KONTENTS

SYSTEM REQUIREMENTS

MINIMUM REQUIREMENTS

- Windows® 95 or Windows® NT
- Pentium 133mhz
- 24 Megabytes of Ram
- 5 Megabytes of Hard Disc Space
- 3D Video Card that supports Direct 3D
- 16 Bit Color

RECOMMENDED SYSTEM REQUIREMENTS

- Pentium 166mhz
- 32 Megabytes of Ram
- 160 Megabytes of Hard Disc Space
- 3Dfx Video Card
- 32 Bit Color

RECOMMENDED PERIPHERALS

- Sound Blaster® or 100% compatible sound card & speakers
- Gravis™ PC GamePad Pro™
- Microsoft® SideWinder® Game pad or equivalent

- With Windows 95 running, insert the CD into your drive. The Autorun Installation Screen will appear.

- Click the Install button to begin installation. The Install program within Windows 95 will open the Setup file to begin installation.

- Follow on-screen instructions to complete the installation.

- Once installed, go to the START Menu and select **Mortal Kombat 4** from the GT Interactive folder in the Program Menu.
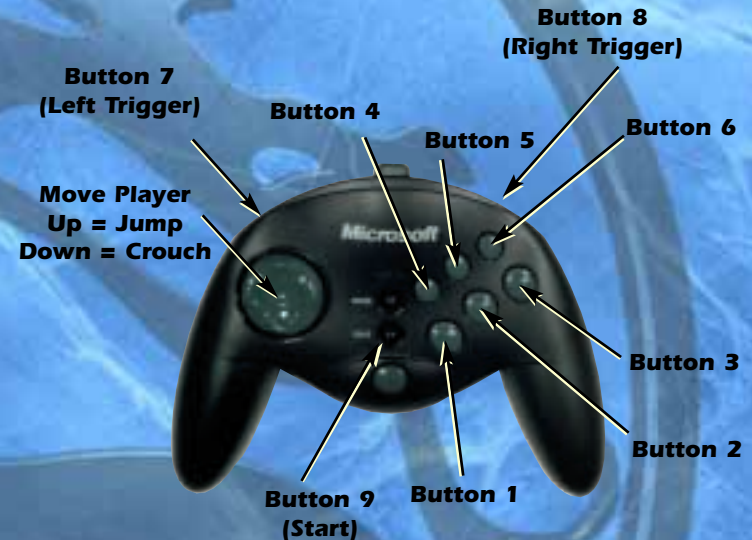
DIRECTX® INSTALLATION

Mortal Kombat 4 requires DirectX® 5.0 to run properly. If you don't have this version of DirectX, you'll need to install it from the **Mortal Kombat 4** cd-rom. At the Autorun Installation Screen, click on the Install DirectX button to begin the installation process.

During installation, the program will detect your current version of DirectX (if any), and make recommendations on whether you should update your current drivers. Read each stage of the installation carefully during the installation process.

When you've finished installing DirectX 5.0, you may begin installing the game program, or start playing if you've already installed the game program.

For optimum play, we recommend using a Microsoft® SideWinder® Game pad or any other 6 to 10 button controller. Mortal Kombat 4 makes use of up to 7 buttons on a controller. Here are the default numbered buttons on the SideWinder Game pad.

Button 8 (Right Trigger)

Button 7 (Left Trigger)

Button 4

Button 5

Button 6

Move Player Up = Jump Down = Crouch
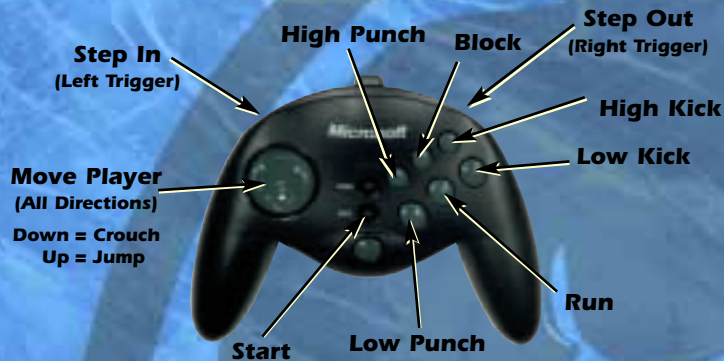
Button 3

Button 2

Button 9 (Start)

Button 1

NOTE

If you're using another type of multi-button controller, see the manufacturers documentation for default button configurations.

GAME PAD KONFIGURATION

We recommend the following button configuration for any 6 to 10 button game pad.

Step In
(Left Trigger)

High Punch

Block

Step Out
(Right Trigger)

High Kick

Low Kick

Move Player
(All Directions)

Down = Crouch
Up = Jump

Run

Start

Low Punch

MOVE KONTROL INDEX

Directional Pad	=	Up, Down, Back, Forward, (U, D, B, F)
LP	=	Low Punch
LK	=	Low Kick
HP	=	High Punch
HK	=	High Kick
BLK	=	Block
RN	=	Run

MENU SELECTIONS

- **Up**, **Down**, **Left** or **Right** to highlight options
- Press the **Start Button** to select options
- Press **Esc** to return to a previous menu.

To quit a game in progress, press **F4**. At the Pause Options Screen, select **Quit Match** to return to the Main Menu. You can also select **Continue Match** to return to your game.

