**WARNINGS**

Read Before Using Your Sega Dreamcast Video Game System

**CAUTION**

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

**HEALTH AND EPILEPSY WARNING**

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

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

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

**OPERATING PRECAUTIONS**

To prevent personal injury, property damage or malfunction:

- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dust on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch it.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.

**PROJECTION TELEVISION WARNING**

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

**SEGA DREAMCAST VIDEO GAME USE**

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

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GETTING STARTED

SEGAA DREAMCAST HARDWARE UNIT

Power Button
This turns the unit ON or OFF

Open Button
Press to open the Disc Door

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

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

SEGAA DREAMCAST CONTROLLER

Overhead View

Forward View
Expansion Slot 1
Expansion Slot 2

X Button
Y Button
B Button
A Button

Direction Buttons
Start Button

Left Trigger
Right Trigger

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

Purchase additional controllers (sold separately) to play with a friend.

The game controls are all set to their initial settings. To change the control settings, see Configure Controller 1 & 2, page 13.

NOTE: Operation with incompatible controllers is not guaranteed.
INITIAL CONTROLS

Block
(Left Trigger)

Run
(Right Trigger)

Side Step
(Right Trigger)
(Tap Twice)

Move Player
(All Directions)
Down = Crouch
Up = Jump

High Kick

Low Kick

Low Punch

High Punch

Start/Pause

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

JUMP PACK

SEGA DREAMCAST JUMP PACK™

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

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

NOTE
Never touch the Analog Thumb Pad or Triggers L/R while turning the Sega Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction.
At the Main Menu, press the Directional button 
Up or Down to highlight an option, then press 
the A button to select from one of the many 
game modes. They are:

**ARCADE**

1 on 1 Kombat
It's you against the CPU. You select one character, 
then go to the Destiny Screen to choose the difficulty of your journey. Also, you 
can take on a buddy in a 2 player game. Each player selects one character, then 
goes straight to a "Kombat Zone" to battle it out.

2 on 2 Kombat
Select 2 characters, then take on 2 characters chosen by the CPU. You'll then go 
to the Destiny Screen to select the difficulty of your opponents. When you or the 
CPU loses the first match, the second chosen character will appear to continue the 
battle. A loser is determined when both chosen players have been eliminated. 
Also, you and a friend can choose two characters, then battle it out. When a play¬ 
er loses his first match, the second chosen character will appear to continue the 
battle. A loser is determined when both chosen players have been eliminated.

**TEAM**

You take on the CPU or a friend with a team of MK Gold characters. When you 
select this game mode, you'll go to the Choose Team Size Screen. Press the 
Directional button Up or Down to highlight options. To select the size of a 
team, press the Directional button Left or Right. When your team sizes are 
set the way you want, select Choose Team Members to set up your team. You'll
When you select Tournament from the Main Menu, you’ll view the Character/Team Select Screen. Follow on-screen instructions to set up your team. Select Begin Fight when you’re ready. Press the Start button to change the team to Human. (See Team, on the previous page, for team selection instructions.) The player who loses all his characters first will be defeated.

**Endurance**

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

**VS Endurance**

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

**Ultimate Endurance**

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

**Tournament**

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

**Practice (cont’d)**

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

**Practice Info On/Off**
Select ON to display the buttons pressed during a move.

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

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

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

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

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

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

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

**Configure Controller 1 & 2**
Make modifications to the initial controller configuration. Press the Directional button Up or Down to select the button you want to modify, then press Left or Right to cycle through the available controls for that button. Select Initial Settings to return to the initial settings. Repeat the process until you have the controller set up the way you want, then select Exit to return to the Options Screen.

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

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

**Continues**
Whenever you lose a match, you can press the Start Button to continue your current battle against a human or CPU opponent. You can set the amount of Continues from 0 to 9. Of course, if you select 0, you will not be given an opportunity to continue the game.
After selecting any game mode, you'll view the Fighter Select Screen to choose the player you want to fight with. It displays all the available characters and 4 selection options.

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

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

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

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

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

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

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

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

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

If a second player wishes to join the fight, he or she may do so at any time by pressing the Start button on the second controller. Both players then return to the Character Select screen to select a fighter.
Mortal Kombat Gold tests a Warrior's fighting skills by pitting him against increasingly formidable challengers. In all Mortal Kombat battles, **Health Meters** in the upper portion of the screen measure each warrior's diminishing health.

