

XBOX

NTSC



MORTAL KOMBAT
DEADLY ALLIANCE

MATURE
M
CONTENT RATED BY
ESRB

MIDWAY

<http://www.replacementdoes.com>



Safety Information

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms including: lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms - children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information The Xbox Instruction Manual contains important safety and health information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be safely played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

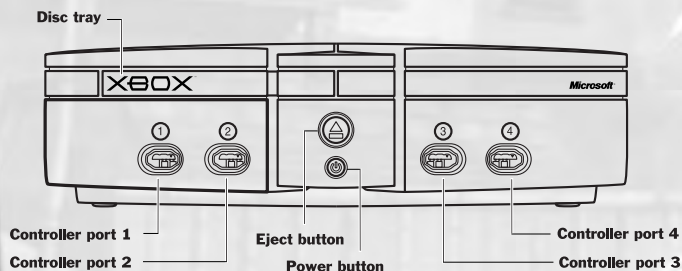
Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

Getting Started	2
Starting Up	3
Default Kontrols	4
Saving	.5
Deadly Alliance	.6
Main Menu	7 - 10
Options	11 - 12
Fighter Selection	13
In the Arena	.14 - 16
Moves List	.17
The Fighters	.18 - 21
The Krypt	.22 - 23
Fighter Records	24 - 25
Kredits	26 - 27
Warranty	29



USING THE XBOX VIDEO GAME SYSTEM

1. Set up your Xbox™ video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the Mortal Kombat®: Deadly Alliance disc on the disc tray with the label facing up and close the disc tray.
5. Follow the on-screen instructions and refer to this manual for more information about playing Mortal Kombat®: Deadly Alliance.



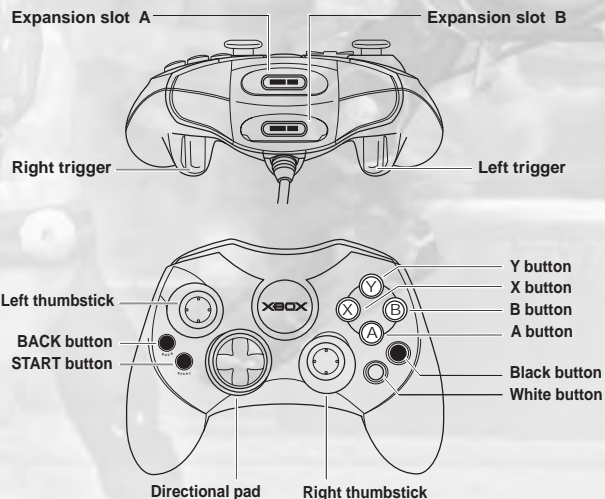
AVOIDING DAMAGE TO DISCS OR THE DISC DRIVE

TO AVOID DAMAGE TO DISCS OR THE DISC DRIVE:

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heartshaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to disc.

USING THE XBOX CONTROLLER

1. Connect the Xbox Controller to any controller port on the front of the Xbox console. For multiple players, connect additional controllers to available controller ports.
2. Insert any expansion devices (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow the on-screen instructions and refer to this manual for more information about using the Xbox Controller to play Mortal Kombat®: Deadly Alliance.



MENU NAVIGATION

Throughout this manual, **↑**, **↓**, **←** or **→** will signify pressing Up, Down, Left and Right on the Directional pad (D-pad).

- To navigate through the game menus (i.e. Options), press the **D-pad** (**↑**, **↓**, **←** or **→**) depending on the menu) to highlight a selection.
- To activate a selection or access the next menu, press the **A** button.
- To go back to the previous menu and/or cancel the previous selection, press the **B** button.



You can modify your controller to best fit your own Mortal Kombat fighting style (see CONTROLLER, pg. 12).

QUITTING A GAME IN PROGRESS

To quit a game in progress, press the START button during the game. The Pause Menu will appear. Select Main Menu, then confirm by pressing the **A** button to select YES. You'll then return to the Main Menu.

You can also use the same process to select PLAYER SELECT and return to the Fighter Selection screen (see FIGHTER SELECTION, pg. 13).



