settings for Slot A will always be used, even if it's set at the default settings.

Mortal Kombat: Deception requires 1 file and 58 blocks to save to the Memory Card.

Classic Mortal Kombat fighting

KOMBAT

At the Main Menu, highlight the option you'd like to select, then press the **A Button**. As you highlight an option, a brief description of its contents is displayed on the right side of the screen.

ARCADE

Select a fighter, and travel to many locations. Although the function of Arcade mode is for playing against CPU controlled opponents, a friend can still grab a second controller, and press **START** to join in. You'll go to the Fighter Selection Screen (see *FIGHTER SELECTION*, pg. 18). As you play Arcade Mode, you'll earn Koins along the way with each victory (note: be sure to load a profile first, see pg. 12 for details). Obviously, you'll want to win as many matches as possible to collect these Koins and purchase items in the Krypt (see *KRYPT*, pg. 10).

VERSUS

Select this option to play against a friend (or enemy). You'll go right to the Fighter Selection Screen (see *FIGHTER SELECTION*, pg. 18).

Press the **Z Button** to view the Background Selection option. Press the +Control Pad **Left** or **Right** to cycle through available arena backgrounds. When you find the background you want to use, press the **A Button** to regain access to the Fighter Selection screen.

PRACTICE

Even if you're a Mortal Kombat veteran, you may require some practice, so select this option, select a fighter and get some practice.

After selecting this option, you'll go to the Practice Mode Fighter Selection screen. Highlight the fighters you'd like to use for your practice, then press the **A Button**.

As you fight, you'll notice that there is no Timer, and the Practice Opponent's Health Bar will refill automatically when drained. You can battle as long as you like until you're comfortable. Controller buttons appear on-screen as you press them, so you can learn which button combinations produce certain moves. Practice is a useful game mode to get familiar with the fighters.

CHESS KOMBAT

Mortal Kombat: Deception includes this all-new MK game. Up to two players will *LOAD* or *CREATE* a team of five fighters: a *GRUNT*, *SHIFTER*, *SORCERER*, *CHAMPION* and *LEADER*. The object of the game is to fight your way through the team in an effort to confront and defeat the Leader.

Once you've created a team, you'll be prompted to Save the team to your profile. Select *YES*, if you'd like to have the option to load the team the next time you want to play Chess Kombat. You must have a Memory Card inserted to save a Chess Kombat team.

SETTING THE TRAP

Before the match begins, you'll be prompted to set a trap on the square of your choice. Opposing players that occupy that square die immediately. To set a trap, highlight the desired square, press the **B Button** to select then press the **A Button**. Also, you can pretend to set a trap by pressing the **X Button**. A ping will sound to confuse your opponent. Remember, a Trap can only be set on your side of the board.

THE BATTLES

Each player will take turns moving fighters. Highlight a fighter, then press the **A Button** to make a selection. At this point, arrows will show you which squares are available to move your fighter. Highlight the square you want to occupy, then press the **A Button** again to move the player.

Once two opposing players occupy the same square, they will battle in Kombat mode to decide who will win the square.

SPELLS

Press the **L Button** to display the Spells Menu. A spell can be used only one time during the match, so use them wisely. When you select a Spell, on-screen instructions tell you how to go about using the spell.

NOTE: Spells are cast by the two Sorcerers. When they die, their list of spells are no longer available.
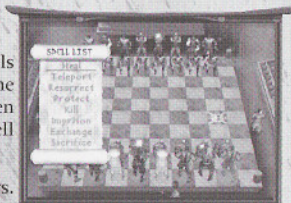
GREEN CELLS

The Green Cells on the board provide a +100 Health to the player that occupies the square. All other characters owned by that player receive +25 Health. If an opponent occupies the green cell, you'll need to win the square and obtain the +100 Health for that character, as well as the +25 Damage increase to the rest of the characters on the opposing team.

PUZZLE KOMBAT

The objective is to keep the *BLOCKS* below the red *KAUTION BANNER*. The banner is located at the top of the puzzle. The user that has Puzzle Pieces above the Kaution Banner is the loser.

