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MORTAL KOMBAT 3

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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 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.

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For Williams Customer Support regarding Mortal Kombat®3, please contact Williams Entertainment Inc.:
903 874-5092
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Handling Your Sega Cartridge

The Sega™ Genesis™ Cartridge is intended for use exclusively on the Sega™ Genesis™ 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 break during extended play, to rest yourself and the Sega™ Cartridge.

WARNING TO OWNERS OF PROJECTION TV's:

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.



This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ GENESIS™ SYSTEM.

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Williams Entertainment Testing

GETTING STARTED

**WARNING: NEVER TRY TO INSERT
OR REMOVE A GAME CARTRIDGE
WHEN THE POWER IS ON.**

Turn the power OFF on your SEGA™ GENESIS™.

Make sure Controllers are plugged securely
into the ports of the SEGA™ GENESIS™.

Insert the Sega™ Cartridge into the slot on
the SEGA™ GENESIS™. Press firmly to lock
the Game Cartridge in place.

SLOT



Turn the power switch ON. You may
bypass the intro sequence at any time by
pressing START.

Press START to begin the game and get to
the Main Menu. You will be given two
choices: Start Game or Options

Press up/down on the Control Pad and select
your choice by pressing START.



START GAME MODE

If you select **START GAME** you will go to the "Select Your Fighter"

Screen which has pictures of all the Warriors available to a player—Liu Kang, Kung Lao, Jax, Sonya, Cyrax, Sektor, Sub-Zero, Nightwolf, Kabal, Stryker, Kano, Shang Tsung, Sindel, and Sheeva. Use the

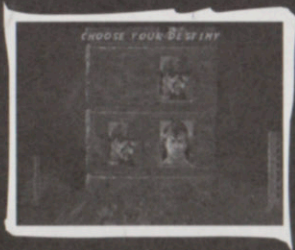
Control Pad to move the colored frame onto your choice. Press any button to select your Fighter and begin the fight at the location shown on the bottom of the screen.

Once you have chosen your Fighter, it will transport you to the "Choose Your Destiny" Screen. Press the

Control Pad Left/ Right to toggle between the columns:

WARRIOR, MASTER or NOVICE. Press **ANY Button** to select. You will see a large column scrolling with the characters' faces.

Should a second player desire to join the fight, he may do so at any time by pressing the **START Button**. This will return both players to the "Select Your Fighter" Screen where they must again choose Warriors. If both players select the same Warrior, Player Two will be identified by a different color.



FIGHTING SUMMARY

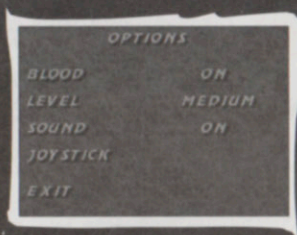
The Tournament first tests a Warrior's fighting skill by pitting him against other tournament challengers. In all Mortal Kombat battles, meters in the upper part of the screen measure the health of each Warrior.

The meters begin each round indicating the Warrior's complete 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/she is knocked out and the round goes to the opponent.

Should time run out before either Kombatant is knocked out, the Warrior with fewer injuries is declared the victor. The first warrior to win two rounds takes the match and moves on to the next opponent.



OPTIONS



If you select the OPTIONS Screen you will be able to modify a number of the game features by using the Control Pad.

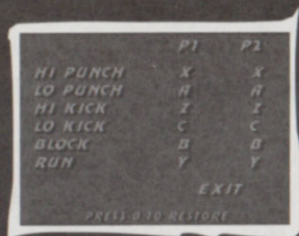
MUSIC: STEREO, MONO or OFF

SOUND EFFECTS: ON or OFF

LEVEL: Easiest, Easy, Medium, Hard or Hardest

BLOOD: ON or OFF

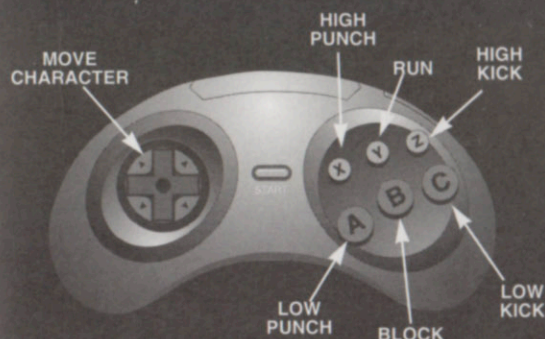
Press START to get back to OPTIONS.



