WARNING

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

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

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

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

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Get Started

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

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

Voice Chat/USB Headset

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

Menu/Sub-Menu Navigation

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

Starting Up

DualShock®2 Analog Controller Configurations

L2 button
L1 button
R2 button
R1 button

directional buttons

left analog stick
L3 button when pushed down
SELECT button
ANALOG mode button
START button
right analog stick
R3 button when pushed down

Mortal Kombat: Deception does NOT recommend or support “Analog Joystick” controllers that are not DualShock®2 analog controllers.

Personal Profiles

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

Quitting a Game in Progress

During the game, press the button to display the Pause Menu. Press the directional buttons ↓ to select Main Menu, then press the button. To confirm exiting the game, highlight Yes, then press the button again.
**Default Kontrols**

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

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**Save**

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

If you're using a memory card, the game's Autosave feature will automatically save accumulated data to your Player Profile for further use while using the Krypt option. Autosave will also save data during ARCADE, VERSUS and KONQUEST game modes.

Along with game features, your adjusted game options are automatically saved as well. Once saved, the options will automatically be loaded the next time you power up your PlayStation®2 game console as long as you have a memory card inserted that contains previously saved MKD data.

**IMPORTANT**

When you make changes to the default settings for any of the areas within the "Options" menus, these changes will be automatically saved if you're using a memory card with a previously created Player Profile. When there are memory cards in both MEMORY CARD slots 1 and 2, the "Options" settings for MEMORY CARD slot 1 will always be used, even if it's set at the default settings.

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

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

At the Main Menu, highlight the option you'd like to select, then press the ❏ button. As you highlight an option, a brief description of its contents is displayed on the right side of the screen.

ARCADE

Select a fighter, and travel to many locations. Although the function of Arcade mode is for playing against CPU controlled opponents, a friend can still grab a second controller, and press the ❏ button to join in. You'll go to the Fighter Selection Screen (see FIGHTER SELECTION, pg. 17). As you play Arcade Mode, you'll earn Koins along the way with each victory (note: be sure to load a profile first, see pg. 11 for details). Obviously, you'll want to win as many matches as possible to collect these Koins and purchase items in the Krypt (see KRYPT, pg. 9).

VERSUS

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

Press the ❏ button to view the Background Selection option. Press the directional button ↑ or → to cycle through available arena backgrounds. When you find the background you want to use, press the ❏ button to regain access to the Fighter Selection screen.

PRACTICE

Even if you're a Mortal Kombat veteran, you may require some practice, so select this option, select a fighter and get some practice.

After selecting this option, you'll go to the Practice Mode Fighter Selection screen. Highlight the fighters you'd like to use for your practice, then press the ❏ button.

As you fight, you'll notice that there is no Timer, and the Practice Opponent's Health Bar will refill automatically when drained. You can battle as long as you like until you're comfortable. Controller buttons appear on-screen as you press them, so you can learn which button combinations produce certain moves. Practice is a useful game mode to get familiar with the fighters.

CHESS KOMBAT

Mortal Kombat: Deception includes this all-new MK game. Up to two players will LOAD or CREATE a team of five fighters: a GRUNT, SHUTTER, SORCERER, CHAMPION and LEADER. The object of the game is to fight your way through the team in an effort to confront and defeat the Leader.

Once you've created a team, you'll be prompted to Save the team to your profile. Select Yes, if you'd like to have the option to load the team the next time you want to play Chess Kombat.

SETTING THE TRAP

Before the match begins, you'll be prompted to set a trap on the square of your choice. Opposing players that occupy that square die immediately. To set a trap, highlight the desired square, press the ❏ button to select then press the ❏ button. Also, you can pretend to set a trap by pressing the ❏ button. A ping will sound to confuse your opponent. Remember, a Trap can only be set on your side of the board.

THE BATTLES

Each player will take turns moving fighters. Highlight a fighter, then press the ❏ button to make a selection. At this point, arrows will show you which squares are available to move your fighter. Highlight the square you want to occupy, then press the ❏ button again to move the player.

Once two opposing players occupy the same square, they will battle in Kombat mode to decide who will win the square.

SPELLS

Press the ❏ button to display the Spells Menu. A spell can be used only one time during the match, so use them wisely. When you select a Spell, on-screen instructions tell you how to go about using the spell.

NOTE: Spells are cast by the two Sorcerers. When they die, their list of spells are no longer available.

GREEN CELLS

The Green Cells on the board provide a +100 Health to the player that occupies the square. All other characters owned by that player receive +25 Health. If an opponent occupies the green cell, you'll need to win the square and obtain the +100 Health for that character, as well as the +25 Damage increase to the rest of the characters on the opposing team.
**Puzzle Kombat**

The objective is to keep the Blocks below the red Kaution Banner. The banner is located at the top of the puzzle. The user that has Puzzle Pieces above the Kaution Banner is the loser.