DEFAULT KEYBOARD KONTROLS

Help	.F1
Options	.F2
Pause	.F4
3Dfx Card	.F5
Full screen software	.F7
Window software	.F8

PLAYER 1 DEFAULT KEYS

Left	.A
Right	.S
Up	.W
Down	.Z
High kick	.T
Low kick	.G
High punch	.U
Low punch	.J
Block	.SPACE
Run	.H
Start	.1

PLAYER 2 DEFAULT KEYS

Left	.LEFT
Right	.RIGHT
Up	.UP
Down	.DOWN
High kick	.PAD7
Low kick	.PAD4
High punch	.PAD9
Low punch	.PAD6
Block	.PAD0
Run	.PAD5
Start	.2

During gameplay, press F1 to call up the Help Menu. It displays a brief overview of the F Key functions.

PAUSE OPTIONS

During a match, press F4 to display the Pause Options Screen. You can **Continue** or **Quit** your current match. Or you can view the MK4 **Move List**.

The **Move List** contains a detailed list of each characters fighting moves and fatalities. You can also find these moves in this manual on pages 31 through 34.

At the Main Menu, press **Up** or **Down** to highlight, then press the **Start Button** to select from one of the many game modes. They are:

ARCADE

1 ON 1 KOMBAT

It's you against the CPU. You select one character, then go to the Destiny Screen to choose the difficulty of your journey. Also, you can take on a buddy in a 2 player game. Each player selects one character, then go straight to a Lair to battle it out.

2 ON 2 KOMBAT

Select 2 characters, then take on 2 characters chosen by the CPU. You'll then go to the Destiny Screen to select the difficulty of your opponents. When you or the CPU loses the first match, the second chosen character will appear to continue the battle. A loser is determined when both chosen players have been eliminated.

Also, you and a friend can choose two characters, then battle it out. When a player loses his first match, the second chosen character will appear to continue the battle. A loser is determined when both chosen players have been eliminated.

TEAM

You take on the CPU with a team of MK4 characters. When you select this game mode, you'll go to the Choose Team Size Screen. Press **Up** or **Down** to highlight options. To select the size of a team, press **Left** or **Right**. When your team sizes are set the way you want, press **Start** to set up your team.

You'll view the Character/ Team Select Screen. Follow on-screen instructions to set up your team. Select **Begin Fight** when you're ready.

You can also take on your friend with a team of MK4 characters. (See **Team**, on the previous page, for team selection instructions.) The player who loses all his characters first will be defeated.

ENDURANCE

You'll view a sub menu when you select this option. When you select **Endurance** from the sub menu, you'll select a character, then go to the Destiny Screen to select a difficulty. You'll fight one round at a time against each character on the column you choose on the Destiny Screen. Your Health never regenerates in any Endurance mode, and you must win every match to win. Lose one match, and the game is over.

VS ENDURANCE

The CPU chooses the characters for you and a friend in a pre-determined order. Both players use each standard character in the game to continue battling each other. When one player uses all of the game's standard characters, the endurance match is over. The player with the most wins claims victory.

ULTIMATE ENDURANCE

You'll fight one round at a time against each character in the game. You must win every match to win this game mode. Lose one match, and the game is over. When you're finished (win or lose), your Ultimate Kombat Rating will be displayed with statistics and a Kombat rating level.

Tournament

The Tournament Mode lets you select a 4 or 8 player tournament. Up to 3 or 7 of your friends can participate to complete a tournament field. Here's how (see next page):

TOURNAMENT SETUP

When you select Tournament from the Main Menu, you'll view the Tournament Setup Screen. Press **Left** or **Right** to select a 4 or 8 Player tournament. Highlight **Show CPU Battles**, then press **Left** or **Right** to toggle between **Skip** and **Show CPU Battles**.

Highlight **Number of Fighters**, then press **Start to go to** the Character Setup Screen Press **Up** or **Down** to select a character. Press **Left** or **Right** to cycle the available characters, then press the Punch **Button** to cycle between **Human** and **CPU** controlled players. To change the difficulty level of a CPU player, press the Kick **Button**. Repeat this process until the tournament is set up the way you want. Press the **Start Button** to view the Tournament Bracket, then press any action button to begin fighting.

PRACTICE

Select this option to practice your MK fighting skills. You'll view the Practice Mode Screen to set up your practice session the way you want. Press **Up** or **Down** to highlight an option, then press **Left** or **Right** to cycle the options. Here are the options:

PLAYER 1 & 2 (CHARACTER NAME)

Select the character you want to practice with and against.

DIFFICULTY

The default is **Novice**. Set the level of difficulty you want to practice against.

OPPONENT ACTIVE/INACTIVE/HUMAN

You can practice against active characters that fight back or make them inactive to just stand there and take it. Select **Human** if you want to practice with a friend.

BACKGROUND

Choose a background where you want your practice session to occur.

PRACTICE INFO ON/OFF

Select **ON** to display the buttons pressed during a move.

KOMBAT THEATER

View the Ending Movies of characters that have beaten the game. Press the **Run Button** to view that character's biography.

Press **F2** to call up the Options Menu. It displays options that let you make changes to the game's default settings. They are:

KEYBOARD

Make modifications to the default Keyboard configuration. Press **Up** or **Down** to select the **Player** option, then press **Left** or **Right** to toggle Player 1 or Player 2. The keyboard configuration for the selected player will appear.

Highlight the button you want to modify, then press **Enter** to select it. You'll be prompted to press a new key to replace the previous key. Repeat the process until you have the controls set up the way you want. If you select a key already assigned to another function, the key you replaced will be swapped with the key you chose. Select **Reset Defaults** to reset the configuration to the game's default settings. When you're finished, select **Go Back** to return to the Options Screen.

