



PlayStation

™

NTSC U/C

PlayStation™



SCUS-94201

94201



SONY



COMPUTER
ENTERTAINMENT™

WARNING: READ BEFORE USING YOUR PlayStation™ GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PlayStation™ DISC:

This compact disc is intended for use only with the PlayStation™ game console.

Do not bend it, crush it or submerge it in liquids.

Do not leave it in direct sunlight or near a radiator or other source of heat.

Be sure to take an occasional rest break during extended play.

Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use.

Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

HINT LINE

Hints are available:

Within the US: **1-900-933-SONY** (1-900-933-7669)
\$0.95 per minute pre-recorded information
\$1.15 per minute live representative assistance
\$4.95 for mailed out tips

Within Canada: **1-900-451-5757**
\$1.25 per minute (US Dollars)

For US callers, game counselors are available Monday-Friday, 8AM-6PM, Pacific Standard Time. Automated support is available 24 hours a day, 7 days a week.

In Canada, automated support is available 24 hours a day, 7 days a week. Live support is not available at this time.

This hint line supports games produced by Sony Computer Entertainment America and Psygnosis Limited. No hints will be given on our Consumer Service Line. Callers under 18 years of age, please obtain permission from a parent or guardian before calling. This service requires a touch-tone phone.

CONSUMER SERVICE/TECHNICAL SUPPORT/ORDER LINE

1-800-345-SONY
(1-800-345-7669)

Call this number for help with technical support, installation or general questions regarding the PlayStation™ game console and its peripherals. Representatives are available Monday-Friday, 8AM-6PM Pacific Standard Time.

SONY ONLINE <http://www.sony.com>

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Starting Up

1. Set up your PlayStation game console according to the instructions in its Instruction Manual.

2. Insert the MORTAL KOMBAT® 3 disc and close the CD door.


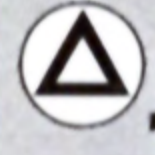


Note: Make sure the PlayStation game console's power is off before inserting or removing a compact disc.

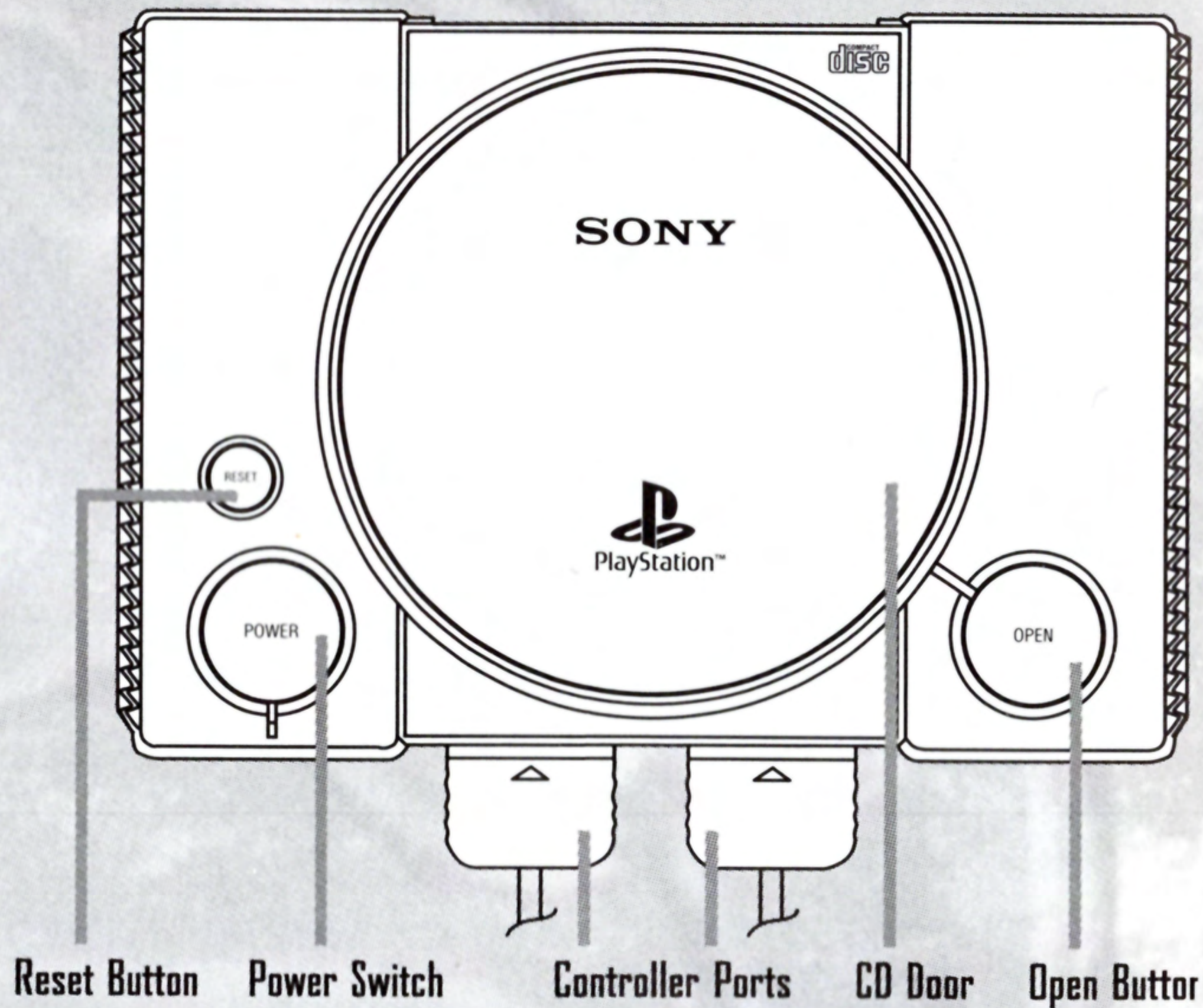
3. Plug in one or two game controllers and turn the PlayStation game console ON. Soon, the opening story will roll and the kombatant's bio's and battle demos will begin. Read the bio's to learn who's who; watch the demos for pointers on fighting to win.

