

PAINT THE TOWN RED!!



SPIDER-MAN® VENOM™
MAXIMUM CARNAGE™

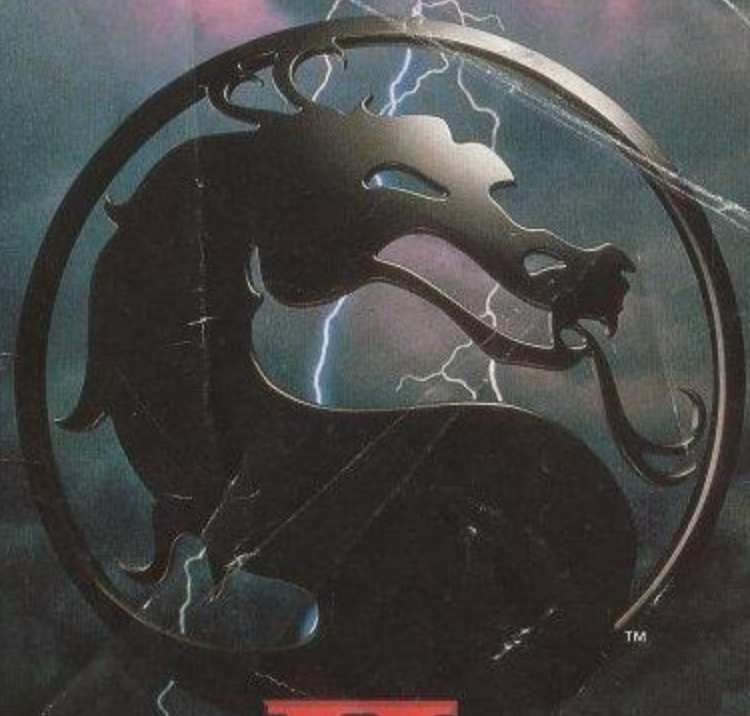
SUPER NINTENDO
ENTERTAINMENT SYSTEM



EmuMovies

AKkaim
entertainment, inc.
PRINTED IN JAPAN

Marketed by Acclaim. Data listed by Acclaim Data Services, Inc.
371 Hudson Avenue, Yonkers, New York 10711 ©1994 Acclaim
Entertainment, Inc. All rights reserved.



MORTAL KOMBAT™

INSTRUCTION BOOKLET

MIDWAY

AKkaim
entertainment, inc.

SUPER NINTENDO
ENTERTAINMENT SYSTEM

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



LICENSED BY

Nintendo

NINTENDO, SUPER NINTENDO ENTERTAINMENT SYSTEM AND THE OFFICIAL SEALS ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA INC. ©1991 NINTENDO OF AMERICA INC.

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 SUPER NINTENDO ENTERTAINMENT SYSTEM. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.



**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 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 Super Nintendo® Entertainment System manual.



3. Turn the power switch ON. When you see the Mortal Kombat® II title screen, press the START button to advance to the Options screen.



START begins a one-player battle for the title of Grand 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 colored frame onto a warrior using the CONTROL PAD ARROWS.

When your choice is framed, press the A or B button to select him. To select a warrior randomly, leave the frame on the initial warrior (Liu Kang™ for Player 1, Reptile™ for Player 2) and press UP and the START BUTTON.



Should a second player desire to join the tournament, he may do so at any time by pressing his START BUTTON. This will then return both players to the "Choose Your Fighter" screen where they again must choose their warriors. Both players may choose the same warrior. When this happens, the two will be distinguished by color. The players will then battle one another with the winner continuing onward in the tournament, and the loser's game ending.

If you wish to choose one of the various options within the OPTION MENU, press the D-PAD to the RIGHT and press START. The OPTION MENU will present you with the following options:

