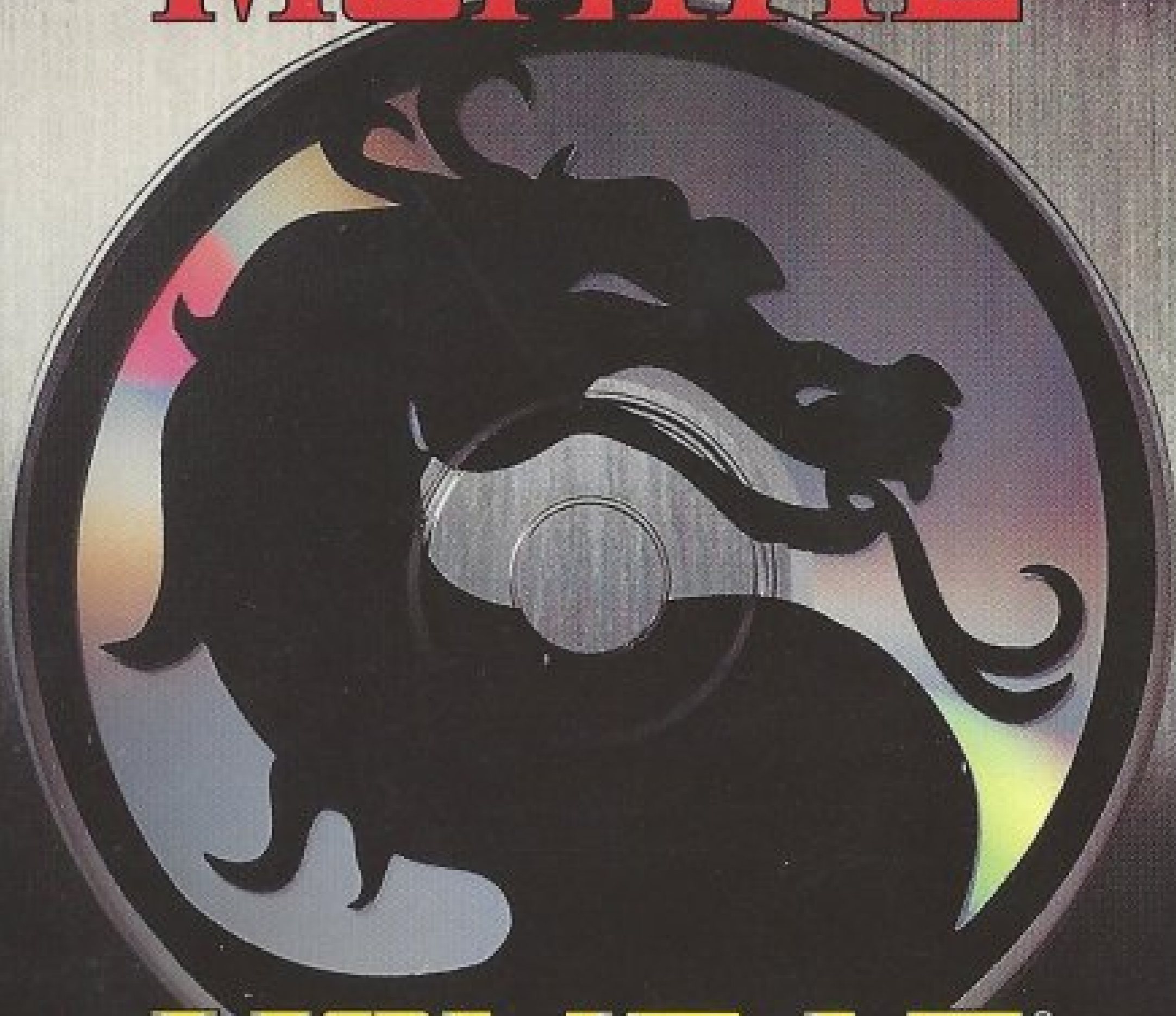


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SEGA CD™

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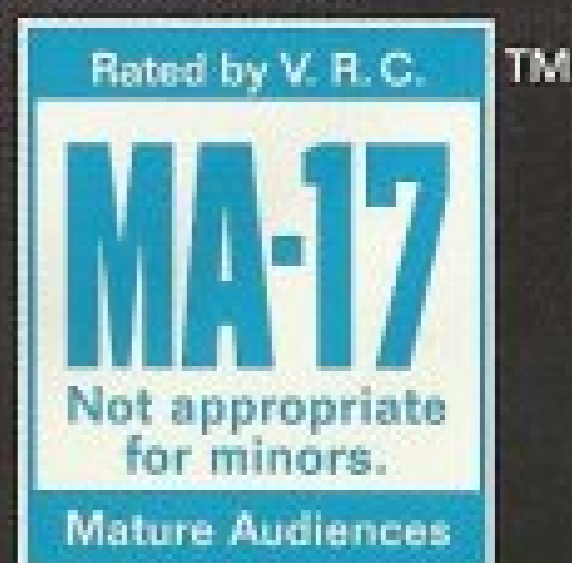
MEANER



ARENA™

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LICENSED BY SEGA ENTERPRISES, LTD.
FOR PLAY ON THE SEGA CD™ SYSTEM.