4. Press the Start Button at any time during the demo to see the KOMBAT Modification Screen.

5. Press any Action Button to start the game.

Notes

- The Action Buttons are , , , , L1, L2, R1 and R2 on the PlayStation controller.
- You can configure the button controls, sound/music and game settings before starting the game. See pages 4-5.

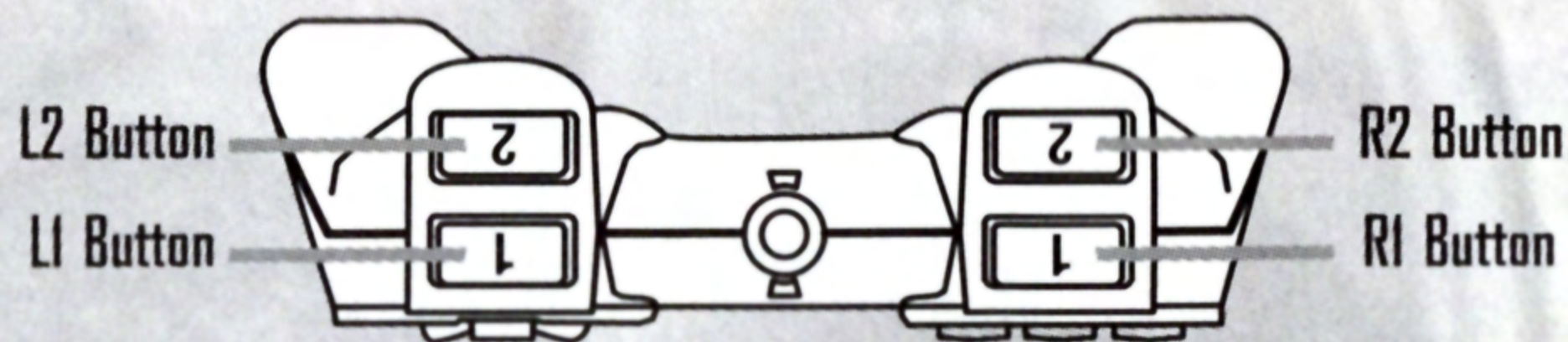


Kombat Controls





Action Button

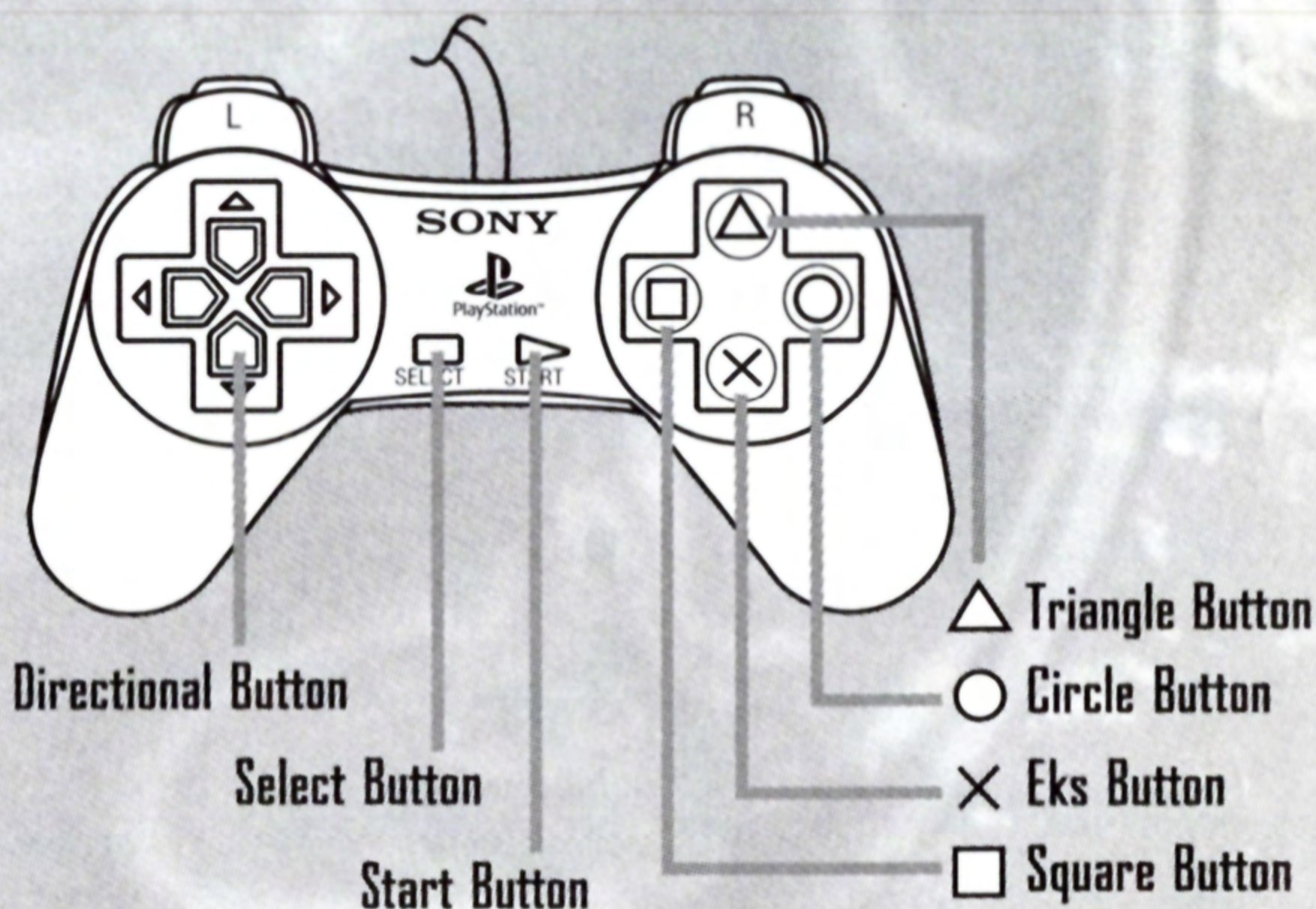
- Start Player 1 Start Button on controller 1
- Start Player 2 Start Button on controller 2
- Walk Direction Buttons ← or →
- Jump Direction Button ↑
- Flip jump Hold Direction Button ←+↑ or →+↑

