### Warning

**WARNING: READ BEFORE USING YOUR PLAYSTATION® 2 COMPUTER 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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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: Shaolin Monks” 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.

**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.

**QUITTING A GAME IN PROGRESS**

During the game, press the button to display the Pause Menu. Press the directional buttons ↓ to select Exit Game, then press the button. To confirm exiting the game, highlight Yes, then press the button again.

**SAVING PROGRESS**

Mortal Kombat: Shaolin Monks uses a save feature that saves to your memory card (8MB)(for PlayStation®2). When you start the game for the first time, the game will look for a Mortal Kombat: Shaolin Monks file. If it doesn’t find a file, it will prompt you to create a file. Once created, the game will load the file the next time you play the game. Unlockables and options can be saved every time you exit the game.
In the final battle of the first Mortal Kombat tournament, Liu Kang defeated Shang Tsung and saved Earthrealm from domination. But in the confusion of a mysterious earthquake, Shang Tsung and his fellow conspirators escaped through a portal to Outworld. Kung Lao, who had been posing as a Masked Guard, helped his fellow Shaolin Monk escape the crumbling island. Liu Kang and his allies narrowly escaped with their lives.

When they returned home, the Wu Shi Academy was invaded by Baraka and his Tarkatan horde in an attempt to defy the rules of Mortal Kombat and take Earthrealm by force. Although the Shaolin Monks fended off the invasion, Raiden sensed a deeper conspiracy and urged the Shaolin Monks to defeat Shang Tsung in Outworld. Will they succeed? Or will they succumb to Shang Tsung's evil plot?

**SINGLE PLAYER**
Select Single Player to begin a one-player adventure.

**KO-OP**
Select Ko-op to play with a friend. Each player takes control of one of the heroes. As you advance through the game, you'll work as a team to defeat your enemies.

**VERSUS MODE**
Select this option to play against a friend (or enemy). You'll go right to the Character Select Screen (see Character/Arena Select, pg. 9). After you've selected a character, you'll square off against each other in one of the various arenas in the game.

**LOAD GAME**
You can use this option to access the memory card and load a previously saved game. This option will read the memory card and automatically load the game data. You will be prompted if no loadable game data is found.

**Note:** If a memory card that included a saved game is inserted after you boot up, you'll need to use this option to load your saved game.

**OPTIONS**

**Brightness**
Use this option to adjust the game's brightness levels. Read on-screen instructions to make the adjustments.

**Controller**
This option allows you to study the controller layout.

**Audio**
Press the directional buttons ← or → to make volume adjustments to Music, Sound Effects and Speech.

**Mode** - You can also select from Stereo, Mono or Digital sound modes, depending on your television's capabilities.
Gameplay
For Versus Mode, you can make adjustments to a few gameplay options.
**VS Rounds** - You can decide how many rounds you'll need to win in order to determine the winner of a match. Choose 1 or 3 rounds.
**VS Match Time** - You can set the timer limit to 120 or 180 seconds, or you can set it to Infinity to play without a time limit.
**Camera Control** - Choose between Normal and Inverted Camera Control.

KONTENT

Arenas
See Arena images and stories that are unlocked as you progress through the game.

Concept Art
View an array of Mortal Kombat: Shaolin Monks concept art.

Movies
The Mortal Kombat: Shaolin Monks game includes a selection of movies.

Photos
View some Mortal Kombat: Shaolin Monks photos.

Mortal Kombat II
Play the original version of Mortal Kombat II.

Kredits
See those who worked day and night to bring you Mortal Kombat: Shaolin Monks.

Note: The following may not be available right away, but they can be unlocked as you progress through the game.

Basic Movement and Navigation
The left analog stick controls all basic movement. It also defaults to basic walking and running movements. The Walk Speed increases or decreases depending on the left analog stick's distance from neutral. When used in conjunction with other buttons or scenarios, the left analog stick can control other more advanced navigation duties.

**Camera Control**
Pressing the R3 button toggles three different camera modes: Normal, Close and Panoramic. In Normal mode, use the right analog stick to look around.

**Jumping**
Pressing the  button in any style or mode will execute a basic jump. Jumping and using the left analog stick will allow the player some limited control of the path that the jump takes, even after the player has left the ground. (For other Jumping controls, see *Non-Kombat Abilities*, pg. 16-17.)