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HANDLING YOUR CD DISC

- The Sega CD Disc is intended for use exclusively with the Sega CD™ System.
- 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 recess during extended play, to rest yourself and the Sega CD Disc.
- **KEEP YOUR SEGA CD DISC CLEAN.** Always hold by the edges, and keep in its case when not in use. Clean with a lint-free, soft dry cloth—wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

WARNING TO OWNERS OF PROJECTION TELEVISIONS: 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.

WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME 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 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.


THE SHAOLIN TOURNAMENT FOR MARTIAL ARTS...

FOR AGES IT WAS A COMPETITION OF HONOR AND GLORY. NOBLE WARRIORS FROM AROUND THE GLOBE WERE INVITED TO TAKE PART, EACH SEEKING TO WIN THE TITLE OF GRAND CHAMPION.



BUT THAT WAS A LONG TIME AGO... BEFORE THE TOURNAMENT WAS CORRUPTED BY THE EVIL DEMON SHANG TSUNG, A WARRIOR WHO TOOK NOT ONLY THE LIVES OF HIS OPPONENTS, BUT THEIR VERY SOULS...





WITH THE AID OF HIS PUPIL GORO, A HIDEOUS HALF-HUMAN DRAGON, TSUNG BEGAN A DOMINATION OF THE CONTEST WHICH HAS LASTED FOR CENTURIES. TODAY, 500 YEARS LATER, THE CONTEST BEGINS ANEW AS WARRIORS ONCE AGAIN GATHER TO PARTAKE IN MORTAL KOMBAT.

Mortal Kombat for Sega CD was not designed for use with the Activator.™

LET THE TOURNAMENT BEGIN!

1. Set up your Genesis™ and Sega CD™ systems as described in their manuals.
2. Turn on your TV monitor then turn on the Genesis™.
3. Press START or the A, B or C BUTTON on CONTROL PAD 1 when you see the Sega CD™ logo to display the Sega CD™ Control Panel.
4. Open the disc tray and insert your Mortal Kombat® CD as described in your Sega CD™ Manual, then close the disc tray.

Your Mortal Kombat® CD not only contains the Mortal Kombat® game, but all the game music, and the hit music from the Immortals audio CD!

The Mortal Kombat® game music is located between tracks 2 and 16. To play it, use the pointer in the Control Panel to choose a track in that range and select PLAY.

The music from the Immortals CD is located between tracks 17 and 21. To play it, use the pointer in the Control Panel to choose a track in that range and select PLAY.

To play the Mortal Kombat® game, move the pointer in the Control Panel to CD ROM and press START. When you see the Mortal Kombat® title screen, press the START BUTTON. You will then be given the option of beginning a game or selecting options. Use the UP and DOWN D-BUTTON ARROWS to highlight your choice, then press any button.

Game Start begins a one-player battle for the title of Grand Champion. But first, a warrior must be chosen. The "Choose Your Fighter" screen has pictures of all the warriors available to a player—Liu Kang, Johnny Cage, Kano, Rayden, Scorpion, Sub-Zero and Sonya Blade. Move the colored frame over your choice using the D-BUTTON ARROWS. When your choice is framed, press the START BUTTON to begin the tournament.

Should a second player desire to join the tournament, he may do so at any time by pressing his START BUTTON. This will then return both players to the "Choose Your Fighter" screen where they again must select their warriors. Should both players choose the same warrior, they will be distinguished by color. The players will then battle one another with the winner continuing onward in the tournament, and the loser's game ending.

OPTIONS

Options brings the player to the Options screen where a number of game features can be modified using the D-BUTTON ARROWS:

Credits determines the number of times you may continue your game before you must begin the tournament again.

Difficulty allows you to choose whether the game is very easy, easy, medium, hard, or very hard.



RULES OF THE TOURNAMENT

The Shaolin Tournament for Martial Arts is more than a simple exhibition. Each of its combatants has been invited for his extraordinary skills, and each in accepting has wagered his very life upon them. The tournament's structure — as simple as it is ancient — tests all aspects of a warrior, for only the most worthy may earn the title of Grand Champion.

The tournament first tests a warrior's fighting skill by pitting him against each of the tournament's other challengers. To begin each battle, press the START BUTTON. In all Mortal Kombat battles, meters in the upper-left and upper-right corners of the screen measure the health of each warrior. The meters begin each round at full health, but are reduced with each blow taken. The amount of the reduction depends both on the type of hit and whether or not it was blocked. When a warrior's health meter runs out, he is knocked out and the round is awarded to his opponent. Should time run out before either combatant is knocked out, the warrior with less injury is declared the victor. The first warrior to win two rounds takes the match and moves on to the next opponent.

NOTE: If four rounds pass without a match winner, both combatants will be disqualified from the tournament.

An ancient proverb declares a warrior to be his own worst enemy. Another declares his greatest ally to be knowledge of his weaknesses.