A Puzzle Piece consists of 2 objects, comprised of Blocks, Breakers and Bombs. Blocks and Breakers can be one of four colors. Colors vary, so keep an eye on the “Next” window to see the upcoming grouping of Blocks. Blocks are used as the building Blocks for this mode. Blocks are to be placed at the bottom of the screen and can be positioned however you like. Blocks can be paired up with other Blocks, Breakers or Bombs.

**Breakers**

Breakers are used by dropping them on like colors to remove the Blocks from game play. When the Blocks are broken, any Blocks above will fall down where the previously broken Blocks once existed. Try staging non-matching colored Breakers on top of groups of like colored squares. If you happen to break apart the like-colored group of squares a Breaker is resting upon, you’ll want it to fall on top of squares of the same color, so they will then break apart. This is a Combo that will help boost your Super Meter and increase the number of blocks dropped on your opponent.

**NOTE:** When you break apart squares, that same number of broken squares falls onto your opponents stack, so break apart as many as possible.

**Bombs**

Bombs are used to clear all blocks of one color. This is done by dropping the Bomb on the desired color. When a Bomb touches a specific color, it will break all squares of that color. A Bomb Bonus is performed when a Bomb is not dropped on a block or Breaker but on the bottom of the puzzle. The Bomb Bonus boosts your Super Meter. The Super Meter will gradually fill up. Once the meter is full, press the button to perform your fighter’s Special. Each fighter has their own special attack. Remember, you must use your Special within 20 seconds.

**NOTE:** Special moves differ based on which character you choose. Characters with strong Special Moves will not fill up the Super Meter as fast as other characters, because their Special move has a greater effect.

**Konquest**

This is where you’ll really learn how to play the game. Faced with hundreds of different challenges, you’ll get instructions and learn how to perform all types of different moves and fighting styles. Along the way, you’ll also earn Koins to make purchases in the Krypt (see below).

Once you’ve started your Konquest, read on-screen instructions to learn Mortal Kombat skills you’ll need to complete your difficult journey (see *Konquest Realms*, pg. 16, for more information).

Before you can begin in Konquest mode, you’ll need to enter your saved player Kode created using the Player Profile option (see *Player Profile*, pg. 11). Konquest mode can only be played if you’re using a memory card (see *Save*, pg. 5).

**MK Online**

See *MK Online*, pg. 20-21.

**The Krypt**

The Krypt is an enormous room filled with 400 koffins. Using the Koins you’ve earned, you can “purchase” koffins to open and reveal the hidden Konquest. Sometimes you’ll discover big items like new characters or backgrounds to fight in, and other times you’ll find something small or nothing.

Before you can enter the Krypt, you must enter your saved player Kode created using the Player Profile option (see *Profiles*, pg. 11). The Krypt can only be accessed if you’re using a memory card (see *Save*, pg. 5).

Once you’ve entered the Krypt, press the directional button ↑, ↓, ← or → to move from koftin to koftin. Press the button to open it. The number and Koin on the koftin indicate the amount of color-coded Koins you’ll need to take a look inside.

Purchased items, such as sketches and photos, are saved to your profile name. You can view them using the Konquest option on the Main Menu (see pg. 10).

To help you find items in this vast area, we’ve included a Krypt Reference Table, pages 14-15, to help you out. It’s also available on the Internet at www.mortalkombatdeception.com.

**NOTE:**

Krypt Keys can only be acquired in Konquest Mode.
Kontent
Use the Kontent option to view unlocked items, as well as other extras we've included for Mortal Kombat: Deception.

Characters - View character biographies and costumes purchased in the Krypt.
Arenas - See Arena images and stories purchased in the Krypt.
Endings - View unlocked character endings earned from completing Arcade mode.
Production Art - View sketches, renders and videos you've purchased in the Krypt.
Extras - View team photos and other items purchased in the Krypt.
Soundtrack - Listen to a selection of the music found in Mortal Kombat: Deception.
Area 51 Demo - Check out this playable demo of Midway's eagerly anticipated Area 51 video game.
Credits - See those who worked day and night to bring you Mortal Kombat: Deception.

Profiles
With a memory card inserted in MEMORY CARD slot 1 or 2, you can create a Player Profile and earn Koinz to purchase items in the Krypt (see The Krypt pg. 9). These options allow you to create and manage your saved profiles:

Create a Profile
The first step you'll encounter is to give your profile a name. Highlight a character, then press the button to make a selection. Repeat this process to spell out your name. Select "SPACE" to place spaces between letters, "BACK" to delete letters and "DONE" when you're finished.