JOYSTICK

Change the default Keyboard configuration to your joystick or game pad. Press **Up** or **Down** to select **Controller** option, then press **Left** or **Right** to toggle between settings for Player 1 or Player 2. The game will detect any joysticks or game pads connected to your PC. If you don't have two joysticks, the configuration will read "None" for all functions.

Highlight the button you want to modify, then press the new button you want to replace the previous button. Repeat the process to finish setting up the configuration. If you select a button already assigned to another function, the button you replaced will be swapped with the button you chose. When you're finished, select **Go Back** to return to the Options Screen.

GRAPHICS

Use this option to choose the display that works best with your computer's hardware.

Display

Choose **Glide 3D Card**, **Direct 3D Card**, **Full Screen S/W** (software) or **Window S/W** (software). If you try to select an option your computer can't display, the game will not allow you to select that option.

Lighting

Turn the game's lighting effects **ON** or **OFF**.

SOUND

Make changes to the games default audio settings. Highlight an option, then press **Left** or **Right** to change **Music** or **SFX** volume or turn them **ON** or **OFF**.

GAMEPLAY

Modify the game's default gameplay options. They are:

Continues

Whenever you lose a match, you can press the **Start Button** to continue your current battle against a human or CPU opponent. You can set the amount of **Continues** from **0** to **9**. Of course, if you select 0, you will not be given an opportunity to continue the game.

Difficulty

Set the game's difficulty to one of 6 available settings that range from **Very Easy** (easiest) to **Ultimate** (hardest).

Rounds to Win

Select the number of wins it will take to win a match and defeat your opponent. Choose from **2** to **9** wins.

Vs Screen

Turn **ON** or **OFF** the VS Screen that appears prior to each 2 Player Game. Remember, if you disable this option, you won't be able to enter codes prior to a match (see **Secret Kodes**, pg. 21).

Blood

Set this option to **ON** to see blood during your match. When you turn **OFF** blood, you won't see blood or fatalities.

After selecting any game mode, you'll view the Fighter Select Screen to choose the player you want to fight with. It displays all the available characters and 3 selection options.

Press **Up**, **Down**, **Left** or **Right** to highlight a player or option, then press the **High Kick Button** to select. Included are 3 other on-screen options you can use to select your player(s):

RANDOM

When you select this option, the computer will randomly choose a character for you.

GROUP (2 Player Only)

When you select this option, the computer will display and select players in a particular order. You must defeat your opponent with each character chosen by the computer.

HIDDEN

This is handy for a 2 player game. If you don't want your opponent to see the player you select, select this option first. It will hide your cursor, but make sure you keep track of how many times you select **Up**, **Down Left** or **Right**. If you get confused, even YOU won't know who you selected.

NOTE

If both players select the same warrior, Player 2 will be displayed in an alternate costume.

Once you've chosen your fighter in any 1-Player **Mortal Kombat 4** mode, you'll view the Destiny Screen.

Press **Left** or **Right** to highlight, then press the Start Button to rotate the pillar and choose a different order in which to fight your opponents. Press the **High Kick Button** to select one of these columns: **Novice**, **Beginner**, **Warrior**, **Master** or **Master II**. You'll see a large tower scrolling with **Mortal Kombat 4** characters' faces.

To claim ultimate victory, you must defeat each of the characters on the column. Each time you defeat an opponent, you'll return to the Choose Your Destiny Screen and view your next opponent.

If a second player wishes to join the fight, he may do so at any time by pressing his **Start Button**. Both players then return to the Character Select screen to select a fighter. The Choose Your Destiny Screen will not be displayed in any 2 Player game.

Run Meter
(Green)

Health
(Blue to Red)

Win Marker
(Gold Dot)

Match Time
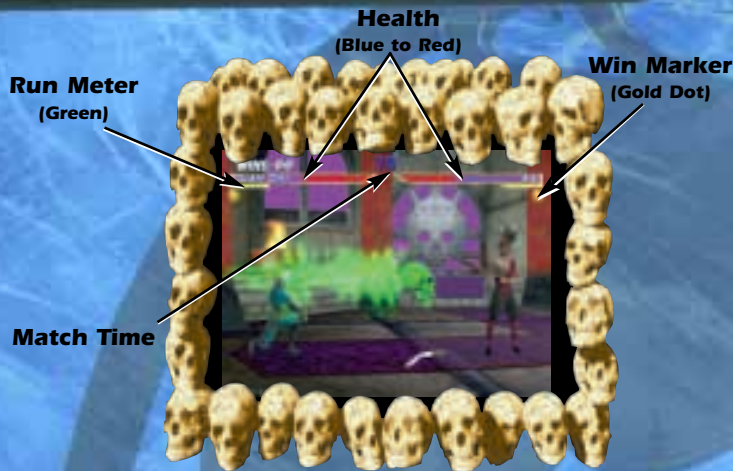
Mortal Kombat 4 tests a Warrior's fighting skills by pitting him against increasingly formidable challengers. In all Mortal Kombat battles, **Health** meters in the upper portion of the screen measure each warrior's diminishing health.