HIT METERS

TIMER



HIT METERS

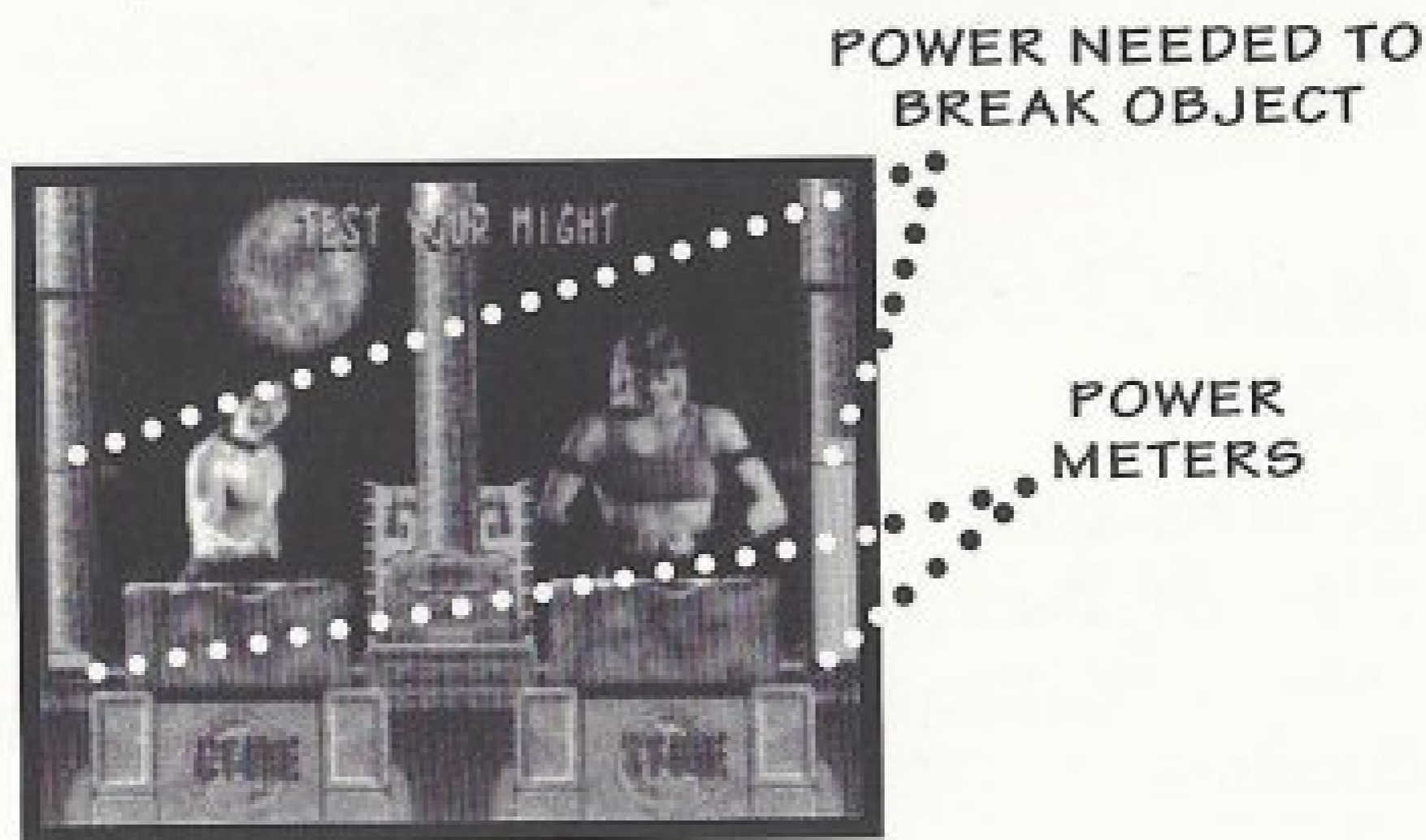
These maxims are the origin of the tournament's next test, the Mirror Match, where each warrior must face possibly his greatest foe — a doppelganger possessing all of his looks, strength, speed and skill. In order to defeat him, a warrior must demonstrate the one attribute that his doppelganger lacks — wisdom.



Should a warrior survive the Mirror Match, his conditioning is then tested in three grueling Endurance Matches. The rules of these are similar to the standard matches, but upon defeating an opponent in an Endurance Match, a second warrior enters the fray. To win a round, both opponents must be vanquished before your warrior succumbs to injury even once!

Between matches, the Tournament grandmasters will periodically test your warrior's might. Your warrior will be required to break an object with his bare hands — wood, stone, steel, ruby or diamond. To raise the power level of his hit, press the A and C BUTTONS repeatedly as fast as you can. A meter next to your warrior indicates the current power of the blow and the force required to break the object. When the power level is above the line, press the START BUTTON to strike, but make sure to strike before the timer reaches zero.

Only when a warrior has succeeded in each of these challenges has he proved himself worthy of meeting the Grand Champion, Goro in battle. If Goro is defeated, the demon Shang Tsung will enter the contest to oppose you! Defeat him to become the Supreme Mortal Kombat Warrior!



