

MORTAL KOMBAT[®]

ARMAGEDDON[™]



EmuMovies

SLES-54156-ANZ

PlayStation, "△ ○ × □" and "DUALSHOCK" are registered trademarks of Sony Computer Entertainment Inc. All Rights Reserved.
5037930073295

MIDWAY

Warning

Precautions

• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

PIRACY

The unauthorised reproduction of all or any game part of this product and the unauthorised use of registered trademarks are likely to constitute a criminal offence. PIRACY harms Consumers as well as legitimate Developers, Publishers and Retailers. If you suspect this game product is an unauthorised copy, or have any other information about pirate product, please call your local Customer Service number given at the back of this Manual.

See back page of this manual for Customer Service Numbers.



SLES-54156-ANZ

1 or 2 Players • Memory Card (8MB) (for PlayStation®2): 189KB minimum • Analog Control Compatible: analog sticks only
• Vibration Function Compatible • Network Adaptor (Ethernet) (for PlayStation®2) Compatible: 2-8 Players

Mortal Kombat® Armageddon™ © 2006 Midway Amusement Games, LLC. All rights reserved. MORTAL KOMBAT, the dragon logo, MIDWAY and the Midway logos are registered trademarks of Midway Amusement Games, LLC. MORTAL KOMBAT Armageddon and all character names are trademarks of Midway Amusement Games, LLC. This product contains software technology licensed from GameSpy Industries, Inc. © 1999-2006 GameSpy Industries, Inc. All rights Reserved. Used by permission. Portions of this software are Copyright 1998-2005 Criterion Software Ltd. and its Licensors: Distributed under license by Midway Games Limited. Library programs © 1997-2006 Sony Computer Entertainment Inc. exclusively licensed to Sony Computer Entertainment Europe. FOR HOME USE ONLY. Unauthorised copying, adaptation, rental, lending, distribution, extraction, re-sale, arcade use, charging for use, broadcast, public performance and internet, cable or any telecommunications transmission, access or use of this product or any trademark or copyright work that forms part of this product are prohibited. Published by Midway Games Ltd. Developed by Midway Amusement Games, LLC.

Table of Kontents

Get Started	3
Starting Up	4
Default Kontrols	5
Saving	6
Main Menu	7 - 13
Kombat	7
Kreate a Fighter	8
Konquest	8 - 9
Motor Kombat	9
MK Online	10
The Krypt	10
Extras	10
Profiles	11
Options	12 - 13
Fighter Selection	14
The Kombat HUD	15 - 16
MK Online	17 - 18
End User License Agreement	19 - 20
Kredits	21 - 23
Win/Loss Records	24
Warranty	25
Customer Service	26

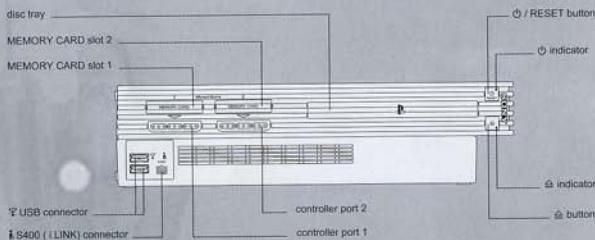
Get Started





PlayStation®2 [top down view]

MAIN POWER switch




PlayStation®2 [front panel]











Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Attach game controllers and other accessories as appropriate. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the /RESET button. When the  indicator lights up, press the  button and the disc tray will open. Place the "Mortal Kombat®: Armageddon™" disc on the disc tray with the label side facing up. Press the  button again and the disc tray will close. Follow on-screen instructions and refer to this manual for information on using the software.