Your Xbox™ video game system from Microsoft offers two methods for saving information. You can use the Xbox hard disk, or you can use an Xbox Memory Unit. We recommend using a memory unit for saving accumulated profiles and game progress, especially if you want to use your profile on a friend's Xbox console. Otherwise, the hard disk is always available.

Mortal Kombat®: Deadly Alliance includes a Player Profile and Krypt feature (see KRYPT, pg. 8, and PLAYER PROFILE, pg. 9) that requires some type of Save method.

As you play, the game's Autosave feature will automatically save accumulated information to your Player Profile for further use while using the Krypt option. Autosave will also save information in 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 Xbox console as long as you have previously saved Mortal Kombat profiles on the hard disk or memory unit.

IMPORTANT

When you make changes to the default settings for any of the areas within the "Options" menus, these changes will be automatically saved with a previously created Player Profile. When there are memory units in both expansion slots A and B, the "Options" settings for memory unit expansion slot A will always be used, even if it's set at the default settings.

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



THE STORY



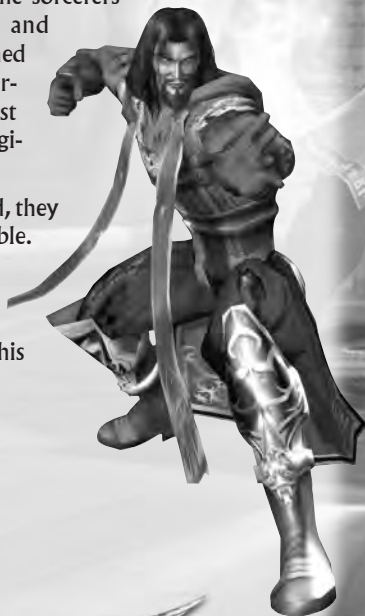
With the aid of the thunder god known as Raiden, Earthrealm's mightiest heroes have repelled all invasions from other-worldly forces through a tournament known as Mortal Kombat.

Although there has been relative peace for many years, a new threat to Earthrealm has emerged. And this time, the threat of evil has two faces.

In an attempt to seize control of the realms, the sorcerers Shang Tsung and Quan Chi have joined forces and are preparing to revive the lost army of the mythological Dragon King.

Should they succeed, they will be unstoppable.

Once again, Earthrealm's heroes must venture to Outworld and combat the forces of evil. They must act now. They must stop this Deadly Alliance.



At the Main Menu, highlight the option you'd like to select, then press the **A** 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 as you try to find the Demon from the Netherrealm and other deadly opponents. Although the function of Arcade mode is for playing against CPU controlled opponents, a friend can still grab a second controller, and press the **START** button to join in. You'll go to the Fighter Selection Screen (see FIGHTER SELECTION, pg. 13). 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 pg. 8).

VERSUS (VS.)

Select this option to play versus a friend (or enemy). You'll go right to the Fighter Selection Screen (see FIGHTER SELECTION, pg. 13).

PRACTICE

Mortal Kombat: Deadly Alliance is a completely different fighting game than its predecessors. Even if you're an MK veteran, you may require some practice using the new fighting control system, so select this option, select a fighter and get in some practice.



After selecting this option, you'll go to the Practice Mode Fighter Selection screen. Press the D-pad **↑**, **↓**, **←** or **→** to choose the fighters you'd like to use for your practice. Press the **○** button to view the Background Selection option. Press the D-pad **←** or **→** to cycle through available arena backgrounds. When you find the background you want to use, press the **○** button again to regain access to the Fighter Selection screen.

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 one player game mode, so get familiar with the fighters, then take on a friend.



KONQUEST

This is where you'll really learn how to play the game. Faced with hundreds of different challenges, you'll get instruction 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.

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. 9).



THE KRYPT

The Krypt is an enormous room filled with 676 coffins. Using the Koins you've earned, you can "purchase" coffins to open and reveal the hidden Kontent. 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 PLAYER PROFILE, pg. 9).

Once you've entered the Krypt, press the D-pad **↑**, **↓**, **←** or **→** to move from coffin to coffin. Press the **A** button to open it. The number and Koin on the coffin 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 KONTENT 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 22-23, to help you out.



