

NUS-NMYE-USA



MORTAL KOMBAT MYTHOLOGIES

SUB-ZERO™

INSTRUCTION BOOKLET

EmuMovies



MIDWAY HOME ENTERTAINMENT INC.
1800 SOUTH BUSINESS HIGHWAY 45
CORSICANA, TX 75110
www.midway.com

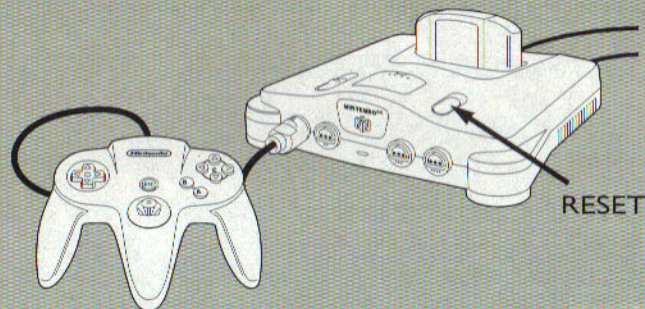
MORTAL KOMBAT™ MYTHOLOGIES, SUB-ZERO™ ©1997 MIDWAY GAMES INC. ALL RIGHTS RESERVED. MIDWAY, MORTAL KOMBAT, THE DRAGON DESIGN, SUB-ZERO AND ALL OTHER CHARACTER NAMES ARE TRADEMARKS OF MIDWAY GAMES INC. CONVERTED BY AVALANCHE SOFTWARE, LC. DISTRIBUTED BY MIDWAY HOME ENTERTAINMENT INC. UNDER LICENSE.

PRINTED IN JAPAN



GETTING STARTED

WARNING: NEVER TRY TO INSERT OR REMOVE A GAME PAK WHEN THE POWER IS ON!



Turn the power OFF on your N64™.
Insert the Game Pak into the slot on the N64™.
Press firmly to lock the Game Pak in place.
Turn the power switch ON.

CONTROLLER PAK MENU

Press and hold START upon powering up or a reset to access the Controller Pak Menu. This will allow you to view and delete game notes from a Nintendo 64 Controller Pak. Follow on-screen instructions to Exit or Delete notes.

RUMBLE PAK™

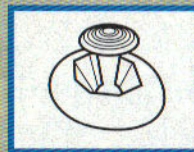
Mortal Kombat Mythologies: Sub-Zero is compatible with the Rumble Pak accessory. Before using, refer to the Rumble Pak accessory instruction booklet.

CONTROL STICK FUNCTION

The Nintendo 64 Control Stick uses an analog system to read the angles and directions of its movement. This allows precision control that is not possible using the conventional Control Pad. When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.



If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.

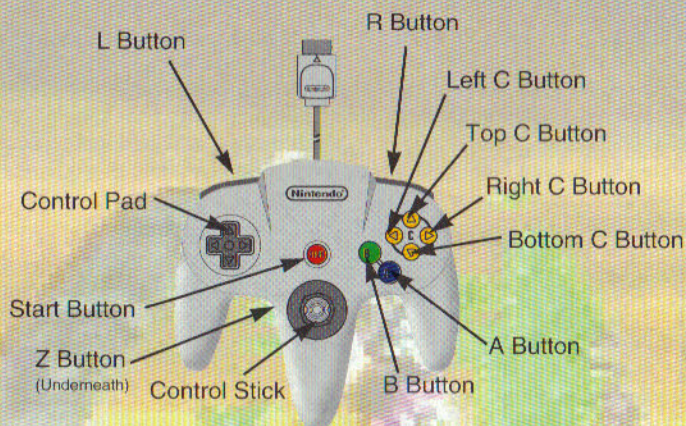


To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press START while holding down the L and R Buttons.

The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it. If you need assistance, contact Nintendo Consumer Assistance at 1-800-255-3700 or your nearest Nintendo Authorized Repair Center.

KONTROLLER

Before you begin your game, familiarize yourself with the controls.