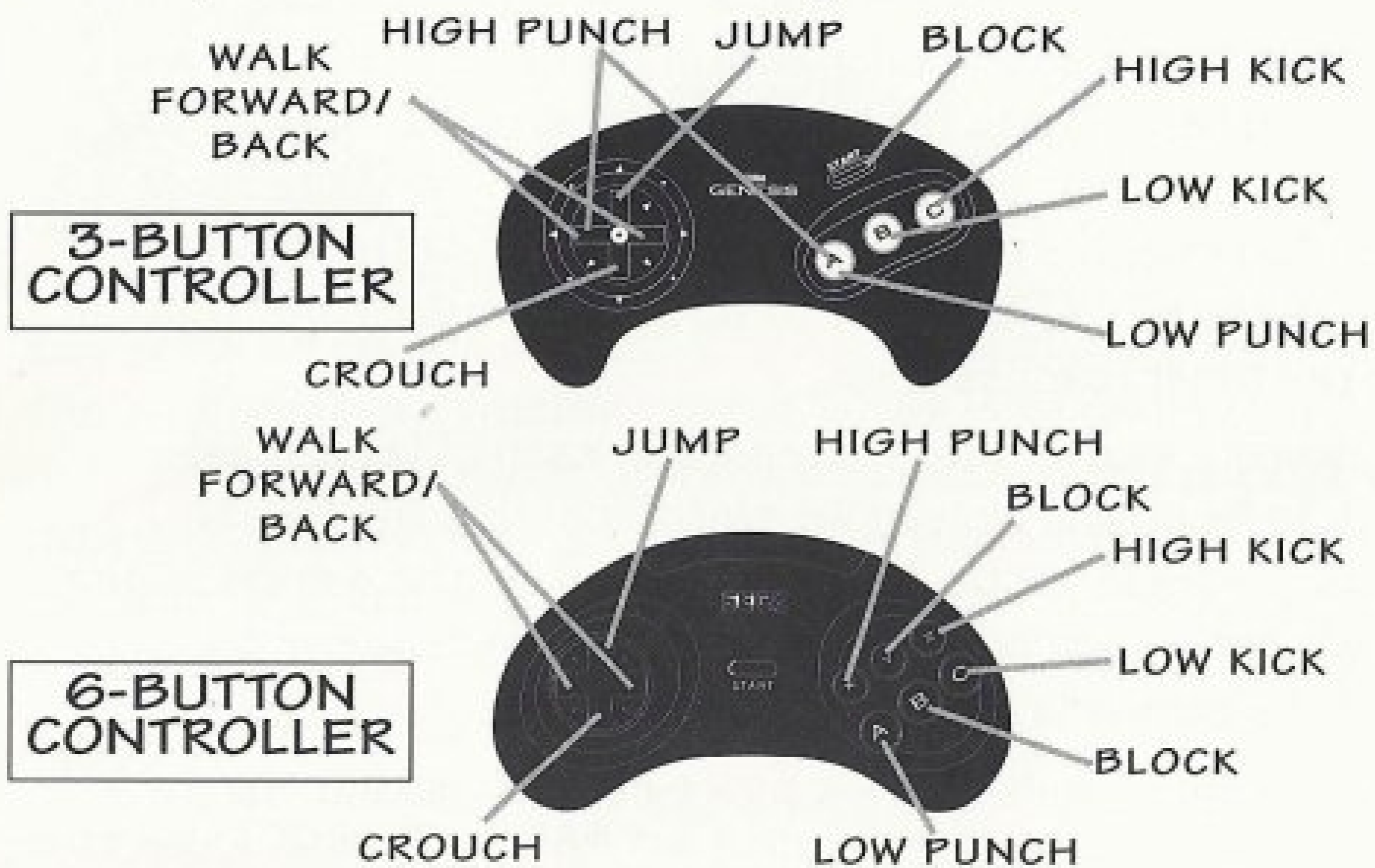
THE ART OF KOMBAT

Each contestant invited to the Tournament has spent years in practice and meditation to perfect his martial arts skills. Before engaging these warriors in combat, you too should practice the martial arts by meditating on these lessons.



BASIC MOVES

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 like flying kicks, but knowing how to stop, avoid or counteract a flying kick can be far more useful than knowing how to land one yourself. Combined, these fundamentals form the foundation for both a potent offense and a strong defense.



WHEN IN CLOSE QUARTERS

Additional moves used in close-in combat situations are the knee, the head blow, and the throw. All three are highly effective, and do not require the full limb extension which is impossible in close quarters. Although these moves are potent, they can only be used when directly adjacent to an opponent.

To Throw Your Opponent, press HIGH KICK.

To Head Blow Your Opponent, press LOW PUNCH.

To Knee Your Opponent, press LOW KICK.

CROUCHING MOVES



Defensively, the crouching moves allow one to avoid punches and aerial weapons, to escape from close-in situations and to avoid being thrown. Offensively, the uppercut, executed from

the crouch, is one of the most powerful weapons in a warrior's arsenal. Crouching moves can only be used when holding the DOWN D-BUTTON ARROW.

To Crouch, press DOWN.

To Crouch With Weight Forward or Back, press DOWN + TOWARDS or AWAY.

To Execute a Crouched Block, press DOWN + BLOCK.

To Execute a Crouched Kick, press DOWN + LOW or HIGH KICK.

To Uppercut Your Opponent, press DOWN + LOW or HIGH PUNCH.

SPINNING MOVES

The spin is the key to such moves as the Roundhouse Kick and the Foot Sweep. The Foot Sweep hits your opponent's ankles and knocks him onto his back. The Roundhouse is a spinning kick which strikes your opponent in the face. To execute the spin moves, hold the D-BUTTON AWAY from your opponent while you press the attack buttons.

To Foot Sweep Your Opponent, press AWAY + LOW KICK.

To Roundhouse Your Opponent, press AWAY + HIGH KICK.

AERIAL MOVES

The final moves one should learn are the Aerial moves — the flying punches and kicks. To execute these moves, first jump, either in place or towards your opponent, then press the attack buttons while in the air. However, unlike most attacks, aerial attacks must be timed properly to land the blows.

To Jump, press UP.

To Flip Towards or Away, press UP + TOWARDS or AWAY.