A Puzzle Piece consists of 2 objects, comprised of *BLOCKS*, *BREAKERS* and *BOMBS*. BLOCKS and BREAKERS can be one of four colors. Colors vary, so keep an eye on the "Next" window to see the upcoming grouping of BLOCKS. BLOCKS are used as the building BLOCKS for this mode. BLOCKS are to be placed at the bottom of the screen and can be positioned however you like.

BLOCKS can be paired up with other *BLOCKS*, *BREAKERS* or *BOMBS*.

BREAKERS

BREAKERS are used by dropping them on like colors to remove the BLOCKS from game play. When the BLOCKS are broken, any BLOCKS above will fall down where the previously broken BLOCKS once existed. Try staging non-matching colored BREAKERS on top of groups of like colored squares. If you happen to break apart the like-colored group of squares a BREAKER is resting upon, you'll want it to fall on top of squares of the same color, so they will then break apart. This is a Combo that will help boost your *SUPER METER* and increase the number of blocks dropped on your opponent.

NOTE: When you break apart squares, that same number of broken squares falls onto your opponents stack, so break apart as many as possible.

BOMBS

Bombs are used to clear all blocks of one color. This is done by dropping the Bomb on the desired color. When a Bomb touches a specific color, it will break all squares of that color. A *BOMB BONUS* is performed when a Bomb is not dropped on a block or Breaker but on the bottom of the puzzle. The Bomb Bonus boosts your Super Meter.

THE SUPER METER

As you break down squares, your Super Meter will gradually fill up. Once the meter is full, press the B Button to perform your fighter's *SPECIAL*. Each fighter has their own special attack. Remember, you must use your Special within 20 seconds.

NOTE: Special moves differ based on which character you choose. Characters with strong Special Moves will not fill up the Super Meter as fast as other characters, because their Special move has a greater effect.
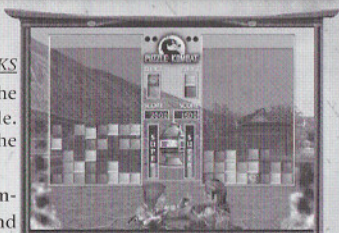
KONQUEST

This is where you'll really learn how to play the game. Faced with hundreds of different challenges, you'll get instructions and learn how to perform all types of different moves and fighting styles. Along the way, you'll also earn Koins to make purchases in the Krypt (see below).

Once you've started your Konquest, read on-screen instructions to learn Mortal Kombat skills you'll need to complete your difficult journey (see *KONQUEST REALMS*, pg. 17, for more information).

Before you can begin in Konquest mode, you'll need to enter your saved player Kode created using the Player Profile option (see *PLAYER PROFILE*, pg. 12). Konquest mode can only be played if you're using a Memory Card (see *SAVE*, pg. 6).

THE KRYPT

The Krypt is an enormous room filled with 400 koffins. Using the Koins you've earned, you can "purchase" koffins to open and reveal the hidden Kontent. Sometimes you'll discover big items like new characters or backgrounds to fight in, and other times you'll find something small or nothing.

Before you can enter the Krypt, you must enter your saved player Kode created using the Player Profile option (see *PROFILES*, pg. 12). The Krypt can only be accessed if you're using a Memory Card (see *SAVE*, pg. 6).

Once you've entered the Krypt, press the +Control Pad Up, Down, Left or Right to move from koffin to koffin. Press the A Button to open it. The number and Koin on the koffin indicate the amount of color-coded Koins you'll need to take a look inside.

Purchased items, such as sketches and photos, are saved to your profile name. You can view them using the *KONTENT* option on the Main Menu (see pg. 11).

To help you find items in this vast area, we've included a Krypt Reference Table, pages 13-14, to help you out. It's also available on the internet at www.mortalkombatdeception.com.

