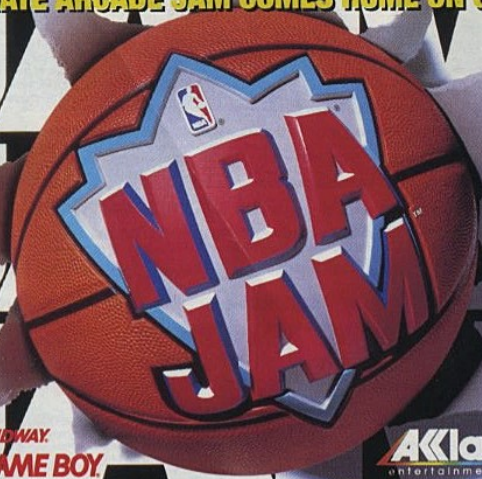


THE ULTIMATE ARCADE JAM COMES HOME ON GAME BOY™



MIDWAY
GAME BOY



Acclaim
entertainment, inc.

Marketed by Acclaim Entertainment, Inc. Distributed by Acclaim Distribution, Inc. 71 Audrey Avenue, Oyster Bay, New York 11771

PRINTED IN JAPAN

Nintendo

GAME BOY



DMG-AMKE-USA-1

MORTAL KOMBAT II

INSTRUCTION BOOKLET

MIDWAY

Acclaim
entertainment, inc.

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR GAME BOY SYSTEM. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

LICENSED BY



NINTENDO, GAME BOY
AND THE OFFICIAL SEALS
ARE TRADEMARKS OF
NINTENDO OF AMERICA INC.
©1989 NINTENDO OF AMERICA INC.

SAFETY FIRST...

- This is a high precision game with complex electronic circuitry. It should not be stored or used in places that are very hot or cold. Never hit or drop it. Never attempt to open it or take it apart.
- Don't touch the connectors or get them wet or dirty; this will damage the game circuitry. Keep them clean by storing the Game Pak in its protective case.
- Don't clean with benzene, paint thinner, alcohol or similar solvents.
- If you play for long periods of time, take a 10 to 15 minute break every hour or so.



NOTHING... NOTHING CAN PREPARE YOU!

500 years ago, the shapeshifter Shang Tsung was banished from the Outworld to the Mother Realm (Earth) for his crimes. There, with the aid of his pupil Goro, a hideous half-human dragon, he was to atone for his crimes by unbalancing the furies of the realm, allowing his master Shao Kahn and his minions to enter the dominion and rule forever.

He was defeated.

He returned to the Outworld a failure, facing execution at the hands of Shao Kahn, supreme ruler of the Outworld, the Astral Planes of Shokan and the surrounding kingdoms. With the

3 apparent demise of Goro, his fate seemed sealed.

But Tsung told Kahn of his plan for revenge, a plot so evil and twisted even Kahn was persuaded to grant him one final opportunity to redeem himself. He cleverly lured his adversaries to the bizarre Outworld where they would face a new challenge—a tournament hosted by Shao Kahn himself.

Today, the
Tournament
Begins...
Again!





LET THE TOURNAMENT BEGIN!

1. Make sure the power switch is OFF.
2. Insert your Mortal Kombat® II Game Pak as described in your Nintendo Game Boy® manual.
3. When you see the Mortal Kombat® II title screen, press **START** to advance to the Options Screen. You will be presented with the following options: **START GAME** or **OPTIONS**. To select one, highlight it with the **CONTROL PAD** and press the **START BUTTON**.



START GAME begins a one-player battle for the title of Grand
5 Champion. First, however, a fighter must be selected.

The warrior selection screen has pictures of all the warriors available to a player. To select a warrior, move the frame onto a warrior using the **CONTROL PAD ARROWS**. When your choice is framed, press the **START BUTTON** to select him.



If you select **OPTIONS** you will be given the following choices: **CREDITS & DIFFICULTY**. To select these options highlight one of them and press the **CONTROL PAD LEFT** or **RIGHT**.