Highlight "Joystick" to customize your Controller. Use the **Control Pad Up/Down** to highlight the control you want to change and then press the button that corresponds with the change you desire. NOTE: This option only works with the 6 Button Controller.

CONTROLS

6 BUTTON CONTROLLER



CONTROL CONFIGURATION: The buttons are defaulted like this:

A = Low Punch

X = High Punch

B = Block

Y = Run

C = Low Kick

Z = High Kick

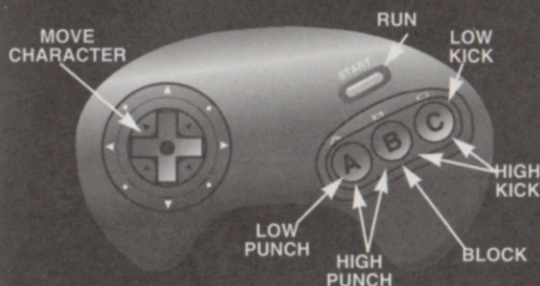
Control Pad Up = Jump

Control Pad Down = Crouch

Left or Right = Walk

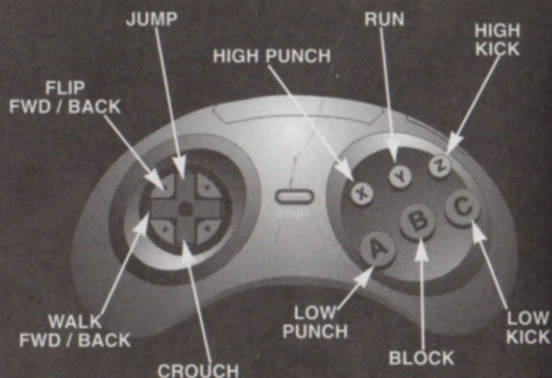
To exit the OPTIONS Screen press highlight "Exit", then press START.

3 BUTTON CONTROLLER



Each Kontestant invited to the Tournament has spent years in practice and meditation to perfect his martial arts skills. Before engaging these Warriors in Kombat, 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 the 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 **Y Button (RUN)** is especially powerful. No longer can a foe hide by backing off. Hold the **Y Button** while pressing **Forward** on the **Control Pad**. Combined, these fundamentals are the foundation for both a strong defense and a potent offense.

CLOSE QUARTERS



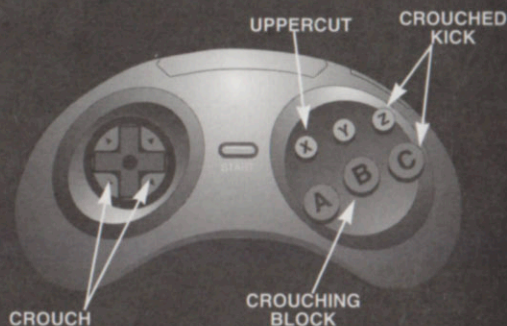
Additional moves used during close-in Kombat situations are the Knee and the Throw. They are highly effective, and do not require full limb extension which is impossible in close quarters. Although these moves are potent, they can be used only when directly adjacent to an opponent.

NOTE: Pressing the Attack Buttons in a certain sequence will result in different "Combos" for different players.

SPECIAL MOVES

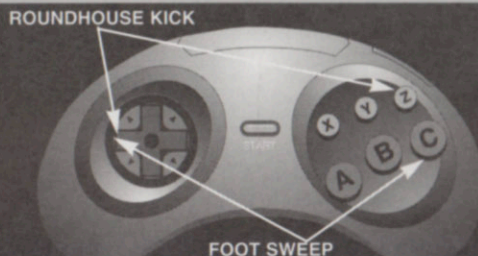
All of the Mortal Kombat Warriors possess expert fighting skills—in that respect, they are equal to thousands of other warriors around the globe. What raises them above their peers are the special moves which they have created and perfected. In order to become a superior warrior, skilled enough to win 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 kombatants on Earth. Mastering their special moves will make you the same.