Note: Kombatants always face each other. If an attacking kombatant flip jumps behind the other, the defender automatically turns around.



Krouch Direction Button ↓

- High kick 
- High punch 
- Low kick 
- Low punch 
- Block L1 or R1
- Run L2 or R2 +
Direction Button ← or → toward opponent
- Pause/resume kombat . . . Start Button



Important: These are the default game controls. To konfigure them differently before the game starts, see page 4.

Konfigure Menus

1. At the KOMBAT Kube Screen, press left or right on the Directional Pad to rotate the Kube to different Konfigure selections.
 2. Press any Action Button to select a title and see its menu.
 3. Press up or down on the Directional Pad to highlight different menu options.
 4. Press left or right on the Directional Pad to change the option's setting.
- Note:** All settings are reset to their defaults when you turn off the PlayStation.

Kontroller Configure Menu

Kustomize the kombat buttons on your kontroller to suit your own fighting style. Both players can change their kombat kontrols individually. Press up or down on the Directional Pad to move through the menu, and press left or right to change the configuration of the button you have selected. (To change back to the default kontrols, see page 3.)

EXIT: Return to the Game Selection Screen.

Sound & Music Menu

Stereo: Switch Stereo Sound output ON or OFF, depending on your television or monitor capability.

Pan Control: Designate a side for kombat sound FX (grunts, taunts, screams, etc.). Choose from either the same or opposite side on which they occur.

Sound: Turn kombat sound FX (grunts, taunts, screams, etc.) ON or OFF.

Music: Kontrol the music volume, from SILENT to KRANKED!



Game Konfigure Menu

Difficulty: Tame the komputer's skill level to match your own with five settings from VERY EASY to VERY HARD. Two players will both fight at the same chosen level. Default: MEDIUM. Note: This does not have any effect on a two player match.

Violence: ON allows Fatalities and extreme violence; OFF does not. Default: ON.

Blood: ON allows blood and fatalities during gameplay; OFF does not. Default: ON.

Shang Morph: Choose who Shang Tsung will have the ability to morph into. OFF prevents Shang Tsung from morphing at all, OPPONENT allows Shang Tsung to morph only into the character he is fighting against, and ALL allows Shang Tsung to morph into any of the other thirteen kombatants. Default: OPPONENT.

Clock: The clock limits each round to 99 seconds. When the clock is DISABLED, rounds kontinue until one kombatant wins. Default: ENABLED.

VS Screen: In two-player games, you can enter kombat kodes on the VS Screen before each battle to enable special powers and enter hidden levels. When the screen is DISABLED, it does not appear. Default: ENABLED.

EXIT: Return to the Game Selection Screen.



Starting Kombat

Choosing A Kombatant



Shang Tsung

Sindel

Jax

Kano

Liu Kang

Sonya

Stryker

?????

Sub-Zero

Cyrax

Sektor

Nightwolf

Sheeva

Kung Lao

Kabal

The Kombatant Grid appears before each battle.

1. Use the Directional Buttons to mark your kombatant. Player 1 (green) and 2 (red) have different selection boxes, and can choose different kombatants or the same one, whichever they want.

2. Press any Action Button to konfirm your selection before the game does it for you.

Choosing Your Destiny (1-Player Games)

What is your destiny? In one player games, you signal your desire on the Destiny Selection Screen. Your choice of Novice, Warrior, or Master determines the number of kombatants you will face, in what order you will fight them, and how tough they will be to defeat.



Use the Direction Buttons to select a destiny pole, and then press any Action Button to confirm. You will fight all the kombatants shown, one after the other in turn. You must defeat all the challengers plus two bosses to achieve your destiny.

Destiny	No. of Challengers	No. of Bosses
Novice	6	2
Master	10	2
Warrior	8	2



The VS Screen (2-Player Games)

In two player games, the VS Screen (if ENABLED, see page 5) appears as soon as the fighters are selected and before kombat begins. If you know a kombat kode, and you're fast, you can enter it in the grid at the bottom of the screen. Kombat kodes bestow special powers, take you to hidden levels and entertain you with surprises (see page 27).