NOTE:
Krypt Keys can only be acquired in Konquest Mode.
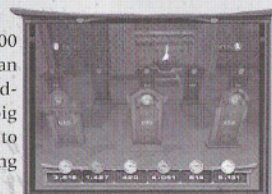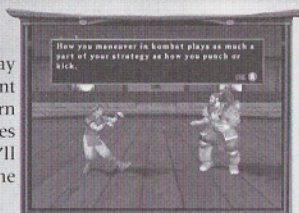
Kontent

Use the Kontent option to view unlocked items, as well as other extras we've included for Mortal Kombat: Deception.

Characters - View character biographies and costumes purchased in the Krypt.

Arenas - See Arena images and stories purchased in the Krypt.

Endings - View unlocked character endings earned from completing Arcade mode.

Production Art - View sketches, renders and videos you've purchased in the Krypt.

Movies - View any initially available movies or movies you've purchased in the Krypt.

Photos - View any initially available photos or photos you've purchased in the Krypt.

Soundtrack - Listen to a selection of the music found in Mortal Kombat: Deception.

Kredits - See those who worked day and night to bring you Mortal Kombat: Deception.

Profiles

With a Memory Card inserted in Memory Card Slot A or B, you can create a Player Profile and earn Koins to purchase items in the Krypt (see *The Krypt*, pg. 10). These options allow you to create and manage your saved profiles:

Create a Profile

The first step you'll encounter is to give your profile a name. Highlight a character, then press the A Button to make a selection. Repeat this process to spell out your name. Select "SPACE" to place spaces between letters, "BACK" to delete letters and "DONE" when you're finished.

Choose Icon

Highlight an icon to represent your profile, then press the A Button to select.

Enter a Kode

Use your controller to select a sequence of button presses to create a Kode that will be the password to your profile. As you press buttons, the Kode Window will display asterisks until you've completed entering the Kode. After you've entered a Kode, you'll be asked to confirm the Kode by repeating the sequence. It's a good idea to write down your Kode on the *Krypt Reference Table* in this manual, pages 13-14, so you won't forget the next time you want access to your profile. If you forget your Kode, you won't be able to access your saved profile.

Select Save Location

Your Memory Card offers 8 slots for saving your individual profiles. Press the +Control Pad Left or Right to select the appropriate Memory Card Slot, then press the A Button to save the profile. After saving, your icon and profile name will be displayed for future reference.

View Profile

Once you've created one or more profiles, view your statistics and how many of each type of Koin has been accumulated. Press the +Control Pad Left or Right to select saved profiles (if you have more than one).

Delete Profile

Press the +Control Pad Left or Right to select saved profiles, then press the Y Button to delete profiles you no longer want. This may become necessary once your Memory Card fills up.

Load Profile

Press the L Button, enter the code, and select a profile.

THE KRYPT

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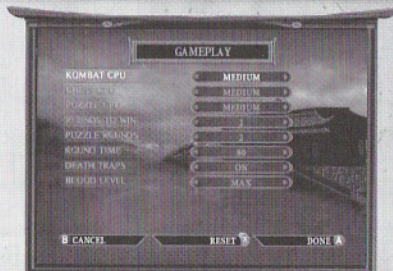|									
TA	TB	TC	TD	TE	TF	TG	TH	TI	TJ
SA	SB	SC	SD	SE	SF	SG	SH	SI	SJ
RA	RB	RC	RD	RE	RF	RG	RH	RI	RJ
QA	QB	QC	QD	QE	QF	QG	QH	QI	QJ
PA	PB	PC	PD	PE	PF	PG	PH	PI	PJ
OA	OB	OC	OD	OE	OF	OG	OH	OI	OJ
NA	NB	NC	ND	NE	NF	NG	NH	NI	NJ
MA	MB	MC	MD	ME	MF	MG	MH	MI	MJ
LA	LB	LC	LD	LE	LF	LG	LH	LI	LJ
KA	KB	KC	KD	KE	KF	KG	KH	KI	KJ
JA	JB	JC	JD	JE	JF	JG	JH	JI	JJ
IA	IB	IC	ID	IE	IF	IG	IH	II	IJ
HA	HB	HC	HD	HE	HF	HG	HH	HI	HJ
GA	GB	GC	GD	GE	GF	GG	GH	GI	GJ
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DA	DB	DC	DD	DE	DF	DG	DH	DI	DJ
CA	CB	CC	CD	CE	CF	CG	CH	CI	CJ
BA	BB	BC	BD	BE	BF	BG	BH	BI	BJ
AA	AB	AC	AD	AE	AF	AG	AH	AI	AJ