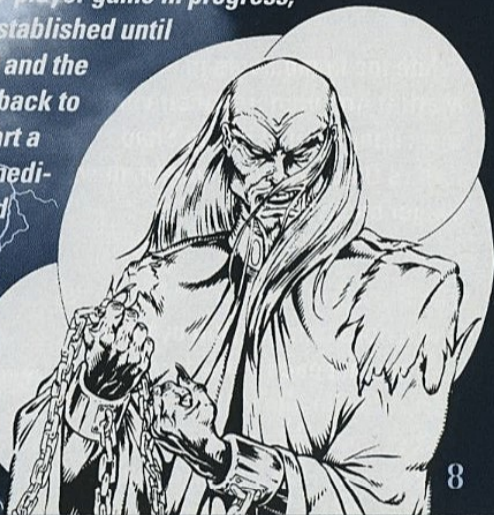
CREDITS allows you to choose how many times you may continue before your game is over. **DIFFICULTY** allows you to set how hard the game will be, from Very Easy to Very Hard.

Should a second player desire to enter the tournament, he may link his Game Boy® using the Game Link cable. When both players reach their title screens, the Game Boys will establish the link, automatically assigning player numbers. Once the link is established, the game advances both players to the "Choose Your Fighter" screen where they must each select a warrior.

PLAYER 2 HAS ENTERED
THE TOURNAMENT

YOU ARE PLAYER 1

Note: If there is a one-player game in progress, the link will not be established until that game has ended and the machine has cycled back to its title screen. To start a two player game immediately, turn both linked Game Boys OFF then ON simultaneously. Should the link be severed during a two player game, both machines will reset.

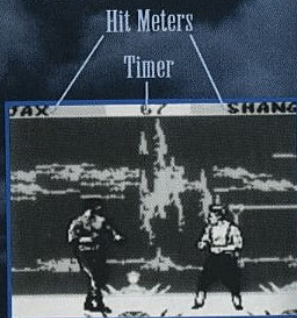




RULES OF THE OUTWORLD

While the komatants in the original Shaolin Tournament for Martial Arts wagered their very lives upon their skills, in Shao Kahn's Outworld tournament, they wager much more!!!

The Outworld tournament first tests a warrior's fighting skill by pitting him against each of the formidable Earth warriors. In all Mortal Kombat battles, meters in the upper-left and upper-right corners of the screen measure the health of the warriors.



The meters begin each round completely black, but each time a warrior is hit, an amount of white signifying the degree of injury is added to his meter. When a warrior's bar becomes completely white, he is knocked out and the round goes to his opponent. Should time run out before either komatant 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 his next opponent.

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

Once a warrior has defeated the other combatants in the tournament, he then takes on the first of his Outworld hosts, the demon Shang Tsung. His youth restored by his master Shao Kahn, Tsung possesses both powerful magic and considerable physical skill.

Defeating Tsung again proves a warrior worthy of meeting Shao Kahn, supreme ruler of the Outworld, in battle. Defeat him to end his rule and become the Supreme Warrior in the Outworld realm!





THE ART OF KOMBAT II

THE BASIC DEFENSIVE MOVES:

The art of Kombat is as it has been for thousands of years. A wise warrior will begin his training with the art of defense. Far more valuable than learning how to inflict blows is learning how to avoid or deflect them, for an opponent who attacks is an opponent who is vulnerable to attack. Defensive lessons are as follows (based on default settings):

To Move Forward or Back: Press the **CONTROL PAD LEFT or RIGHT**

To Block: Press the **START BUTTON**.

To Crouch: Press the **CONTROL PAD DOWN**

To Jump: Press the **CONTROL PAD UP**

To Flip Forward or Back: Press the **CONTROL PAD UP + LEFT or RIGHT**

To Pause the Game: Press the **SELECT BUTTON**

THE BASIC OFFENSIVE MOVES:

Once defense has been mastered, a warrior can begin to learn the fundamental offensive moves—the punches and kicks. In combination with strong defensive tactics, these moves are enough to defeat most foes. The fundamental offensive moves are as follows:

To Punch: Press the **B BUTTON**

To Kick: Press the **A BUTTON**

THE ADVANCED MOVES:

The advanced moves use the basic moves as building blocks to form powerful maneuvers. However, although they do more damage, they also are slower. The advanced moves are as follows:

To Uppercut: Press **DOWN + PUNCH**

To Foot Sweep: Press **AWAY + KICK**

To Roundhouse: Press **TOWARDS + KICK**

To execute a Flying Punch: **JUMP or FLIP + PUNCH**

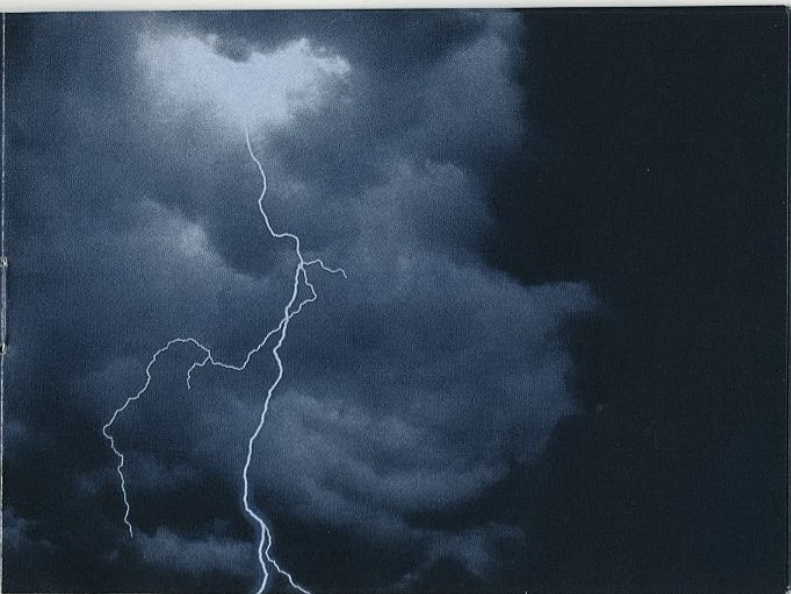
To execute a Flying Kick: **JUMP or FLIP + KICK**

SPECIAL MOVES:

While being a master of Kombat may be enough to win any Earth contest, winning a contest in the hostile Outworld requires more of a warrior. In preparation for this tournament, every warrior has perfected several special moves. These moves often draw upon spiritual or supernatural energies, extreme physical conditioning, or mutant abilities for their effectiveness, and can be especially potent, often devastating an opponent.

WARRIOR WISDOM:

- **Patience is a warrior's greatest ally. Wait for your opponent to attack, then counterattack him when he is most vulnerable.**
- **Timing is crucial to landing many moves. Practice often to learn timing secrets.**
- **With practice, combinations of moves can be learned which allow a warrior to hit his opponent several times before he has an opportunity to defend himself, making them an invaluable tool.**
- **Every warrior has different strengths and weaknesses in terms of speed and movement. Discovering these styles allows you to both use them better and combat them better.**





WARRIOR PROFILES



LIU KANG™

After winning back the Shaolin Tournament from Shang Tsung's twisted clutches and returning him to the Outworld in disgrace, Liu Kang returned to his temples. He discovered his sacred home in ruins, his Shaolin brothers lost in a vicious battle with a horde of Outworld warriors, a parting salvo from Tsung and his minions. Now he travels into the dark realm to seek revenge...

SPECIAL MOVES:

- ✧ **STANDARD FIREBALL:** Towards, Towards, Punch
- ✧ **CROUCHING FIREBALL:** Down, Towards, Punch
- ✧ **FLYING KICK:** Towards, Towards, Kick
- ✧ **BICYCLE KICK:** Hold Kick for 3 seconds then release.



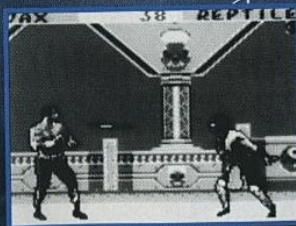


REPTILE™

Shang Tsung's personal protector, Reptile lurks in the shadows stopping all those who would do his master harm. His human form is believed to disguise a horrific reptilian creature whose race was thought extinct millions of years ago. He enters the contest hoping to defeat all and protect his master.