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.
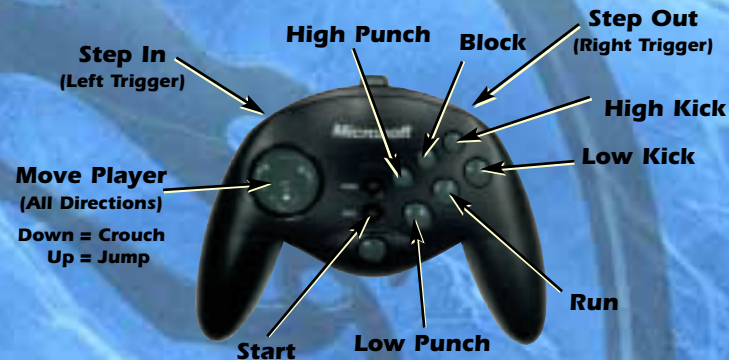
Each match has a 99 second **Match Time** limit. If the time is up before either kombatant has been defeated, the warrior with fewer injuries is declared the victor. The first warrior to win two rounds takes the match and moves on to the next opponent.

The **Run Meter** allows you to run toward your opponent and perform combos, but they are "time sensitive", so you can only activate the Run function (or Combo function) while the meter is green.

If you're defeated by an opponent, you'll find yourself plummeting helplessly into the darkness of a very deep pit. If you have a Continue available, press the **Start Button** to return to the Select a Fighter Screen and select another fighter for battle.

Each Mortal Kombat Warrior has spent years of concentration and intense training to perfect his/her martial arts skills. Before challenging these Warriors in kombat, you'll also need intense training and concentration to learn these fundamental skills.

Step In
(Left Trigger)

High Punch

Block

Step Out
(Right Trigger)

High Kick

Low Kick

Move Player
(All Directions)

Down = Crouch
Up = Jump

Run

Start

Low Punch

The best way to begin your training is with the fundamental moves: **Kicks**, **Punches**, **Crouches**, **Jumps** and **Blocks**.

These moves may seem trivial compared to powerful and acrobatic moves, such as a **Flying Kick**. However, knowing how to stop, avoid or counteract a flying kick can be far more useful than knowing how to land one yourself.

The **Run Button** is especially powerful. Backing off won't cut it against this move. Hold the **Run Button** while moving toward your opponent to execute a run. But make sure you have a move ready when you meet face to face.

Elbow

Kick

Bonebreaker

Move Player
Toward
Opponent

Throw

Crouched Block

Crouched Kick
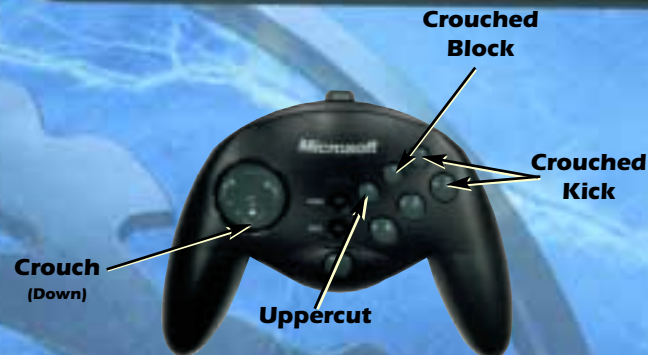
Crouch
(Down)

Uppercut

Moves used during close-in kombat situations are the **Elbow**, the **Knee**, the **Bonebreaker** and the **Throw**. They are highly effective and do not require full limb extension, which is impossible in close quarters. Although these moves are potent, they can only be used when you are directly adjacent to an opponent. Give it a try. Press the Attack Buttons in a certain sequence for different types of "Kombos".

BASIC KOMBAT MOVES

All of the **Mortal Kombat 4** warriors possess expert fighting skills. What raises them above their peers are the special moves which they've created and perfected. In order to become a superior warrior, skilled enough to win the title of Grand Champion, you too must learn and perfect these moves. Whether you use special kicks or elemental bolts, **Mortal Kombat 4** warriors are the fiercest and most ferocious kombatants in the Universe. Mastering their special moves could propel you to that level of greatness (see next page).

Defensively, the crouching moves let you escape from close proximity, avoid punches, aerial weapons and throws. Offensively, the uppercut executed from the crouch, is one of the most powerful offensive weapons.

To do the crouching moves, hold **Down (Crouch)** and simultaneously push the **High Kick** or the **Low Kick Button** for a crouching kick. Hold **Down (Crouch)** and push the **High Punch** for an uppercut. The **Block** can always be used to defend against your opponent's moves.

Kick

Foot Sweep

Move Player Away from Opponent

Flying Kicks

Press Up or Toward Opponent

Flying Punches

The spin is the key to exotic moves, such as the **Roundhouse Kick** and the **Foot Sweep**. The **Foot Sweep** hits your opponent's ankles and knocks him on his butt.

The **Roundhouse Kick** is a spinning kick that nails your opponent in the face. To execute the spin moves, hold away from your opponent while you press the **Kick buttons**.

The final moves one should learn are these Aerial moves: **Flying Punches** and **Kicks**.

All together, these fundamentals are the foundation for both a strong defense and a potent offense.

To execute these moves, either jump in place (**Control Pad UP**) or jump toward (**Control Pad UP + Fwd**) your opponent. Press the game's various Attack Buttons while you're in the air. Unlike most attacks, aerial attacks must be timed properly to land blows.

At the bottom of the VS Battle Screen you will see a row of six boxes with different icons in them. Player 1 can change the icons in the first three boxes by pressing the **Low Punch** (1st box) **Block** (2nd box), and **Low Kick Buttons** (3rd box).

Player 2 can do the same with the other three symbols. The six symbols represent secret codes which can have subtle or dramatic effects on game play.

Pressing a button 7 times will cause the order of the icons to start over again. In other words, pressing a button that corresponds to a box with a skull symbol 7 times will change back to the skull icon.

Each button causes the symbol in the corresponding box to change to the next icon in a pre-determined order. If you hold up while pressing **Low Punch**, **Block** or **Low Kick**, the order in which the Icons are cycled will be reversed.