TK	TL	TM	TN	TO	TP	TQ	TR	TS	TT
SK	SL	SM	SN	SO	SP	SQ	SR	SS	ST
RK	RL	RM	RN	RO	RP	RQ	RR	RS	RT
QK	QL	QM	QN	QO	QP	QQ	QR	QS	QT
PK	PL	PM	PN	PO	PP	PQ	PR	PS	PT
OK	OL	OM	ON	OO	OP	OQ	OR	OS	OT
NK	NL	NM	NN	NO	NP	NQ	NR	NS	NT
MK	ML	MM	MN	MO	MP	MQ	MR	MS	MT
LK	LL	LM	LN	LO	LP	LQ	LR	LS	LT
KK	KL	KM	KN	KO	KP	KQ	KR	KS	KT
JK	JL	JM	JN	JO	JP	JQ	JR	JS	JT
IK	IL	IM	IN	IO	IP	IQ	IR	IS	IT
HK	HL	HM	HN	HO	HP	HQ	HR	HS	HT
GK	GL	GM	GN	GO	GP	GQ	GR	GS	GT
FK	FL	FM	FN	FO	FP	FQ	FR	FS	FT
EK	EL	EM	EN	EO	EP	EQ	ER	ES	ET
DK	DL	DM	DN	DO	DP	DQ	DR	DS	DT
CK	CL	CM	CN	CO	CP	CQ	CR	CS	CT
BK	BL	BM	BN	BO	BP	BQ	BR	BS	BT
AK	AL	AM	AN	AO	AP	AQ	AR	AS	AT

OPEN WITH KRYPT KEYS ONLY

PRINTABLE VERSION AVAILABLE AT:
WWW.MORTALKOMBATDECEPTION.COM

GAMEPLAY

KOMBAT CPU	MEDIUM
CHESS CPU	MEDIUM
PUZZLE CPU	MEDIUM
ROUNDS TO WIN	2
PUZZLE ROUNDS	2
ROUND TIME	60
DEATH TRAPS	ON
BLOOD LEVEL	MAX

B CANCEL   RESET   DONE A

GAME OPTIONS

On all Options menus (other than _CONTROLLER_) highlight an option, then press the +Control Pad **Left** or **Right** to adjust the setting. You can also press the **X Button** if you'd like to restore the Options to their default settings.

GAMEPLAY

Kombat, Chess & Puzzle CPU Difficulty

Choose from _NOVICE_, _EASY_, _MEDIUM*_, _HARD_ or _MAX_ difficulty, depending on your personal skill level.

Rounds to Win

You can decide how many rounds you'll need to win in order to determine the winner of a match. Choose 1, 2* or 3 rounds.

Puzzle Rounds

Choose the amount of rounds you'll need to win in order to determine the winner of a Puzzle match. Choose 1 or 2* rounds.

Round Time

Rounds are timed at 60* seconds. You can set the timer to specific times between 20 and 90 seconds, or you can turn it _OFF_.

Death Traps

Some environments have Death Traps. You can turn them _ON*_ or _OFF_.

Blood Level

You can select the amount of blood spilled during the course of a match. You can select _MAX*_, _LOW_, _MEDIUM_ or turn it _OFF_ completely. Remember, if you turn Blood _OFF_, Fatalities and Hara-Kiri's will not be available.

* Default Setting

AUDIO

Make volume adjustments to _GAME MUSIC_, _ENVIRONMENT_, _ANNOUNCER_, _EFFECTS_ and _SPEECH_. Highlight an option, then press the +Control Pad **Left** or **Right** to adjust audio levels.