CROUCHING MOVES



Defensively, the crouching moves allow one to avoid punches and aerial weapons, to escape from close proximity and to avoid being thrown. Offensively, the uppercut, executed from the crouch is one of the most powerful offensive weapons in a Warrior's arsenal. To do the crouching moves, hold the **Control Pad DOWN** and simultaneously push **Z** or **C** for a Crouching Kick. Hold the **Control Pad DOWN** and push **X** for Uppercut. The Block (**B Button** or **Control Pad DOWN**) can always be used to defend against your opponent's moves.

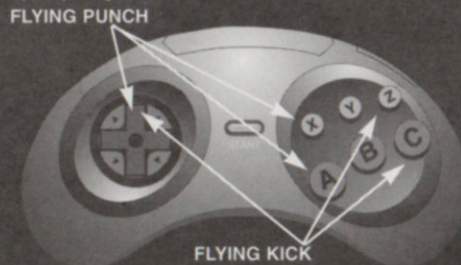
SPINNING MOVES



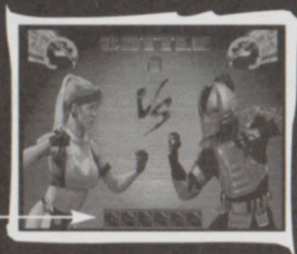
The spin is the key to such exotic moves as the Roundhouse Kick and the Foot Sweep. The Foot Sweep hits your opponent's ankles and knocks him onto his back. The Roundhouse is a spinning kick which strikes your opponent in the face. To execute the spin moves, hold the **Control Pad AWAY** from your opponent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

AERIAL MOVES

The final moves one should learn are the Aerial moves – Flying Punches and Kicks. To execute these moves, either jump in place (**Control Pad UP**) OR towards (**Control Pad UP+Fwd/Back**) your opponent, then press the Attack Buttons while in the air. However, unlike most attacks, aerial attacks must be timed properly to land blows.













SECRET CODES



ICONS

At the bottom of the VS BATTLE Screen you will see a row of six boxes with different Dragon Icons in them. Player 1 can change the symbols in the first three boxes by pressing his/her **LOW PUNCH**, **BLOCK** and **LOW KICK** (default: **A**, **B**, **C**) 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. Each button causes the symbol in the corresponding box to change to the next icon in a predetermined order. If you hold up while pressing **A**, **B** or **C**, the order in which the Icons are cycled will be reversed.

- 0  DRAGON
- 1  MK
- 2  YIN / YANG
- 3  3
- 4  QUESTION
- 5  LIGHTNING
- 6  GORO
- 7  RAIDEN
- 8  SHAO KAHN
- 9  SKULL

For example, pressing the Player 1 **LOW PUNCH** (default: **A**) Button once will change the Dragon Icon in the first box into a "MK" symbol; pressing it a second time will change it to the third Icon in the sequence (a Yin/Yang) and so on. Pressing a button more than nine times will cause the order of the Icons to start over. In other words, pressing a button that corresponds to a box with a Skull symbol will change the Skull back to the original Dragon Icon.



Let's take the code: Skull, Shao Kahn, Raiden, MK, Yin/Yang and 3. To enter this code, Player 1 presses **LOW PUNCH** (default: **A**) Button nine times, **BLOCK** (default: **B**) eight times and **LOW KICK** (default: **C**) seven times. Meanwhile, Player 2 presses **A** one time, **B** twice and **C** three times. The match-up screen doesn't stay up for long, so you need to punch in the codes quickly. Some players find it easier to memorize the codes by referring to them in terms of the number of Button presses it takes to get the proper symbols in place. For example, the code that activates the game "Throw Disable" feature - MK, Dragon, Dragon, MK, Dragon, Dragon - is easier to remember in numeric form as: 100-100. Example, both Player 1 and Player 2 press **LOW PUNCH** (default: **A**) Button one time.

There is no knowledge

that is not power...