PLAYER PROFILE

With a memory unit inserted in your controller or the use of the Xbox hard disk (see SAVING, pg. 5), you can create a Player Profile and earn Koins to purchase items in the Krypt (see KRYPT, pg. 8).

The following options allow you to create and manage your saved profiles:



CREATE A PROFILE

Profile Name

The first step you'll encounter is to give your profile a name. Press the D-pad **↑**, **↓**, **←** or **→** to highlight a character, then press the **A** 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

Press the D-pad **↑**, **↓**, **←** or **→** to highlight an icon that will represent your profile, then press the **A** 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 22-23, 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 unit offers 8 slots for saving your individual profiles. Select the appropriate memory unit slot, then press the **A** button to save the profile. You can also choose to save to the Xbox hard disk. After saving, your icon and profile name will be displayed for future reference.



VIEW PLAYER 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 D-pad **←** or **→** to select saved profiles (if you have more than one). When you're finished, press the **B** button to exit the option.

ERASE A PROFILE

Press the D-pad **←** or **→** to select saved profiles, then press the **A** button to delete profiles you no longer want. This may become necessary once your memory unit fills up. When you're finished, press the **B** button to exit the option.

OPTIONS

See **OPTIONS**, pg. 11.

KONTENT

Use the Kontent option to view unlocked items, as well as other extras we've included for Mortal Kombat: Deadly Alliance.



KONTENT

Use the Kontent option to view unlocked items, as well as other extras we've included for Mortal Kombat: Deadly Alliance.

CHARACTERS - View character biographies and costumes purchased in the Krypt.

ENDINGS - View unlocked character endings earned from completing fighters in Arcade mode.

ARENAS - See Arena images and stories purchased in the Krypt.

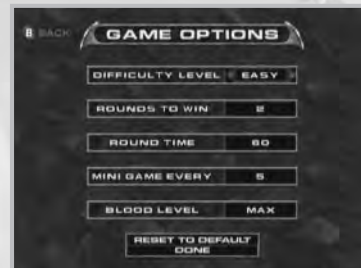
KONCEPT ART - View sketches, renders and videos you've purchased in the Krypt.

EXTRAS - View team photos and other items purchased in the Krypt.

MAKING OF MK - Check out the making of MKDA video.

MK HISTORY - View a video that chronicles the MK Franchise's history.

MUSIC VIDEO - See Adema's new music video "Immortal", created for Mortal Kombat: Deadly Alliance.



GAME OPTIONS

Press the D-pad **↑** or **↓** to highlight options, then press **←** or **→** to cycle available options for these settings:

DIFFICULTY LEVEL

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 **2*** or **3** rounds.

ROUND TIME

Rounds are timed at **60*** seconds. You can choose to turn the timer **OFF** completely, or select specific times between **10** and **90** seconds (in increments of **10**).

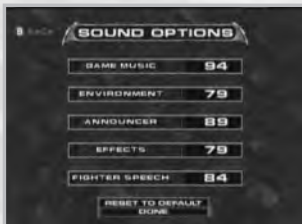
MINI GAME

Decide how many matches you'll fight before a Mini Game is available (see **MINI GAMES**, pg. 16). You can choose to take them out completely by selecting **OFF** or select a specific increment between **5*** and **20** matches (in increments of **5**).

BLOOD LEVEL

You can select the amount of blood spilled during the course of a match. You can also select **MAX***, **LOW**, **MEDIUM** or turn it **OFF** completely.

* Default Setting



SOUND

Make volume adjustments to GAME MUSIC, ENVIRONMENT, ANNOUNCER, EFFECTS and FIGHTER SPEECH. Press the D-pad **↑** or **↓** to highlight an option, then press **←** or **→** to adjust audio levels.

CONTROLLER

The Controller Setup menu allows you to configure the controller the way you like. Press the D-pad **↑** or **↓** to 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.

Repeat this process for all controls, then highlight DONE and press the **A** button to return to the Options Menu. If you want to start again from scratch, select RESET TO DEFAULT to return controls to the default settings.