Voice Chat/USB Headset

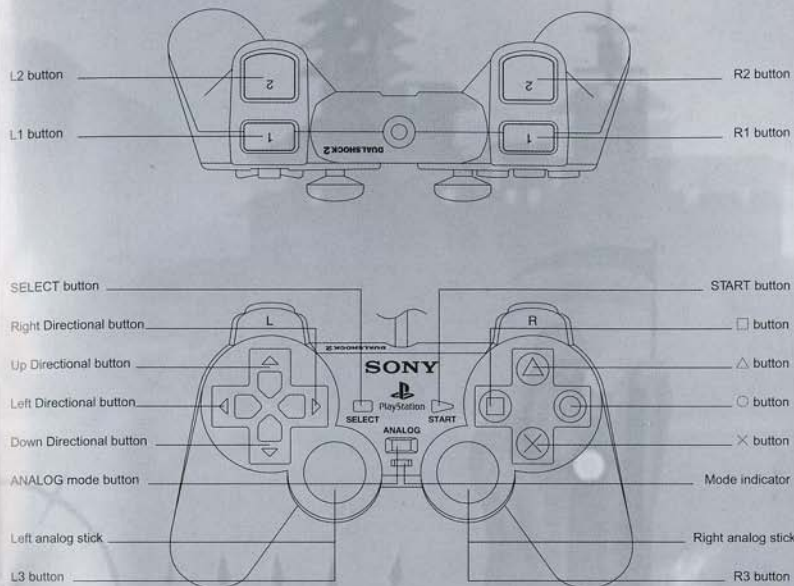
This product allows the use of the USB headset (for PlayStation®2). To turn your headset mute ON or OFF, toggle the  button. Your headset mute will default to ON if it is plugged into your console after an online match has already started. Voice chat is only available while in an online match. For more information regarding the Online feature of the game, see pg. 17-18.

Menu/Sub-Menu Navigation

Throughout this manual, , ,  and  will signify pressing Up, Down, Left and Right on the directional buttons. To navigate through the game menus (i.e. Options), use the directional buttons (, ,  or ) to highlight a selection.



Starting Up

Analog Controller (DUALSHOCK®2)








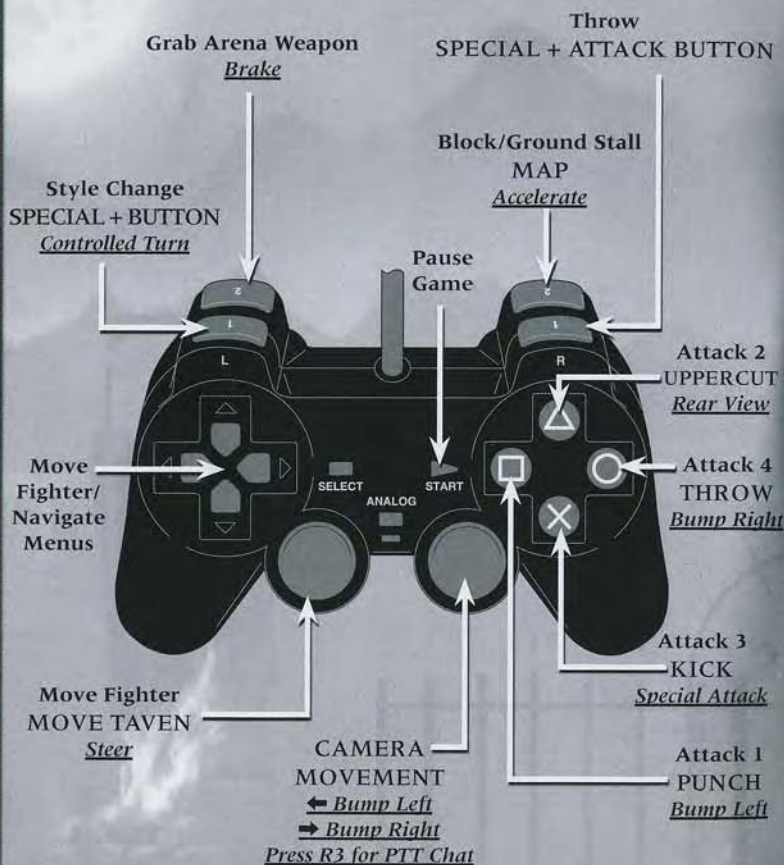
This game does NOT support controllers other than the Analog Controller (DUALSHOCK®2).