Some players find it easier to memorize the codes by referring to them in terms of the number of button presses it takes to get the proper symbols in place. In any case, you'll get the hang of it after a few tries. Remember, you have to be fast and precise. No one said this was supposed to be easy.

Note: You can find secret codes in store bought Strategy Guides, game magazines, the Internet or with a little experimentation on your part. Have Fun.

Thousands of years ago in a battle with the fallen Elder God known as Shinnok, I was responsible for the death of an entire civilization.

To rid all realms of Shinnok's menace I waged a war that plunged the Earth into centuries of darkness and banished Shinnok into a place called the Netherealm.

Now after Shao Kahn's defeat at the hands of Earth's warriors, Shinnok has managed to escape his confines in the Netherealm.

The war is now being fought once again. Only this time It can be won by mortals.

- The Words of Raiden

FUJIN

Better known as the God of Wind, Fujin joins Raiden as one of the last surviving Gods of Earth. Their counterparts were defeated in a war of the heavens between Shinnok's forces and the Elder Gods. He now prepares for the final battle between the forces of light and Shinnok's hell spawned warriors of darkness.

Weapon: Cross Bow

JAX

When Sonya disappears while tracking the last living member of the Black Dragon, Major Jackson Briggs heads after her. He soon finds that Sonya's mission has led her into a battle with the forces of an evil Elder God. This is a battle they must win or their own world will crumble at the hands of Shinnok.

Weapon: Spiked Club

JAREK

Believed to be the last member of Kano's Klan, the Black Dragon Jarek is hunted down by Special Forces agent Sonya Blade for crimes against humanity. With the emergence of a much greater evil, Sonya focuses her strengths on the new menacing Quan Chi. Jarek now finds himself fighting alongside Sonya and Earth's warriors to help defeat the Evil Elder God, Shinnok.
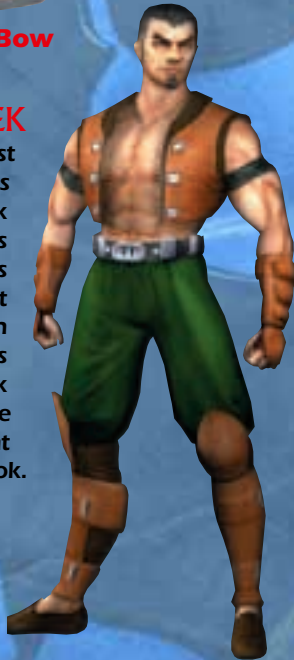
Weapon: Black Dragon Sword

JOHNNY CAGE

After Shao Kahn's defeat, Cage's soul is free to leave to a higher place. From the heavens, he observes his friends once again engaged in battle. When he learns of the war waged against the Elder Gods by Shinnok. Cage seeks out Raiden to help him restore his deceased soul and join Liu Kang in his quest. Once again, Johnny Cage finds himself fighting alongside Earth's warriors.
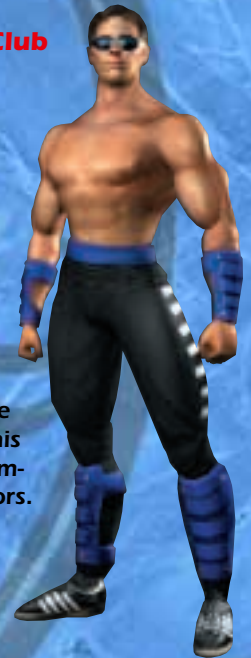
Weapon: Bowie Knife

KAI

A former member of the White Lotus Society, Kai learned his skills from the great masters throughout Asia. He journeyed to the Far East after meeting his friend and ally Liu Kang in America. Now, they reunite to assist Raiden in his battle with Shinnok.
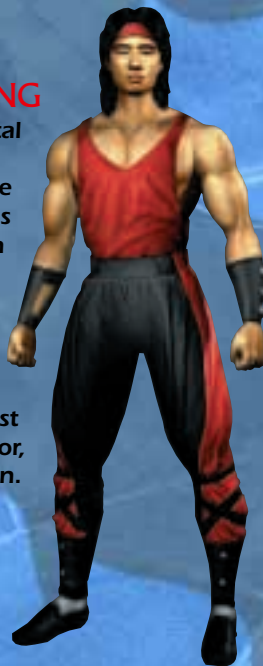
Weapon: Ghurka Knife

QUAN CHI

A free roaming sorcerer powerful in the black arts, Quan Chi uses his abilities to free the now evil Elder God Shinnok from his confines in the netherealm. In exchange for his services Shinnok has granted Quan Chi the position of arch-sorcerer of his now expanded Netherealm.

Weapon: Mace

LIU KANG

Still the immortal champion of Mortal Kombat, Liu Kang finds himself venturing into the realm of Edenia to rescue the Princess Kitana from the vile clutches of Quan Chi. Unsuccessful in his mission, Liu returns to Earth and mounts an effort to bring together Earth's greatest warriors. He does it this time not only to free Kitana's home world but also to assist his mentor and Earth's protector, Raiden.
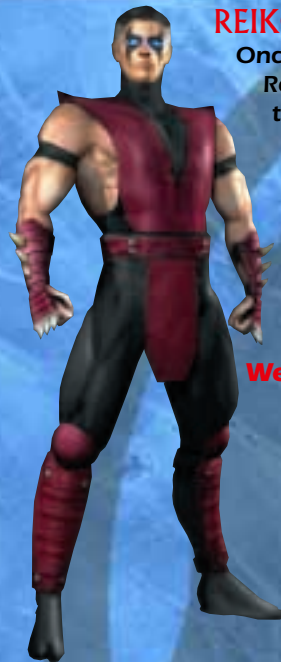
Weapon: Dragon Sword