Joining in Games

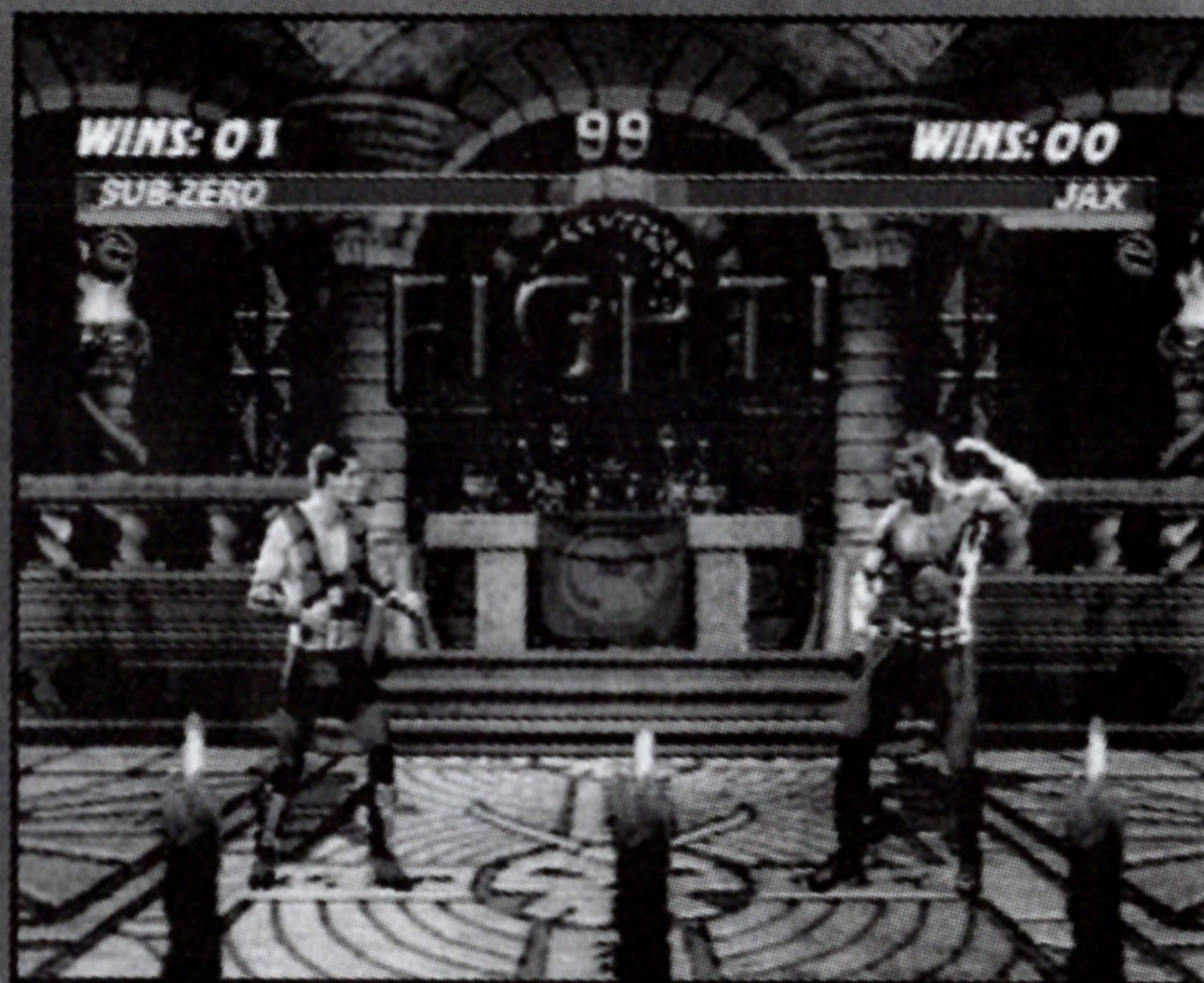
A second player can join in a game by pressing the **Start Button** on the unused controller (either 1 or 2). If a second player joins in during kombat, the round will end and both players will be able to choose kombatants for the next battle.

In two player kombat, the victor is the winner of two out of three rounds.

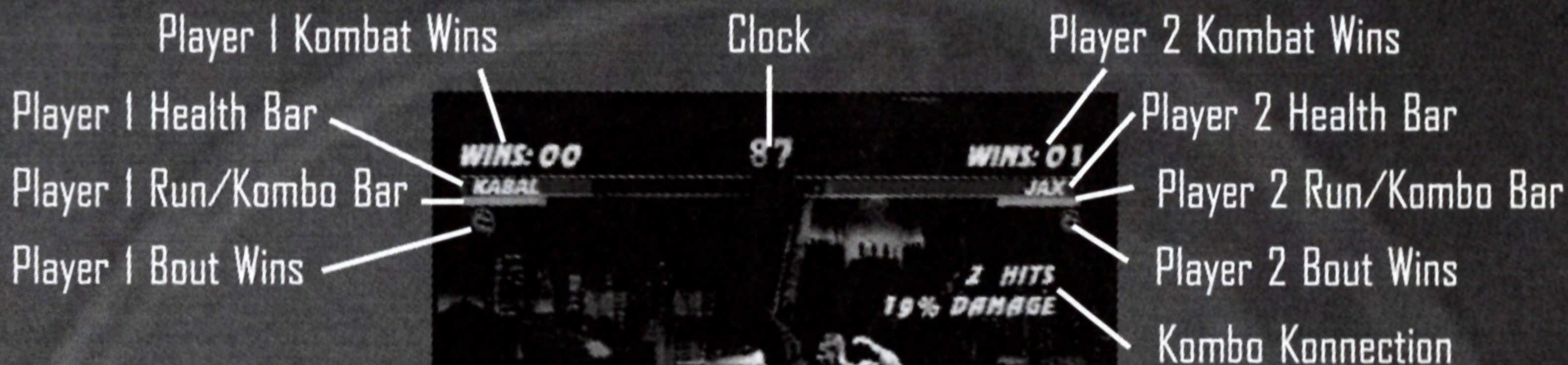


Kombat Rules

1. Each kombat is two or three rounds long, and is either timed or untimed. When one kombatant's power bar drains to empty, the other kombatant wins the round.
2. The first kombatant to win two out of three rounds wins the kombat, and is allowed to "FINISH HIM (OR HER)!". (For more about finishing moves, see page 28.)
3. In timed kombat (with CLOCK ENABLED, see page 5), rounds can last up to 99 seconds. If the round ends with both kombatants still on their feet, the one with the most power remaining is declared the winner.
4. A draw is called when both kombatants have lost the same amount of physical power at the end of a timed round. Note: If neither kombatant lands a blow within 99 seconds, the game will end.
5. A fighter can proceed to the next kombat when he or she wins two rounds.