Personal Profiles


When you start up your **Mortal Kombat: Armageddon** game, it automatically loads any saved game data from the memory card (8MB)(for PlayStation®2). If no previous MKA data can be found on the memory card (8MB)(for PlayStation®2), you will be prompted to create a new Profile Kollection. When prompted, press the  button to create an MKA file to MEMORY CARD slot 1 or the  button to create a file to MEMORY CARD slot 2 (see Profiles, pg. 11).

Quitting a Game in Progress

During the game, press the  button to display the Pause Menu. Press the directional button  or  to select Main Menu, then press the  button. Highlight Yes and press the  button again to go to the Main Menu.



FAST GETUP

When knocked down in Konquest mode, press the  button to roll back quickly and onto your feet.

Kombat Mode

KONQUEST MODE

Motor Kombat



We highly recommend using a memory card (8MB)(for PlayStation®2) for saving accumulated Profiles and game progress. **Mortal Kombat: Armageddon** includes a Player Profile and Krypt feature (see Profiles, pg. 11) that are best enjoyed using a memory card (8MB)(for PlayStation®2) inserted in MEMORY CARD slot 1 or 2 of your console.

If you're using a memory card (8MB)(for PlayStation®2), the game's Autosave feature will automatically save accumulated data to your Player Profile for further use while using The Krypt option. Autosave will also save data during Arcade, Versus and Konquest game modes.

Along with game features, your adjusted game options are automatically saved as well. Once saved, the options will automatically be loaded the next time you power up your console as long as you have a memory card (8MB)(for PlayStation®2) inserted that contains previously saved MKA data.

Important

When you make changes to the default settings for any of the areas within the "Options" menus, these changes will be automatically saved if you're using a memory card (8MB)(for PlayStation®2) with a previously created Player Profile. When there are memory cards (8MB)(for PlayStation®2) in both MEMORY CARD slots 1 and 2, the "Options" settings for MEMORY CARD slot 1 will always be used, even if it's set at the default settings.

Mortal Kombat: Armageddon requires 189KB to save to the memory card (8MB)(for PlayStation®2).

It is advised that you do not insert or remove accessories or memory cards (8MB)(for PlayStation®2) once the power is turned ON. Make sure there is enough free space on your memory card (8MB) (for PlayStation®2) before commencing play.

Main Menu



Kombat

At the Main Menu, highlight the option you'd like to select, then press the **X** button.

ARCADE

Select a fighter, and travel to many locations. Although Arcade mode is for playing against CPU controlled opponents, another player can press the **START** button to join in. You'll then go to the Fighter Selection Screen (see **Fighter Selection**, pg. 14). As you play Arcade Mode, you'll earn Koins with each victory. You'll want to win as many matches as possible to collect these Koins and purchase items in The Krypt (see Krypt, pg. 10).

VERSUS

Select this option to play against a friend (or enemy). You'll go right to the Fighter Selection Screen (see **Fighter Selection**, pg. 14).

Press the **R2** button to view the Arena Selection option. Press the directional button **←** or **→** to cycle through available arena backgrounds. When you find the arena you want to use, press the **X** button to regain access to the Fighter Selection screen.

PRACTICE

Even if you're a Mortal Kombat veteran, you may require some practice. Select this option, select a fighter and get some practice.

After selecting this option, you'll go to the Practice Mode Fighter Selection screen. Highlight the fighters you'd like to use, then press the **X** button.

As you fight, you'll notice that there is no Timer. A Practice Opponent's Health Bar will refill automatically when drained. You can battle for as long as you like. Controller buttons appear on-screen as you press them, so you can learn which button combinations produce certain moves. Practice Mode is a useful way to get familiar with the fighters.