If you already have a profile saved, you'll be prompted to save your configuration to a specific profile. Press the **A** button to bring up the ENTER KODE window, then enter the Kode for the desired profile. The configuration will load whenever you load that profile.



At the Fighter Selection screen, press the D-pad **↑**, **↓**, **←** or **→** to highlight an available fighter. Player 1 selects using the Red selection box, Player 2 uses the Blue.

The fighter's name and attributes appear on-screen. Locked fighters are darkened out until they're unlocked.

To unlock fighters, you'll need to accumulate Kurrency by winning matches, then go to the Krypt to make purchases (see KRYPT, pg. 8). When you've highlighted a fighter, press the **A** button to make your selection.

To randomly select a fighter, press the D-pad **↑** and the **A** or **START** button. If the profile you're using has unlocked alternate outfits, you can make a selection by pressing and holding the **START** button rather than the **A** button.

LOAD PROFILE

If you've created a Profile (see CREATE PLAYER PROFILE, pg. 9), you can load it here, and save fight results to your profile. Pull the **L** trigger to bring up the Enter Kode window. Enter your Kode. If it's entered correctly, your profile name will be displayed. If you change your mind about loading your profile, pull the **L** trigger again to unload it.

HANDICAP

The handicap option allows you to handicap your match. This means you can reduce amount of Health that your fighter has at the start of a round in order to give a weaker opponent a more competitive match. Press the **○** button to display the Handicap window. Press the D-pad **←** or **→** to adjust the handicap's percentage. Your fighter's Health will then be adjusted for the next match only. You can choose a value between 100% (full Health) and 10%.

WAGERING

If two players have saved profiles with Kurrency, they can bet Koins on a Versus mode match. At the Fighter Selection screen, both players load their profile, then pull the **R** trigger to view the wager screen. Next, decide the type of Koin to bet, and the amount (note: you can only bet the type and amount of Koin you have saved in your profile). The amount being bet is then instantly removed from each player's profile.

After the fight, the winner gets credited with the Koin amount won. **IMPORTANT:** If the match is ended before it's completed (like quitting from the Pause menu), both players lose the Koin amount wagered.



Round
Timer



Combo Meter

Victory Skulls

Fighter Health Bars



Fighting Styles

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 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 METER

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.

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.

FIGHTING STYLES

Mortal Kombat: Deadly Alliance includes three **FIGHTING STYLES** per fighter. Pull the **■** trigger 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.

FATALITIES

Each Fighter has a unique fatality attack. If you struck the final blow in the match, you'll hear "FINISH HIM". At this point, a specific combination of button presses and the D-pad will initiate a Fatality. *Mortal Kombat: Deadly Alliance* Fatalities can be found on the Internet or with a little experimentation on your part.



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.

MINI GAMES

Mini Games appear occasionally for a change of pace. You'll either test your concentration with "TEST YOUR SIGHT" or your fight strength with "TEST YOUR MIGHT". While playing Mini Games, follow on-screen and audio instructions to play the game.



Fighter Strength Meter

To Play "Test Your Sight", you'll be shown an MK Medallion. Keep an eye on the cup that covers the medallion as it's shuffled. When the shuffling stops, controller buttons appear on-screen, displaying how to select the correct cup.

While playing "TEST YOUR MIGHT" mini games, you'll need to complete the objective before the Timer runs out. Press the controller buttons really fast to build up the Fighter Strength Meter, then pull the **R** trigger to break the object.

Discovering and learning fighter moves are a very important part of the game. During a match, press the **START** button to view the Pause Menu. Select MOVES LIST to view the moves for your character.



Press the D-pad **←** or **→** to cycle between the three fighting styles and special moves, then press **↑** or **↓** to scroll through all the moves for that style. You can also scroll moves pages quickly by using the **R** and **L** triggers.

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



"I can no longer stand idly by and watch this evil consume the world. I have relinquished my status as Elder God to return to Earth and to lead you all to battle against our old adversaries. We must act now. We must stop this Deadly Alliance!"

- The words of Raiden

THE FIGHTERS



THE FIGHTERS



KENSHI

Blinded by Shang Tsung's trickery, Kenshi vows to slay the sorcerer and redeem himself in the eyes of his ancestors.