RAIDEN

The God of Thunder returns to Earth after the defeat of Shao Kahn - but finds a new threat when Shinnok's forces, led by Quan Chi's attack of the Elder Gods. With the heavens in disarray, Raiden exists as one of the last Gods of Earth. He must come to the aid of his Elders and put an end to the villainous reign of his ancient enemy.
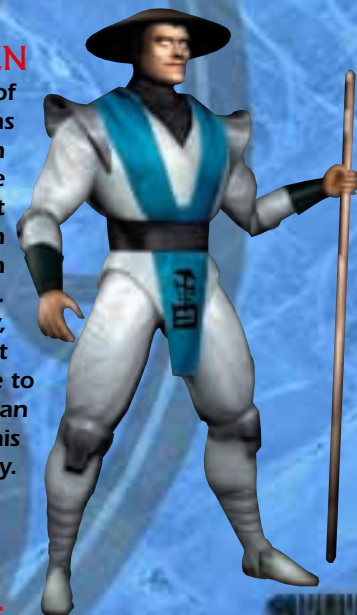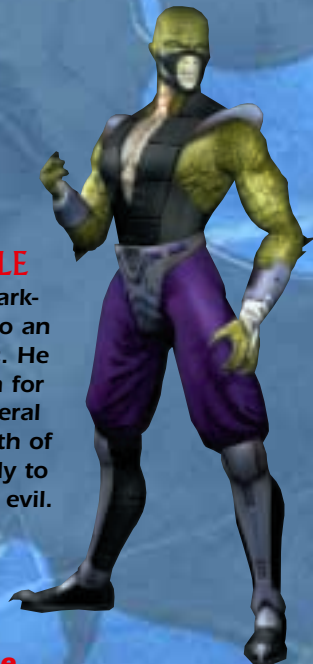
Weapon: Warhammer

REIKO

Once a general in Shinnok's armies, Reiko lead the forces of darkness into the battle against the Elder Gods. Once thought killed during that onslaught, he resurfaces and joins the battle against Earth's forces.
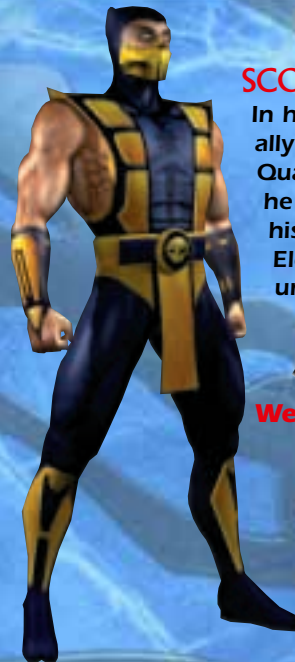
Weapon: Spiked Klub

SCORPION

In hopes of gaining Scorpion as a new ally in the war with the Elder Gods, Quan Chi makes the dead Ninja an offer he cannot refuse- Life, in exchange for his services as a warrior against the Elders. Scorpion accepts, but hides under ulterior motives.

Weapon: Long Sword

REPTILE

A general in Shinnok's army of dark-ness, Reptile once belonged to an extinct race of reptilian creatures. He was banished to the Netherealm for committing genocide against several species. Responsible for the death of millions, Reptile is a dangerous ally to the forces of evil.

**Weapon: Battle Axe**

SHINNOK

Banished to the Netherealm for crimes committed against his once fellow Elder Gods, Shinnok is freed from his confines by Quan Chi. With the aid of a traitor he then is able to overtake the realm of Edenia. From there he wages a war against the Elder Gods and awaits a chance to enact revenge against the God who banished him there - Raiden.
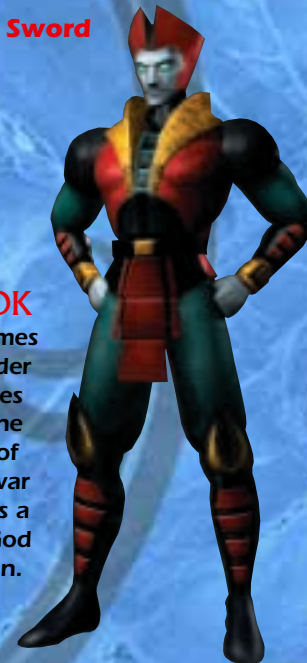
Weapon: Battle Staff
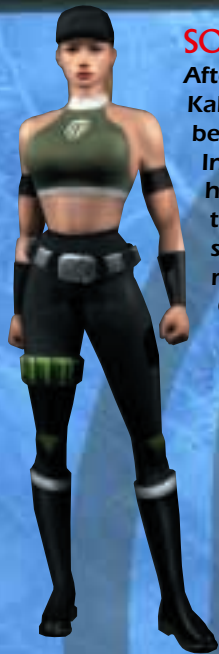
SONYA BLADE

After her journey into the Outworld and Shao Kahn's near destruction of Earth, Sonya becomes a member of Earth's own Outworld Investigation Agency. Her first mission leads her to join Liu Kang on his quest to aid the troubled thunder God, Raiden. She must survive long enough to warn her government of the new menace brought on by Quan Chi.