Choose Icon
Highlight an icon to represent your profile, then press the button to select.

Enter a Kode
Use your controller to select a sequence of button presses to create a Kode that will be your password to your profile. As you press buttons, the Kode Window will display asterisks until you've completed entering the Kode. After you've entered a Kode, you'll be asked to confirm the Kode by repeating the sequence. It's a good idea to write down your Kode on the Krypt Reference Table in this manual, pages 14-15, so you won't forget the next time you want access to your profile. If you forget your Kode, you won't be able to access your saved profile.

Select Save Location
Your memory card offers 8 slots for saving your individual profiles. Press the directional buttons or to select the appropriate MEMORY CARD slot, then press the button to save the profile. After saving, your icon and profile name will be displayed for future reference.

View Profile
Once you've created one or more profiles, view your statistics and how many of each type of Koin has been accumulated. Press the directional button or to select saved profiles (if you have more than one).

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

Load Profile
Press the button, enter the code, and select a profile.
GAME OPTIONS

On all Options menus (other than Controller) highlight an option, then press the directional button ← or → to adjust the setting. You can also press the button if you’d like to restore the Options to their default settings.

GAMEPLAY

Kombat, Chess & Puzzle CPU Difficulty
Choose from Novice, Easy, Medium, Hard or Max difficulty, depending on your personal skill level.

Rounds to Win
You can decide how many rounds you’ll need to win in order to determine the winner of a match. Choose 1, 2* or 3 rounds.

Puzzle Rounds
Choose the amount of rounds you’ll need to win in order to determine the winner of a Puzzle match. Choose 1 or 2* rounds.

Round Time
Rounds are timed at 60* seconds. You can set the timer to specific times between 20 and 90 seconds, or you can turn it Off.

Death Trap
Some environments have Death Traps. You can turn them On* or Off.

Blood Level
You can select the amount of blood spilled during the course of a match. You can select Max*, Low, Medium or turn it Off completely. Remember, if you turn Blood Off, Fatalities and Hara-Kiri’s will not be available.

* Default Setting

AUDIO

Make volume adjustments to Game Music, Environment, Announcer, Effects and Speech. Highlight an option, then press the directional buttons ← or → to adjust audio levels.

VIDEO

Contrast and Brightness
Highlight an option, then press the directional buttons ← or → to adjust the game’s contrast and brightness levels.

Widescreen and Progressive
If your TV is compatible, Widescreen and Progressive features can be turned On* or Off.

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

CONTROLLER

The Controller Setup menu allows you to configure the controller the way you like. Highlight an action button on the menu, then press the button you’d like to use for that action.

As you change buttons, you’ll notice changes to other controls. Obviously, you can’t use one button for more than one action. You can also turn your controller’s vibration feature On* or Off by highlighting the option and pressing the button.

Repeat this process for all controls, then highlight Done and press the button to return to the Options Menu. If you want to start again from scratch, select Reset to return controls to the default settings.

* Default Setting

If you already have a profile saved, you’ll be prompted to save your configuration to a specific profile. Press the button to bring up the Enter Code window, then enter the Kode for the desired profile. The new configuration will load whenever you load that profile.
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THE REALM OF GHOSTS

The Realm of Ghosts is divided into four sections: the Nexus, the Realm of Chaos, the Realm of Order, and the Realm of Nothing. The Nexus is the central hub where the realms meet. In the Realm of Chaos, the forces of evil converge, ruled by the Dark Lord. The Realm of Order is the domain of law and justice, where the Good Lord reigns. The Realm of Nothing is a realm of emptiness, where the souls of the dead reside.

THE REALM OF CHAOS

The Realm of Chaos is a realm of darkness and destruction, ruled by the Dark Lord. It is a realm of chaos and disorder, where the forces of evil converge. The Dark Lord is the ruler of this realm, and he is determined to conquer the other realms.

THE REALM OF ORDER

The Realm of Order is a realm of light and justice, ruled by the Good Lord. It is a realm of peace and harmony, where the forces of good converge. The Good Lord is the ruler of this realm, and he is determined to protect the other realms from the forces of evil.

THE REALM OF NOTHING

The Realm of Nothing is a realm of emptiness, where the souls of the dead reside. It is a realm of darkness and despair, ruled by the Void. The Void is the ruler of this realm, and he is determined to destroy the other realms.

THE REALM OF DEATH

The Realm of Death is a realm of蹒跚, ruled by the Death Lord. It is a realm of darkness and mystery, where the souls of the dead reside. The Death Lord is the ruler of this realm, and he is determined to destroy the other realms.