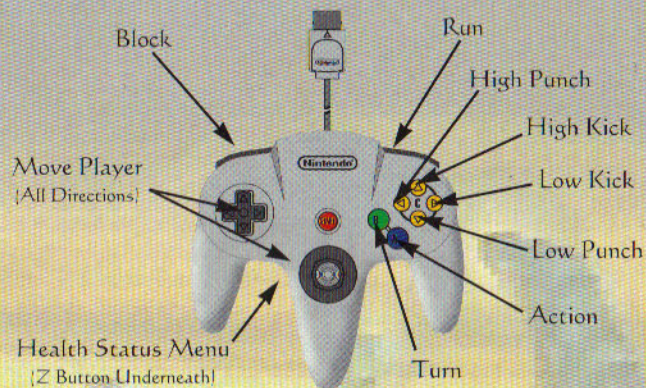


Menu Selections

- Directional Button Up, Down, Left or Right to highlight options
- Press the A Button to select options
- Press the B Button to return to the previous menu.

Press START to pause the game. To quit a game in progress, press START, then press the Z BUTTON. The Continue/Quit menu will appear. Select "Quit", then select "Yes" to exit the game, or select "Continue" to return to your game.

DEFAULT KONTROLS



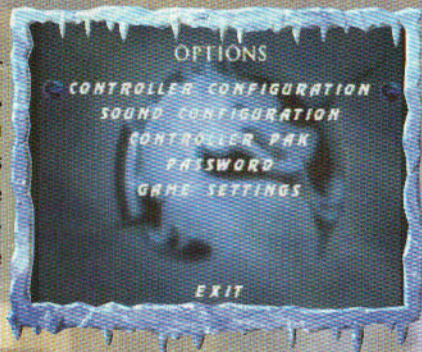
You can modify your controller configuration. See **KONTROLLER KONFIGURATION**, pg. 8.

Operating the Elevator

Press Action + High Kick Button to make the elevator go up.
Press Action + Low Punch Button to make it go down.

OPTIONS

To make changes to your default option configuration, highlight the option you want to change, then press the **A BUTTON** to make changes or call up a sub-menu. Here are the options...



Kontroller Konfiguration

Modify your controller to meet your personal fighting style. (See **KONTROLLER KONFIGURATION**, pg. 8 for details).

Sound Configuration

Adjust the volume levels for **Sound Effects** and **Music**. Move the icons next to the option you want to change, then press the **A BUTTON** to select it. Once selected, press the **Control Pad Left or Right** to make the adjustments.

Controller Pak

Following each level, the option to save your game data to your Controller Pak appears. Select this option the next time you want to play. Your file will appear on-screen. Select the file to return to your game. When you save a game, you retain all your experience points and collected items.

OPTIONS

Password

Following each completed level, a password will be displayed. Write it down, so you can continue your saga later. To enter your password, follow the on-screen instructions that appear when you select this option.



NOTE - When you use passwords to save your game, you do not retain your experience points and items collected, but you will return to the level you were last on.

Game Settings

To make changes to the following settings, move the cursor icons to the option you want to change, then press the **A BUTTON** to highlight it. Press the **Control Pad Left or Right** to cycle the available settings. Here are the options:

DIFFICULTY - Set the game's difficulty to meet your level of expertise. Select settings ranging from **Very Easy** (easiest) to **Very Hard** (most difficult).

LIVES - Select the amount of Lives you'd like to have available for your game. Set the amount for **3** to **12** Lives. Set Lives high if you're playing the game for the first time, then lower them as you get more experienced.

CONTINUES - The amount of Continues you select determines how many times you can continue your saga once your Lives have run out. Select from **1** to **8** credits.

NOTE: On medium or higher level of difficulty, the maximum number of lives your can have is 6. The maximum continues you can have is 4.

KONTROLLER KONFIGURATION



Set up your Controller any way you like. Here's how...

Highlight the control you want to modify, then press the **A BUTTON** to select it. Press the **Control Pad Left** or **Right** to cycle through the available actions.