Screen Indicators



Kombat Wins: This number shows how many battles you've won. The number also appears on the Kombatant Grid when you're selecting a fighter.

Health Bars: These bars track each fighter's kombat fitness. The blue line is health, and it gives way to red as a kombatant takes damage. You'll see a "DANGER!" alert when a kombatant is almost done for. When the bar is completely red, the kombatant has lost, and should get ready for the koup de grâce.

Run/Kombo Bar: This bar meters your kombatant's Run and Kombo energy. It depletes while you're performing either of those moves. When it empties, your kombatant is out of energy, and cannot run or use a kombo. While you're not running or using kombos, the bar automatically recharges. The longer the bar is idle, the more fully it restores itself.

Bout Wins: An Outworld™ token appears when a kombatant wins the bout. Two bout tokens earn a kombat victory.

Clock: This timer counts down the seconds in a timed bout, starting at 99. If neither kombatant triumphs, the bout ends when the clock reaches 00. You can disable the clock for untimed bouts (see page 5).

Kombo Konnection: When an assailant invokes a kombo attack, you'll see the number of hits landed and the amount of damage inflicted on the victim.

Mortal Kombatants

Important: The special attacks and kombos in this section use the default kombat controls (see page 3). All moves are for characters facing RIGHT.


Shang Tsung


Bio Klip

Shang Tsung's greatest weapon? . . . He can morph into any other kombatant he wants! Worse yet . . . this Shao Kahn sorcerer can use the weapons of those he mimics.



Kombat Tips

 With a quick recovery time and equally quick traveling speed, Shang Tsung's single Fireskulls can be deadly. Try keeping your opponent at screen's distance and under a steady barrage of them — forcing them to jump in. When they do, knock them out of the air with a standing High Kick.

 Make use of Shang's 3 Fireskulls any time an opponent jumps away from you. In the air they will be unable to block — and get hit by all three.

Special Attacks

1 Fireskull ←← ◻
2 Fireskulls ←←→ ◻
3 Fireskulls ←←→→ ◻
Ground Fire →→←← ◉

Kombos

3-Hit ◻ ◻ ←+ ◻
5-Hit ◉ ◻ ◻ × ←+ ◻


Sindel


Bio Klip

Shao Kahn's lost bride has been reborn on Earth. She'll deliver a screaming bad hair day to any kombatant foolish enough to challenge her!



Kombat Tips

 Sindel's "Scream" is very effective against a jumping attacker. Lure the opponent in with a string of Ground Fireballs, and Scream when they jump in. From the Scream you can administer a devastating 6-hit kombo.

 Sindel's Air Fireball is an extremely useful (and altogether annoying) move. With the ability to interrupt every single one of her other airborne moves, you can easily confuse an opponent. Try jumping in with a kick in an attempt to get the other player to uppercut you. As soon as they crouch into the uppercut motion, give them a quick Air Fireball to the head.

Special Attacks

Air Fireball Jump ↓ → ○

Ground Fireball → → ⊗

Scream → → → □

Float ← ← → △ (press block to descend)

Kombos

3-Hit △ △ ← + △

6-Hit △ □ □ ↓ + □ Jump Kick, Air Fireball

Jax

Bio Klip

A human who smashes with inhuman ferocity, Jax and his bionic arms are among the most powerful weapons planet Earth has yet unleashed.



Kombat Tips

- When you jump away and your opponent follows, do the "Gotcha Grab" as soon as you hit the ground. Jax will grab the opponent out of the air.
- While holding Low Kick to charge up Jax's Ground Smash, separate yourself from your opponent and bombard them with Missiles. A good method is to throw two sets of single Missiles, and then a Double. Repeat this over and over again — it is very difficult to counter. If and when they do get inside, release Low Kick, and hit them with the Ground Smash.
- Jax's Dashing Punch is another extremely useful move. If an opponent comes in with a Jump Kick and you block it, quickly perform the Dashing Punch. You will hit them before they hit the ground!

Special Attacks

- Missile $\leftarrow \rightarrow \square$
- Double Missile $\rightarrow \rightarrow \leftarrow \leftarrow + \square$
- Dashing Punch $\rightarrow \rightarrow \triangle$
- Gotcha Grab $\rightarrow \rightarrow \times$ (keep tapping \times for more)
- Quadruple Throw Throw, tap \square
- Ground Smash Back Breaker Hold \circ for 3 seconds, Jump, while in air tap Block

Kombos

- 3-Hit $\triangle \triangle \leftarrow + \triangle$
- 7-Hit $\triangle \triangle \downarrow \square \square$ Block $\times \leftarrow + \square$


Kano


Bio Klip


Kano survived to laugh sadistically again! His love of thievery is topped only by a taste for blunt trauma — for example, when he smashes like a kannonball into an enemy's ribs.



Kombat Tips

 Kano's "Knife Uppercut" is an excellent counter to almost any jumping attack. Try to keep it ready.

 Kano's Jump Kick gets excellent priority. When an opponent jumps at you, jump in with a kick, and then quickly give them the Air Throw.

 The Kannonball can be a useful move when you have been knocked down. After an opponent has thrown you or landed a kombo, they often rush in to attack as you are getting up. Since they are unable to block as they attempt to attack, you can land a quick Kannonball and catch them by surprise.