BO' RAI CHO

Master Bo' Rai Cho becomes a teacher once more and trains warriors to combat Quan Chi and Shang Tsung.



CYRAX

The ninja cyborg, Cyrax, is stranded in Outworld after an attack from a lizard creature destroyed his link to Earthrealm. Nitara has offered to return him to Earthrealm...In exchange for his assistance.

DRAHMIN

The Netherealm Oni, Drahmin, has aided Quan Chi in his escape from the Netherealm.

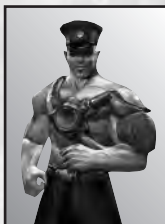


FROST

Newly recruited to the Lin Kuei clan, Frost aids Sub-Zero in his fight with the Deadly Alliance.

HSU HAO

A slave to duty, the Red Dragon clan member, Hsu Hao, has destroyed the Special Forces' ability to traverse into Outworld.



JAX

Special Forces Agent Jackson Briggs searches for the one responsible for the destruction of the Outworld Investigation Agency.

JOHNNY CAGE

Dissatisfied with his current movie project, Johnny Cage leaves the set to join Raiden in a fight to save Earthrealm.



KANO

The mercenary, Kano, has remained in Outworld acting as Shao Kahn's general for many years. But now he must decide where his loyalties will reside...with the weakened Shao Kahn, or with the newly formed Deadly Alliance.

KITANA

Princess Kitana leads a preemptive attack on Shao Kahn's forces.



KUNG LAO

The Shaolin Monk, Kung Lao, travels to Outworld to learn from an old martial arts master.

LI MEI

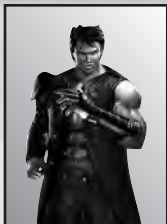
A native of Outworld, Li Mei has entered the Deadly Alliance tournament to win back the freedom of her people.



THE FIGHTERS



THE FIGHTERS



MAVADO

The Red Dragon leader, Mavado, has been offered a chance to fight Kano in return for his assistance in killing a spy in Outworld.

NITARA

The Vampire Nitara searches for the artifact that will separate her realm from Outworld.



QUAN CHI

Free from the Netherealm, the sorcerer Quan Chi has discovered an ancient army and has allied with Shang Tsung in an attempt to revive it.

RAIDEN

Raiden has seen the devastation to come. He has relinquished his status as Elder God and now returns to Earthrealm to garner support against the coming storm.



REPTILE

In his search of a master, the ever-changing Reptile now pledges his obedience to the manipulative Vampire, Nitara.

SCORPION

The ninja spectre Scorpion continues his quest to destroy Quan Chi.



SHANG TSUNG

Desiring eternal life, Shang Tsung has struck a deal with the sorcerer Quan Chi to consume limitless souls through a portal to The Heavens.

SONYA BLADE

Special Forces Agent Sonya Blade will rescue her men from Outworld at any cost.



SUB-ZERO

Sub-Zero has become the Grand Master of the newly reformed Lin Kuei clan.



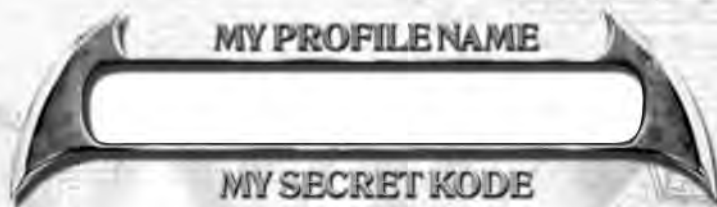
MOLOCH

The Oni, Moloch, has ventured from his homerealm into Outworld through a portal opened by the sorcerer Quan Chi. His lust for mortal flesh will soon be awakened.



As you open koffins, cross out the corresponding text below, so you can keep track of the koffins you've purchased.

