

MORTAL KOMBAT® DECEPTION™



INSTRUCTION
BOOKLET

MATURE 17+

M

CONTENT RATED BY
ESRB

EmuMovies

 MIDWAY

WARNING

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

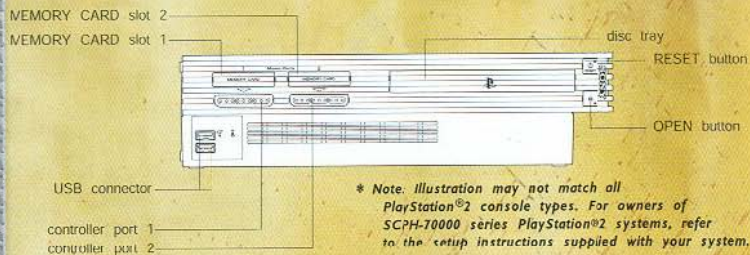
HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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GET STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button.

When the power indicator lights up, press the OPEN button and the disc tray will open. Place the "Mortal Kombat: Deception" disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

VOICE CHAT/USB HEADSET

This product allows the use of the USB headset (for PlayStation®2). To turn your headset mute on or off, toggle the button. Your headset mute will default to on if it is plugged into your console after an online match has already started. Voice chat is only available while in an online match. For more information regarding the Online feature of the game, see pg. 20-21.

MENU/SUB-MENU NAVIGATION

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

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Mortal Kombat: Deception does NOT recommend or support "Analog Joystick" controllers that are not DUALSHOCK®2 analog controllers.

PERSONAL PROFILES

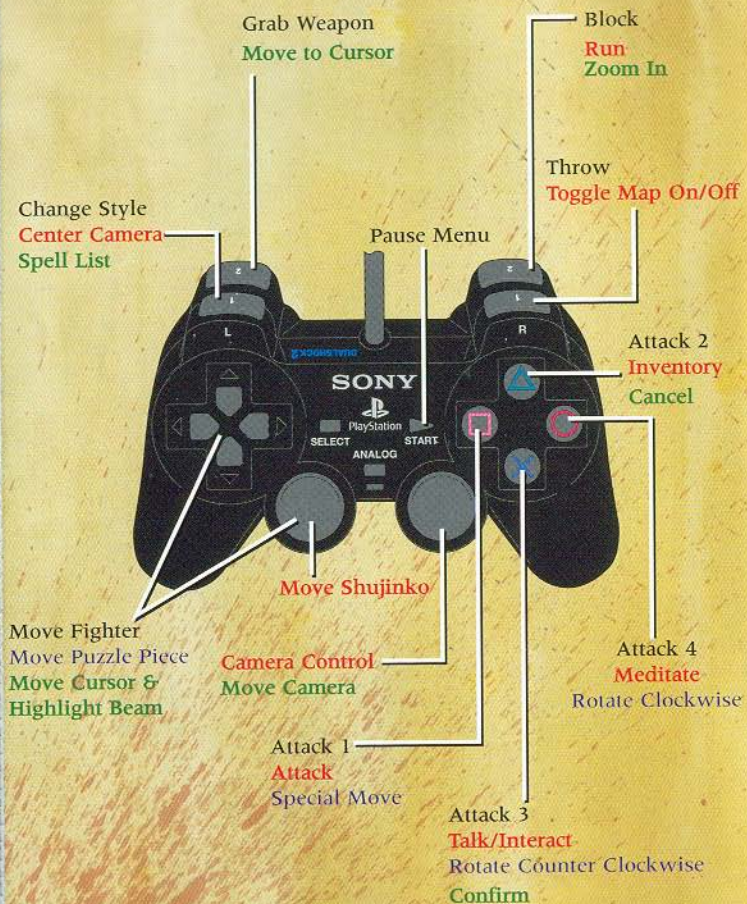
When you start up your Mortal Kombat: Deception game, it automatically loads any saved game data from the memory card (8MB) (for PlayStation®2). If no previous MKD data can be found on the memory card, you will be prompted to create a new *PROFILE COLLECTION*. When prompted, press the button to create an MKD file to MEMORY CARD slot 1 or the button to create a file to MEMORY CARD slot 2 (see *PROFILES*, pg. 11).

QUITTING A GAME IN PROGRESS

During the game, press the button to display the Pause Menu. Press the directional buttons to select *MAIN MENU*, then press the button. To confirm exiting the game, highlight *YES*, then press the button again.