**Kombat Kontrols - Without Weapon**

**Quick Attack**
Pressing the  button will perform a basic low power/fast executing strike. These attacks do the least amount of damage, but they're the fastest in execution and recovery.

**Launch**
Pressing the  button will perform a basic medium power/medium speed attack that will launch an opponent into the air. If already in the air, this attack will "re-launch" the character even higher.

**Power**
Pressing the  button will perform a high power/slow executing attack. Power attacks normally ground or knock-back an opponent if contacted.
Grapple

Pressing the B button will activate the throw/grapple attack. This button also doubles as the weapon pick-up/throw button.

Enemy Manipulation

Hold the B button and press the A button to grab an opponent. You can then take control and use them as a human shield and perform attacks. You can later upgrade the manipulation abilities and gain more attacks out of manipulation.

Special Attacks

Holding the B button along with one of the three attack buttons will execute the Special Attack associated with that button. The Special Attacks maintain the properties of their parent button for ease of understanding (all B + A attacks will launch an opponent, all A + B attacks are fast, low damage attacks that hit multiple times, etc.)

Blocking

If you hold L button (Lock-On), you will block any incoming attacks. When you block, you'll lose some of your energy meter. If you have no energy available, your block will be broken.

Lock-On

Pressing the L button will lock the player's point of view on the closest enemy the character is facing. Using the left analog stick while Lock-On is activated will allow the player to strafe left and right without diverting his attention from this main adversary. The main character will circle the opponent a set distance while strafing in this way. Use the right analog stick to change focus to a different enemy.

Evades

Holding the L button while pressing the button will allow the player to perform an evade in any direction, dependent upon the left analog stick input.

Multi-Directional Attacking

This system allows you to attack in any direction at any time, freely linking any move into any other move. Once an attack has been thrown, the system will take over. Pressing the left analog stick in any direction (while continuing the flow of attacks) will attack in that direction without changing the player's orientation. This allows the player to instantly attack an enemy in a full 360-degree area around the main character.

Fatality Attack

The B button and the directional buttons are used in conjunction to input Fatality Motions. See Fatalities, pg. 20, Kombat (pgs. 14-15) and Non-Kombat Abilities (pgs. 16-17) for more gameplay details.

At the Character Select screen, highlight an available fighter, then press the B button to make a selection. Player 1 selects using the blue highlight. Player 2 selects using red. To randomly select a fighter, press the button.

The Character Select screen is different for Versus and Single Player mode. This screen shot represents Versus mode, having more characters available than Single Player mode.

At the Arena Select screen, highlight an available arena, then press the button to make a selection. To randomly select an Arena, press the button.

Stats Menu

The Stats menu lets you browse through a collection of stats accumulated as your adventure progresses. On-screen instructions show you how to browse through the different screens.

You can also use your collected Experience Points to purchase Specials and Kombos (see Experience System, pg. 21).

The Moves screen allows you to view the various moves you've acquired as you progress.
Health Meter
In Single Player and Versus mode, the Health Meter in the upper portion of the screen measures a warrior's diminishing Health. The meter begins 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.

Energy Meter
Press the D-pad button to use your energy and perform a Special Move. Special Moves are available once you fill your Special Move meter. Once used, the meter will diminish as you perform special moves, blocking, long jumps and evades. It will then recharge.

Fatality Meter
The Fatality Meter is an on-screen indicator that stores the ability to perform three levels of Fatalities: Fatality, Multality and Brutality. The meter has these three levels of charge. As each level is filled, a more powerful set of Fatalities becomes available. Each Level of Fatality affects a different number of opponents, starting with one opponent being killed on the Fatality level. The Multality level will let you kill multiple enemies around you, while the Brutality level will put you in a Rage mode and kill as many enemies as possible in a certain amount of time.

Enemy Health Meter
As you battle an enemy or Boss, their Health Meter will appear near the bottom of the screen.

Experience Points
These points are gained by killing enemies. Once acquired, you can use the points to purchase upgrades from the Stats Menu (see pg. 9).

Health and Special Move meters appear the same as described on the previous page. The Versus HUD includes Power Up and Victory Markers.

Round Timer
By default, each round has a Round Timer. If the time is up before either combatant 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 Markers
Each time a fighter wins a round, a Victory Marker is earned. The first fighter to earn two (in the default setting) wins the match and is declared the victor.