To Execute a Flying Punch, press HIGH or LOW PUNCH when in the air.

To Execute a Flying Kick, press HIGH or LOW KICK when in the air.



SPECIAL MOVES

All of the Mortal Kombat warriors possess expert fighting skills — in that respect, they are equal to thousands of other warriors around the globe. What raises them above their peers are the special moves which they have created and perfected. In order to become a superior warrior, skilled enough to win the title of Grand Champion, you too must learn these moves, for these moves, whether special kicks or elemental bolts, make the Mortal Kombat warriors the fiercest and most ferocious combatants on Earth. Mastering their special moves will make you the same.

WISDOM OF THE FIGHTING MONKS

The mind is stronger than the body. Observe fights to learn which moves counteract others, which can be executed faster, and which do the most damage. For example, a crouched block is very quick and will prevent you from being foot swept. Use this type of knowledge to your advantage.

With practice, you can learn combinations of moves which can be executed in sequence. These combinations allow you to hit your opponent several times before he can defend himself, making them an invaluable tool.

One battle plan will not work for every fighter. Since each warrior has different strengths and moves, each should employ a different fighting style. Experiment to discover which strategies are best suited to each fighter.



LIU KANG

AGE: 24
HEIGHT: 5'10"
WEIGHT: 185
HAIR: BLACK
EYES: BROWN
LEGAL STATUS:
CITIZEN OF THE
PEOPLES REPUBLIC OF
CHINA
KNOWN RELATIVES:
LEE KANG, FATHER
(DECEASED)
LINKANG, MOTHER
(DECEASED)
CHOW KANG, BROTHER
(WHEREABOUTS
UNKNOWN)
BIRTHPLACE: HONAN
PROVINCE, CHINA
OCCUPATION: SHAOLIN
MONK, FISHERMAN



JOHNNY CAGE

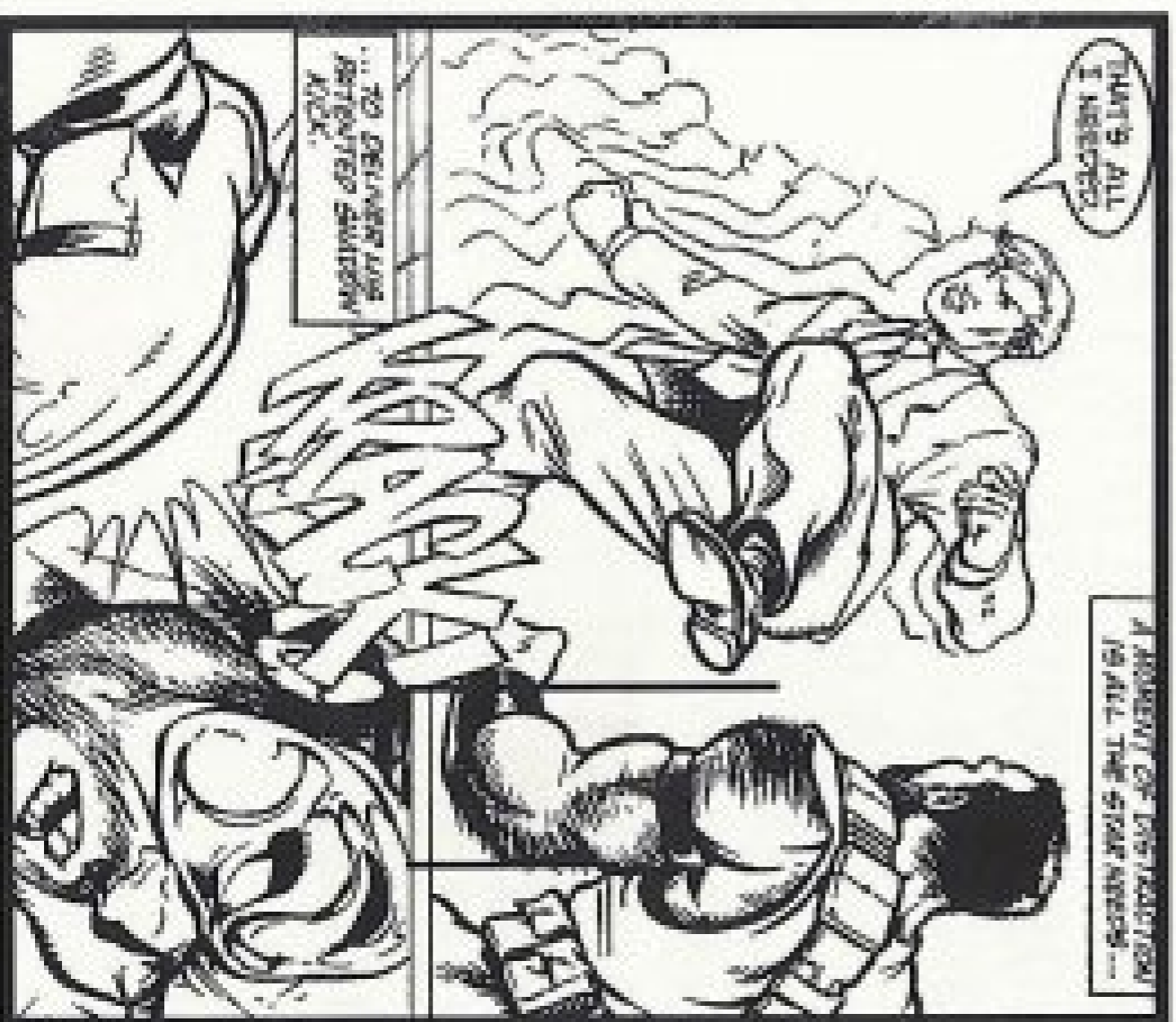
REAL NAME:
JOHN CARLTON
AGE: 29
HEIGHT: 6'1"
WEIGHT: 200
HAIR: BROWN
EYES: BLUE
LEGAL STATUS: CITIZEN OF
THE UNITED STATES OF
AMERICA
KNOWN RELATIVES:
ROBERT CARLTON, FATHER
ROSE CARLTON,
MOTHER
REBECCA CARLTON,
SISTER
CINDY FORD, WIFE
(DIVORCED)
BIRTHPLACE: VENICE,
CALIFORNIA
OCCUPATION: ACTOR