When the action you want for that button appears, press the **Control Pad Up** or **Down** to move on to the next control you want to modify. Select **EXIT** to accept any changes and return to the Game Options Menu.



HEALTH STATUS

Whenever SUB-ZERO engages an opponent he has an opportunity to collect experience points. When points are added, they enable SUB-ZERO to gain the experience necessary to learn new powers.

To view the Health Status Screen, press the **Z BUTTON** anytime during gameplay. Your Inventory, Experience Points and Special Move information will be displayed.

The game will start you out with a modest supply of items, but you have to collect more as

you go along. You can then use them to boost your health as your adventure progresses. Press the **Control Pad Up** or **Down** to highlight each collected Item. A description of that Item will be displayed on the Information Scroll.

Refer to the Control Index on the Health Status Screen to help combine items, use items and toggle between inventory and special moves. Press the **R BUTTON** to cycle between your Items and Experience Points windows.

As you accumulate Experience Points, an icon will appear, representing any special moves you've attained. Highlight that icon to view a description of its purpose on the Information Scroll.

For more information about the Power Ups needed for each Special Move, see **POWER UPS**, next page.



Control Index

POWER UPS

Special Moves are gained through the accumulation of experience points. Depending on the move that is used, it can drain SUB-ZERO of ice summoning abilities between 20 and 100%. His Ice Meter will slowly regenerate over time. The Power Ups are listed below...



ICE BLAST



SLIDE



DIRECTIONAL ICE BLAST



AIR ICE



ICE CLONE



ICE SHATTER



SUPER SLIDE



FREEZE ON CONTACT



POLAR BLAST



ITEMS

Collect these items to attain longer life and special powers.



HERBAL HEALER - When taken, this healer supplies a 50% increase in health.



HERBAL BOOSTER - The herbal booster doubles the potency of the herbal healer. They both must be combined in order to be effective.



URN OF VITALITY - This urn will replenish the user's power bars.



URN OF STRENGTH - This urn grants the user super human strength. Very useful in areas where large and immovable objects are present.



URN OF LIFE - The user of this urn will be awarded one extra life.



TABLETS OF TRUTH - These ancient tablets contain information and clues to assist the user on his journey.



DIT DOW FORMULA - This formula is used as an anti-bruising ointment and increases the amount of damage its user can sustain.

ITEMS



SHIELD OF INVINCIBILITY

The shield will protect its user from taking any damage. Particularly useful in rooms filled with fire. Lasts for a limited time.

EYE OF INVISIBILITY

The eye will render its user invisible and undetectable by enemies. Lasts for a limited time.



MAP OF ELEMENTS

A Shaolin monk who journeyed deep into the Himalayan Mountains hundreds of years ago created this ancient map. It is believed that it leads the way to a great temple hidden in the mountains. The temple is said to be protected by four immortal guardians and holds treasures unseen by the eyes of mortal man.

SHINNOK'S AMULET

This amulet harnesses the four key elements that compose the nature of Earth. It was created by the former Elder God Shinnok and was used as a key for unbalancing the Earth's furies during his ancient battle with Earth's protector, Rayden.



COLD REGENERATOR

Sub-Zero is able to generate ice as cold as minus 500 degrees Fahrenheit by absorbing the surrounding air. But, he can deplete the air in his immediate area causing him to temporarily lose his ice generating abilities. Sometimes the air can regenerate in small fusion-like pockets known as Cold Regenerators, giving Sub-Zero the ability to harness it and quickly replenish his powers.

KEY ELEMENTS

The Temple of Elements consists of four separate areas. Each is representative of one of the four elemental properties of Earth. The properties are Wind, Earth, Water and Fire.

Each area also contains keys in the shape of three symbols. When each of these keys are found and used in their proper locations, they can act as keys to open doors or cause events that will assist in progressing through the temple. To activate a key, select it from the Health Status Screen and press the **USE BUTTON** to activate it.



WIND



FIRE



WATER



EARTH



KEY ELEMENTS

The Netherealm - The regions of the Netherealm are largely uncharted. However, some information is known about a few locations and the various items needed to traverse their treacherous paths.