Power-Ups
As you find Power-Ups, they'll appear within the Power-Up markers. They'll appear until you use them. You can hang on to as many as 4 different Power-Ups. Power-Ups are automatically used for a limited amount of time.

Kombo System (Single Player Also)
When playing in Single Player or Versus mode, the Kombo System is an on-screen visual display of attacks that have been performed in a kombo. The benefit of the Kombo System is not only to show feedback to the player but to also act as the primary impetus for Fatalities. If an enemy is contacted while there is still time on the meter, the meter will refresh and the kombo will continue. For more information on the Kombo System, see pg. 15.
**Liu Kang**

Formerly with the White Lotus Society, Liu Kang earned the right to represent the Shaolin in the Mortal Kombat tournament. The thunder god Raiden knew that Shang Tsung's forces could not be overthrown by a lone warrior and helped Liu Kang to forge an alliance with other competitors. With their aid, he defeated the sorcerer and saved Earthrealm from domination.

**Fighting Styles**

Having been trained in the Shaolin Temples, Liu Kang utilizes styles of Shaolin Animal Kung Fu and Jeet Kun Do. Liu Kang generally prefers to fight hand to hand, though he does possess the ability to focus fire into various weapons, usually projectiles, as well as take the form of a dragon.

<table>
<thead>
<tr>
<th>Attack Type</th>
<th>Attack Style</th>
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<tbody>
<tr>
<td>Quick</td>
<td>Jeet Kun Do</td>
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<tr>
<td>Launch</td>
<td>Monkey</td>
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<tr>
<td>Power</td>
<td>Choy Lay Fut</td>
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<tr>
<td>Grapple</td>
<td>Dragon</td>
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**Kung Lao**

The Mortal Kombat tournament was Kung Lao's only opportunity to bring honor to his fallen ancestors. But when he did not receive the approval of the Shaolin to represent them, he disguised himself as a Masked Guard and waited for his moment to strike at the sorcerer Shang Tsung. During the final battle, Kung Lao joined Liu Kang and his newfound allies as they did battle against the forces of evil.

**Fighting Styles**

Kung Lao shares a similar background as Liu Kang, but his fighting styles are quite different. Kung Lao not only utilizes deadly striking arts such as Mantis and Shaolin Fist, but is also fond of using his bladed hat to slice his enemies.

<table>
<thead>
<tr>
<th>Attack Type</th>
<th>Attack Style</th>
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<tbody>
<tr>
<td>Quick</td>
<td>Praying Mantis</td>
</tr>
<tr>
<td>Launch</td>
<td>Chinese Kempo</td>
</tr>
<tr>
<td>Power</td>
<td>Shaolin Fist</td>
</tr>
<tr>
<td>Grapple</td>
<td>White Lotus</td>
</tr>
</tbody>
</table>
**Attack Style**

All of the attacks of the main characters are built around an **Attack Style** system. Each Attack Style corresponds to a particular attack button, which then represents a particular combat property. All attacks or moves coming from a button follow the properties of its main attribute, making the acquisition of any new attacks or upgrades very easy to pick up.

For example, the \( \text{2} \) button represents the Launch Attack. All attacks or abilities that come from this button will in some way launch the enemy into the air on a successful attack.

The main characters each have their own unique Attack Styles that are derived from their individual personalities.

**Style/Property List**

**Quick Attacks**
All of these attacks are fast, low damage strikes. Special attacks from this attack type will normally hit multiple times or execute extremely quickly.

**Launch Attacks**
All attacks from the character's Launch Attack will pop-up an enemy into the air for juggle combos.

**Power Attacks**
All Power Attacks are slow attacks of great power. Generally Power Attacks are single attacks or small strings of slow attacks.

**Throw/Grapple Attacks**
This attack category contains any attack that throws or holds an opponent.

**Get-Up Attacks**
Get-Ups allow a player to recover quickly from a knockdown and rise with an attack. Press any attack button while on the ground to perform this attack.

**Ground Techs**
Press the \( \text{2} \) button while you're on the ground to perform a Ground Tech.

**Air Techs**
Air Techs are mid-air recovery moves. Press the \( \text{2} \) button while in the air to perform this move.

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**Kombo System**

**String Kombos**

String kombos are sequences of attacks linked together on a series of attack button inputs. They're present in most types of combos. In addition to single direction String Kombos, String Kombos can be created by utilizing the multidirectional attack system. For example, when surrounded, attacks can be strung together by attacking with one attack to the left, one to the right and two to the front.