Main Menu

Kreate-a-Fighter

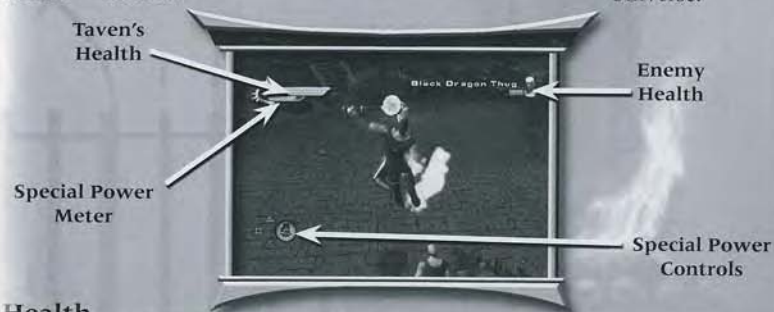
Create your own custom Kombatant. Customize Size, Gender, Facial Type and Clothing. Create your own Fighting and Weapon Styles, equip your character with different Special Moves, apply custom characteristics and bring your creation online for the ultimate MK experience.



Highlight an attribute, then press the **X** button to select it or make colour changes. You can then use the **X** button to access other attributes, then make more selections to make changes to your fighter. Press the **L1** button and **RT** button to change categories. When you're finished, you can save the custom fighter to your Profile for use online in Mortal Kombat.

Konquest

On a quest set forth by his father, Taven discovers there is more at stake than a gift of godlike power. Ultimately he must decide the fates of the kombatants and save the realms... from Armageddon!! Guide Taven as he journeys through the Mortal Kombat Universe.



Health

Health is displayed for both Taven and his enemies. Vanquished foes will emit Green Orbs that will recharge your health.

Special Power Meter

As you use Taven's special powers, this meter diminishes. Vanquished foes will emit Blue Orbs that will recharge your power.

Special Power Controls

When you press the **L1** button to activate Taven's special moves, a control display will appear on-screen. Use it to determine the button you'll need to press to use a specific special move. Each move is represented by a particular icon.

Main Menu

Special Power
Blue Orb



Special Task
Meter

Health Green
Orbs

SPECIAL TASK METER

When you see this meter during battle, you'll need to perform a certain task. The bar will fill as you progress through the task. Filling the meter will help you progress after the battle.

GREEN/BLUE ORBS

As you defeat foes, these Orbs will find Taven and recharge his Health and Special Power meters.

PICKUP ITEMS

During your Konquest, you'll encounter many pickup items.

Gold Koins, Chests and Sacks will help line your pockets with gold you can use later to purchase items in The Krypt. **Chests** also contain other unlockable items and special powers. Chests do not all look alike. To open one, stand in front of it and press the **X** button to kick it open.



Once you've collected the Map, you can press the **R2** button to view your location.

Other items, such as pictures, gloves and weapons, are items you'll need to gather in order to unlock something special.



KONQUEST INVENTORY SCREEN

As you find items in Konquest, press **L1** button to view an inventory screen and see what items you've collected.

Motor Kombat

Motor Kombat lets you take your favourite characters into the fun, fast-paced, arcade driving genre and compete in a multi-player environment. You can navigate through five tracks with any of 10 available characters.

At the Track Selection screen, press the directional button **←** or **→** to cycle through the available tracks. Press the **X** button to select.

Main Menu

At the Player Select screen, each player will need to press the **Start** button to access the characters. Press the directional button **←** or **→** to cycle the characters, then press the **X** button to select. While playing Motor Kombat online, press the **R3** button for PTT chat.

GREEN LIGHTING BOLT PICKUPS

Running over a green pickup will give the user a speed boost for four seconds as long as the accelerate button is pressed.

GOLD STAR PICKUPS

These will activate a character's special move which can be performed by pressing the **X** button.

MK Online

Play Mortal Kombat: Armageddon online against numerous kombatants. For more information, see **MK Online**, pg. 17 - 18.

The Krypt

The Krypt is an enormous room with 288 selectable skulls mounted on the walls. Use the Koins you've earned to "purchase" and reveal hidden Kontent. You'll discover items like new Characters, Arenas, Production Art, Movies and Photos.

Before you can enter The Krypt, you must enter your saved player Kode created using the Player Profile option (see **Profiles**, pg. 11). The Krypt can only be accessed if you're using a memory card (8MB)(for PlayStation®2) (see **Saving**, pg. 6).