A martial arts superstar trained by great masters from around the world, Cage uses his talents on the big screen. He is currently box office champ, starring in such movies as Dragon Fist and Dragon Fist II, as well as the award-winning Sudden Violence. He entered the tournament purely for the publicity it would generate for him around the world. Despite his seeming shallowness, he is a formidable foe with limber limbs, quick reflexes, and his patented Shadow Kick.

SPECIAL MOVES:
SHADOW KICK— AWAY, TOWARDS, LOW KICK
GREEN FLAME— AWAY, TOWARDS, LOW PUNCH
SPLIT PUNCH— DOWN + HIGH KICK

FINISHING MOVE:
TOWARDS, TOWARDS,
TOWARDS, LOW PUNCH



Once a member of the super-secret White Lotus Society, Liu Kang left the organization in order to represent all Shaolin temples at the tournament. Through his entire life he has heard stories and rumors about Shang Tsung's martial arts tournament. He is well aware of the evil behind it, and has entered the tournament expressly to defeat Shang Tsung and return the tournament to its noble origins.

SPECIAL MOVES:
FLYING KICK— TOWARDS, TOWARDS, HIGH KICK
FIREBALL— TOWARDS, TOWARDS, HIGH PUNCH
FINISHING MOVE:
FULL CIRCLE ON D-BUTTON TOWARDS OPPONENT



SONYA BLADE

AGE: 26
HEIGHT: 5'10"
WEIGHT: 140
HAIR: BLONDE
EYES: BLUE
LEGAL STATUS: CITIZEN OF THE UNITED STATES OF AMERICA
KNOWN RELATIVES: MAJOR HERMAN BLADE, FATHER
ERICA BLADE, MOTHER
DANIEL BLADE, TWIN BROTHER, (DECEASED)
BIRTHPLACE: AUSTIN, TEXAS
OCCUPATION: LIEUTENANT IN THE U.S. ARMY, MEMBER OF A SPECIAL PARA-MILITARY FORCE.



KANO

AGE: 35
HEIGHT: 6'
WEIGHT: 205
HAIR: BLACK
EYES: 1 BROWN, 1 INFRA-RED (BUILT INTO METAL IMPLANT)
LEGAL STATUS: DEPORTED FROM JAPAN, WANTED CRIMINAL IN 35 COUNTRIES.
KNOWN RELATIVES: NONE— WAS ORPHANED AS A SMALL CHILD BY AN AMERICAN WOMAN IN TOKYO.
BIRTHPLACE: UNKNOWN
OCCUPATION: CRIMINAL MEMBER OF THE BLACK DRAGON ORGANIZATION



A mercenary, thug, extortionist, thief—Kano lives a life of crime and injustice. He is a devoted member of the Black Dragon, a dangerous group of cut-throat madmen feared and respected throughout all of crime's inner circles. Believing Tsung's palace to be made of gold, Kano has entered the tournament in order to gain access to and loot the palace.

SPECIAL MOVE:

CANNONBALL—FULL CIRCLE ON D-BUTTON TOWARDS YOUR OPPONENT. HOLD BLOCK TO SPIN IN PLACE.
KNIFE—HOLD BLOCK, AWAY, TOWARDS.

FINISHING MOVE:

HOLD BLOCK, AWAY, AWAY, LOW PUNCH



Sonya Blade is a member of a top special forces unit. Her team was hot on the trail of Kano's Black Dragon. Her unit followed Kano to an uncharted island, but was ambushed by Shang Tsung's personal army. Tsung forced Sonya into the tournament by holding comrades hostage. Now, not only does her own life rest on her performance, but those of her companions as well!

SPECIAL MOVES:

LEG GRAB—DOWN + LOW PUNCH + LOW KICK
SONIC RINGS—HIGH PUNCH, AWAY, HIGH PUNCH
SQUARE WAVE PUNCH—TOWARDS, AWAY, LOW PUNCH

FINISHING MOVE:

TOWARDS, TOWARDS, AWAY, AWAY, BLOCK



RAYDEN

AGE: ETERNAL

HEIGHT: 7'

WEIGHT: 350

HAIR: BLACK

EYES: NONE

LEGAL STATUS:

MYSTIC— DOES

NOT APPLY

KNOWN RELATIVES:

NONE

OCCUPATION:

WARRIOR



SUB-ZERO

REAL NAME: UNKNOWN

AGE: 32

HEIGHT: 6'2"

WEIGHT: 210

HAIR: BLACK

EYES: BROWN

LEGAL STATUS:

NONE. HOWEVER, HE

RESIDES SOMEWHERE

IN CHINA

KNOWN RELATIVES:

NONE

BIRTHPLACE:

UNKNOWN

OCCUPATION:

LIFE LONG MEMBER

OF THE LIN KUEI, A

RARE CLAN OF

CHINESE

NINJAS



The actual name and origin of this warrior is unknown. However, based on his uniform, it is believed he belongs to the Lin Kuei, a legendary clan of Chinese "ninjas". As his name implies, he has mastered the element of cold. His deep freeze leaves an opponent at his mercy, a dangerous situation, for Sub-Zero possesses none.