Special Attacks

Knife Throw ↓ ← ◻

Knife Uppercut ↓ → ◻

Kannonball Hold ○ for 3 seconds, then release

Choke Air Throw ↓ → ⊗ Jump, while in the air tap Block

Kombos

5-Hit ◻ ◻ △ ○ ← + △

6-Hit ◻ ◻ ↓ + ⊗ ↓ + ◻ Jump Kick, Air Throw

Liu Kang

Bio Klip

As the greatest threat to Shao Kahn's rule, Liu Kang is the prime target of Kahn's extermination squads. This Shaolin champion delivers a mortifying air kick and a tongue-searing fire attack.



Kombat Tips

- Use Liu Kang's Low Fireball any time an opponent throws a projectile at you. You will be able to duck their fireball, and hit them with yours (with the exception of Kung Lao's hat).
- Start jumping backward when a komputer opponent is close. When your opponent starts jumping toward you, "Bicycle Kick" as you hit the ground.
- In two-player kombat against a beginner or intermediate challenger, do "Dragon Kicks" and "High Fireballs" one after the other. You'll often hit your inexperienced opponent.
- Konfuse an opponent by throwing a lot of fireballs from the ground, then jumping back. More often than not, your challenger will follow you and jump in. If they do, throw a quick Air Fireball.

Special Attacks

- High Fireball → → ◻
- Low Fireball → → ✕
- Air Fireball Jump → → ◻
- Dragon Kick → → △
- Bicycle Kick Hold ○ for 3 seconds, then release

Kombos

- 4-Hit ○ ○ △ ○
- 7-Hit ◻ ◻ Block ○ ○ △ ○

Sonya

Bio Klip

Sonya, originally a Special Forces Earth fighter, was rescued from Kahn's troops by Jax. Trained as a gymnastic kombat master, her wheel kick is a nightmare.



Kombat Tips

When at a full screen's distance from your opponent, keep them busy with a steady stream of Rings. If they try to jump in, hit them with either a Leg Grab, Square Wave Punch, or even another set of Rings.

When in close, look for any sort of hesitation from your opponent after they have just attacked. Often when a player is unsure what they should follow up the last volley with, they neglect to hold down the block button — and you can get them with the Leg Grab.

Special Attacks

Rings	↓ → ⊗
Bicycle Kick	← ← ↓ △
Square Wave Punch	→ ← □
Leg Grab	↓ + ⊗ + Block

Kombos

4-Hit	□ □ ⊗ ← + □
6-Hit	△ △ □ □ ⊗ ← + □


Stryker


Bio Klip

This urban avenger is a one-man riot with a nightstick. Stryker takes the loss of Earthlings to Shao Kahn personally.



Kombat Tips

 Stryker's High and Low Grenades can be extremely useful for keeping opponents at bay. When at a full screens distance, maintain a steady flow of Low Grenades, and the moment your opponent jumps, hit them with a High one.

 The Nightstick throw is an excellent counter to a Jump Kick. If you block the kick, you can throw the person before they hit the ground!

Special Attacks

Nightstick Trip → ← ⊗

Nightstick Throw → → △

Low Grenade ↓ ← ⊗

High Grenade ↓ ← □

Kombos

4-Hit ○ □ □ ⊗

5-Hit ○ □ □ ⊗ Nightstick Throw


Sub-Zero





Bio Klip

Death by freezer burn? Sub-Zero ices his opponents, then delivers a shattering attack. This kombatant is kold!

Kombat Tips

 Sub-Zero can freeze an opponent with the Ice Klone while they are blocking! How, you ask? Simple. The normal timing on a Jump Kick is to press the kick button just as you begin to descend. If you follow a kick like that up with the Ice Klone, it will not freeze the other character because the kick will hit them, and keep you out of their guard. Instead, begin the Jump Kick as soon as you leave the ground, and Sub will curl into a ball as he begins to descend. In this position, you can overlap the opposing player — and freeze them regardless of whether they are blocking or not.

 After you have thrown an opponent, place an Ice Shower in front of them. Most opponents run or jump at you immediately after they have been thrown, and they will get caught right in the midst of it.

 After you block an opponent's Jump Kick, immediately execute the Slide. If timed correctly, the move will hit the opponent before they land.

Special Attacks

Ice Freeze	↓ → ⊗
Ice Shower (Above)	↓ → □
Ice Shower (In Front)	↓ → ← □
Ice Shower (Behind)	↓ ← → □
Ice Klone	↓ ← ⊗
Slide	← + ⊗ + Block + ○

Kombos

3-Hit	△ △ ← + △
5-Hit	□ □ ○ △ ← + △

Cyrax

Bio Klip

This soulless cyber-ninja demands that opponents endure a vision of death before suffering the final, agonizing termination. Cyrax is programmed to annihilate Sub-Zero.



Kombat Tips

Whenever you find yourself at a full screen's distance from your opponent, throw a Close Grenade, and then a Far Grenade. Follow both of these moves up with a Green Net. With so many obstacles on the screen, most players can't help but be caught by at least one.

After you have caught your opponent in a net, hit them with a roundhouse, and then before they can rise throw a Far Grenade followed by a Green Net. After the Green Net is thrown — chase it. If your opponent attempts to jump, hit them with a standing High Kick. If they stand still, sweep them. Either way, you will push them into the path of the Grenade.

Special Attacks

Close Grenade Hold ○ ←←△

Far Grenade Hold ○ →→△

Explode Teleport → ↓+ Block

Green Net ←←○

Jump Throw ↓→ Block ×

Kombos

3-Hit ○○×

6-Hit ○○△○△ ←+△

Sektor

Bio Klip

Sektor is a freelance cyber-warrior. He is soul-less, bleeds oil, and seems to have no allegiance to Earth. Sektor is the complete missile platform: the weaponry launched from his chest kompartment is pure power.