"You have been chosen to represent Earth in Mortal Kombat. Be warned. For although your souls are safe from Shao Kahn's evil: your lives are not. I can no longer interfere, as your Earth is now ruled by the Outworld gods."

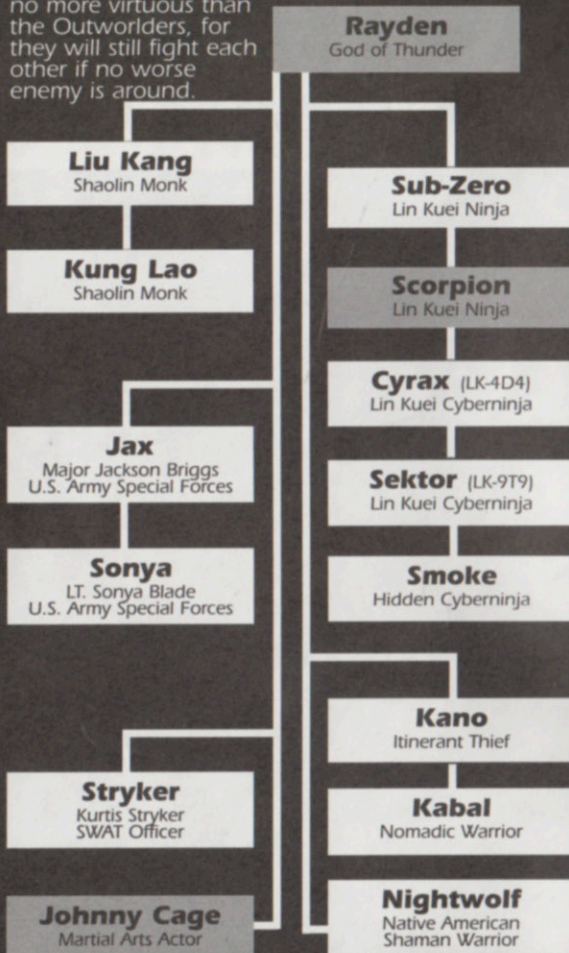
...These are the words of Rayden

The Shaolin Tournament for Martial Arts, better known as Mortal Kombat was, for countless ages, a noble institution that tested the metal of the very best Warriors. Years ago the Tournament was corrupted by the evil Sorcerer Shang Tsung who dared to take not only the lives of his opponents, but their very souls. Eventually it became known that Shang Tsung was acting at the behest of his diabolical master Shao Kahn, Emperor of the Outworld, who planned to claim all the souls on earth. The Champions of Earth: Liu Kang, Kung Lao, their Ancestors and others have, so far, thwarted this plan.

For centuries Earth has used Mortal Kombat to defend itself against the Outworld's Emperor, Shao Kahn. But Kahn grows frustrated by failed attempts to take Earth through Tournament battle. He enacts a plan which began 10,000 years ago. During that time Shao Kahn had a Queen. Her name was Sindel, and her early death was unexpected. Kahn's Shadow Priests, led by Shang Tsung, made it so Sindel's spirit would someday be reborn: not on the Outworld, but on the Earth Realm itself. This evil act gives Shao Kahn the power to step through the dimensional gates and reclaim his Queen, thus enabling him to finally seize the Earth Realm. Upon breaching the portal into Earth, Shao Kahn slowly transforms the planet into a part of the Outworld. He strips the Earth of all human life: claiming every soul as his own. But there are souls which Kahn cannot take. These souls belong to the Warriors chosen to represent Earth in a new Mortal Kombat. The remaining humans are scattered throughout the planet. Shao Kahn sends an army of fierce Outworld Warriors to find and eliminate them. Some of Earth's Warriors survive the attacks. Most do not, but the remaining few hold the one chance at saving all of human kind.