Weapon: WindBlade
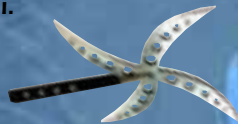
SUB ZERO

After Shao Kahn's defeat at the hands of Earth's fighters, Sub-Zero's warrior clan known as the Lin Kuei is disbanded. But with the new threat brought on by Quan Chi, the Ice Warrior once again dons the familiar costume once worn by his brother the original Sub-Zero. He also holds secrets passed on to him by his sibling- secrets that could hold the key to stopping Shinnok.
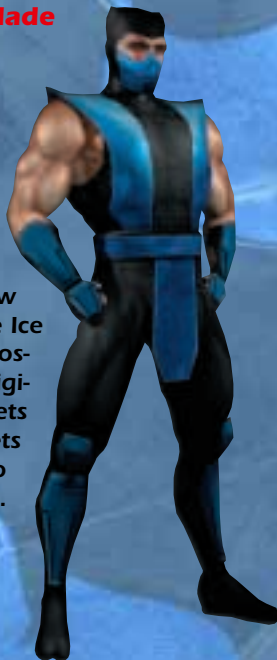
Weapon: Ice Scepter

TANYA

As the daughter of Edenia's ambassador to new realms, Tanya invites a group of refugees fleeing their own world into the safety of Edenia. But soon after Queen Sindel allows them through the portal, she learns that one of the warriors is none other than the banished Elder God, Shinnok. The portal leads into the pits of the Netherealm itself, and the once free realm of Edenia is now at the mercy of Shinnok.

Weapon: Boomerang

GORO

The half human dragon stood as Shang Tsung's protector in the first tournament. Goro took the Mortal Kombat title from the original Kung Lao, only to have it won from him nine generations later by Lao's ancestor, Liu Kang. Seeking revenge, the Shokan prince has returned from the Outworld to crush Liu Kang in Mortal Kombat.
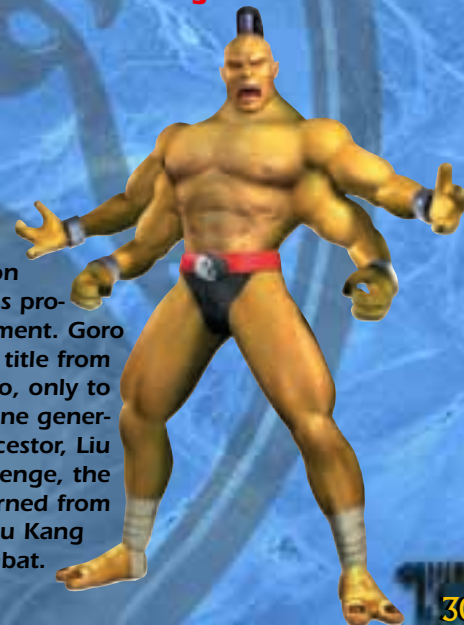
TANYA

Straight Fireball	D,F, HP
Downward Air Fireball	D,B, LP (In Air)
Rolling Splits Kick	F,D,B, LK
Forward Drill Kick	F,F, LK
Weapon	F,F, HK
Fatality: Kiss of Death	D,D,U,D, HP+BLK (Close)
Neck Twist	D,F,D,F, HK (Close)
Prison Stage	B,F,D, HP (Close)
Goro's Lair	F,F,F, LP (Close)

JAREK

Cannonball Roll	B,F, LK
Spinning Blade	D,B, LP
Ground Shaker	B,D,B, HK
Vertical Roll	F,D,F, HP
Weapon	F,F, HP
Fatality: Heart Rip	F,B,F,F, LK (Close)
Eye Laser	U,U,F,F, BLK (Sweep)
Prison Stage	F,D,F, HK (Close)
Goro's Lair	B,F,F, LP (Close)

JOHNNY CAGE

Shadow Kick	B,F, LK
Uppercut	B,D,B, HP
Fireball	D,F, HP (high)
	D,B, LP (low)
Crotch Punch	BLK+LP
Weapon	F,D,F, LK
Fatality: Torso Rip	F,B,D,D, HK (Close)
Head Pop	D,D,F,D, BLK (Close)
Prison Stage	D,D,F,F, HK (Close)
Goro's Lair	B,F,F, LK (Close)

FUJIN

Weapon	B,B, LP
Whirlwind Spin	F,D, LP (Hold LP to keep spin)
Levitate	F,D,F, HP
Slam	B,F,D, LK (Quickly after Levitate)
Super Knee	D,F, HK
Air Dive Kick	D+LK (In Air)
Fatality: Raise and Destroy	RN+BLK 5 times (Sweep)
Deadly Winds	D,F,F,U, BLK (Sweep)
Prison Stage	D,D,D, HK (Close)
Goro's Lair	B,F,B, HP (Close)

LIU KANG

Weapon	B,F, LK
Fireball	F,F, HP
Low Fireball	F,F, LP
Flying Kick	F,F, HK
Bicycle Kick	Hold 3 sec. then release
Fatality: Dragon	F,F,F,D, HK+BLK (Sweep)
Toss and Burn	F,D,D,U, HP (Close)
Prison Stage	F,F,B, LP (Close)
Goro's Lair	F,F,B, HK (Close)

RAIDEN

Weapon	F, B, HP
Torpedo	F,F, LK
Spark	D,B, LP
Teleport	D, U
Fatality: Lightning Impale	D,U,U,U, HP (Close)
Shock of Exploding	BLK + F,B,U, U, HK (Close)
Prison Stage	D,F,B, BLK (Close)
Goro's Lair	F,F,D, LP (Close)

