

GAME BOY ADVANCE

AGB-AW4E-USA



MORTAL KOMBAT TOURNAMENT EDITION

Instruction Booklet

MIDWAY

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching
Involuntary movements

Loss of awareness
Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



MATURE
Blood
Violence

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3732, OR VISIT WWW.ESRB.ORG.



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. LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.



THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

LICENSED BY

Nintendo

NINTENDO, GAME BOY, GAME BOY ADVANCE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.
© 2001 NINTENDO. ALL RIGHTS RESERVED.

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

TABLE OF CONTENTS

GETTING STARTED	3
GAME CONTROLS	4
PLAY CONTROLS	5
THE STORY	6
MAIN MENU	7-9
LINKING UP	10
LINKING/BETTING	11
THE KRYPT	12
OPTIONS	13
PLAYER PROFILE	14
FIGHTER SELECTION	15
IN THE ARENA	16-18
THE FIGHTERS	19-22
SPECIAL MOVES	23-27
PERSONAL RECORDS	28
CREDITS	29-30
WARRANTY	32

GETTING STARTED

Please follow the instructions below before attempting to play this game.

- Make sure the POWER switch is in the OFF position.
- Insert the Nintendo GAME BOY® ADVANCE Game Pak into the slot on the back of the Game Boy Advance, label facing AWAY from play side.
- Slide the POWER switch to the ON position to turn ON the power.
- Follow gameplay instructions throughout this manual.



Power Switch

GAME CONTROLS



MENU SELECTIONS

Press the Control Pad Up, Down, Left or Right to highlight menu items. To select menu options, press the A Button. To return to a previous menu, press the B Button.

PLAY CONTROLS



MOVES COMMON TO ALL FIGHTERS

- Defensive Block R Button
- Change Fight Style L Button
- Flying Kick A Button In air
- Throw Control Pad Twice
Toward Opponent +
A Button + B Button

BUTTON USAGE COMMON TO ALL FIGHTERS

- A Button
- A Button + Control Pad Up
- A Button + Control Pad Down
- A Button + Control Pad Away from Opponent
- A Button + Control Pad Toward Opponent
- B Button + Control Pad Toward Opponent
- B Button
- B Button + Control Pad Up
- B Button + Control Pad Down
- B Button + Control Pad Away from Opponent



DEADLY REVENGE



The deadly alliance between Shang Tsung and Quan Chi remains intact. Can they be defeated? A new set of warriors cross the threshold into a deadly tournament to seek revenge against evil warlords.

With the aid of the thunder god known as Raiden, Earth'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, Earth's heroes must venture to Outworld and combat the forces of evil. They must act now. They must stop this deadly alliance.



MAIN MENU



SINGLE PLAYER

ARCADE

Take on CPU controlled opponents. You'll go to the Fighter Selection Screen (see FIGHTER SELECTION, pg. 15). As you play Arcade Mode, you'll earn red Koins for victories versus a huge variety of Mortal Kombat fighters. Win as many matches as possible to collect these koins and purchase items in the Krypt (see pg. 12).



SURVIVAL

Select a fighter at the Fighter Selection Screen, then try to defeat as many opponents as you can. When you lose a match, your Survival game will end.

TAG TEAM

Create an alliance of two fighters and fight through a series of opponents.

PRACTICE

Pick a fighter and practice your moves. Button icons appear on-screen to display the buttons you press. When you perform move, watch the button icons displayed above to learn controls for that move. Write it down, or simply repeat it until you learn the move.

MAIN MENU

MULTI PLAYER

Multi Player mode includes 5 different game modes to choose from. You'll first need to link up to four Game Boy® Advance systems using the Game Boy® Advance Game Link® Cable (see LINKING UP, pg. 10, for more details). Here are the game modes:



ARCADE (2, 3, OR 4 PLAYERS)

Fight one-on-one battles. When linked with 3 or 4 systems, the winner of the match stays and the loser goes to the back of the line. Win coins by betting on your match (see LINKING/BETTING, pg. 10).

CO-OP (2 PLAYERS)

Both players pick a fighter, and team up to defeat a series of opponents. Tag out to each other and achieve victory together!

RACE TO RAIDEN (2 PLAYERS)

This mode challenges each player to prove their skills with different characters. If you win, you'll get to play as the next character on the ladder. If you lose, you'll stay where you're at. The winner is the first player to win a match with the final character, Raiden.