EARTH FORCES

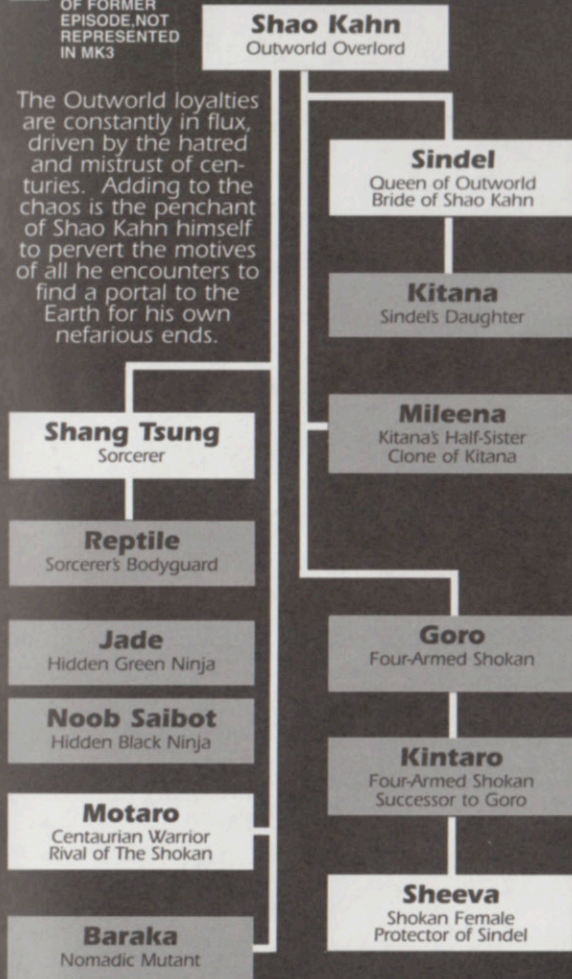
In this loose genealogy, most characters are not blood-related except by dint of the blood that they have all spilled. To that end, the Earth Forces are no more virtuous than the Outworlders, for they will still fight each other if no worse enemy is around.



OUTWORLD FORCES

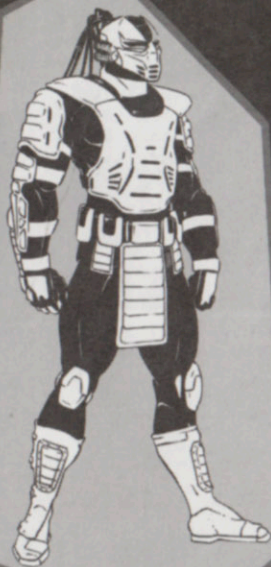
INDICATES
CHARACTER
OF FORMER
EPISODE NOT
REPRESENTED
IN MK3

The Outworld loyalties are constantly in flux, driven by the hatred and mistrust of centuries. Adding to the chaos is the penchant of Shao Kahn himself to pervert the motives of all he encounters to find a portal to the Earth for his own nefarious ends.



WARRIOR BIOS

Cyrax: Cyrax is Unit LK4D4, the second of three prototype Cybernetic Ninjas built by the Lin Kuei. Like his counterparts, Cyrax's last programmed command is to find and terminate the rogue Ninja Sub-Zero. Without a soul, Cyrax goes undetected by Shao Kahn and remains a possible threat against his occupation of Earth.



Jax: After failing to convince his superiors of the coming Outworld menace, Jax begins to covertly prepare for future battle with Kahn's minions. He outfits both arms with indestructible bionic implants. This is a war that Jax is prepared to win.

Kabal: As a Chosen Warrior, his identity is a mystery to all. It's believed that he is the survivor of an attack by Shao Kahn's extermination squads. As a result, he is viciously scarred and kept alive only by artificial respirators and a rage for ending Shao Kahn's conquest.



Kano: Kano is thought to have been killed in the first Tournament. Instead, he's found alive in the Outworld where he once again escapes capture by Sonya. Before the actual Outworld invasion, Kano convinces Shao Kahn to spare his soul. Kahn needs someone to teach his Warriors how to use Earth's weapons. And Kano is the man to do it.