Once you've entered The Krypt, press the directional buttons **↑**, **↓**, **←** or **→** to move from slot to slot. Note the displayed cost of each slot, then press the **X** button to open it. To move from wall to wall, press the **L1** button or **R1** button. Purchased items such as sketches and photos are saved to your Profile name. Once you've unlocked an item, its image will be displayed the next time you enter The Krypt.

Extras

Kredits

View the names of those who worked long days and nights to bring you **Mortal Kombat: Armageddon**.

Main Menu

Profiles

With a memory card (8MB)(for PlayStation®2) inserted in MEMORY CARD slot 1 or 2, you can create a Player Profile and earn Koins to purchase items in The Krypt (see The Krypt, pg. 10). With these options, create and manage your saved Profiles:

CREATE A PROFILE

The first step is to name your Profile. Highlight a character, then press the **X** button to make a selection. Repeat this process to spell your name. Select the right or left arrows to place spaces between characters or delete characters. Select "DONE" when you're finished. You can create as many as eight Profiles.

Choose Icon

Choose an icon to represent your Profile, then press the **X** button to select.

Enter a Kode

Use your controller to select a sequence of button presses. This Kode will be the password to your Profile. As you press buttons, the Kode Window will display asterisks. After you've entered a Kode, you'll be asked to confirm it by repeating the sequence. It's a good idea to write down your Kode, so you won't forget it the next time you want access to your Profile. If you forget your Kode, you won't be able to access your saved Profile.

Select Save Location

Your MKA Profile Kollection offers eight slots for saving your individual Profiles. Press the directional button **←** or **→** to select the appropriate MEMORY CARD slot, then press the **X** button to save the Profile. After saving, your icon and Profile name will be displayed for future reference.

VIEW PROFILE

Use this option to view your statistics and the number of Koins you've accumulated. Press the directional button **←** or **→** to select saved Profiles (if you have more than one).

DELETE PROFILE

Press the directional button **←** or **→** to select saved Profiles, then press the **□** button to delete Profiles you no longer want. This may become necessary once your memory card (8MB)(for PlayStation®2) contains insufficient space to save additional profiles.

LOAD PROFILE

Press the **L1** button, enter the Kode, and select a Profile.

Main Menu

Options

On all Options menus (other than Controller) highlight an option, then press the directional button **←** or **→** to adjust the setting. You can also press the **□** button if you'd like to restore the Options to their default settings.

GAMEPLAY

Kombat CPU & Motor Kombat CPU

Choose from **Novice**, **Easy**, **Medium**, **Hard** or **Max** difficulty, depending on your personal skill level.

Rounds to Win

You can decide how many rounds you'll need to win in order to determine the winner of a Kombat match. Choose 1, 2 or 3 rounds.

Round Time

Rounds are timed at 60 seconds. You can set the timer to specific times between 20 and 90 seconds, or you can turn it OFF.

Death Traps

Some environments have Death Traps. You can turn them ON or OFF.

Blood Level

You can select the amount of blood spilled during the course of a match. You can select **Max**, **Low**, **Medium** or turn it OFF completely. Remember, if you turn Blood OFF, Fatalities will not be available.

AUDIO

Make volume adjustments to **Game Music**, **Environment**, **Announcer**, **Effects** and **Speech**. Highlight an option, then press the directional button **←** or **→** to adjust audio levels.

VIDEO

Contrast and Brightness

Highlight an option, then press the directional button **←** or **→** to adjust the game's **Contrast** and **Brightness** levels.

Widescreen and Progressive

If your TV is compatible, **Widescreen** and **Progressive** features can be turned ON or OFF.

Adjust Screen Position

On some TV screens, you may experience loss of on-screen information due to various monitors' interpretations of your console's signal. If necessary, select this option to adjust the screen to better fit your TV monitor.



Main Menu



CONTROLLER

The Controller menu allows you to configure the controller the way you like. Highlight an action button on the menu, then press the button you'd like to use for that action.

As you customize buttons, changes occur to other controls, for you cannot use one button for more than one action. You can also turn your controller's **Vibration** feature **ON** or **OFF** by highlighting the option and pressing the **X** button.