Kombat Tips

Always try to keep an opponent at a distance when playing Sektor. His moves are for the most part reactionary. When a person fires a projectile, counter with the Teleport Uppercut. When they jump, counter with a standing High Kick. Use both missile types to pressure your opponent into action.

Special Attacks

Missile →→ ⊗
Homing Missile →↓← ⊠
Teleport Uppercut →→ ⊙

Kombos

3-Hit ⊠ ⊠ ↓+ ⊗
5-Hit ⊠ ⊠ △ △ ←+ △

Nightwolf

Bio Klip

To protect his tribal land from Kahn's occupation, this Native American conjures up deadly weapons from thin air. Experience the shamanistic power of certain destruction!



Kombat Tips

- Use Nightwolf's "Tomahawk Uppercut" against opponents jumping in close.
- The Shield is the ideal projectile counter — as it reflects it back at the opponent. This can be especially useful against Sub-Zero's Ice Freeze.
- The "Shadow Charge" works well against opponents as they are getting up. It has a quick recovery, and can hit as many as three or four times against unwary players.

Special Attacks

Arrow	↓ ← ×
Tomahawk	↓ → □
Shield	← ← ← △
Shadow Charge	→ → + ○

Kombos

5-Hit	△ □ □ × ← + △
6-Hit	△ □ □ × Tomahawk Uppercut, Shadow Charge




Sheeva

Bio Klip

Though hand-picked by Khan as the guardian of Sindel, Sheeva's Shokan blood fumes when Motaro is chosen to lead the extermination squads. Sheeva stomps her opponents, then skins them alive with one flamboyant, four-armed rip.



Kombat Tips

-  The unpredictability of Sheeva's Teleport Stomp can be useful — but if you miss you are left exposed. Stick to using the stomp only when you are sure it will hit — like when your opponent is throwing a projectile.
-  Use Sheeva's 7-Hit kombo against blocking opponents. Although they are blocking, it still takes off a marginal amount of damage.
-  Use Sheeva's Ground Stomp as soon as an opponent hits the ground when jumping in from across the screen.

Special Attacks

Fireball ↓ → ◻

Ground Stomp ← ↓ ← ◻

Teleport Stomp ↓ ↑

Kombos

4-Hit ◻ ◻ × → + ◻

7-Hit ◻ ◻ × ◻ ◻ ◻ ← + ◻

Kung Lao

Bio Klip

When he skims his hat, his enemies go to pieces! Kung Lao is faithful to Earth and sworn to slash the vitals of the Shao Khan forces.



Kombat Tips

- 🐉 Kung Lao's "Hat Throw" has a lengthy recovery. If an attacker is any closer than a full screen away, they can easily jump the projectile and still hit you.
- 🐉 Practice caution using the "Teleport" or "Dive Kick" as they leave you vulnerable to an enemy counterattack.
- 🐉 Try performing the "Dive Kick" over an opponents' head, and then throwing them.

Special Attacks

Hat Throw ← → + ⊗

Dive Kick Jump, then ↓ + △ in air

Teleport ↓ ↑

Shield → ↓ → Run (tap Run to continue spinning)

Kombos

3-Hit ○ ○ △

7-Hit □ × □ × ○ ○ △

Kabal

Bio Klip

Rage has no equal in the slashing blades of this nomadic swordsman. Is he a mystic, or a devastating techno-soldier? Who cares? Agony and defeat are what he delivers.



Kombat Tips

Be conservative in your use of Kabal's Tornado Dash. Since this is an exceptionally powerful move, people expect it often, and take the necessary precautions to block it. A good strategy to use when trying to lure someone out of blocking is to run up, and right before you reach them — jump back. Most opponents will run after you. As soon as you hit the ground — use the Tornado Dash.

Under normal circumstances, the Ground Razor can be a difficult move to incorporate in a fast moving battle. A good method to use when trying to get this move out is to jump back and throw an airborne fireball. As you descend keep tapping back on the directional button. As soon as you land, press the run button. The razor will come out, and the fireball will prevent the opponent from jumping in while you are unable to block.

The "Tornado Dash" does wonders against airborne opponents. Try using it to counter Jump Kicks.