MAIN MENU

TAG TEAM (2 OR 4 PLAYERS)

In two-player mode, each player picks a team of two characters. With four players, each player gets one character, and the two teams of two fight each other!

TOURNAMENT (4 PLAYERS)

Four players each pick a character and fight to decide who's the best. The winner of the tournament gets a special trophy that appears on their main menu, and can ONLY be won via a tournament.

THE KRYPT

See THE KRYPT, pg. 12.

OPTIONS

See OPTIONS, pg. 13.

PROFILES

See PROFILES, pg. 14.

EXTRAS

See EXTRAS, pg. 14.



LINKING UP

LINKING UP

Up to four Game Boy® Advance systems can be linked using the Game Boy® Advance Game-Link® Cable. If necessary, review your Game Boy® Advance Game-Link® Cable instruction manual for set-up information. Once connected, two players will have access at the Fighter Selection Screen (see pg. 15).



NOTES:

- All players must have a Mortal Kombat: Tournament Edition Game Pak to play in Link Mode, and the master Game Boy® Advance system must press START to initiate the link.
- You can also link a single Mortal Kombat: Tournament Edition game with Mortal Kombat: Deadly Alliance games. The Mortal Kombat: Tournament Edition game must be the master in the link.

Game play options like the ROUND TIME and the ROUNDS TO WIN are taken from Player 1's Game Boy Advance settings (see OPTIONS, pg. 13). If either player has unlocked hidden characters or alternate palettes, they may be used in a link mode match. You'll select a fighter just as you do in Arcade Mode (see FIGHTER SELECTION, pg. 15).

BETTING IN LINK MODE

If both linked players have a profile loaded (see PROFILE, pg. 14), a betting screen will appear after both players have selected their fighters. Both players can raise or lower the bet by pressing the CONTROL PAD UP or DOWN. To lock the bet, both players must press the A BUTTON, and the match will begin. If a player presses the B BUTTON, the bet will be unlocked, and both players will be able to adjust the bet again.



The maximum bet is equal to the lower of the two players' gold Koins. For instance, if Player 1 has 13,200 red Koins and Player 2 has 4025 red Koins, the maximum bet is 4025. No player may bet more than 50,000 red koins. If one or both of the players has zero red Koins, you will be unable to bet.

The winner of the match will receive the amount bet, and the loser of the match will lose that amount. If the match is interrupted or quit, the bet will be nullified, and neither player will win or lose koins.

REMEMBER: The Betting option will not be displayed unless both players have player profiles loaded.

THE KRYPT

The Krypt is an enormous room filled with many coffins. Using the red or gold koins you've earned, you can "purchase" coffins to open and reveal the hidden content. Sometimes you'll discover big items like new characters or backgrounds to fight in, and other times you'll find something small.



You can only win and spend koins if you have a profile loaded. Win Koins by playing Arcade Mode, Survival Mode, Tag Team, Mini Games (Test Your Might or Test Your Sight) or by betting in Link Mode. The higher the difficulty level, the more koins you'll win. In Arcade Mode and Survival Mode, you can get bonus koins for performing Flawless Victories. Gold koins can only be won in the various linked game modes (see MULTI PLAYER, pg. 8).

There are a few coffins in the Krypt that display "???" instead of a price. These items cannot be purchased with Koins and must be unlocked another way! You can view all of the secrets you've unlocked with any profile by going to the Load Profile screen (see CREATE PROFILE, pg. 14). If a Special Mode is unlocked, go to the Advanced Options screen and highlight the now-available "Select Mode" option. Press the A BUTTON or press the CONTROL PAD LEFT or RIGHT to select the mode (or turn special modes off).

OPTIONS

Press the CONTROL PAD UP or DOWN to highlight an option, then press LEFT or RIGHT to make adjustments to SFX and MUSIC VOLUMES and screen BRIGHTNESS. To restore these options to their default setting, press the L Button and R Button simultaneously. Press the A Button to select ADVANCED for more available game options.



ADVANCED

The Advanced Options menu lets you adjust:

CPU DIFFICULTY: Very Easy, Easy, Normal (default), Hard and Very Hard.

ROUND TIMER: Set the round time (seconds) at 30, 45, 60 (default), 75, 90 or Infinite.

ROUNDS TO WIN: Set rounds to win a match at 1, 2 (default) or 3.

SOUND TEST: Select a number, then press the A Button to listen to the game's sound effects or songs.