NOTE: If you are using a monaural television and connect the Nintendo GameCube to this with a stereo AV cable, the game's sound may not be played back correctly. Please use a monaural AV cable to connect your Nintendo GameCube to a monaural television.

VIDEO

BRIGHTNESS

Highlight an option, then press the +Control Pad **Left** or **Right** to adjust the game's _BRIGHTNESS_ levels.

NINTENDO GAMECUBE CONTROLLER

The Controller Setup menu allows you to configure the Controller the way you like. Highlight an action button on the menu, then press the button you'd like to use for that action.

As you change buttons, you'll notice changes to other controls. Obviously, you can't use one button for more than one action. You can also turn your Controller's Rumble Feature _ON*_ or _OFF_ by highlighting the option and pressing the **A Button**.

Repeat this process for all controls, then highlight _DONE_ and press the A **Button** to return to the Options Menu. If you want to start again from scratch, select _RESET_ to return controls to the default settings.

* Default Setting

NOTE: If you already have a profile saved, you'll be prompted to save your configuration to a specific profile. Press the **A Button** to bring up the _ENTER KODE_ window, then enter the Kode for the desired profile. The new configuration will load whenever you load that profile.

THE STORY KONTINUES...

An ancient ruler of Outworld has returned from beyond death to claim all of reality as his own. The warrior Shujinko has been charged by the Elder Gods to recover six powerful items to be used against this foreseen threat. As Shujinko searches through the realms, his fighting skill grows. Ultimately, he must use his knowledge of kombat to defeat this threat born of deception.

KONQUEST REALMS

Explore the realms of Mortal Kombat as Shujinko, "Champion of the Elder Gods". Through his journeys, you will meet many great warriors, and learn their fighting styles. There are many secrets to discover and items to unlock.

EARTHREALM

Shujinko begins his tale here in Earthrealm, home to such legendary heroes as Johnny Cage, Sonya Blade, Jax and Liu Kang. The Thunder God Raiden also defends this realm from the forces of evil.

OUTWORLD

Outworld is a realm of constant strife. The Emperor Shao Kahn claims this realm as his own and sends his minions to conquer other realms in his name.

NETHERREALM

The fiery depths of the Netherrealm are inhospitable to all but the most vile. A realm of demons and shadowy warriors, the Netherrealm will leave a lasting impression on your soul.

SEIDO, THE REALM OF ORDER

The inhabitants of Seido prize structure and order above all else...even at the expense of freedom. The Seidan Guardsmen enforce the law without compassion or leniency. Be mindful of the rules when travelling in this realm.

THE REALM OF CHAOS

The Realm of Chaos does not abide by the same rules that may apply to other realms. In fact, its inhabitants do not abide by any rules whatsoever. Constant turmoil and change are worshiped here.

EDENIA

Majestic Edenia has finally been separated from Outworld. Although free once more, they are still under attack from outside forces. Shao Kahn still lays claim to this gem of a world and will stop at nothing to get it back.

THE NEXUS

The Nexus was created by the Elder Gods to aid their Champion as he searches for the six Kamidogu. The Nexus lies in the Void outside reality and acts as a central hub, connecting the realms with portals.

At the Fighter Selection screen, highlight an available fighter, then press the A Button to make a selection. Player 1 selects using the Red selection box, Player 2 uses the Blue.

The fighter's name and attributes appear on-screen. Locked fighters are darkened out until they're unlocked. To unlock fighters you can accumulate Kurrency and go to the Krypt to purchase (see KRYPT, pg. 10), but most of them get unlocked by finding hidden keys in Konquest that get used in the Krypt to open special koffins.
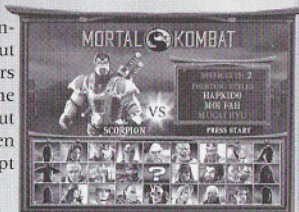
Stage Select

When in Versus Mode or on the Practice Mode character select screen, press the Z Button to bring up the Arena Select Screen. Press the +Control Pad Left or Right to view each arena. When the desired arena is displayed, press the A Button to select it.