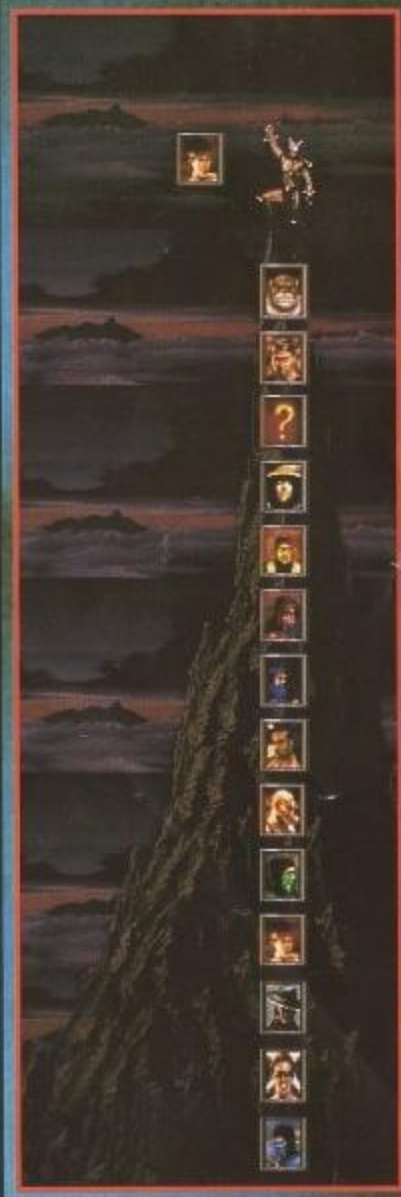
MUSIC allows you to turn the game music on or off.

DIFFICULTY allows you to choose whether the game will be Very Easy, Easy, Medium, Hard or Very Hard.

HANDICAP is a feature designed to let two players of different skill levels battle on an equal basis. You can increase or decrease your handicap by moving the D-PAD RIGHT OR LEFT. HANDICAP only works when in 2-player mode.

BUTTON CONFIGURATION allows you to select which buttons will operate which moves. To select a move, use the UP and DOWN CONTROL PAD ARROWS. To change the control, press the button you desire to use when the move is selected. Keep in mind that when you change one button, the move which originally used that button is also switched. To leave BUTTON CONFIGURATION, press the START BUTTON.

To exit the options screen and return to the main title screen, press the START BUTTON.



TO PAUSE
THE GAME,
PRESS THE
START BUT-
TON ON THE
BATTLE PLAN.

RULES OF THE OUTWORLD

While the kombatants
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® II 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 green, but each time a warrior is hit, an amount of red signifying the degree of injury is added to his meter. When a warrior's bar becomes completely red, he is knocked out and the round goes to his opponent. Should time run out before either combatant 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.

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.

Should a warrior defeat Tsung™, his next opponent is the massive Kintaro™. Kintaro™ is of the same race of half-human dragons which spawned Goro™. Enraged at his comrade's death at the hands of a mere mortal, Kintaro™ sought entrance to the tournament to seek revenge. Shao Kahn™ granted him this privilege in exchange for his servitude.

Defeating Kintaro™ 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!

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

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 L or R 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

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 (LOW):

Press the B BUTTON

TO PUNCH (HIGH):

Press the Y BUTTON

TO KICK (LOW):

Press the A BUTTON

TO KICK (HIGH):

Press the X 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 CROUCH + HIGH PUNCH

TO FOOT SWEEP: Press AWAY + LOW KICK

TO ROUNDHOUSE: Press AWAY + HIGH KICK

TO EXECUTE

A FLYING PUNCH: JUMP or FLIP + LOW or HIGH PUNCH

TO EXECUTE

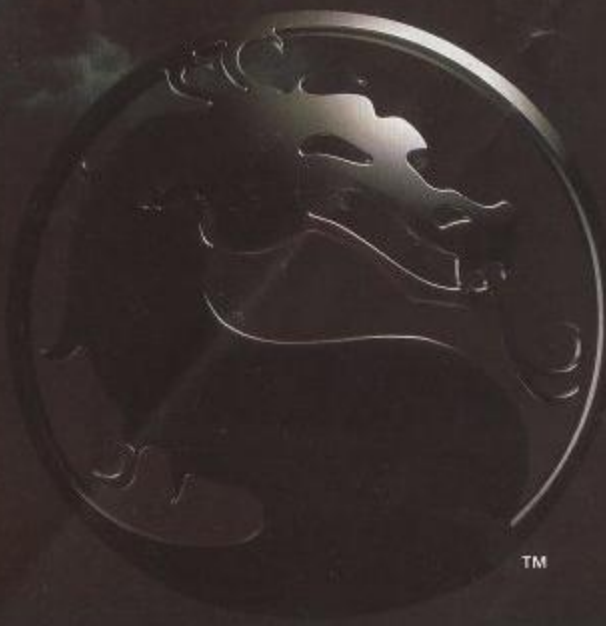
A FLYING KICK: JUMP or FLIP + LOW or HIGH KICK

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, a combination 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.