ZA	ZB	ZC	ZD	ZE	ZF	ZG	ZH	ZI	ZJ	ZK	ZL	ZM
YA	YB	YC	YD	YE	YF	YG	YH	YI	YJ	YK	YL	YM
XA	XB	XC	XD	XE	XF	XG	XH	XI	XJ	XK	XL	XM
WA	WB	WC	WD	WE	WF	WG	WH	WI	WJ	WK	WL	WM
VA	VB	VC	VD	VE	VF	VG	VH	VI	VJ	VK	VL	VM
UA	UB	UC	UD	UE	UF	UG	UH	UI	UJ	UK	UL	UM
TA	TB	TC	TD	TE	TF	TG	TH	TI	TJ	TK	TL	TM
SA	SB	SC	SD	SE	SF	SG	SH	SI	SJ	SK	SL	SM
RA	RB	RC	RD	RE	RF	RG	RH	RI	RJ	RK	RL	RM
QA	QB	QC	QD	QE	QF	QG	QH	QI	QJ	QK	QL	QM
PA	PB	PC	PD	PE	PF	PG	PH	PI	PJ	PK	PL	PM
OA	OB	OC	OD	OE	OF	OG	OH	OI	OJ	OK	OL	OM
NA	NB	NC	ND	NE	NF	NG	NH	NI	NJ	NK	NL	NM
MA	MB	MC	MD	ME	MF	MG	MH	MI	MJ	MK	ML	MM
LA	LB	LC	LD	LE	LF	LG	LH	LI	LJ	LK	LL	LM
KA	KB	KC	KD	KE	KF	KG	KH	KI	KJ	KK	KL	KM
JA	JB	JC	JD	JE	JF	JG	JH	JI	JJ	JK	JL	JM
IA	IB	IC	ID	IE	IF	IG	IH	II	IJ	IK	IL	IM
HA	HB	HC	HD	HE	HF	HG	HH	HI	HJ	HK	HL	HM
GA	GB	GC	GD	GE	GF	GG	GH	GI	GJ	GK	GL	GM
FA	FB	FC	FD	FE	FF	FG	FH	FI	FJ	FK	FL	FM
EA	EB	EC	ED	EE	EF	EG	EH	EI	EJ	EK	EL	EM
DA	DB	DC	DD	DE	DF	DG	DH	DI	DJ	DK	DL	DM
CA	CB	CC	CD	CE	CF	CG	CH	CI	CJ	CK	CL	CM
BA	BB	BC	BD	BE	BF	BG	BH	BI	BJ	BK	BL	BM
AA	AB	AC	AD	AE	AF	AG	AH	AI	AJ	AK	AL	AM



ZN	ZO	ZP	ZQ	ZR	ZS	ZT	ZU	ZV	ZW	ZX	ZY	ZZ
YN	YO	YP	YQ	YR	YS	YT	YU	YV	YW	YX	YY	YZ
XN	XO	XP	XQ	XR	XS	XT	XU	XV	XW	XX	XY	XZ
WN	WO	WP	WQ	WR	WS	WT	WU	WV	WW	WX	WY	WZ
VN	VO	VP	VQ	VR	VS	VT	VU	VV	VW	VX	VY	VZ
UN	UO	UP	UQ	UR	US	UT	UU	UV	UW	UX	UY	UZ
TN	TO	TP	TQ	TR	TS	TT	TU	TV	TW	TX	TY	TZ
SN	SO	SP	SQ	SR	SS	ST	SU	SV	SW	SX	SY	SZ
RN	RO	RP	RQ	RR	RS	RT	RU	RV	RW	RX	RY	RZ
QN	QO	QP	QQ	QR	QS	QT	QU	QV	QW	QX	QY	QZ
PN	PO	PP	PQ	PR	PS	PT	PU	PV	PW	PX	PY	PZ
ON	OO	OP	OQ	OR	OS	OT	OU	OV	OW	OX	OY	OZ
NN	NO	NP	NQ	NR	NS	NT	NU	NV	NW	NX	NY	NZ
MN	MO	MP	MQ	MR	MS	MT	MU	MV	MW	MX	MY	MZ
LN	LO	LP	LQ	LR	LS	LT	LU	LV	LW	LX	LY	LZ
KN	KO	KP	KQ	KR	KS	KT	KU	KV	KW	KX	KY	KZ
JN	JO	JP	JQ	JR	JS	JT	JU	JV	JW	JX	JY	JZ
IN	IO	IP	IQ	IR	IS	IT	IU	IV	IW	IX	IY	IZ
HN	HO	HP	HQ	HR	HS	HT	HU	HV	HW	HX	HY	HZ
GN	GO	GP	GQ	GR	GS	GT	GU	GV	GW	GX	GY	GZ
FN	FO	FP	FQ	FR	FS	FT	FU	FV	FW	FX	FY	FZ
EN	EO	EP	EQ	ER	ES	ET	EU	EV	EW	EX	EY	EZ
DN	DO	DP	DQ	DR	DS	DT	DU	DV	DW	DX	DY	DZ
CN	CO	CP	CQ	CR	CS	CT	CU	CV	CW	CX	CY	CZ
BN	BO	BP	BQ	BR	BS	BT	BU	BV	BW	BX	BY	BZ
AN	AO	AP	AQ	AR	AS	AT	AU	AV	AW	AX	AY	AZ