DEFAULT KONTROLS

- Kombat Mode
- Konquest Mode
- Puzzle Kombat Mode
- Chess Mode



SAVE



We highly recommend using a memory card for saving accumulated profiles and game progress. *Mortal Kombat: Deception* includes a Player Profile and Krypt feature (see *KRYPT*, pg. 9, and *PROFILES*, pg. 11) that are best enjoyed using a memory card inserted in MEMORY CARD slot 1 or 2 of your PlayStation®2 game console.

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 PlayStation®2 game console 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 1 and 2, the "Options" settings for MEMORY CARD slot 1 will always be used, even if it's set at the default settings.

Mortal Kombat: Deception requires 659KB to save to the memory card, as well as an additional 94KB for your Network Configuration file.

It is advised that you do not insert or remove peripherals or memory cards once the power is turned ON. Make sure there is enough free space on your memory card before commencing play.

MAIN MENU

KOMBAT

At the Main Menu, highlight the option you'd like to select, then press the **X** 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 the **PS** button to join in. You'll go to the Fighter Selection Screen (see [FIGHTER SELECTION](#), pg. 17). 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. 11 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. 9).

VERSUS

Select this option to play against a friend (or enemy). You'll go right to the Fighter Selection Screen (see [FIGHTER SELECTION](#), pg. 17).

Press the **R1** button to view the Background Selection option. Press the directional button **←** or **→** to cycle through available arena backgrounds. When you find the background you want to use, press the **X** 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 **X** 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.

MAIN MENU

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.

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 **□** button to select then press the **X** button. Also, you can pretend to set a trap by pressing the **○** 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 **X** 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 **X** 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 **LI** 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.

MAIN MENU

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

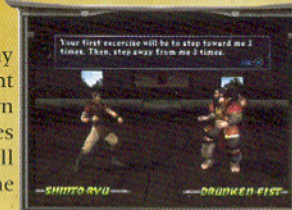
As you break down squares, your Super Meter will gradually fill up. Once the meter is full, press the  button to perform your fighter's SPECIAL. Each fighter has their own special attack. Remember, you must use your Special within 20 seconds.

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.

MAIN MENU

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. 16, 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. 11). Konquest mode can only be played if you're using a memory card (see SAVE, pg. 5).

MK ONLINE






See MK ONLINE, pg. 20 - 21.

THE KRYPT

The Krypt is an enormous room filled with 400 coffins. Using the Koins you've earned, you can "purchase" coffins 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. 11). The Krypt can only be accessed if you're using a memory card (see SAVE, pg. 5).

Once you've entered the Krypt, press the directional button , ,  or  to move from coffin to coffin. Press the  button to open it. The number and Koin on the coffin 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. 10).

To help you find items in this vast area, we've included a Krypt Reference Table, pages 14-15, 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.
- Extras** - View team photos and other items purchased in the Krypt.
- Soundtrack** - Listen to a selection of the music found in Mortal Kombat: Deception.
- Area 51 Demo** - Check out this playable demo of Midway's eagerly anticipated Area 51 video game.
- Credits** - See those who worked day and night to bring you Mortal Kombat: Deception.

PROFILES

With a memory card inserted in MEMORY CARD slot 1 or 2, you can create a Player Profile and earn Koins to purchase items in the Krypt (see *THE KRYPT*, pg. 9). 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 **X** 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 **X** button to select.

Enter a Kode

Use your controller to select a sequence of button presses to create a Kode that will be your 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 14-15, 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 directional buttons **←** or **→** to select the appropriate MEMORY CARD slot, then press the **X** 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 directional button **←** or **→** to select saved profiles (if you have more than one).



DELETE PROFILE

Press the directional button **←** or **→** to select saved profiles, then press the **□** button to delete profiles you no longer want. This may become necessary once your memory card fills up.

LOAD PROFILE

Press the **LT** button, enter the code, and select a profile.

MAIN MENU



GAME OPTIONS

On all Options menus (other than CONTROLLER) highlight an option, then press the directional button **←** or **→** to adjust the setting. You can also press the **⊙** 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 Trap

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

MAIN MENU

AUDIO

Make volume adjustments to GAME MUSIC, ENVIRONMENT, ANNOUNCER, EFFECTS and SPEECH. Highlight an option, then press the directional buttons **←** or **→** to adjust audio levels.