SPECIAL MOVES:

DEEP FREEZE— DOWN, TOWARDS, LOW PUNCH
SLIDE— AWAY + HIGH KICK + LOW KICK

FINISHING MOVE:

TOWARDS, DOWN, TOWARDS, LOW PUNCH



The name Rayden is actually that of a mystical warrior who lives among the thunderclouds. It is rumored that he received a personal invitation from Shang Tsung himself and took the form of a human to compete in the tournament. His elemental powers make him a dangerous foe from both the land and the air.

SPECIAL MOVES:

FLYING THUNDERBOLT— AWAY, AWAY, TOWARDS
LIGHTNING— DOWN, TOWARDS, LOW PUNCH
TELEPORT— DOWN, UP

FINISHING MOVE:

TOWARDS, AWAY, AWAY, AWAY, LOW PUNCH



SCORPION

REAL NAME: UNKNOWN
AGE: 32
HEIGHT: 6'2"
WEIGHT: 210
HAIR: BLACK
EYES: VARIES
LEGAL STATUS:
SCORPION IS A REIN-
CARNATED SPECTER AND
HAS NO LEGAL STATUS.
KNOWN RELATIVES:
WIFE AND CHILD IN
A FORMER LIFE.
BIRTHPLACE: IN FORMER
LIFE— UNKNOWN
AS SCORPION—
UNKNOWN
OCCUPATION:
IN FORMER LIFE—
UNKNOWN
AS SCORPION—
REVENGE