THE REALM OF LIGHT

The Realm of Light is a realm of tranquility, ruled by the Light Lord. It is a realm of peace and serenity, where the souls of the good reside. The Light Lord is the ruler of this realm, and he is determined to protect the other realms from the forces of evil.

THE REALM OF EARTH

The Realm of Earth is a realm of stability, ruled by the Earth Lord. It is a realm of strength and solidity, where the souls of the living reside. The Earth Lord is the ruler of this realm, and he is determined to protect the other realms from the forces of evil.

THE REALM OF WATER

The Realm of Water is a realm of fluidity, ruled by the Water Lord. It is a realm of music and rhythm, where the souls of the spirits reside. The Water Lord is the ruler of this realm, and he is determined to protect the other realms from the forces of evil.

THE REALM OF AIR

The Realm of Air is a realm of freedom, ruled by the Air Lord. It is a realm of lightness and spiritedness, where the souls of the angels reside. The Air Lord is the ruler of this realm, and he is determined to protect the other realms from the forces of evil.

THE REALM OF FIRE

The Realm of Fire is a realm of passion, ruled by the Fire Lord. It is a realm of heat and destruction, where the souls of the demons reside. The Fire Lord is the ruler of this realm, and he is determined to destroy the other realms.
ROUND TIMER
By default, each round has a ROUND TIMER. If the time is up before either kombatant has been defeated, the warrior with fewer injuries is declared the victor. The winner takes the match and moves on to the next opponent.

VICTORY SKULLS
Each time a fighter wins a round, a VICTORY SKULL is earned. The first fighter to earn two (in the default setting) wins the match and is declared the victor.

COMBO
To advance your fighting skills to the highest level, you must learn how to do Combination Attacks. When a combo is executed, the COMBO METER briefly appears to display the amount of damage that has been done to an opponent. The more complex the combination, the more damage is done.

FIGHTING STYLES
Mortal Kombat: Deception includes three FIGHTING STYLES per fighter. Press the Analog button during any match to toggle between them. If you often change your fighting style to confuse your opponent, you may lose track, so take a quick look at the bottom of the screen to see which fighting style you're currently using.

FIGHT STATE INDICATORS
Your Red indicator light comes on when your fighter is attacking. While lit, you're vulnerable to his attacks and can not block them. Your Blue indicator light is on when you're stuck in your opponent's combo (like the red light, you can not block the attack). Your Yellow light indicates that you are close to a hazard within the environment.

HEALTH BARS
In all Mortal Kombat battles, HEALTH BARS in the upper portion of the screen measure each warrior's diminishing Health. The meters begin each round reflecting Health at 100%, but the amount of Health is reduced with each blow taken. The reduction amount depends on the type of attack and whether or not it was blocked. When a fighter's Health Meter is depleted, he/she is knocked out and the round goes to the opponent.

COMBO BREAKER SYSTEM
At the beginning of each round, you're given three Combo Breakers to use for each round during the match. Press FORWARD and BLOCK to break the combo. Each time you perform a Breaker, one of the icons will disappear.

LEVEL ADVANCE
In one player Arcade mode, the Level Advance screen will appear between matches (as long as you've won the match). It displays your next opponent, the fight environment and the amount and type of Koins the match is worth. The TIME displayed top/left of the screen is the cumulative amount of fight time for your victories. Each match will get more difficult than the last, so the DIFFICULTY percentage is also displayed.

MODES LIST
Discovering and learning fighter moves are a very important part of the game. During a match, press the button to view the Pause Menu. Select MOVES LIST to view the moves for your character. Press the directional buttons or to cycle between the three fighting styles and special moves, then press or to scroll through all the moves for that style.

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

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

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

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

**NOTE**

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

**NETWORK SETTINGS**

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

**NETWORK COMPATIBILITY**

Mortal Kombat: Deception supports Online gameplay using the network adaptor (Ethernet/modem) (for PlayStation®2) to connect to the network. The in-game networking uses the official LANA registered PS2 UDP port number: ps-ams 3658/udp. PlayStation AMS (Secure). Within a GameSpy room, your local host ping information will be unavailable to other players if you are behind a NAT/firewall. GameSpy room pings require UDP Port 15139 to be open for unsolicited UDP.

**LOGIN**

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

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

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

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

Ashrah
PLACE OF ORIGIN: Netherrealm
ALIGNMENT: Good
POWERS: Noob Saibot, Brotherhood of Shadow

Ashrah is a demon who has discovered a means for escaping the Netherrealm...a holy sword. To achieve her goal of purification, she must slay powerful evil by the sword. Each denizen of the Netherrealm she defeats brings her closer to freedom.