VIDEO

CONTRAST AND BRIGHTNESS

Highlight an option, then press the directional buttons **←** or **→** to adjust the game's CONTRAST and BRIGHTNESS levels.

WIDESCREEN AND PROGRESSIVE

If your TV is compatible, WIDESCREEN and PROGRESSIVE features can be turned ON or OFF.

ADJUST SCREEN POSITION

On some TV screens, you may experience loss of on-screen information due to various monitors' interpretation of your console's signal. If necessary, select this option to adjust the screen to better fit your TV monitor.

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 Vibration feature ON* or OFF by highlighting the option and pressing the **⊗** button.

Repeat this process for all controls, then highlight DONE and press the **⊗** 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

If you already have a profile saved, you'll be prompted to save your configuration to a specific profile. Press the **⊗** button to bring up the ENTER CODE window, then enter the Kode for the desired profile. The new configuration will load whenever you load that profile.

THE KRYPT

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
FA	FB	FC	FD	FE	FF	FG	FH	FI	FJ
EA	EB	EC	ED	EE	EF	EG	EH	EI	EJ
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



OPEN WITH KRYPT KEYS ONLY

PROFILE KOPE

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

PRINTABLE VERSION AVAILABLE AT:
WWW.MORTALKOMBATDECEPTION.COM

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 worshipped 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 **X** 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. 9), but most of them get unlocked by finding hidden keys in Konquest that get used in the Krypt to open special coffins.



To randomly select a fighter, press the directional button **↑** and the **START** button. If the profile you're using has unlocked alternate outfits, you can make a selection by pressing the **START** button rather than the **X** button.

LOAD PROFILE

If you've created a Profile (see *CREATE PLAYER PROFILE*, pg. 11), you can load it to save fight results to your profile. Press the **L1** 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 **L1** button again, then press the **START** button 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 **L2** button to display the Handicap window. Press the directional button **←** or **→** 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

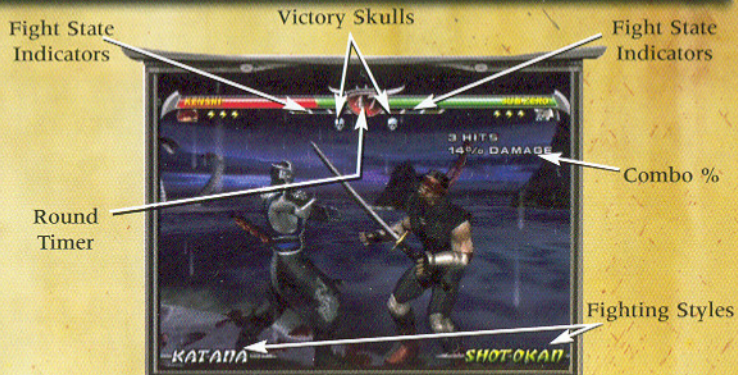
If two players have loaded profiles with Kurrency, they can bet Koins on a Versus mode match. At the Fighter Selection screen, both players press the **R2** button to view the wager screen. Next, decide the type of Koin to bet, and the amount (note: you can only bet the type and amount of Koin you have saved in your profile). The amount being bet is then instantly removed from each player's profile.

** NOTE: Wagering is not available for online mode. **



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.

IN MORTAL KOMBAT



ROUND TIMER

By default, each round has a *ROUND TIMER*. If the time is up before either combatant 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 **L1** 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 can not block them. Your Blue indicator light is on when you're stuck in your opponent's combo (like the red light, you can not block the attack). Your Yellow light indicates that you are close to a hazard within the environment.

IN MORTAL KOMBAT



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 the **START** button to view the Pause Menu. Select *MOVES LIST* to view the moves for your character. Press the directional buttons **←** or **→** to cycle between the three fighting styles and special moves, then press **↑** or **↓** to scroll through all the moves for that style.

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

GETTING STARTED

Mortal Kombat: Deception's new Online feature allows you to connect to the Internet and play a 1-on-1 game against other players online. In order to access Mortal Kombat: Deception's Online mode, you will need a network adaptor (Ethernet/modem) (for PlayStation®2), a memory card, and a broadband connection to the Internet from an Internet service provider (ISP). Use the following procedure to log on:

Choose **MK ONLINE** listed on the Main Menu screen to view the Network Setup screen. If there is an existing configuration file beneath the "**CHOOSE CONNECTION**" header, select it to enter the Mortal Kombat: Deception Network Login screen. If Create or Modify is the only selectable option, select it and follow the instructions within the Add Settings listing on the Networks Settings screen to properly configure your PlayStation®2 computer entertainment system for online play.