SPECIAL MOVES:

- ✧ **ACID SPIT:** Towards, Towards, Punch
- ✧ **FORCE BALL:** Away, Away, Punch + Kick
- ✧ **INVISIBILITY:** Hold Block + Up, Up, Down, Punch
- ✧ **SLIDE:** Away + Punch + Kick





SUB ZERO™

Thought to have been vanquished in the Shaolin Tournament, Sub Zero mysteriously returns. It is believed this secretive member of the Lin Kuei, a legendary clan of Chinese "ninjas", has traveled into the Outworld to again attempt an assassination of Shang Tsung. To do so, he must fight his way through Shao Kahn's tournament.

SPECIAL MOVES:

- ✧ DEEP FREEZE: Down, Towards, Punch
- ✧ GROUND FREEZE: Down, Away, Kick
- ✧ SLIDE: Away + Punch + Kick





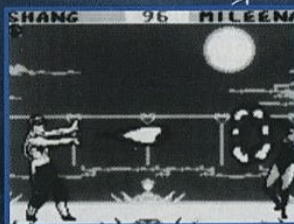
SHANG TSUNG™

After losing control of the Shaolin Tournament and returning to the Outworld in disgrace, the shapeshifter Shang Tsung promised his ruler, Shao Kahn, that he could still unbalance the furies and allow Kahn to take over the Earth. His plan was to lure the Earth warriors to compete in the Outworld, and then, win or lose, never to let them return. Convinced of this plan, Shao Kahn restored Tsung's youth.

SPECIAL MOVES:

✧ **FLAMING SKULLS:** Away, Away, Punch (one)
 Away, Away, Towards, Punch (Two)
 Away, Away, Towards, Towards, Punch (Three)

✧ **MORPHS:** *Liu Kang:* Away, Away, Towards, Towards, Block
Reptile: Hold Block + Up, Down, Up
Sub Zero: Towards, Down, Towards, Kick



Kitana: Block, Block, Block

Jax: Down, Towards,
 Away, Punch

Mileena: Hold Punch for
 2 seconds then release

Scorpion: Block + Up, Up



KITANA™

Kitana's beauty hides her savage role as a personal assassin for Shao Kahn. Seen talking to an Earth realm warrior, her motives have come under suspicion by her twin sister Mileena, but, only Kitana knows her own true intentions.

SPECIAL MOVES:

- ✧ FAN SWIPE: Away + Punch
- ✧ FAN THROW: Towards, Towards, Punch + Kick
- ✧ FAN LIFT: Away, Away, Away, Punch
- ✧ SQUARE WAVE PUNCH: Down, Away, Punch



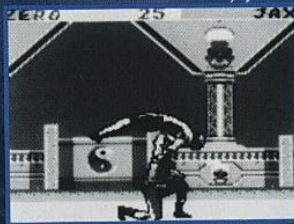


JAX™

Major Jackson Briggs was leader of the U.S. Special Forces unit of which Lt. Sonya Blade was a member. After receiving a signal from Lt. Blade, Jax embarks on a rescue mission, hoping to retrieve both Sonya and the elusive Kano, wanted criminal and leader of the Black Dragon organization. Sonya's trail leads him into the ghastly Outworld, where he believes both Sonya and Kano to be held prisoner.

SPECIAL MOVES:

- ✧ **GROUND POUND:** Hold Punch for 3 seconds, then release
- ✧ **GRAB:** Towards, Towards, Punch
- ✧ **SONIC WAVE:** Towards, Down, Kick
- ✧ **BACKBREAKER:** Block, while in air with opponent



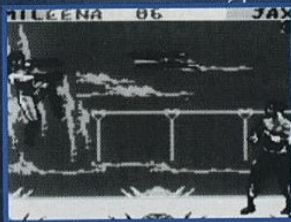


MILEENA™

Serving as an assassin along with her twin sister Kitana, Mileena's dazzling appearance conceals her hideous intentions. At Shao Kahn's request, she is asked to watch for her twin's suspected dissension and must put a stop to it at any cost.