QUICK REFERENCE CHART

	NORMAL	+ TOWARDS	+ AWAY	+ UP	+ DOWN
B BUTTON	Low Punch/ Throw	Low Punch/ Throw	Low Punch	Flying Punch	Crouched Punch
Y BUTTON	High Punch	High Punch	High Punch	Flying Punch	Uppercut
A BUTTON	Low Kick	Low Kick	Foot Sweep	Flying Kick	Crouched Low Kick
X BUTTON	High Kick	High Kick	Roundhouse	Flying Kick	Crouched High Kick
L or R BUTTON	Block	Block	Block	Block	Block



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,
High Punch

CROUCHING FIREBALL:

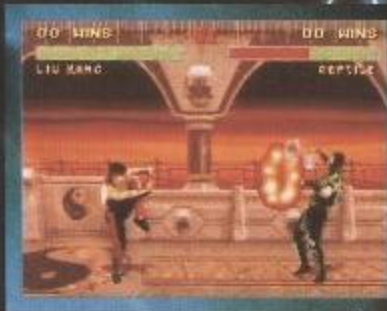
Towards, Towards,
Low Punch

FLYING KICK:

Towards, Towards,
High Kick

BICYCLE KICK:

Hold Low Kick for
5 seconds then release



KUNG LAO™

A former Shaolin monk and member of the White Lotus Society, Kung Lao™ is the last descendant of the great Kung Lao™ who was defeated by Goro™ 500 years ago, allowing the tournament to fall into Shang Tsung's™ evil hands. Realizing the danger the Outworld menace poses to all Earth, he joins Liu Kang™ in entering Shao Kahn's™ contest.



SPECIAL MOVES:

TELEPORT:

Down, Up

HAT THROW:

Away, Towards,
Low Punch

BULLET KICK:

Down + High Kick
at the peak
of any jump

WHIRLWIND SPIN:

Up, Up, Low Kick
(Keep tapping
Low Kick to
keep spinning)





JOHNNY CAGE™

The world was shocked when martial arts movie star Johnny Cage™ disappeared from the set of his latest film. But in truth, he was following his former ally Liu Kang™ into the Outworld where he plans to compete in a twisted tournament in which lies the balance of Earth's existence - as well as a script for another blockbuster movie.

SPECIAL MOVES:

GREEN FLAME (LOW):

Half Circle Away to Towards, Low Punch

GREEN FLAME (HIGH):

Half Circle Towards to Away, High Punch

SHADOW KICK:

Away, Towards, Low Kick

SHADOW UPPERCUT:

Away, Down, Away, High Punch

LOW BLOW:

Block + Low Punch



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, High Punch

FORCE BALL:

Away, Away, High Punch + Low Punch

INVISIBILITY:

Up, Up, Down, High Punch

SLIDE:

Away + Block + Low Punch + Low 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 to
Towards,
Low Punch

GROUND FREEZE:

Down to Away,
Low Kick

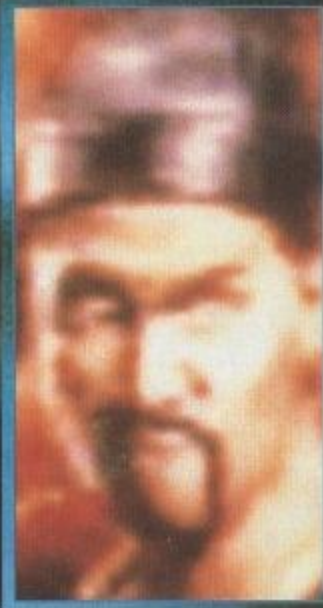
SLIDE:

Away + Block
+ Low Punch
+ Low 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:

FLAMES:

Away, Away,
High Punch
(one)

Away, Away,
Towards,
High Punch
(Two)

Away, Away,
Towards,
Towards,
High Punch
(Three)



SHANG TSUNG™ (continued)

MORPHIS:

LIU KANG™:
Away, Towards,
Towards, Block

KUNG LAO™:
Away, Down,
Away, High Kick

JOHNNY CAGE™:
Away, Away, Down,
Low Punch

REPTILE™:
Block + Up, Down +
High Punch

SUB ZERO™:
Towards, Down,
Towards,
High Punch

KITANA™:
Block, Block,
Block

JAX™:
Down, Towards,
Away, High Kick

MILEENA™:
Hold High Punch
for 2 seconds
then release

BARAKA™:
Down, Down,
Low Kick

SCORPION™:
Up, Up

RAYDEN™:
Down, Away,
Towards, Low Kick



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:

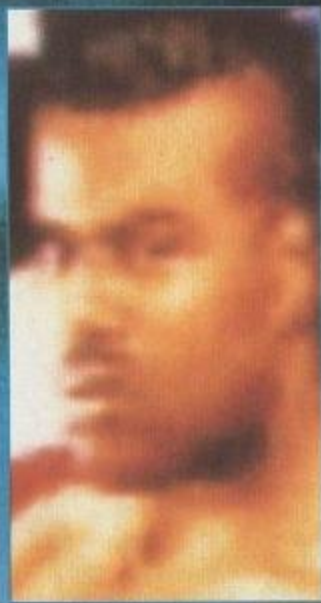
FAN SWIPE:
High Punch + Away

FAN THROW:
Towards, Towards,
High Punch
+ Low Punch

FAN LIFT:
Away, Away,
Away,
High Punch

SQUARE WAVE PUNCH:
Half Circle Towards to Away, High
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 Low Kick for 3 seconds, then release.

GRAB:

Towards, Towards, Low Punch

SONIC WAVE:

Half circle, Towards to Away, High 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, Low Kick

ROLL ATTACK:

Away, Away, Down, High Kick

SAI THROW:

Hold High Punch for 2 seconds then release





BARAKA™

Baraka™ led the attack against Liu Kang's™ Shaolin temple. He belongs to a nomadic race of mutants living in the wastelands of the Outworld. His fighting skills and dreaded Blade Fury gained the attention of Shao Kahn™ who then recruited him into his army of destruction.

SPECIAL MOVES:

BLADE SWIPE:
Away + High Punch

BLADE SPARK:
Down to Away,
High Punch

BLADE FURY:
Away, Away,
Away, Low Punch

DOUBLE KICK:
Tap High Kick 3 times
when close to
your opponent



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,
Low Punch

DECOY:
Down to Away,
High Punch

SCISSOR TAKEDOWN:
Towards to Away,
Low Kick

AIR THROW:
Block, while in air
with opponent





RAYDEN™

Watching events unfold from high above, the mystic Rayden™ realizes the grim intentions of Shao Kahn™. After warning the remaining warriors from the Shaolin Tournament, Rayden™ soon disappears. He is believed to have ventured into the Outworld alone.

SPECIAL MOVES:

LIGHTNING BOLT:

Down to Towards, Low Punch

FLYING THUNDERBOLT:

Away, Away,
Towards

TELEPORT:

Down, Up

SHOCK:

Hold High Punch
for 5 seconds,
then release when
next to a standing
opponent



KINTARO™

With Goro™ missing, Kintaro™ steps up to take his place as supreme ruler of Shao Kahn's™ armies. Stronger and more agile than his predecessor, he is enraged by Goro's™ defeat. Kintaro™ vows to take revenge on the Earth warriors responsible.



AVAILABLE
IN DECEMBER
WHILE SUPPLIES
LAST!



Watch for
super-sized
12" figures
too!

MORTAL KOMBAT®

**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 Kombat, 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!

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



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

ACCLAIM ENTERTAINMENT, INC. LIMITED WARRANTY

ACCLAIM ENTERTAINMENT, INC. (ACCLAIM) warrants to the original purchaser only of this ACCLAIM software product that the medium on which this software 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 or limitations of incidental or consequential damages so the above limitations 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 cannot 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 Hotline/Consumer Service Dept. (516) 624-9300
Distributed and marketed by ACCLAIM ENTERTAINMENT, INC.
71 Audrey Avenue, Oyster Bay, N.Y. 11771

Mortal Kombat® II © 1993. Licensed from Midway® Manufacturing Company. All Rights Reserved. Maximum Carnage TM & © 1994 Marvel Entertainment Group, Inc. All Rights Reserved. Acclaim is a division of Acclaim Entertainment, Inc. © & © 1994 Acclaim Entertainment, Inc. All rights reserved.

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