**Sequence Kombos**

A Sequence Kombo is a pre-planned combo built between attack button presses to often perform unique animations, effects and or properties. This adds special properties or unique reactions specific to this type of combo. This includes setting an enemy on fire, popping the enemy into the air (higher than normal) or hurling an enemy away with greater force. It can also cause the player to automatically follow the enemy into the air after a launch attack, making Air Kombat a breeze. If you perform certain Sequence Kombos, you'll often find Kill Strike attacks. These attacks are often buried 2-3 hits into a Sequence Kombo to visually reward you when you perform them correctly.

**Juggle Kombos**

A Juggle Kombo is a series of hits levied on an airborne opponent that has been "launched" or "popped up" by the main character's attack. Juggle kombos can be mixed between attack buttons just like String Kombos. Anytime an enemy is in the air, the main character can attempt to juggle him with most any attack.

**Kill Strikes**

Certain attacks act as **Kill Strikes**. If a Kill Strike lands on an enemy, a special Kill Reaction will be triggered.

**Body Splits**

Body Splits cause the body to break into pieces through attacks or background hazards.

**Evades**

Evades allow you to be resistant to damage as you avoid attacks and pressure.

**Air Kombat**

You can toss an enemy into the air and then jump into the air to continue your kombo. You can throw them away, or toss them back down to the ground.
**Non-Kombat Abilities**

**Ledge Grab**
The Ledge Grab is available by default and allows you to grab onto and hang from a ledge. This helps in difficult platforming areas. You can hang for any amount of time and then flip up to the ledge you're hanging from. The flip places you in an air state, allowing all air-based abilities to be used (useful for attacking enemies standing on the ledge).

The following Non-Kombat abilities must be acquired as you progress through the game:

**Wall Jump**
When acquired, you can leap off of walls in the background to either reach extremely high levels or to set up an attack. This ability is very useful when in a narrow, chimney-like area that is too high to navigate. The Wall Jump is activated by pressing the button when near a wall.

**Wall Climb**
You can dig into many solid objects and climb in 8 directions when this ability is gained. This is especially effective when combined with the other navigation abilities described in this section. Climbable walls are visually different from the surrounding wall textures. Simply contacting a climbable surface will trigger this ability. Pressing the button will allow you to leap from the wall to leap an attack on foes below or to leap from climbable surface to climbable surface.

**Wall Run**
The Wall Run allows you the limited ability to run along vertical or horizontal surfaces for several feet before returning to the ground. Press the button when pushing into a wall to perform the Wall Run. If you press straight toward the wall, you'll wall run up. If you press at an angle, you'll run along the wall.

**Swing**
If you come in contact with a limb, pole, or other small platform, you can grab it with one hand and swing around. Releasing at the right moment will allow you to flip up to higher areas or to levy an attack on an opponent. Once you're swinging, press the button to release.

**Long Jump**
The Long Jump is a low jump that travels a great horizontal distance. This jump is useful for clearing very wide ravines or pits. Press the button to perform a Long Jump.

**Double Jump**
The Double Jump adds an extra jump height on top of the current Jump. This can be used to allow access to a new area that is too high to traverse to with the normal Jump. The Double Jump also resets the air state, allowing bigger and better combos to become possible. Press the button, then press it again while you're in the air.

**Fist of Ruin**
When this attribute is obtained, the "power" style of each character gains the ability to destroy huge background objects, such as boulders, or to knock over trees and pillars to create pathways. This attribute allows you to destroy the Shadow Priest statues.
character health

Each character has a Health Meter that governs their ability to sustain damage. This meter can be refilled in two ways: through Kombat and Pick-Ups.

Note: In 2-Player mode both characters share one Health Meter.

Healing in Kombat
When you defeat an enemy, you'll gain back some of your lost health.

Healing Through Pick-Ups
Through adventuring the player may discover Pick-Up items that instantly restore a set amount of health. These items can be dropped from enemies or can be found in breakable objects.

Save System
Saving the game can be accomplished by visiting designated Save Points or areas. The Save Points are displayed like glowing statues and are scattered throughout the game.

Finding and Using Weapons

Acquiring a weapon comes about in several ways. Weapons may be a part of a level, such as in the Armory, or may be scattered on the ground in a battlefield.