AUTO LOAD PROFILES: The autoload feature will automatically reload the last profile used when the system is turned on. (Default setting is ON).

MODE SELECT: Only available if you've unlocked SPECIAL MODE in the Krypt.

DEFAULT: Restore default options.



PROFILES

CREATE PROFILE

The first step you'll encounter is to enter a profile name. Press the CONTROL PAD UP, DOWN, LEFT or RIGHT to highlight a character, then press the A Button to make a selection. Repeat this process to spell your name. Select "SPC" to place spaces between letters, "the arrow" to delete letters or "END" when you're finished.

LOAD PROFILE

View and load any available profile. Press the CONTROL PAD LEFT or RIGHT to select which profile to view. Press the A Button to load that profile. Press the L Button to display detailed, per-character stats, and press the R Button to display a list of all the secrets that profile has unlocked. Scroll through the list of secrets by pressing the CONTROL PAD UP or DOWN.



ERASE PROFILE

Press the CONTROL PAD LEFT or RIGHT to select a profile. Press the A Button to erase that profile (you'll be prompted for a confirmation).

EXTRAS

Extra features are available as you collect coins to unlock the options.

FIGHTER SELECTION



IN THE ARENA



SELECT FIGHTER

Press the CONTROL PAD UP, DOWN, LEFT or RIGHT to highlight a character, then press the A BUTTON to make a selection.

SELECT RANDOM FIGHTER

To select a Random fighter, highlight the "?" and press the A BUTTON.

ALTERNATE COSTUMES

If you've unlocked alternate palettes, you can select which palette to use by pressing the L BUTTON or R BUTTON.



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 fight 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.

IN THE ARENA

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 contact and whether or not it was blocked. When a Warrior's Health Meter is depleted, he/she is knocked out and the round goes to the opponent.



FIGHTING STYLES

Mortal Kombat: Tournament Edition includes two **FIGHTING STYLES** per fighter. Press the L Button during any fight 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 using.



IN THE ARENA

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 of koins the fight is worth. As you defeat fighters, a skull will take the place of their face at the top of the screen.



MINI GAMES

Mini Games appear occasionally for a change of pace. While playing Mini Games, follow on-screen and audio and visual instructions to play the game.



You'll test your concentration with "Test your Sight". Only one of the goblets is not poisoned. Keep your eye on that goblet as they are shuffled. To choose the non-poisoned goblet, press the Control Pad Left or Right to highlight and press the A Button to choose.

To test your fight strength in the "Test Your Might" mini game, you'll need to complete the objective before the timer runs out. Alternately press the L Button and R Button really fast to build up the Fighter Strength Meter, then press the A button to break the object.

THE FIGHTERS



BO RAI CHO

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

JOHNNY CAGE

Johnny Cage had been fed up with his current movie "Mortal Kombat: The Death of Johnny Cage". He had reluctantly agreed to continue with the project until the Thunder God Raiden called him away to a new adventure in Outworld.



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.

THE FIGHTERS



DRAHMIN

Drahmin had resided in the 5th plane of the Netherealm for centuries. He accepted Quan Chi's offer of freedom in return for protection from the ninja spectre Scorpion. Drahmin and Moloch savagely brutalized Scorpion whenever he made a move for Quan Chi.

HSU HAO

A member of the Red Dragon, Hsu Hao's duty was to infiltrate the Special Forces and covertly guide them to members of the Black Dragon. Once the Black Dragon was seemingly destroyed, Mavado ordered him to destroy the outworld investigation agency's ability to travel to outworld.



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.

THE FIGHTERS



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

Reptile's visit at Kitana's base camp allowed Shang Tsung and Quan Chi to attack his master, Shao Kahn. Reptile was devastated and wandered the Outworld aimlessly until crossing paths with Nitara. In need of a master, he offered his loyalty to her. She commanded that he attack the invader from Earthrealm, Cyrax.



THE FIGHTERS



SAREENA

The Netherealm demon, Sareena, lost her human form in an attack from Shinnok. From Outworld, she learned to feed off of the living aura of that realm to regain her human appearance.

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.