LOAD PROFILE

If you've created a Profile (see CREATE PLAYER PROFILE, pg. 12), you can load it to save fight results to your profile. Press the L Button to bring up the Enter Kode window. Enter your Kode if a profile has yet to be loaded. If it's entered correctly, your profile name will be displayed. If you want to change the profile name, press the L Button again, then press START to unload the current profile. The profile code window will be available again for you to load another profile.

HANDICAP

The handicap option allows you to handicap your match. This means you can reduce the amount of Health that your fighter has at the start of a round in order to give a weaker opponent a more competitive match. Press the Y Button to display the Handicap window. Press the +Control Pad Left or Right to adjust the handicap's percentage. Your fighter's Health will then be adjusted for the next match only. You can choose a value between 100% (full Health) and 20%.
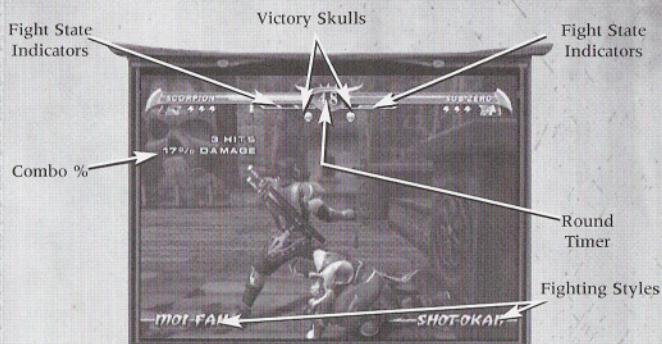
WAGERING

If two players have loaded profiles with Kurrency, they can bet Koins on a Versus mode match. At the Fighter Selection screen, both players press the R Button to view the wager screen. Next, decide the type of Koin to bet, and the amount (note: you can only bet the type and amount of Koin you have saved in your profile). The amount being bet is then instantly removed from each player's profile.

After the fight, the winner gets credited with the Koin amount won. IMPORTANT: If the match is ended before it's completed (like quitting from the Pause Menu), both players lose the Koin amount wagered.

Fight State Indicators · Victory Skulls · Fight State Indicators · Combo % · Round Timer · Fighting Styles

Round Timer

By default, each round has a *ROUND TIMER*. If the time is up before either kombatant has been defeated, the warrior with fewer injuries is declared the victor. The winner takes the match and moves on to the next opponent.

Victory Skulls

Each time a fighter wins a round, a *VICTORY SKULL* is earned. The first fighter to earn two (in the default setting) wins the match and is declared the victor.

Combo

To advance your fighting skills to the highest level, you must learn how to do Combination Attacks. When a combo is executed, the *COMBO METER* briefly appears to display the amount of damage that has been done to an opponent. The more complex the combination, the more damage is done.

Fighting Styles

Mortal Kombat: Deception includes three *FIGHTING STYLES* per fighter. Press the **L Button** during any match to toggle between them. If you often change your fighting style to confuse your opponent, you may lose track, so take a quick look at the bottom of the screen to see which fighting style you're currently using.

Fight State Indicators

Your Red indicator light comes on when your fighter is attacking. While lit, you're vulnerable to his attacks and cannot block them. Your Blue indicator light is on when you're stuck in your opponent's combo (like the red light, you cannot block the attack). Your Yellow light indicates that you are close to a hazard within the environment.

Health Bars · Combo Breaker System
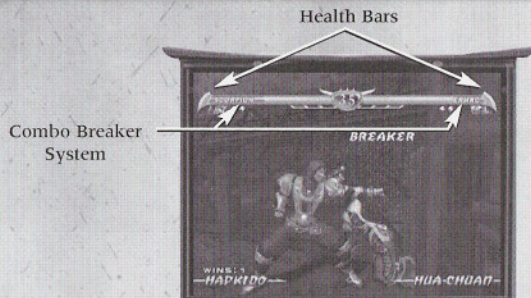
Health Bars

In all Mortal Kombat battles, *HEALTH BARS* 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 attack and whether or not it was blocked. When a fighter's Health Meter is depleted, he/she is knocked out and the round goes to the opponent.