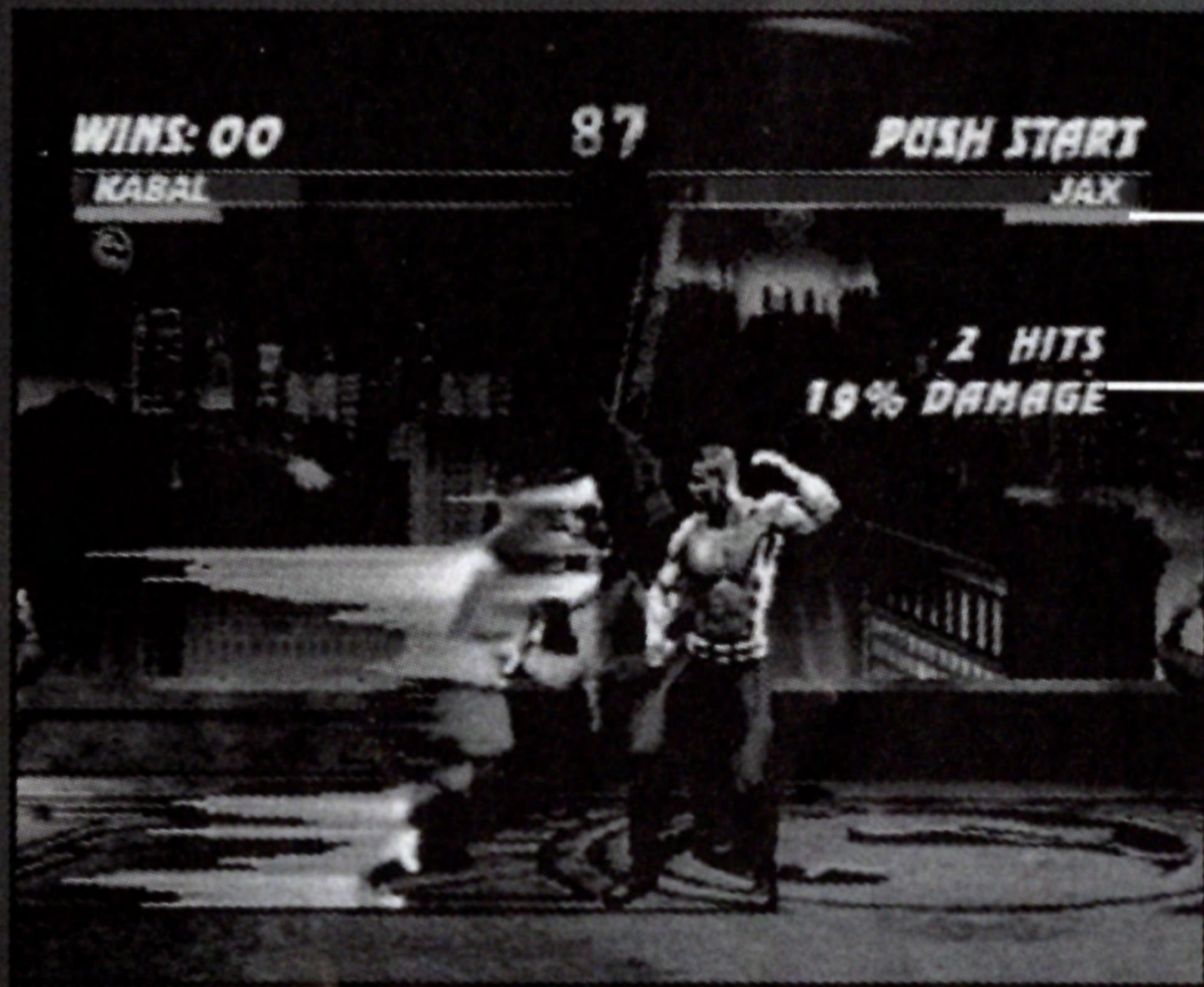
Special Attacks

Fireball ←← □
Ground Razor ←←← Run
Tornado Dash ←→ ○

Kombos

4-Hit □ □ △ △
7-Hit ○ ○ □ □ ↓ + □ Jump Kick, Fireball

Kombos



Run/Kombo Bar

Kombo Konnection

A Kombination (or Kombo for short) is a series of moves which are unblockable after the first hit. Kombos can be based on the premise of stringing together a series of hits in rapid succession (Button-Link Kombo), or keeping the opponent up in the air (Juggle Kombo). Each combatant has unique kombos that are difficult to use, but spectacular to watch and devastating to the opponent!

To perform kombos, you must press a specific series of controller buttons in rapid succession. Special moves may be part of a kombo. Some of the kombos are listed in the "Mortal Kombatants" section, and there are many more for you to discover.

After a kombo, the Kombo Konnection on screen shows the number of hits landed and the percent of damage inflicted.

Kombat Codes



Kombat codes are kryptic. First of all, you must find them. Then, you must figure out how to enter them. But the gain is worth the pain. Kombat codes allow mysterious new kombatants to enter the fray, grant even deadlier powers and spring surprises on you.

Stay on the lookout. Kombat codes appear unexpectedly, and then only for a few seconds. You can enter them on the VS Screen in two-player games by using the kontroller buttons. Which buttons, you ask? As Rayden says, "You must pass into the darkness in order to retrieve the light."

Finishing Moves

"Finish him!" With those words, you're seconds from victory and your opponent is quivering with fear. Quickly tap off the button presses that will deliver the koup de grâce. How totally delicious.

How many finishing moves can you discover?

Fatality A kombatant's unique death blow. Each kombatant has two Fatalities.

Stage Fatality A special Fatality that can be meted out in a sunken area, such as the Subway.

Mercy A second chance for your opponent. You bestow a Mercy, he or she gains back a little health, and then you annihilate 'em. Be warned. A quick opponent may do you in.

Animality Possible only after bestowing a Mercy, you morph into a vicious kreature and dish out a fitting terminal punishment.

Friendship If you haven't had to block even once and you still won, you can afford to be nice.

Babality The ultimate humiliation.



Kontinuing a Tournament

You start out with 5 Kredits, shown on one of the opening screens. Kredits let you kontinue to participate in kombat, even after losing.



In one player kombat, press any Action Button to use a kontinue kredit before the 10-second kountdown ends. You will face the same fighter who just defeated you. Win the tournament and you will be a victorious Novice, Warrior or Master. Lose every kombat and all your kredits, and you'll be a Non-Kom.

In two player kombat, the winner of a battle automatically kontinues, while the loser can use a kredit to kontinue before the kountdown ends. (By pressing any Action Button, an ambitious winner can speed up the loser's kountdown.) If the loser does not kontinue, the winner is awarded the title of Champion. Note: credits do not apply in two player mode.



Konquest Wall of Fame

If you've gained an impressive number of kombat wins, you'll be able to enter your initials or three-letter name in the Kombat Konquest Wall of Fame.

1. Use the Direction Buttons to highlight characters, and press  to enter them in the name line.
2. When you're finished, highlight "EXIT" and press  or Start to konfirm the name and enter it in the Wall of Fame.



Kredits

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