SPECIAL MOVES:

- ✧ TELEPORT KICK: Towards, Towards, Kick
- ✧ ROLL ATTACK: Away, Away, Down, Kick
- ✧ SAI THROW: Hold Punch for 2 seconds then release





SCORPION™

This reincarnated specter is back after learning of Sub Zero's return. He again stalks the ninja warrior - following him into the dark realm of the Outworld where he continues his personal mission—to avenge the loss of his family at the hands of the Lin Kuei clan.

SPECIAL MOVES:

- ✧ **SPEAR:** Away, Away, Punch
- ✧ **DECOY:** Down, Away, Punch
- ✧ **AIR THROW:** Block, while in air with opponent

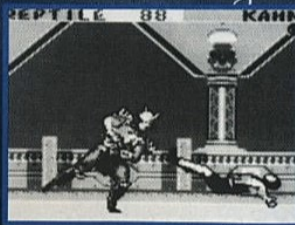




SHAO KAHN™

The supreme ruler of the Outworld, Shao Kahn governs the Astral Planes of Shokan and all surrounding kingdoms. Five hundred years ago he banished the shapeshifter Shang Tsung into the Mother Realm (Earth) to pay for his crimes. Shang Tsung was to unbalance the furies and create a weakness in Earth's dimensional gates.

This weakness in the gates would allow Kahn and his minions to forever walk the Earth and plague its inhabitants to a dark and chaotic existence. Only then would Shang Tsung be cleared of his offense and the curse lifted.



AVAILABLE
IN DECEMBER
WHILE SUPPLIES
LAST!



KICK INTO ACTION WITH MORTAL KOMBAT® FIGURES AND ACCESSORIES!

If you think you're tough enough to hit the next level
in hand-to-hand combat, check out:

•JOHNNY CAGE™ •LIU KANG™ •RAYDEN™ •SUB-ZERO™

Action Figures with shooting weapons and "Ninja Action" moves!

Fight back with •KANO'S™ KOMBAT CYCLE™ &
REPTILE'S™ DRAGON MK-1™ ATTACK BOAT!

Each with a shooting launcher!

HASBRO TOY
A DIVISION OF HASBRO INC.

AGE CODE: RATED 10 & UP.
Caution: Do not aim
weapons at eyes or face.

MORTAL KOMBAT® - It's not just a game anymore!

© 1994 Hasbro, Inc. All Rights Reserved.
© 1992 MORTAL KOMBAT® is a trademark
of Midway® Manufacturing Company.
All Rights Reserved. Used Under License.

ACCLAIM LIMITED WARRANTY

Acclaim Entertainment, Inc. (ACCLAIM) warrants to the original purchaser only of this ACCLAIM software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This ACCLAIM software program is sold "as is," without express or implied warranty of any kind, and ACCLAIM is not liable for any losses or damages of any kind resulting from use of this program. ACCLAIM agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any ACCLAIM software product, postage paid, with proof of date of purchase, at its Factory Service Center. Replacement of the game pak, free of charge to the original purchaser (except for the cost of returning the game pak) is the full extent of our liability.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the ACCLAIM software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE ACCLAIM. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL ACCLAIM BE LIABLE FOR ANY SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS ACCLAIM SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which can not be pre-empted.

REPAIRS/SERVICE AFTER EXPIRATION OF WARRANTY

If your game pak requires repair after expiration of the 90-day Limited Warranty Period, you may contact the Consumer Service Department at the number listed below. You will be advised of the estimated cost of repair and the shipping instructions.

ACCLAIM CONSUMER SERVICES HOTLINE (516) 624-9300

Marketed by Acclaim, Distributed by Acclaim Distribution, Inc.
71 Audrey Avenue, Oyster Bay, N.Y. 11771

MORTAL KOMBAT® II © 1993. Licensed from Midway® Manufacturing Company. All Rights Reserved.

NBA® JAM™, Coin-Operated Video Game Software ©1993. Sub-Licensed from Midway® Manufacturing Company. All rights reserved. The NBA and NBA team trademarks used herein are the exclusive property of the NBA and the respective teams and may not be used in whole or in part without the written consent of NBA Properties, Inc. NBA JAM SESSION is trademarked and owned by NBA Properties, Inc. All rights reserved. Acclaim is a division of Acclaim Entertainment, Inc. © & © 1994 Acclaim Entertainment, Inc. All rights reserved.