= Gold Koffin

FIGHT RECORDS



FIGHT RECORDS

NAME OPPONENT WINS / LOSSES

_____	_____	____ / ____
_____	_____	____ / ____
_____	_____	____ / ____
_____	_____	____ / ____
_____	_____	____ / ____
_____	_____	____ / ____
_____	_____	____ / ____
_____	_____	____ / ____
_____	_____	____ / ____
_____	_____	____ / ____
_____	_____	____ / ____
_____	_____	____ / ____
_____	_____	____ / ____
_____	_____	____ / ____
_____	_____	____ / ____
_____	_____	____ / ____

NAME OPPONENT WINS / LOSSES

_____	_____	____ / ____
_____	_____	____ / ____
_____	_____	____ / ____
_____	_____	____ / ____
_____	_____	____ / ____
_____	_____	____ / ____
_____	_____	____ / ____
_____	_____	____ / ____
_____	_____	____ / ____
_____	_____	____ / ____
_____	_____	____ / ____
_____	_____	____ / ____
_____	_____	____ / ____
_____	_____	____ / ____
_____	_____	____ / ____
_____	_____	____ / ____



MORTAL KOMBAT DEADLY ALLIANCE TEAM

GAME DESIGN & TEAM LEADER

Ed Boon

SOFTWARE

Mike Boon, Alan Villani, Todd Allen, Nigel Casey, Nick Shin, Alexander Barrentine, Robert Blum, John Nocher, Ed Boon, Jay Biondo, Jim Terdina, Jim Bulvan & Jon Greenberg

BACKGROUND DESIGN & MODELING

Tony Goskie, Mike Taran & Shawn Cooper

CHARACTER DESIGN & MODELING

Luis Mangubat, Herman Sanchez, Steve Beran, Alan Ditzig & Karl Patton

MOTION CAPTURE & ANIMATION

John Vogel, Carlos Pesina, Chuck Ghislandi, Tony Zeffiro & Steve Beran

PRODUCER

John Podlasek

ASSISTANT PRODUCERS

Paulo Garcia & Brian LeBaron

SOUND EFFECTS & MUSIC

Dan Forden, Rich Carle & Vince Pontarelli

PROGRAMMING SUPPORT

Steve Anichini, Edward Keenan, James Singer & Rob Martino

MOTION CAPTURE & ANIMATION SUPPORT

Jeff Baker, Brian Wright & Alan Cruz

ADDITIONAL GRAPHICS

Taaron Silverstein, Katie Diebold, Charles Ernst, Andy Konieczny, Rich Markese, Ryan Rosenberg, Tony Goskie
Mike Taran, Steve Beran & Herman Sanchez

STORYLINE

John Vogel & Alexander Barrentine

OPENING FMV

Chad Greene, Dano Buendia, Sam Crider, Laura Grieve, Annmarie Koenig,
Pav Kovacic, Thom Miecznikowski, Dave Mueller, Adam Norton & Jim Rohn

MOTION CAPTURE TALENT

Carlos Pesina, Tom Lowell, Tobiasz Daszkiewicz, Rich Divizio, Sean Grosvenor,
Mi Jung Jang, Sameer Karim, Camella Morris, Pek Pongpaet,
Larry Tankson, Yamell Torres, John Vogel & Erik Zich