The Prison of Souls

Prior to Shinnok's reign as the ruler of the Netherealm, the prison was used to capture and torture the souls that were banished there.



Each Elevator Key Card gives access to one of three levels in the Prison of Souls. They are automatically activated when in possession and on a lifter. To operate a lifter - hold the ACTION BUTTON and press HIGH KICK to go up a level, LOW PUNCH to go down a level.



The Bridge of Immortality

Named after the Sea of Immortality that it crosses, the bridge exists as a battered remnant and constant reminder of Shinnok's war with the Netherealm's previous ruler. It connects the world's solid landmass with Shinnok's fortress. The only way to gain access into the fortress is to use all three keys simultaneously. Each key is held by one of the three bridge keepers. The keepers were created by Shinnok to do battle with his former enemies within the realm.



Shinnok's Fortress

There is no known information available concerning Shinnok's fortress....

THE QUEST

Lives Remaining

Health

Ice Meter

The main game screen displays your Health, an Ice Meter and the number of Lives remaining. Read the following information to familiarize yourself with each item on-screen:



Health

As you battle your way through each level, the Health of SUB-ZERO will diminish from green to grey, then red as you take on damage. As your condition turns critical, it's a good idea to press your **Z BUTTON** and boost your health using the Health Status Screen (see **HEALTH STATUS**, pg. 9). You can then return to the fight and continue your journey.

Ice Meter

When you've achieved enough Experience Points to give SUB-ZERO freeze powers, you can make use of the Ice Meter. As you use the ice against your opponents, the meter contents will diminish, then slowly rise again. You can replenish your ice faster by grabbing a Cold Regenerator when you see one (see **COLD REGENERATOR**, pg. 12).

Lives Remaining

As your journey begins, you can keep track of the amount of Lives you have remaining displayed in the upper left portion of the screen (i.e 3x, 2x, etc.).

MYTHOLOGIES

Over the millennia, the Netherealm has had many rulers. Most of them were forged within its fiery pits, eventually ripping their masters mercilessly from their thrones. One however, came not from the bowels of the Netherealm, but from the heavens of reality. He was the fallen Elder God known as Shinnok.

Upon entering the realm, Shinnok found himself immediately under attack by its then ruler Lucifer. He would exist tortured and tormented by the dregs of hell for thousands of years. Until he met Quan Chi.

Quan Chi is a free roaming sorcerer. That means that he can travel the various planes of reality without detection from their gods. It also means that over the years he has obtained great power. Aware of Shinnok's dilemma, Quan Chi traveled to the Netherealm and made the fallen god an offer. He will free him from his confines and assist him in defeating Lucifer and his minions in exchange for power and the ability to rule at his side if and when he escapes the Netherealm entirely. Shinnok agreed and the two waged a war in the Netherealm that lasted for centuries. But, the ex-Elder God eventually won as he viciously slew his former master then took his seat as the new ruler supreme of the dead realm. Shinnok, however, had nothing to rule. The realm was a desolate wasteland of fire and brimstone inhabited by grotesque demons. So, he decided to create a physical world, trying his best to emulate the realm he wanted so badly... Earth.



God of Wind

MYTHOLOGIES

He took the demons of his realm and transformed them into as human a form as possible. But unlike the Outworld, which became a wasteland after Shao Kahn sapped its energies, the Netherealm never was a living planet. It always will exist as a dead world. Its true form hidden by its ruler.

It was through the Mortal Kombat tournament that the Outworld's soul-stealing sorcerer Shang Tsung discovered the location of the sacred Map of Elements. After Goro, the reigning Outworld champion, defeated the original Kung Lao over 400 years ago, Shang Tsung sapped the human's soul. He retained his thoughts and memories thus discovering the secrets of the sacred map, which has been hidden within the Shaolin temples for centuries. These events enabled Shang Tsung to strike a bargain with Quan Chi.