SCORPION

Weapon	F,F, HK
Spear	B,B, LP
Teleport Punch	D,B, HP
Flame Breath	D,F, LP
Air Throw	BLK (In Air)
Fatality: Scorpion	B,F,D,U, HP (Close)
Toasty!	B,F,F,B, HP+BLK (Sweep)
Prison Stage	F,D,D, LK (Close)
Goro's Lair	B,F,F, LK (Close)

SONYA

Weapon	F,F, LK
Fireball	D,F, LP
Leg Grab	D+LP+BLK
Square Wave Punch	F,B, HP
Vertical Bike Kick	B,B,D, HK
Air Throw	BLK (In Air)
Front Flip Kick	B,D,F LK
Fatality: Kiss Off	D,D,D,U, RN (Sweep)
Splits	U,D,D,U, HK (Sweep)
Prison Stage	D,D,B,B, HK (Close)
Goro's Lair	F,D,F, HP (Close)

SUB-ZERO

Weapon		D,F, HK
Ice Blast		D,F, LP
Ice Clone		D,B, LP
Slide		LP+BLK+LK
Fatality:	Head Rip	F,B,F,D, HP+BLK (Close)
	Deep Freeze	B,B,D,B, HP (Sweep)
	Prison	D,U,U,U, HK (Close)
	Goro's Lair	D,D,D, LK (Close)

JAX

Quad Throw		LP (Close) RN+BLK+HK, HP+LP+LK, HP+BLK+LK, HP+LP+HK+LK
Ground Pound		F,F,D, LK
Dash Punch		D,B, LP
Backbreaker		BLK (In Air)
Fireball		D,F, LP
Weapon		D,F, HP
Fatality:	Arm Rip	Hold LK (3 Sec),F,F,D,F, Release LK (close)
	Head Smash	B,F,F,D, BLK (Close)
	Prison Stage	F,F,B, LK (Close)
	Goro's Lair	F,F,B, HP (Close)

QUAN CHI

Weapon		D,B, HK
Air Throw		BLK (In Air)
Tele-Stomp		F,D, LK
Green Skull Fireball		F,F, LP
Weapon Steal		F,B, HP
Dash Kick		F,F, HK
Fatality:	Fatality Steal	U,U,D,D, LP (Sweep)
	Leg Beat	Hold (3 Sec),F,D,F (Close)
	Prison Stage	F,F, D, HP (Close)
	Goro's Lair	F,F,B, LK (Close)

REIKO

Weapon		D,B HP
Teleport Slam		D,U (Teleport) BLK (Slam)
Quick Spin Behind		B,F, LK
Ninja Stars		D,F, LP
Flip Kick		B,D,F, HK
Fatality:	Thrust Kick	F,D,F,BLK, LP+LK (Close)
	Shuryukan	B,B,D,D, LP (Sweep)
	Prison Stage	D,D,B, HK (Close)
	Goro's Lair	F,F,D, LK (Close)

KAI

Weapon		D,B, LP
Falling Fireball		B,B, HP
Rising Fireball		F,F, LP
Handstand moves		BLK+LK
		- LP (legspin)
		- LK (thrust kick)
		- HK (thrust kick)
		- BLK (stand up)
Turbo Air Fist		D,F, HP
Super Roundhouse		D,F, LK
Fatality:	Dodge Ball	U,U,U,D, BLK (Sweep)
	Torso Rip	(Hold BLK)U,F,U,B,HK (Close)
	Prison Stage	F,F,D, BLK (Close)
	Goro's Lair	B,F,D, HK (Close)

SHINNOK

Weapon		B,F, LP
*Can draw weapon of whoever he impersonates.		
		*Quan Chi - F,B,F, LK
		*Liu Kang - B,B,F, HK
		*Sub-Zero - D,B, LP
		*Sonya - F,D,F, HP
		*Reiko - B,B,B, BLK
		*Scorpion - F,B, LP
Impersonation Moves		*Tanya - B,F,D, BLK
(Acquires special moves)		*Kai - F,F,F, LK
		*Jarek - B,B,B, LK
		*Reptile - B,B,F, BLK
		*Fujin - F,F,B, HK
		*Raiden - D,F,F, HP
		*Cage - D,D, HP
		*Jax - F,D,F, HK
Fatality:	Hand from Hell	D,B,F,D, RN (Close)
	Hands from Hell	D,U,U,D, BLK (Close)
	Prison Stage	D,D,F, HK (Close)
	Goro's Lair	D,F,B, HP (Close)

REPTILE

Acid Bubbles		D, F, HP
Dashing Low Punch		B, F, LP
Invisibility		BLK + HK
Super Krawl		B, F, LK
Weapon		B, B, LK
Fatality:	Face Chew	(Hold HP) B,B,F,F, release HP (Close)
	Puke	U,D,D,D, HP (Sweep)
	Prison Stage	D, F, F, LP (Close)
	Goro's Lair	D,D,F, HK (Close)

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1 PROBLEM: The game is not running properly.

TIP: Please ensure that your video card has the latest drivers loaded. Ensure that you're running Direct X 5.0 or later.

Note: Using an earlier version of DirectX may affect the game's performance.

2 PROBLEM: The gameplay is slow.

TIP: Switch to Optimal Screen Size mode from the tool bar for better performance.

3 PROBLEM: No music is heard.

TIP: Please ensure the CD is present in the CD-ROM drive.

4 PROBLEM: Sound glitches

TIP: Please ensure the sound card has the latest drivers loaded.

5 PROBLEM: Controller is not functioning with game.

TIP: Please ensure the drivers have been loaded for the peripheral and confirm the control settings in the controller configuration window.