Baraka
PLACE OF ORIGIN: Outworld
ALIGNMENT: Evil
ALLIES: Shao Kahn, Shang Tsung, Quan Chi & Dragon King
POWERS: Bo Rai Cho

Baraka's Tarkan race is a mutated hybrid of Netherrealm and Outworld species. A loyal warrior, Baraka faithfully serves his new master, the Dragon King, by procuring Outworld opposition with his Tarkan hordes.

Bo Rai Cho
PLACE OF ORIGIN: Outworld
ALIGNMENT: Good
ALLIES: Kung Lao, Kitana, Liu Kang & Li Mei
POWERS: Shang Tsung, Quan Chi, Baraka & Shao Kahn

Kitana has given full command of her allied Outworld army to Bo Rai Cho. Although his fight against the Tarkan hordes does not go well, he will find inspiration from an unexpected source.

Dairou
PLACE OF ORIGIN: Realm of Order
ALIGNMENT: Neutral
ALLIES: Davius & Damashi
POWERS: Hotaru

A former member of the Student guard in the Realm of Order, Dairou is a mercenary and takes no sides in the war between Order and Chaos. His most recent contract is for the death of Hotaru.

Darius
PLACE OF ORIGIN: Realm of Order
ALIGNMENT: Neutral
ALLIES: Havik & Dairou
POWERS: Hotaru

Leader of the Resistance in the Realm of Order, Darius lives a life in the shadows. His ambition is to overthrow the oppressive regime that controls the land. To some he is a hero, but to others he is nothing more than a terrorist.

Ernie
PLACE OF ORIGIN: Unknown
ALIGNMENT: Good
ALLIES: Kenshi, Liu Kang
POWERS: Dragon King, Ashrah

A being created through sorcery, Ernie is the combined might of many warrior souls fused together. He was once a servant of Shao Kahn until Kenshi freed him. Now he seeks to make amends for all the harm he has caused in the past by freeing Liu Kang's enslaved allies from the Dragon King's control.

Kabal
PLACE OF ORIGIN: Earthrealm
ALIGNMENT: Evil
ALLIES: Shao Kahn
POWERS: Bo Rai Cho

Kabal, a member of the Red Dragon, has been brought back from the brink of certain death by an unknown stranger. He will travel to Outworld to shape a new destiny for himself.

Kobra
PLACE OF ORIGIN: Earthrealm
ALIGNMENT: Evil
ALLIES: Kitana
POWERS: Shang Tsung & his allies

Kobra sought to test his kombat skill. Once he killed his first opponent, however, the thrill overtook him and now victory is his obsession. Kobra recognized the potential of Kobra's brutal nature and enlisted him into the new Black Dragon.

Mileena
PLACE OF ORIGIN: Outworld
ALIGNMENT: Evil
ALLIES: Baraka, Shao Kahn & Shang Tsung
POWERS: Kitana

Created by the sorcerer Shang Tsung, Mileena has at last fulfilled her destiny as Kitana's successor by posing as the former princess. She misleads Kitana's military forces in an attempt to give the Dragon King the time she needs to complete her plans. They follow her command believing her to be the real Kitana...only Baraka knows the truth behind her deception.

Nightwolf
PLACE OF ORIGIN: Earthrealm
ALIGNMENT: Good
ALLIES: Liu Kang, Raiden & Kung Lao
POWERS: Dragon King & Shao Kahn

Nightwolf has foreseen the coming of the Dragon King in his dreams. To defeat this new menace, he must curb his own soul and enter the Netherrealm. The process will alter his temperament and make him a danger to even his allies. He must travel alone if he is to succeed.

Scorpion
PLACE OF ORIGIN: Earthrealm
ALIGNMENT: Neutral
ALLIES: None
POWERS: Quan Chi, Drahmin, Moloah & Sub-Zero

In his quest to confront his nemesis, Quan Chi, he was ambushed by two Oni and cast into a powerful soulcalibur. He would surely have been torn apart by the souls trapped there if he had not managed to escape into the Void. It was in his place that he first set eyes on the fabled Elder gods. He would be forever changed by this encounter.

Sub-Zero
PLACE OF ORIGIN: Earthrealm
ALIGNMENT: Good
ALLIES: Smoke, Frost & Raiden
POWERS: Quan Chi, Hotaru & Scorpion

While still in Outworld, the Lin Kuei Grand Master, Sub-Zero, discovers his true heritage—the source of his mastery over cold. This discovery will aid him in the fight against the Dragon King's Tarkan hordes.
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