Repeat this process for all controls, then highlight **Done** and press the **X** button to return to the Options Menu. If you want to start again from scratch, select **Reset** to return controls to the default settings.

If you already have a Profile saved, you'll be prompted to save your configuration to it. Press the **X** button to bring up the Enter Kode window, then enter the Kode for the desired Profile. The new configuration will load whenever you load that Profile.

Fighter Selection



At the Fighter Selection screen, highlight an available fighter, then press the **X** button to make a selection. Player 1 selects using the Red selection box while Player 2 uses the Blue. The fighter's name appears on-screen.

To randomly select a fighter, press **↑** + the **START** button.

ALTERNATE CHARACTER SELECT

After unlocking an alternate character costume it can be selected on the main character select screen by pressing the **START** button.

SELECT AN ARENA (VERSUS & PRACTICE MODE ONLY)

At the Fighter Selection screen, press the **R2** button to display the Select an Arena option. Press the directional buttons **←** or **→** to choose an arena.

Load Profile

If you've created a Profile (see **Profiles**, pg. 11), you can load it to save fight results to it. Press the **L3** button to bring up the Enter Kode window. Enter your Kode if a Profile has yet to be loaded. If it's entered correctly, your Profile name will be displayed. If you want to change the Profile name, press the **L1** button again, then press the **START** button to unload the current Profile. The Profile code window will be available again for you to load a different Profile.

Handicap

This option allows you to handicap a match. In order to give a weaker opponent a more competitive match, you can reduce the amount of **Health** a fighter has at the start of a round. Press the **○** button to display the Handicap window. Press the directional button **←** or **→** to adjust the handicap's percentage. The fighter's Health will then be adjusted for the next match only. You can choose a value between 100% (full Health) and 20%. Press the **○** button to remove the Handicap display.

The Kombat HUD



ROUND TIMER

By default, each round has a **Round Timer**. If the time is up before either kombatant has been defeated, the warrior with fewer injuries is declared the victor.

VICTORY SKULLS

Each time a fighter wins a round, a **Victory Skull** is earned. The first fighter to earn two (in the default setting) wins the match and is declared the victor.

COMBO % METER

To advance your fighting skills to the highest level, you must learn how to do Combination Attacks. When a combo is executed, the **Combo Meter** briefly appears to display the amount of damage that has been done to an opponent. The more complex the combination, the more damage is done.

FIGHTING STYLES

Mortal Kombat: Armageddon includes two Fighting Styles per fighter. Press the **LS** button during any match to toggle between them. If you often change your fighting style to confuse your opponent, you may lose track. Take a quick look at the bottom of the screen to see which fighting style you're currently using.

HEALTH BARS

In all **Mortal Kombat** battles, Health Bars in the upper portion of the screen measure each warrior's diminishing Health. The meters begin each round reflecting Health at 100%, but the amount of Health is reduced with each blow taken. The reduction amount depends on the type of attack and whether or not it was blocked. When a fighter's Health Meter is depleted, he/she is knocked out and the round goes to the opponent.

KOMBAT PARRY

Press Block and Away (**R2** button + Away on the directional buttons) from an opponent to Parry an attack. Timing a Parry against an enemy's attack can make the difference between a win and a loss.

The Kombat HUD



AIR KOMBAT

Find character-specific pop-up moves which allow a Kombatant to use Air Kombat. When an opponent is in the air, jump up to perform Air Kombat combos against him/her.

GROUND KOMBAT

After being knocked to the ground, hold the Block button to stay there. Press the directional buttons to roll away, or press the attack buttons to perform a quick attack from the ground.

BREAKER SYSTEM

At the beginning of each match, you're given only three Combo Breakers. You should use these wisely, because they won't be replenished at the end of a round. Press Forward and Block to break a combo. Each time you perform a Breaker, one of the icons will disappear.

MOVES LIST

During a match, press the **START** button to view the Pause Menu. Select **Moves List** to view the moves for your character. Press the directional button **←** or **→** to cycle between the two fighting styles and special moves, then press **↑** or **↓** to scroll through all the moves for that style. The Moves List is available in all game modes, including Practice.