Combo Breaker System

At the beginning of each round, you're given three Combo Breakers to use for each round during the match. Press *FORWARD* and *BLOCK* to break the combo. Each time you perform a Breaker, one of the icons will disappear.

Level Advance

In one player Arcade mode, the Level Advance screen will appear between matches (as long as you've won the match). It displays your next opponent, the fight environment and the amount and type of Koins the match is worth.

The *TIME* displayed top/left of the screen is the cumulative amount of fight time for your victories. Each match will get more difficult than the last, so the *DIFFICULTY* percentage is also displayed.

Moves List

Discovering and learning fighter moves are a very important part of the game. During a match, press **START** to view the Pause Menu. Select *MOVES LIST* to view the moves for your character. Press the +Control Pad **Left** or **Right** to cycle between the three fighting styles and special moves, then press **Up** or **Down** to scroll through all the moves for that style.

The Moves List is available in all game modes, including *PRACTICE*.

ASHRAH

PLACE OF ORIGIN: Netherrealm
ALIGNMENT: Good
ALLIES: Shujinko
FOES: Ermac, Noob Saibot, Brotherhood of Shadow

Ashrah is a demon who has discovered a means for escaping the Netherrealm... a holy sword. To achieve her goal of purification, she must slay powerful evil by the sword. Each denizen of the Netherrealm she defeats brings her closer to freedom.
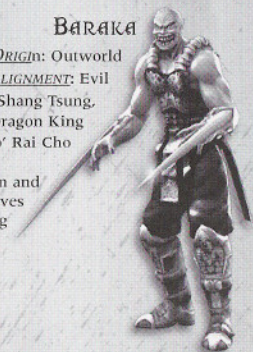
BARAKA

PLACE OF ORIGIN: Outworld
ALIGNMENT: Evil
ALLIES: Shao Kahn, Shang Tsung, Quan Chi & Dragon King
FOES: Bo' Rai Cho

Baraka's Tarkatan race is a mutated hybrid of Netherrealm and Outworld species. A loyal warrior, Baraka faithfully serves his new master, the Dragon King, by preoccupying Outworld opposition with his Tarkatan hordes.

BO' RAI CHO

PLACE OF ORIGIN: Outworld
ALIGNMENT: Good
ALLIES: Kung Lao, Kitana, Liu Kang & Li Mei
FOES: Shang Tsung, Quan Chi, Baraka & Shao Kahn

Kitana has given full command of her allied Outworld army to Bo' Rai Cho. Although his fight against the Tarkatan hordes does not go well, he will find inspiration from an unexpected source.

DAIROU

PLACE OF ORIGIN: Realm of Order
ALIGNMENT: Neutral
ALLIES: Darrius & Damashi
FOES: Hotaru

A former member of the Seidan guard in the Realm of Order, Dairou is a mercenary and takes no sides in the war between Order and Chaos. His most recent contract is for the death of Hotaru.

DARRIUS

PLACE OF ORIGIN: Realm of Order
ALIGNMENT: Neutral
ALLIES: Havik & Dairou
FOES: Hotaru

Leader of the Resistance in the Realm of Order, Darrius lives a life in the shadows. His ambition is to overthrow the oppressive regime that strangles freedom. To some he is a hero... but to others he is nothing more than a terrorist.

ERMAC

PLACE OF ORIGIN: Unknown
ALIGNMENT: Good
ALLIES: Kenshi, Liu Kang
FOES: Dragon King, Ashrah

A being created through sorcery, Ermac is the combined might of many warrior souls fused together. He was once a servant of Shao Kahn until Kenshi freed him. Now he seeks to make amends for all the harm he has caused in the past by freeing Liu Kang's enslaved allies from the Dragon King's control.