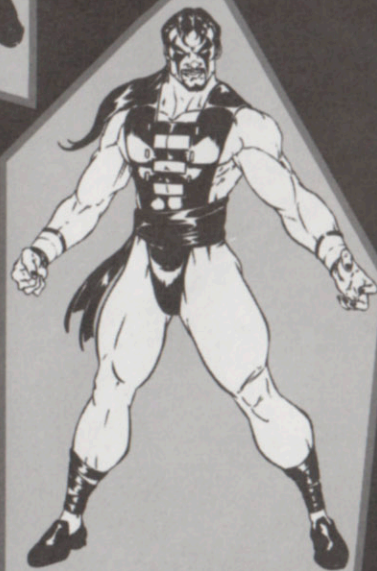
Kung Lao: After avenging the death of his great ancestor by emerging Supreme Champion against all Outworld opponents, Kung Lao returns to Earth to train a new generation of Shaolin alongside Liu Kang. But Lao's greatest challenges lie ahead, fighting for those who cannot defend themselves against Shao Kahn's treachery.

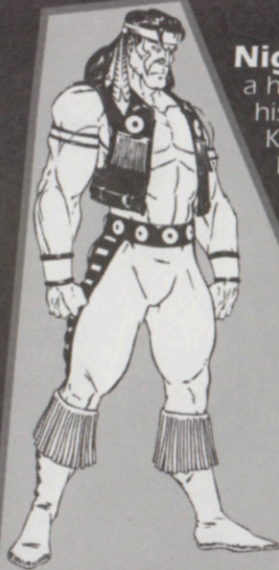


Liu Kang: After the Outworld invasion, Liu Kang finds himself the prime target of Kahn's extermination squads. He is the Shaolin Champion and has thwarted Kahn's schemes in the past. Of all the humans, Kang poses the greatest threat to Shao Kahn's rule.

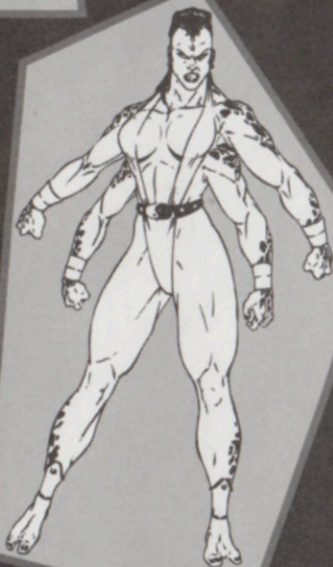
Shang Tsung:

Shang Tsung is Shao Kahn's lead Sorcerer. He once fell out of favor with his Emperor after failing to win the Earth Realm through Tournament Battle. But the ever-scheming Shang Tsung is instrumental in Kahn's conquest of Earth. He has now been granted more power than ever.





Nightwolf: He works as a historian and preserver of his people's culture. When Kahn's portal opens over North America, Nightwolf uses the magic of his Shamen to protect his tribe's sacred land. This area becomes a vital threat to Kahn's occupation of the Earth.

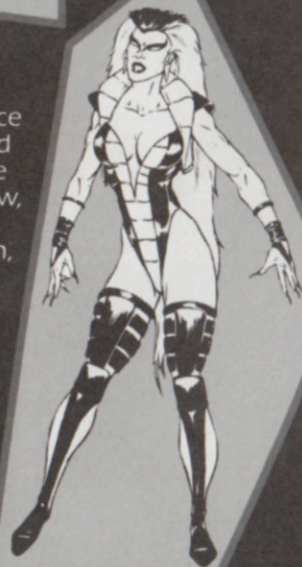


Sheeva: She was hand-picked by Shao Kahn to serve as Sindel's personal protector. However, she becomes suspicious of Shao Kahn's loyalty towards her race of Shokan when he places Motaro as the leader of his extermination squads. On the Outworld, Motaro's race of Centaurians are the natural enemy of the Shokan.

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Sektor: Sektor is actually the code name for Unit LK9T9. He was the first of three prototype Cybernetic Ninjas built by the Lin Kuei. Sektor was once a human assassin trained by the Lin Kuei. He volunteered for automation because of his loyalty to the Clan. Sektor survives the Outworld invasion...he has no soul to take.



Sindel: She once ruled the Outworld at Shao Kahn's side as his Queen. Now, 10,000 years after her untimely death, she is reborn on Earth. Her evil intent is every match for Shao Kahn's tyranny. She is the key to his occupation of Earth.