KREATE A FATALITY

If you've defeated an opponent in a Kombat Match, the "Finish Him/Her" prompt will appear. As the red bar drains, you have a limited amount of time to enter a button sequence and create one string of a Fatality. The red bar indicates the time left to perform the next Fatality sequence. If you successfully enter the right sequence, the timer will reset, allowing you to attempt another sequence. You can enter up to 10 sequences of a Fatality, pounding away until nothing is left of your opponent.

GETTING STARTED

Mortal Kombat: Armageddon's new Online feature allows you to connect to the Internet and play a 1-on-1 game against other players online. In order to access Mortal Kombat: Armageddon's Online mode, you will need a network adaptor (Ethernet/modem) (for PlayStation®2), a memory card (8MB) (for PlayStation®2), and a broadband connection to the Internet from an Internet service provider (ISP). Use the following procedure to log on:

Choose MK Online listed on the Main Menu screen to view the Network Setup screen. If there is an existing configuration file beneath the "Choose Connection" header, select it to enter the Mortal Kombat: Armageddon Network Login screen. If Create or Modify is the only selectable option, select it and follow the instructions within the Add Settings listing on the Networks Settings screen to properly configure your PlayStation®2 computer entertainment system for online play.

Note: During Online Setup, you cannot edit or delete AOL network settings. Also, you'll be required to view and accept the terms and conditions.

Note

Online features for Mortal Kombat: Armageddon subject to online access terms and privacy statement (access terms on pgs. 19-20). MHE RESERVES THE RIGHT TO TERMINATE THE ONLINE FEATURES FOR THIS PRODUCT AFTER 90-DAYS NOTICE, located at www.midway.com and/or the News and Updates section of MK Online (see next page). Players are responsible for all applicable internet fees.

NETWORK SETTINGS

- Add Settings - Follow on-screen instructions to configure Internet settings.
- Edit Setting - To make changes to your settings, follow on-screen instructions.
- Delete Setting - Delete settings you'll no longer need.
- Test Connection - To make sure you've successfully entered your setting, put the settings to the test.

Note: Network setting(s) can be created using the network access disc included with your Network Adaptor (Ethernet) (for PlayStation®2).

Network Compatibility

Mortal Kombat: Armageddon supports Online gameplay using the Network Adaptor (Ethernet) (for PlayStation®2) to connect to the network. The in-game networking uses the official IANA registered PS2 UDP port number: ps-ams 3658/udp PlayStation AMS (Secure). Within a GameSpy room, your local host ping information will be unavailable to other players if you are behind a NAT/firewall. GameSpy room pings require UDP Port 13139 to be open for unsolicited UDP.

LOGIN

On the Mortal Kombat: Armageddon Login screen you'll have three options: Login to MK Online, New Account or Disconnect. If this is your first time playing Mortal Kombat: Armageddon online, or you want to create a new account, select New Account. Enter your Username and Password.

Once you're finished entering a birthday, name, password, city and state name it will prompt you to save this account to a memory card (8MB) (for PlayStation®2). If you have an existing account choose Login to MK Online, then enter your previously created Username and Password. Access your memory card (8MB) (for PlayStation®2) to load previously saved player Profiles.

** NOTE: You can only create and save 6 accounts per saved player Profile. **

JOIN A ROOM

If a previously created room is listed to the right, you can use this option to join the room and hook up with an opponent.

CREATE A ROOM

To create a room, select this option, then select from the letters and numbers to spell out the name of your room. If you like, you can set a password to get into the room you've created.

FIND A PLAYER

If you know a friend is online, but not sure where, you can use this option to spell out his/her user name to initiate a search.

FRIENDS

If you know a friend is online, but you're not sure where, you can use this option to spell out his/her user name to initiate a search.

PLAYER PROFILE

When you select this option, you'll view stats saved to your Profile.

HALL OF FAME

The best players will have their names engraved on trophies. Take a look every now and then to see how you stack up against the competition.