When a weapon is found, get close then press the R2 button to pick it up. This weapon can now be used until its maximum endurance has been exceeded, at which point it breaks. Weak, wooden weapons may break after only a few hits. Press the R2 button at any time to throw the weapon (some weapons will perform an Impale when thrown). Getting knocked down by an attack will also cause the weapon to be dropped.

Weapon Uses

Kombat Usage
Weapons in Kombat take on the properties of their parent button. For instance, all weapons when used with the A button will cause a launch or pop-up attack while a button attack will be a low damage, quick hitting move. Pressing the R2 button will throw or drop the held weapon. In general, weapons add either Increased Damage or Increased Range, sometimes both. In some special cases, weapons can grant additional attributes to the wielder.

Impales
The Impale is a powerful attack that contains a Damage Over Time component. You can choose to impale an enemy with a weapon. At that point, your opponent will continue to bleed until the weapon's endurance is drained or an opponent dies.

Impales refresh the Kombat Meter at each tick of damage. This makes a well thought out Impale attack a great tool in the hunt for larger kombos. Impales are performed in Kombat by pressing the R2 button while a weapon is held. This will throw the weapon in the direction the player is facing (or at the Locked On target if one is selected). A successful contact executes an Impale.

Non-Kombat Usage
Weapons can also be used as puzzle progressing items or as scenario items. For instance, you may need to find a large hammer to bash down a door that is impassable, or you may need to use a sword or axe to slice through spider webs or ropes.
KOMBAT WEAPONS/FATALITIES

Weapon Classes
Weapons are broken up into different classes, with each class sharing the same animation set. Here are the classes:

Two Handed Blades
Includes any two handed weapon like Axes.

One Handed Blades
Includes 1 handed weapons such as Swords, 1 handed axes and daggers.

Dual-Weapons
Includes any multi-handed weapons, such as Dual Short Swords, Escrima Sticks and Dual Daggers.

Projectile Weapons
This class includes skulls, heads and rocks.

FATALITIES

Fatality Controls
The Fatality inputs utilize the directional buttons and a single button press (this button is determined by the Level of fatality that is being input: Fatality = B button, Multality = A button and Brutality = D button).

Fatality Mode
Pressing the B button initiates the Fatality Attack. This attack can be done anytime there is at least one Level of Fatality Meter stored (see Single Player HUD, pg. 10). If this attack hits an enemy, all the action on the screen will freeze. The main character will prepare to perform the Fatality, and a hidden input timer begins to tick down once the input prompts appear on the screen.

Fatality and the Kombo System
The Fatality System is heavily intertwined with the Kombo System, playing off of each other to form the basis of this Mortal Kombat staple. Each hit in a kombo is modified through different factors, and the totals are added to a Fatality Meter. Any attacks that are connected but are not within a kombo add no Fatality Meter. Each type of attack (Quick, Launch, Power, Grapple or Special) is worth a particular amount of Fatality Meter if performed within a kombo.

EXPERIENCE SYSTEM

The Experience System is designed to award you with new abilities, stats, etc.

Gaining Experience Points
Defeating enemies is the primary means of acquiring Experience Points. Each enemy class in the game has a certain number of base points associated with it. Weaker grunt type enemies have the fewest and boss encounters reward the most. Modifiers can further increase these amounts.

Kombo Modifiers
During a Kombo (see Kombo System, pg. 15) any enemies that are killed add a bonus to the experience points. The total number of enemies killed at the end of the kombo is multiplied by the total experience normally gained and this new amount is then applied to the players Experience Point total.

Note: Every 10 kombo hits and enemy kills will add to a multiplier that multiplies your experience points.

Fatality Modifiers
Killing an enemy with a Fatality raises the amount of Experience Points gained.

Using Experience Points
Experience Points are used to upgrade the Basic Kombat, Special Attacks and Misc. Abilities. Each has a number of upgrades possible, with each successive attack or ability becoming more and more powerful.

Upgrading Kombat
Upgrading Kombat lets you unlock more and better Sequence Kombos or additional attacks. For example, you can start with a Sequence Kombo by pressing B, C, D. After leveling up in this manner, it unlocks an additional A button attack at the end that sets the enemy on fire.

Upgrading Special Attacks
Upgrading special attacks works exactly the same as upgrading Basic Kombat abilities.