TESTING MANAGEMENT

Loren Gold, Rob Sablan & Dan Wagner

LEAD PRODUCT ANALYSTS

Dave Casso, Andrew Nguyen, Art Fernandez & Virgil Abad

TECHNICAL STANDARDS ANALYSTS

Adrian Castenada, Jason Calvin, Ghyan Koehne,
Rick Blair, Adam Bailey & Ray Mitchell

PRODUCT ANALYSTS

Francisco Aldana, Francis Brooke, Ray DeGuzman, Eddie Ferrier,
Adam Hernandez, Robb Schoenbacher, Eric Wackerfuss, Warren Wilkes,
Peter Briones, Mathew Byrd, Brian Cassi, Eric Cho, Jason Mueller, Ben Nicolas,
Josh Palmer, John Ricchio, AJ Briones, Randy Caymo, Tony Drake,
John (Greg) Ranz, Ulysses Forsan, Carl Hidalgo, Adam Spivey, Eric Spoor,
Rick Waibel, Punn Wantrakoon, Brian Bumlaio, Guy Chapman, Ben Cole,
Jonathan Eng, Shane Englefield, Richard Phim, Nick Rodney,
Josh Stacey, Richard Vrtis & Travis Zander

MIDWAY MANAGEMENT

Neil Nicastro, Ken Fedesna & Matt Booty

CREATIVE MEDIA

Rigo Cortes, Max Crawford, Christian Munoz, Jack O'Neill, Bill O'Neill,
Chris Skrundz, Beth Smukowski, Jim Tianis, Christa Woss & Larry Wotman

MIDWAY LEGAL

Debbie Fulton, Michael Burke, Cory Halpern & Robert Gustafson

MARKETING

Helene Sheeler, Lawrence Smith, Randy Severin,
Marc Ditter & Christa Wittenberg

CREATIVE SERVICES - SAN DIEGO

Debbie Austin, Jon Mongelluzzo, Matt Schiel,
Sally Nichols, Chris Vine & Ron White

ADDITIONAL THANKS

Nick Choles, Steve Booth, Shaun Himmerick, Mark Gruber, Cary Mednick,
Joel Seider, Samuel Peterson, Sal Divita, Karen Greenip,
& Essie Taylor, Chinese Martial Arts.

We also want to thank all our friends and family who put up
with the many late nights and weekends.

COMING FALL 2002

HAVEN

CALL OF THE KING™



Haven: Call of the King © 2002 Midway Home Entertainment Inc. All rights reserved. MIDWAY and the Midway Logo are registered trademarks of Midway Amusement Games, LLC. Used by permission. Haven: Call of the King is a trademark of Midway Home Entertainment Inc.

MIDWAY



DEFENDER

SAVING THE HUMAN RACE

MIDWAY
www.midway.com



Defender © 2002 Midway Amusement Games, LLC. All Rights Reserved. DEFENDER, MIDWAY and the Midway logos are registered trademarks of Midway Amusement Games, LLC. Used by permission. Developed by California Seven Studios, Inc. Distributed under license by Midway Home Entertainment Inc.



WARRANTY

MIDWAY HOME ENTERTAINMENT INC. warrants to the original purchaser of this Midway Home Entertainment Inc. software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Midway Home Entertainment Inc. software program is sold "as is," without express or implied warranty damages of any kind, and Midway Home Entertainment Inc. is not liable for any losses or damages of any kind resulting from the use of this program. Midway Home Entertainment Inc. agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Midway Home Entertainment Inc. software product, postage paid, with proof of purchase, at its Factory Service Center. 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 Midway Home Entertainment Inc. 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 Midway Home Entertainment Inc. 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 MIDWAY HOME ENTERTAINMENT INC. BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS Midway Home Entertainment Inc. 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.

Midway Home Entertainment Inc.
675 Sycamore Dr.
Milpitas, Ca 95035
www.midway.com

Midway Customer Support
(408) 473-9499

10:00am - 6:30pm / Central Time
Monday - Friday

Automated help line open 24 hours a day