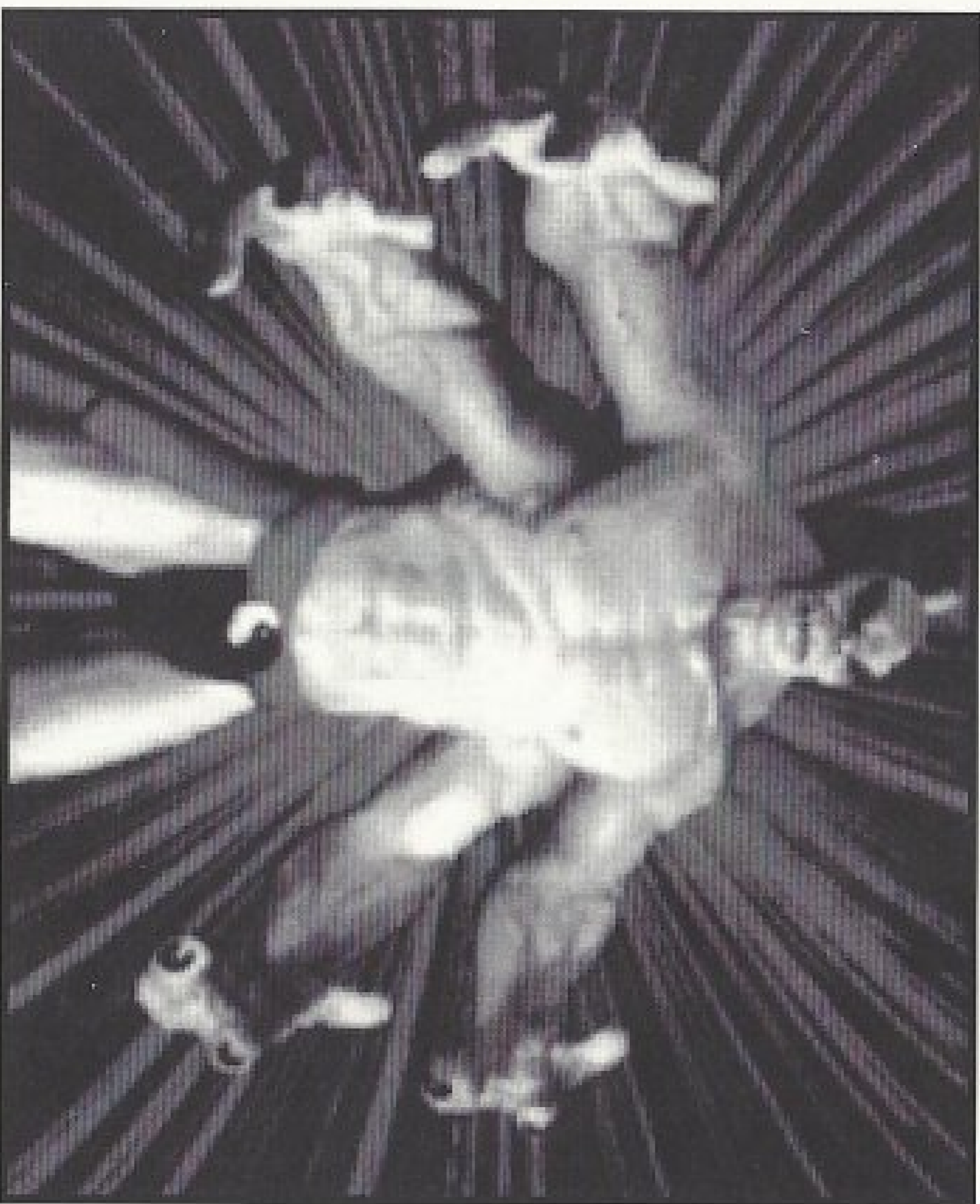


GORO

AGE: 2000
HEIGHT: 8'2"
WEIGHT: 550
HAIR: BLACK
EYES: RED
LEGAL STATUS:
EARTH— NONE
OUTWORLD— PRINCE
OF KUATAN
KNOWN RELATIVES:
KING GORBAK, FATHER
QUEEN MAI, MOTHER —
GORO ALSO HAS 7 WIVES
BIRTHPLACE: KUATAN,
4TH ASTRAL PLANE OF
SHOKAN, REALM OF THE
OUTWORLD.
OCCUPATION: PRINCE OF
KUATAN, RULER
SUPREME OF SHOKAN'S
ARMIES.



A 2000 year old half-human dragon, Goro remains undefeated for the past 500 years. He won the title of Grand Champion by defeating Kung Lao, a Shaolin fighting monk. It was during this period that the tournament fell into Shang Tsung's hands and was corrupted. Goro possesses both massive strength and great agility. None who have fought him have reported any weaknesses. In fact, none who have opposed him have survived!



Like Sub-Zero, Scorpion's true name and origin are not known. It is believed, however, that he is a fallen ninja granted the opportunity to avenge his defeat at the hands of the Lin Kuei. He has been given a new body and a uniform which mocks the Lin Kuei's with its cowardly yellow color.

SPECIAL MOVES:

HARPOON—BACK, BACK, LOW PUNCH
DECLOY—DOWN, AWAY, LOW PUNCH

FINISHING MOVE:
UP, UP



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- Relocate the SEGA CD with respect to the receiver.
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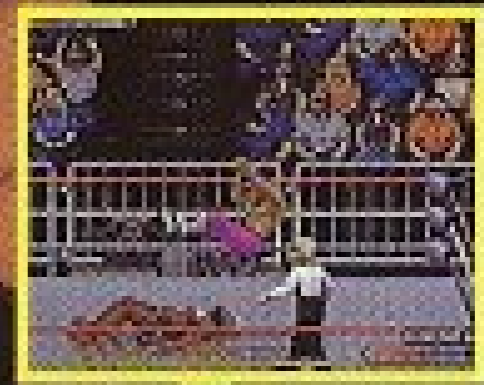
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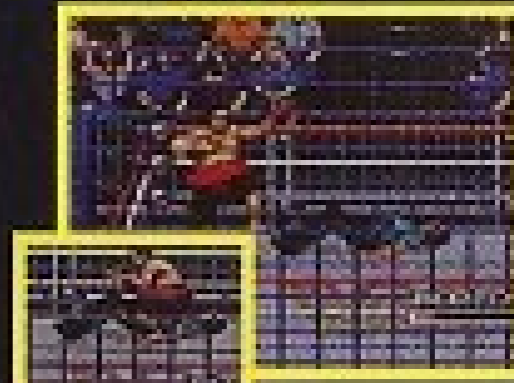


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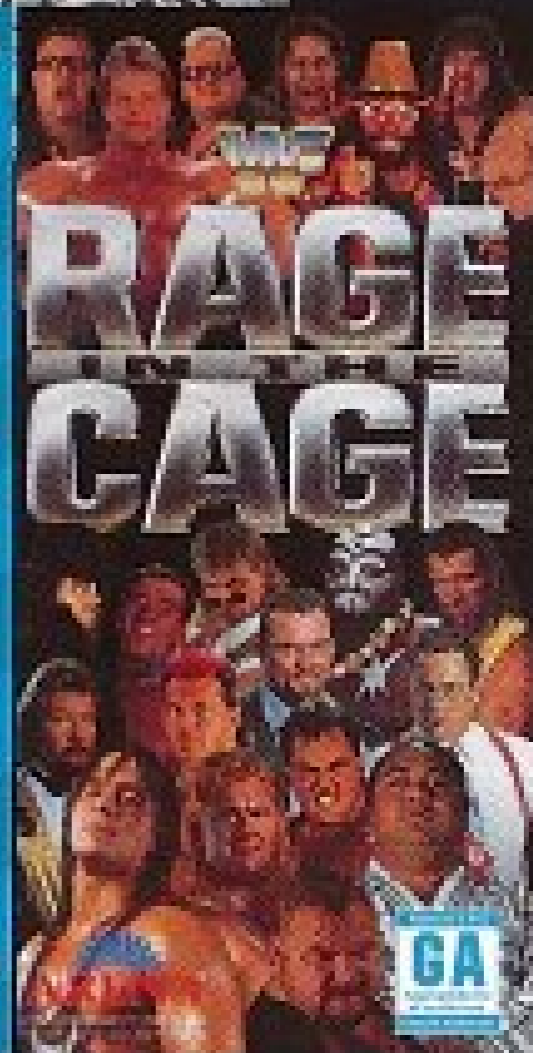


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SEGA CD



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