In exchange for Shinnok's assistance in a plot to reincarnate the Outworld Emperor Shao Kahn's dead queen, Shang Tsung would reveal to Quan Chi the location of the map that would lead to Shinnok's sacred amulet. But, Shang Tsung failed to inform Quan Chi of the elemental guards that protect the amulet. Their mere existence makes it impossible for Quan Chi to enter the temple where the amulet rests. But, if he could get a human to enter, the right human, one who could perhaps defeat the elements...



God of Water

MYTHOLOGIES



Sub-Zero and The Lin Kuei

Somewhere in the northern most parts of Asia, there exists a secret clan of assassins and thieves known as the Lin Kuei. This group has existed for centuries and thrives on the evil intention of the people who pay for their services. Its warriors are chosen at birth to be raised apart from the workings of day to day civilization and are stripped of their former lives. Only the clan knows their existence. Each of them possesses certain skills and abilities that set them apart from normal men. These abilities are passed on from generation to generation and honed throughout the experiences of life.

Sub-Zero learned of his ability as a young adult. It was passed on to him by his father, a fourth generation Lin Kuei warrior himself. Among his first missions for the Lin Kuei, is one that leads him to the Shaolin Temples to steal the sacred Map of Elements.



God of Fire

MYTHOLOGIES



Scorpion and The Ninja

Spread throughout Japan, the Ninja exist as the Lin Kuei's Japanese counterpart. It is believed that a renegade, Japanese-born Lin Kuei warrior named Takeda developed the art of Ninjutsu hundreds of years ago. He returned to Japan to offer his services and knowledge to various lords and generals during that country's feudal period. Many of his skills and techniques were soon copied and learned throughout his homeland.

The Ninja have never existed as one collected clan. They work as a loosely connected spy network, made up of several small clans. One such clan is known as the Shirai Ryu. Their founder was Takeda himself, making the Shirai Ryu the very first ninja clan. This also made them instant foes of the Lin Kuei and made Takeda a target for assassination. But, he managed to elude his attackers until his elder years, when he died not from a vicious battle, but in his sleep - a victim of poison slipped into his tea. Scorpion is the code name for a modern day member of the Shirai Ryu named Hanzo Hasashi. His latest mission leads him into the heart of China, home of the rival Lin Kuei and location of the Shaolin temple where his mission is to steal the sacred Map of Elements.



God of Earth

CREATE YOUR OWN MYTHOLOGIES



CREATE YOUR OWN MYTHOLOGIES



KREDITS

Midway Home Entertainment

Mortal Kombat Created by: Ed Boon & John Tobias

Design & Graphics: John Tobias

Software: John Walsh & Bill Dabelstein

Graphics: Joshua Y. Tsui, Eugene Geer,
Carlos Pesina & Richard Ho

Music & Sound FX: Dan Forden

Associate Producer: Michael Gottlieb

Assistant Producer: Curtis Cherrington

Technical Assistant: David Schwartz

Print Design & Production: Debra Austin,

Jon Mongelluzzo, Shawn Murphy

Erin Shems, Robert Shepherd, Dave Young

Dragon Design: Nik Ehrlich, Dan Bigelow &
Herman Sanchez

Test Manager: Robert Sablan

Lead Tester: Kevin Elrod

Testers: Mike Artimez, Mike Benavides, Donte Knippel, Eric
Narvaez, Devin Shatsky, Ed Tucker, Dan Windrem,
Kevin Wang, Mike Vinikour & Eddie Ferrier

Special Thanks: Toan Ngo, Jason Shigenaka, JR Salazar,
John Ubalde, Jared Lazaro, Art Tianis, Jim Tianis, Andy Lycke
& Deborah Fulton

Avalanche Software, LC

Programming: John Blackburn, Jim Henn, Gary Penacho,
Todd Blackburn & Bob Lowe

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.
1800 SOUTH BUSINESS HIGHWAY 45
CORSIKANA, TX 75151

MIDWAY CUSTOMER SUPPORT
903 874-5092

10:00AM - 6:30PM / CENTRAL TIME
MONDAY - FRIDAY