SPECIAL MOVES

BO RAI CHO

Back, Forward, A Button	Ground Stomp
Down, Forward, A Button	Belly Bash
Back, Forward, B Button	Vomit
Down, Back, B Button	Slinky Worm
Up, Down, A Button	Weapon Attack 1
Down, Forward, B Button	Weapon Attack 2
Back, Back, B Button	Weapon Attack 3

JOHNNY CAGE

Back, Forward, A Button	Shadow Kick
Down, Forward, B Button	Slide Uppercut
Down, Back, B Button	Projectile Attack
Down, Back, A Button	Weapon Attack 1
Down, Forward, A Button	Weapon Attack 2
Back, Forward, B Button	Weapon Attack 3

Up = Control Pad Up
Down = Control Pad Down

Forward = Control Pad Toward Opponent
Back = Control Pad Away From Opponent

SPECIAL MOVES

CYRAX

Down, Back, A Button	Spin Kick
Back, Forward, A Button	Buzz Saw
Back, Forward, B Button	Drop Bomb
Down, Forward, A Button	Weapon Attack 1
Down, Back, B Button	Weapon Attack 2
Down, Forward, B Button	Weapon Attack 3

DRAEMIN

Back, Forward, A Button	Clock Punch
Down, Forward, A Button	Fly Ball
Down, Back, B Button	Jump Punch
Back, Down, B Button	Ground Pound

HSU HAO

Back, Down, B Button	Clapping Projectile
Down, Forward, A Button	Weapon Attack 1
Down, Back, B Button	Weapon Attack 2
Down, Forward, B Button	Weapon Attack 3

Up = Control Pad Up
Down = Control Pad Down

Forward = Control Pad Toward Opponent
Back = Control Pad Away From Opponent

SPECIAL MOVES

MARADO

Back, Forward, B Button	Flying Hook Kick
Down, Forward, A Button	Weapon Attack 1
Forward, Down, A Button	Weapon Attack 2
Back, Back, B Button	Weapon Attack 3

NITARA

Back, Back, A Button	Flap Back
Down, Back, A Button	Leg Slam
Forward, Back, B Button	Blood Spit
Down, Forward, A Button	Weapon Attack 1
Down, Back, B Button	Weapon Attack 2
Down, Forward, B Button	Weapon Attack 3

QUAN CHI

Back, Down, A Button	Pop up Kick/Slide
Down, Forward, B Button	Throw Skill
Back, Forward, B Button	Big Right Hook
Back, Forward, A Button	Weapon Attack 1
Down, Back, B Button	Weapon Attack 2
Back, Back, B Button	Weapon Attack 3

Up = Control Pad Up Forward = Control Pad Toward Opponent
Down = Control Pad Down Back = Control Pad Away From Opponent

SPECIAL MOVES

RAIDEN

Back, Forward, A Button	Shoulder Slam
Down, Back, A Button	Lightning Attack
Back, Forward, B Button	Shocker
Down, Forward, A Button	Weapon Attack 1
Down, Up, B Button	Weapon Attack 2
Down, Back, B Button	Weapon Attack 3

REPTILE

Forward, Down, A Button	Lizard Bail Roll
Back, Forward, B Button	Acid Spit
Down, Forward, A Button	Weapon Attack 1
Down, Back, B Button	Weapon Attack 2
Down, Forward, B Button	Weapon Attack 3

SARLENA

Back, Forward, A Button	Cartwheel
Down, Forward, A Button	Flaming Skull
Down, Back, A Button	Weapon Attack 1
Back, Back, B Button	Weapon Attack 2
Forward, Down, B Button	Weapon Attack 3
Down, Forward, B Button	Weapon Attack 4

Up = Control Pad Up Forward = Control Pad Toward Opponent
Down = Control Pad Down Back = Control Pad Away From Opponent

SPECIAL MOVES

SCORPION

Down, Back + A Button	Summon Flames
Back, Back + B Button	Throw Spear
Down, Forward + A Button	Weapon Attack 1
Back, Forward + B Button	Weapon Attack 2
Down, Back + B Button	Weapon Attack 3
Down, Forward + B Button	Weapon Attack 4

SHANG TSUNG

Back, Forward + A Button	Flying Dive
Back, Forward + B Button	Fire Ball
Down, Forward + B Button	Backhand
Down, Forward + A Button	Weapon Attack 1
Up, Down + B Button	Weapon Attack 2
Down, Back + B Button	Weapon Attack 3