NOTE: During Online Setup, you cannot edit or delete AOL network settings. Also, you'll be required to view and accept the terms and conditions.

NOTE

Online features for Mortal Kombat: Deception subject to online access terms and privacy statement (access terms on pgs. 24-25). MHE RESERVES THE RIGHT TO TERMINATE THE ONLINE FEATURES FOR THIS PRODUCT AFTER 90-DAYS NOTICE, located at www.midway.com and/or the *News and Updates* section of MK Online (see next page). Players are responsible for all applicable internet fees.

NETWORK SETTINGS

- ADD SETTINGS** - Follow on-screen instructions to configure Internet settings.
- EDIT SETTING** - To make changes to your settings, follow on-screen instructions.
- DELETE SETTING** - Delete settings you'll no longer need.
- TEST CONNECTION** - To make sure you've successfully entered your setting, put the settings to the test.

Note: Network setting(s) can be created using the network adaptor start-up disc included with your network adaptor (for PlayStation®2).

NETWORK COMPATIBILITY

Mortal Kombat: Deception supports Online gameplay using the network adaptor (Ethernet/modem) (for PlayStation®2) to connect to the network. The in-game networking uses the official IANA registered PS2 UDP port number: ps-ams 3658/udp PlayStation AMS (Secure). Within a GameSpy room, your local host ping information will be unavailable to other players if you are behind a NAT/firewall. GameSpy room pings require UDP Port 13139 to be open for unsolicited UDP.

LOGIN

On the Mortal Kombat: Deception Login screen you'll have three options: **LOGIN TO MK ONLINE**, **NEW ACCOUNT** or **DISCONNECT**. If this is your first time playing Mortal Kombat: Deception online, or you want to create a new account, select **NEW ACCOUNT**. Enter your **USERNAME** and **PASSWORD**.

Once you're finished entering a birthday, name, password, city and state name it will prompt you if you want to save this account to a memory card. If you have an existing account choose **LOGIN TO MK ONLINE**, then enter your previously created **USERNAME** and **PASSWORD**. Access your memory card to load previously saved player profiles.

**** NOTE:** You can only create and save 10 accounts per saved player profile. **

JOIN A ROOM

If a previously created room is listed to the right, you can use this option to join the room and hook up with an opponent.

CREATE A ROOM

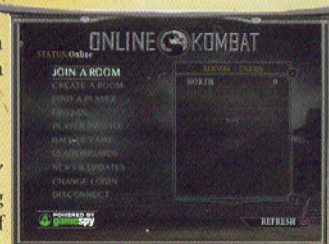
To create a room, select this option, then select from the letters and numbers to spell out the name of your room. If you like, you can set a password to get into the room you've created.

FIND A PLAYER

If you know your friend is online, but not sure where, you can use this option to spell out his user name to initiate a search.

FRIENDS

Use this option to add your friends' names to a Friends List. When you log on, you can select this option and see if your listed friends are online.



PLAYER PROFILE

When you select this option, you'll view the Versus, Puzzle and Chess stats saved to your profile.

HALL OF FAME

The best players will have their names engraved on trophies. Take a look every now and then to see how you stack up against the competition.

LEADERBOARDS

Take a look at the Mortal Kombat: Deception leaders to see where you stand. It displays Rank, Name, Record and Points for the players on the leaderboard.

NEWS AND UPDATES

Check out the latest news and updates regarding the Online Kombat world.

CHANGE LOGIN

Change the name you've used to login.

DISCONNECT

Disconnect from MK Online.

**** NOTE:** Some backgrounds will work slightly different for online mode. **

MKD FIGHTERS



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: Dairius & 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.



MKD FIGHTERS

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, Kaba

FOES: Shujinko and his allies.



Kobra sought to test his combat 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.

MILCENA

PLACE OF ORIGIN: Outworld

ALIGNMENT: Evil

ALLIES: Baraka, Shao Kahn & Shang Tsung

FOES: Kitana

Created by the sorcerer Shang Tsung, Milceena 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.



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Midway Home Entertainment Inc.

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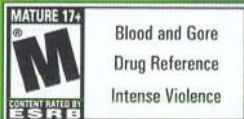
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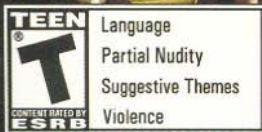
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