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

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

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

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

---

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

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

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

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

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

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

SPINNING MOVES

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

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

BASIC KOMBAT MOVES

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

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

SECRET KODES

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

Player 2 can do the same with the other three symbols. The six symbols represent secret codes which can have subtle or dramatic effects on game play (see next page).
Thousands of years ago in a battle with the fallen Elder God known as Shinnok, I was responsible for the death of an entire civilization.

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

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

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

- The Words of Raiden

BARAKA

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

MOVES LIST

Weapon
Blade Swipe
Blade Fury
Blade Spark
Blade Spin
Fatality: 1
Fatality: 2
Spike
Fan Fatality

CYRAX

Cyra, unit LK-404, is the second of three prototype cybernetic ninjas built by the Lin Kuei. Like his counterparts, Cyrax’s programmed command is to find and terminate the rogue ninja, Sub-Zero. Without a soul, Cyrax goes undetected by Shinnok and remains a possible threat against his occupation of Earth.

MOVES LIST

Weapon
Close Bomb
Far Bomb
Net
Teleport
Air Jump
Fatality: 1
Fatality: 2
Spike Fatality
Fan Fatality
THE WARRIORS

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

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

**MOVES LIST**

**Weapon**
- Whirlwind Spin
- Levitate
- Slam

**Fatality:** Raise and Destroy
- Deadly Winds
- Prison Stage
- Goros Lair

**Weapon**
- Cannonball Roll
- Tri-Blade
- Ground Shaker

**Vertical Roll**
- Fatal: Heart Rip
- Eye Laser
- Prison Stage
- Goros Lair

**Weapon**
- Shadow Kick
- Upper cut
- Fireball

**Crotch Punch**
- Fatal: Torso Rip

**Head Pop**
- Prison Stage
- Goros Lair

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

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

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

MOVES LIST
Weapon
- Falling Fireball
- Rising Fireball
- Handstand moves
- Turbo Air Fist
- Super Roundhouse
- Fatality: Dodge Ball
- Torso Rip
- Hold BLK, U, F, B, + HK
- Goro's Lair
- B, F, D, + HK (Close)

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

MOVES LIST
Weapon
- Fan Throw
- Fan Lift
- Fan Swipe
- Wave Punch
- Fatality: 2
- Spike Fatality
- Fan Fatality

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

MOVES LIST
Weapon
- Throw Hat
- Diagonal Kick
- Teleport
- 2x Teleport
- Fatality: 2
- Spike Fatality
- Fan Fatality

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

MOVES LIST
Weapon
- Fireball [also in air]
- LAv Fireball
- Flying Kick
- Charge LK (3 sec.), release
- Fatality: Dragon
- Toss and Burn
- Prison Stage
- Goros Lair

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

MOVES LIST
Weapon
- Fan Throw
- Fan Lift
- Fan Swipe
- Wave Punch
- Fatality: 2
- Spike Fatality
- Fan Fatality

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

MOVES LIST
Weapon
- Throw Hat
- Diagonal Kick
- Teleport
- 2x Teleport
- Fatality: 2
- Spike Fatality
- Fan Fatality

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

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

MOVES LIST
Weapon
Sai Throw
Teleport Kick
Fatality: 1
2
Spike Fatality
Fan Fatality

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

MOVES LIST
Weapon
Air Throw
Tele-Stomp
Green Skull Fireball
Weapon Steal
Dash Kick
Fatality: Fatality Steal
Leg Beat
Prison Stage
Goros Lair

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

MOVES LIST
Weapon
Torpedo
Lightning Bolt
Fatality: Lightning Impale
Shock of Exploding
Prison Stage
Goros Lair

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

MOVES LIST
Weapon
Teleport Slam
Quick Spin Behind
Ninja Stars
Flip Kick
Fatality: Thrust Kick
Shuryukan
Prison Stage
Goros Lair

Goro's Lair

Weapon
Teleport Slam
Quick Spin Behind
Ninjia Stars
Flip Kick
Fatality: Thrust Kick
Shuryukan
Prison Stage
Goros Lair

Weapon
Teleport Slam
Quick Spin Behind
Ninjia Stars
Flip Kick
Fatality: Thrust Kick
Shuryukan
Prison Stage
Goros Lair