Pick-Up System
The Pick-Up system allows you to gain gameplay progressing abilities or abilities that influence gameplay directly.

Pick-Up Item Acquisition
Pick-Up abilities are acquired by picking up items that bestow their abilities upon the character or by accomplishing a gameplay lock, such as defeating a boss character.
**Pick-Up System/Abilities**

Below is a listing of Pick-Up items and abilities that the player can gain:

**Non-Kombat Abilities**
Some “platforming” abilities are gained after defeating a boss.

**Special Attacks**
When you begin playing, you'll have only three Special Attacks. Acquiring the rest is accomplished by upgrading the Special Attack.

**Fatality Inputs**
Fatality Inputs are uncovered through many means, and the Pick-Up system being only one of them.

**Collection System**
Similar to the Pick-Up System, the Collection System allows you access to upgrades that will modify your character or unlock hidden features. Rewards are not required at any time to progress the game, they are simply an additional level of goals and rewards for you to experience.

**Commodities – Collection and Usage**
There are chances to acquire items that are used as a gauge to unlock special features such as additional costumes, hidden characters, etc. These objects can be found by uncovering secrets, they can be gained from completing scenarios, or can simply be found in areas off the beaten path. Here are some of the coins you'll find within the game:

- **Gold Dragon Koin (Flames)**
  Gives Platform Ability (Long Jump & Wall Run).

- **Boss Koin**
  Contains a Platform Ability

- **Yellow, Green & Blue Koins**
  Yellow (Experience), Blue (Special Energy) & Green (Health)

- **Gold Koin**
  It opens Concept Art. It can be obtained by shooting a special projectile attack.

- **Special Koin (Red)**
  Gives Fatality

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**Versus Records**

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<thead>
<tr>
<th>Player 1</th>
<th>W / L</th>
<th>Player 2</th>
<th>W / L</th>
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Midway Games, Inc.

Executive Producer & Creative Director
Ed Boon

Art Directors
Steve Beran & Tony Goskie

Producer
Shaun Himmerick

Midway - San Diego

Technical Director
Gabriel Valencia

Associate Producer
Hanl Lo

Assistant Producer
Jaime Benda

Mortal Kombat Team – Los Angeles

Producer
Barclay Smith

Lead Designers
Adam Puhl & John Edwards

Two-Player Designer
Luke Whiteside

Level Designers
Bill MacDonald, Paul Edwards, Mike Bilodeau & Michael Portillo

Camera Designer
Hollie Blackman

Secrets & Menu Designer
Earl Berkeley

Additional Enemy/Character Design
Jason Cole

Additional Effects Design
Omar Kendall

Lead Programmer
David Gautrey

Graphics System Programmer
Peter Jefferies & Paul Stapley

Game Programmers
Ben Kutcher & Romalis Taylor

Two-Player Programmer
John Lawrie

System Programmers
Ed Ma, Yanbing Chen, Krasimir Simeonov & Jim Lettermann

Additional Programming
James Gunton, Alexandra Dondlan, Eltan Levy & Peter Jeffries

Lead Character Artist
Mark Lappin

Character Artist
Jeff Wand

Lead Background Artist
Damon Dubois

Background Artist
Joel Payne & Ritchie Romero

Background Concepts
Wendy Davis

Front End Artwork
Jeff Godfrey, Devin Cheng & Takashi Matushara

Lead Animator
Bruna Velazquez

Animators
Kyoung Hee, Kelly Shen & Seung Young Lee

A/V Implementation
Todd Papin

Production Support
Edwin DeNicholas

System Administrator
Tom McGuire

Testers
Gregory Smith & Ed Hendricks

Office Manager
Kristin Burchett

Technical Director
David Ollman

Art Director
Paul Intzergue

Production Director
James Maxwell

Director of Operations
Teresa Chang

Studio Head
Christine Hsu

Mortal Kombat Team - Chicago

Motion Capture and Animations
Carlos Pesina, Tony Zerilli, Rick Chase & John Vogel

Audio Lead
Dan Forden

Music, Effects and Speech
Chase Ashbaker, Rich Carle, Brian Chard & Vince Pintarelli

Additional Audio
CGMUSIC
Music Composition on Opening Cinematic
Soundulx Design Music Group