KABAL

PLACE OF ORIGIN: Earthrealm
ALIGNMENT: Evil
ALLIES: Kano
FOES: Mavado

After being ambushed by the Red Dragon member Mavado, Kabal has been brought back from the brink of certain death by an unknown stranger. He will travel to Outworld to shape a new destiny for himself.
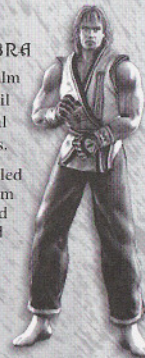
KOBRA

PLACE OF ORIGIN: Earthrealm
ALIGNMENT: Evil
ALLIES: Kira, Kabal
FOES: Shujinko and his allies.

Kobra sought to test his kombat skill. Once he killed his first opponent, however, the thrill overtook him and now victory is his obsession. Kabal recognized the potential of Kobra's brutal nature and enlisted him into the new Black Dragon.

MILEENA

PLACE OF ORIGIN: Outworld
ALIGNMENT: Evil
ALLIES: Baraka, Shao Kahn & Shang Tsung
FOES: Kitana

Created by the sorcerer **Shang Tsung**, Mileena has at last fulfilled her destiny as Kitana's successor by posing as the former princess. She misleads Kitana's military forces in an attempt to give the Dragon King the time he needs to complete his plans. They follow her command believing her to be the real Kitana. Only Baraka knows the truth behind her deception.

NIGHTWOLF

PLACE OF ORIGIN: Earthrealm
ALIGNMENT: Good
ALLIES: Liu Kang, Raiden & Kung Lao
FOES: Dragon King & Shao Kahn

Nightwolf has foreseen the coming of the Dragon King in his dreams. To defeat this new menace, he must corrupt his own soul and enter the Netherrealm. The process will alter his temperament and make him a danger to even his allies. He must travel alone if he is to succeed.

SCORPION

PLACE OF ORIGIN: Earthrealm
ALIGNMENT: Neutral
ALLIES: None
FOES: Quan Chi, Drahmin, Moloch & Sub-Zero

In his haste to confront his nemesis, Quan Chi, he was ambushed by two Oni and cast into a powerful soulnado. He would surely have been torn apart by the souls trapped there had he not managed to escape into the Void. It was in this place that he first set eyes on the fabled Elder Gods. He would be forever changed by this encounter.

SUB-ZERO

PLACE OF ORIGIN: Earthrealm
ALIGNMENT: Good
ALLIES: Smoke, Frost & Raiden
FOES: Quan Chi, Hotaru & Scorpion

While still in Outworld, the Lin Kuei Grand Master, Sub-Zero, discovers his true heritage -- the source of his mastery over cold. This discovery will aid him in the fight against the Dragon King's Tarkatan hordes.

SHAO KAHN

PLACE OF ORIGIN: Outworld
ALIGNMENT: Evil
ALLIES: Goro
FOES: Kitana, Raiden & Liu Kang

His defeat at the hands of the Earthrealm warriors had left him weakened, and his dominance in Outworld was waning. Kitana's forces were closing in. It was only a matter of time before they would overrun Shao Kahn's stronghold. Using a powerful magical item retrieved long ago by his minions, he created a clone of himself to draw his enemies' attention while he escaped into the wild. When he has regained his strength, he will destroy all who have opposed him.

GORO

PLACE OF ORIGIN: Outworld
ALIGNMENT: Evil
ALLIES: Shao Kahn
FOES: Baraka & Kitana

Shao Kahn found him near death upon the battlefield. Though he was not wearing his armor, Goro recognized his voice; it was truly him. Shao Kahn used what little power he had left to revive Goro. He asked Goro to join him once again and aid in destroying a rising power in Outworld. In return, he would give the Shokan favored status and banish the Centaurs. Goro accepted his offer. He placed a royal seal on the disfigured corpse of a fallen Shokan warrior, and together they fled into hiding to regain their strength for the coming battle.

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PLAYER 1	W / L	PLAYER 2	W / L
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