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Stryker: When the Outworld portal opens over a large city in North America, panic and chaos rage out of control. Kurtis Stryker was the leader of a riot control brigade when Shao Kahn began taking souls. He finds himself the lone survivor of a city once populated by millions.



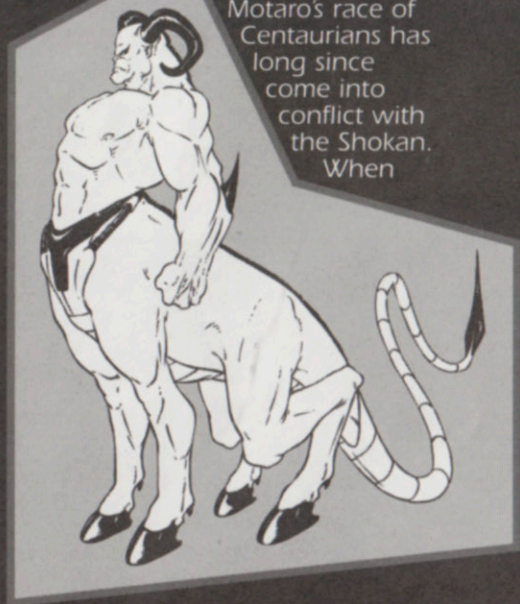
Sonya: Sonya Blade disappears in the first tournament, but is later rescued from the Outworld by Jax. After returning to earth, she and Jax try to warn the U.S. Government of the looming Outworld menace. Lacking proof, they watch helplessly as Shao Kahn begins his invasion.

Sub-Zero: The Ninja returns unmasked. He was betrayed by his own Ninja clan, the Lin Kuei. He broke the sacred Codes of Honor by leaving the Clan and is marked for death. But unlike the Ninja of old, his pursuers come as machines. He must not only defend against the Outworld menace, but must also elude his soulless assassins.



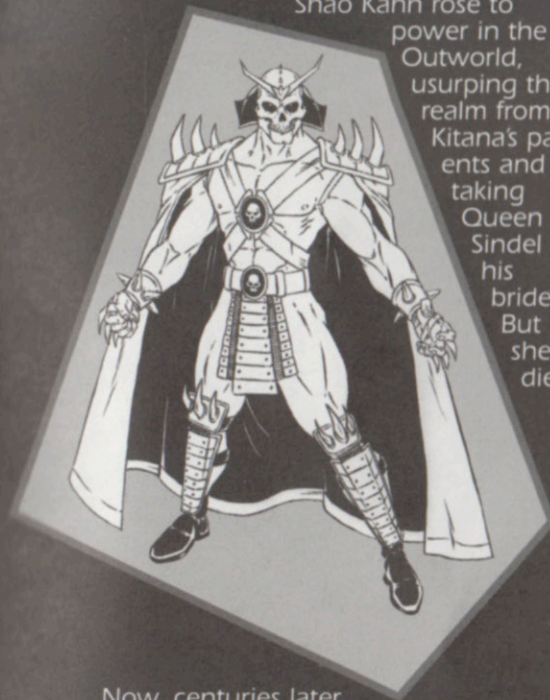
Smoke: Third of the three prototype Cybernetic Ninjas, Smoke's unit designator was erased in a computer crash. Lost as he is to software control, no one can be sure that he will complete his ultimate programming, i.e., kill Sub-Zero. So, he is somewhat of a wild card in the tournament deck.
(Secret Character)

Motaro: In the realm of the Outworld, Motaro's race of Centaurians has long since come into conflict with the Shokan. When



Shao Kahn formed special extermination squads to eliminate the Chosen Warriors of Earth, Motaro was appointed to head this elite group of Savage Warriors.
(Unplayable Character)

Shao Kahn: Many decades ago, Shao Kahn rose to power in the Outworld, usurping the realm from Kitana's parents and taking Queen Sindel for his bride. But she died.



Now, centuries later, Sindel is reborn. And since Shang Tsung failed to win the Earth Realm through Mortal Kombat I and II, her rebirth is the means by which Kahn will finally seize the planet forever unless...
(Unplayable Character)

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