Weapon
Teleport Slam
Quick Spin Behind
Ninjia Stars
Flip Kick
Fatality: Thrust Kick
Shuryukan
Prison Stage
Goros Lair
**WARRIORS**

**SONYA**

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

---

**REPTILE**

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

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**MOVES LIST**

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<td>Prison Stage</td>
<td>B,F,LP</td>
</tr>
<tr>
<td>Goros Lair</td>
<td>B,F,B,LP</td>
</tr>
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**SHINNOK**

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

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**SONYA**

Weapon | Moves |
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<tr>
<td>Super Knee</td>
<td>B,F,B, LP</td>
</tr>
<tr>
<td>Acid Bubbles</td>
<td>D,E,HP</td>
</tr>
<tr>
<td>Dash Low Punch</td>
<td>B,F,LP</td>
</tr>
<tr>
<td>Acid Split</td>
<td>BLK+HK</td>
</tr>
<tr>
<td>Prison Stage</td>
<td>B,F,LP</td>
</tr>
<tr>
<td>Goros Lair</td>
<td>B,F,B,LP</td>
</tr>
</tbody>
</table>

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**SHINNOK**

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

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**SCORPION**

Weapon | Moves |
<table>
<thead>
<tr>
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</tr>
</thead>
<tbody>
<tr>
<td>Spear</td>
<td>B,F,F, HK</td>
</tr>
<tr>
<td>Teleport Punch</td>
<td>D,B,HP</td>
</tr>
<tr>
<td>Flame Breath</td>
<td>D,E,LP</td>
</tr>
<tr>
<td>Air Throw</td>
<td>BLK (In Air)</td>
</tr>
<tr>
<td>Fatality</td>
<td>Scorpion</td>
</tr>
<tr>
<td>Toasty</td>
<td>B,F,D, + BLK (Close)</td>
</tr>
<tr>
<td>Prison Stage</td>
<td>D,F,D, + HK (Close Distance)</td>
</tr>
<tr>
<td>Goros Lair</td>
<td>B,F,F, + HK (Close)</td>
</tr>
</tbody>
</table>
After Shao Kahn's defeat at the hands of Earth's fighters, Sub-Zero's warrior clan known as the Lin Kuei is disbanded. But with the new threat brought on by Quan Chi, the Ice Warrior once again dons the familiar costume once worn by his brother the original Sub-Zero. He also holds secrets passed on to him by his sibling—secrets that could hold the key to stopping Shinnok.

MOVERS LIST

**Weapon**
- D.F. HK
- D.F. LP
- D.B. LP

**Ice Blast**
- LP+BLK+LK

**Ice Clone**
- LP

**Slide**
- LP

**Fatality**
- Head Rip: FB, F.D, HP+BLK+RN
- Deep Freeze: B, B, D, B, + HP (Sweep)
- Prison: Hold BLK, D, U, U, + HK (Close)
- Goro's Lair: D, D, D, + LK (Close)

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

**MOVERS LIST**

**Weapon**
- F.F. HK
- D.F. HP

**Straight Fireball**
- D.B. LP (In Air)

**Downward Air Fireball**
- F.D, B, LK

**Rolling Splits Kick**
- F.F. LK

**Forward Drill Kick**
- D.B, D, U, D, + HP+BLK (Close)

**Fatality**
- Kiss of Death: F, F, F, + HK
- Neck Twist: B.F.D, + HP
- Prison Stage: B.F.D, + LP
- Goro's Lair: F,F,F, + LP

---

The half-human dragon stood as Shang Tsung's protector in the first tournament. Goro took the Mortal Kombat title from the original Kung Lao, only to have it won from him nine generations later by Lao's ancestor, Liu Kang. Seeking revenge, the Shokan prince has returned from the Outworld to crush Liu Kang in Mortal Kombat.
The Weapon Select Screen offers these pain-inflicting weapons:

- Fujin’s Cross Bow
- Sub-Zero’s Ice Scepter
- Jarek’s Black Dragon Sword
- Tanya’s Boomerang
- Scorpion’s Long Sword
- Sonya’s Windblade
- Raiden’s Warhammer
- J. Cage’s Bowie Knife
- Reiko’s Spiked Klub
- Quan Chi’s Mace
- Liu Kang’s Dragon Sword
- Shinnok’s Battle Staff
- Jax’s Spiked Klub
- Kais Ghurka Knife

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