Up = Control Pad Up
Down = Control Pad Down

Forward = Control Pad Toward Opponent
Back = Control Pad Away From Opponent

PERSONAL RECORDS

PLAYER

W / L

PLAYER

W / L

_____	/	_____	/
_____	/	_____	/
_____	/	_____	/
_____	/	_____	/
_____	/	_____	/
_____	/	_____	/

CREDITS

MIDWAY GAMES

Project Manager	Ed Suchocki
Programming	Brian Smolik, Mark Loftus & Vince Dickinson
Art	Jiravoo Na Chiangmai, Andy Phillips & Pete McLennon
Sound & Music	Rich Carle & Dan Forden

TESTING

QA Director	Paul Sterngold
Product Testing Managers	Loren Gold (Chicago) & Rob Sablan (San Diego)
Product Testing Supervisor	Malcolm Scott
Lead Product Analysts	Greg Ranz (Chicago) & Art Fernandez (San Diego)
Technical Standards Analyst	Adrian Castaneda & Jason Calvin
Analysts (Chicago)	Robert Lathan, James Pettinger, Richard Vrijs & Ki Wolf-Smith
Analysts (San Diego)	John Bozeman, Dave Lasgat, Josh Stacey, Rich Waibel & Aaron Dilede

MIDWAY MARKETING

VP Marketing	Helene Sheeler
Dir., Entertainment Marketing	Lawrence Smith
Dir., PR and Promotions	Marci Ditter
Dir., Channel Marketing	Christa Wittenberg

CREDITS

BUSINESS UNIT

Business Manager	Sangita Verma
Product Manager	Dave Watson
Managing Producer	Nathan Rose
Assistant Producer	Chris Ferriter

CREATIVE SERVICES - SAN DIEGO

VP Creative Services	Debbie Austin
Project Manager	Sally Nichols
Creative Designer	Matt Schiel
Documentation	Jon Mongelluzzo

SPECIAL THANKS

Ed Boon, Mike Boon, Nick Shin, Mike Tarran, Steve Beran,
Tony Goskie, John Vogel & the entire MK Team

ADDITIONAL SPECIAL THANKS

Neil Nicastro, Ken Fedesoa, Matt Dooly, Tom Powell, Mark Beaumont, John Podlasek, Nigel Casey, Brian Lebaron,
Paulo Garcia, Rob Gustafson, Jack O'Neal, Max Crawford, Rigo Cortez & Rema Sandararajan

SO BRUTAL. SO EVIL. SO DEADLY.



GAME BOY ADVANCE



Blood and Gore
Violence



MORTAL KOMBAT
DEADLY ALLIANCE

IT'S IN YOUR BLOOD.
Now Available

GPD MIDWAY

WWW.MORTALKOMBAT.MIDWAY.COM

World Number One Fighting Game © 2003 Midway Entertainment Group, LLC. All rights reserved. MORTAL KOMBAT, DEADLY ALLIANCE, the dragon logo, REPTIL, the Midway logo and all character names are trademarks of Midway Entertainment Group, LLC. Used by permission. Distributed under license by Midway Home Entertainment Inc. TM, Game Boy Advance and the Nintendo GameCube logo are trademarks of Nintendo.

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, mis treatment 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.
Attn: Tech Customer Support
PO Box 360839
Milpitas, Ca. 95036-0839
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
Email: support1@midway.com

Hints and Tips

For the hottest tips and codes for Midway Games, call 1-800-329-0811 (4466). Automated tips and codes are available 24 hours a day, 7 days a week. The cost for automated hints is \$1.40 for the first minute, .39 cents per minute thereafter. Live operator support is 1.50 per minute and is available Monday through Friday from 9 am to 6 pm Pacific Time. You must be 18 years of age or older or have parental consent to call this number. A touchtone phone is required. Messages are subject to change without notice.

ADEMA

INSOMNIAC'S DREAM

Also available:



**PARENTAL
ADVISORY**
EXPLICIT CONTENT

STRONG LANGUAGE
VERY LITTLE CONTENT

**New Enhanced EP includes
7 new, live & remixed tracks,
plus 3 videos!**

Features "Immortal" song & music video
from the new **Mortal Kombat®:
Deadly Alliance™** video game
+ "Nutshell" & "Shattered"

...also includes remixes of ADEMA's hits
& a special live track
"Do What You Want to Do"

ademannlive.com arista.com **ARISTA**
© 2003 Arista Records, Inc., a unit of 2003 Entertainment

Midway Home Entertainment Inc., 675 Sycamore Drive, Milpitas, CA 95035

PRINTED IN JAPAN