Additional Technical Support
Jon Greenberg & Alan Villani

Renders
Pav Kovicic

Additional Art Support
Mike Taran, Joe Flores, Herman Sanchez & Jennifer Hedrick

Cinematics Manager
Jon McClendan

Cinematics Director
Marty Stoltz

Cinematics Graphics and Animation
Roger Bertoncini, Paul Chaminadik, Rick Chase, Won Jin Cho, Sam Crichter, Chuck Ernst, Tim Gentile, Chuck Ghislandi, Aaron Hall, Jin Jang, Angela Lai, Tony Leveleen, Greg Mitchell, Rick O'Meara, Ty Primus, Vince Proce, Matt Taylor, Tony Zeffiro

Story by
James Krueger

Story Support
John Vogel, Jon Greenberg & Alexander Barrentine

Additional Production Support
John Podlasik, Paulo Garcia, Brian Lebaron, Mark Smith & Warren Wilkes

Localization Support
Samuel Peterson, Ivan Glaze & Clermont Motton

Voice Talent


Spanish: Barroa Eugenio, Erraneo Salvador, Sammilain Ana, Tellove Jorge, Suarez Enrique, Tenia Perico, Saliv Maria, Hernandez Fernando, Rubin Tomas, Escones Rajs & Genoil Javier

French: Anne Rochant, Antonin Tom, Christophe Lemolle, Gerard Dessalles, Marc Allos, Martial Lomains, Patrice Mellion, Pierre Poxter, Serge Thiriet, Susan Sindberg, Sylvain Lepaute, Thibery Kazarian & Tony Faurier

Italian: Alberto Olivero Pomeo, Andrea De Nisco, Antonio Palola, Barbara Federico, Ciro Imparato, Claudio Riddo, Giovanni Gaudia, Luigi Rosa, Marco Balzantini, Marco Pagnini, Massimo Div Benedetto, Renato Fischler, Riccardo Rovatti & Roger Mntovani Spatafora


Motion Capture Talent
Carlos Pesina, John Vogel, Paul Feurerante, Bruno Velaquez, Shaun Hinnorick, Jim Gentile, Pok Pangpaat, Kevin Myers & Jenna Mitchell DeLuca

Production Development Director - Art
Martin Murphie

Quality Assurance - San Diego

Director of QA
Paul Sterngold

QA Manager
Malcolm Scott

QA Supervisor
Adam Jones

Lead Product Analyst
Roni Salleza

Technical Standards Analyst
Josh Palmer, Ray Mitchell & Colin Payette

Product Analysts
Rogelio Aquilar, Peter Brones, Ben Kwok, Salem Crawford, Lance Ensen, Mike Jung, Adrian Nutter, Jeff Heldrith, Rebecca Duck, Yvonne Guards, III, David McClinton, Jeremy Newsom, Madeleine Shipoff & Guy Chapman

Quality Assurance - Chicago

Chicago QA Supervisor
Jacob Bruce

Lead Product Analyst
Warren Wilkes

Product Analysts
Adam Corigliano, Andy Hernandez, Chris McLaughlin, Dave Bulian, Greg Ranzi, John Cruz & Wolf Smith, Reggie Snabrus, Richard Yretis, Rob Laushan & Tim Walter

Print Design & Production
Midway Creative Services, San Diego, CA

Midway Management
David Zucker, Matt Boody & Mark Beaumont

Chicago Studio Head
Scott Bayless

Marketing and Media Relations
Steve Allison, Moe Hamilton, Reilly Breman, Tim DuBois, Tom McCabe & Randy Severn

Midway Legal
Debbie Fulton, Mark Burke, Cory Halpern, Robert Gustafson & Christine Rios

Creative Media
Rigo Cortes, Chris Skrunda, Beth Ann Smukowski, Jamie Vogel, Christa Woss, Michael Crawford, Jack O'neal, Laila Woman

Additional Thanks
Michael Gentile, Steve Czana, Sal Davia, Debbie Austin, Elvis, the MK Super Players Adam Hernandez and Eddie Ferrier, Furry Gordes, Mustapha, James Stiefanmier, Richard Rouse & Neilly Glancy

We would also like to thank our friends and family who put up with the many late nights and weekends. Tell your friends.

International Coordination
Mark Spier, Mike Erflington, Matt Huband, Phil Robin, Joanna Hammonds & Chris Giggins
WIN AT ANY COST.

BLITZ
THE LEAGUE

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