LEADERBOARDS

Take a look at the **Mortal Kombat: Armageddon** leaders to see where you stand. It displays Rank, Name, Record and Streak for the players on the leaderboard.

NEWS AND UPDATES

Check out the latest news and updates regarding the Online Kombat world.

CHANGE LOGIN

Change the name you've used to login.

DISCONNECT

Disconnect from MK Online.

** NOTE: Some backgrounds will work slightly different for online mode.

End User License Agreement

Welcome to the Midway Mortal Kombat: Armageddon Online Network. Powered by GameSpy™.

In order to use the online features in Mortal Kombat: Armageddon we need for you to read the information below, as it describes the terms under which we are offering you this extended functionality, and the rules that we require you to abide by when using the Midway Mortal Kombat: Armageddon Online Network.

When you have read the information below, please select the "AGREE" button to continue if you agree to the terms and conditions stated. If you select "DISAGREE" you will not be able to use the Midway Mortal Kombat: Armageddon Online Network.

Midway Games Limited Mortal Kombat: Armageddon Online Access Terms and Privacy Statement

These Mortal Kombat: Armageddon Online Access Terms ("Access Terms") apply to your use of the online multiplayer and community services - such as online competitions, in-game public and private chats, voice conversations, online tournaments and gameplay - ("Service") brought to you by Midway Games Limited ("Midway"). 43 Worship Street, London, EC2A 2DX, through its service providers, GameSpy Industries, Inc. ("GameSpy"). Midway and GameSpy are referred to collectively as "Service Providers". To access the Service, you must have purchased a copy of Midway's Mortal Kombat: Armageddon game for PlayStation®2, have a Network Adaptor (Ethernet) (for PlayStation®2), and have broadband internet access. The Service Providers do not allow children under 13 to participate in the Service. If you are between the ages of 13 and 17, you should obtain your parent or guardian's permission before participating in the Service.

You should read these Access Terms carefully, as they contain the Rules of Conduct that apply to your use of the Service. As part of our efforts to bring you new and exciting features, we may update these Access Terms from time to time. It is your job to periodically review these Access Terms for applicable changes. Your use of the Services after we post any changes to these Access Terms constitutes your agreement to those changes.

I. Your Registration; User Account; Privacy

To access the Service, you will need to create a registration account ("Account"). By creating your Account, you will be asked to agree to comply with these Access Terms and the Rules of Conduct. To create your Account, you will be prompted to enter a nickname and password. During the registration process we may also collect your PlayStation®2 or Mortal Kombat: Armageddon identification number. These identification numbers are unique numbers assigned to your machine or your copy of the game, and do not contain any personally identifiable information. GameSpy may collect this information in order to assist Midway in providing services and features to you, such as verifying winners in any online tournaments Midway may offer. You will not be required to provide any personally identifiable information during the registration process. Your nickname will be your online identity when you use the Service. You may not select a nickname that is already in use by another user.

You acknowledge and agree that the Service provides you with access to other individuals, including the ability to talk to other players using an optional headset, and that you have no expectation of privacy when using the Service. You further understand and acknowledge that you have control over your privacy on the Service, and that to the extent that you release personally identifiable information to other users through use of the Service, you do so at your own risk. To protect your identity, we encourage you not to use your first or last name as your nickname, and not to disclose personally identifiable information to others on the Service.

Midway may offer sweepstakes, contests, or other interactive features (such as email notifications) in the future. In order to receive or participate in those features, you may need to disclose some personally identifiable information to Midway. Any such information Midway collects will be subject to the terms of the privacy policy you are given at the time you are asked for the personally identifiable information. Your participation in one of these additional Midway features may also be subject to a separate agreement or additional rules.

By creating an Account, you agree that use of your Account is expressly limited to you. Your Account may not be transferred or shared with any other party, temporarily or permanently, including any individual whose Account was terminated by Midway. You further agree to bear sole responsibility for all uses of your Account and for the confidentiality of your password.

II. Rules of Conduct

YOU AGREE TO OBEY THE RULES OF CONDUCT AT ALL TIMES WHILE YOU ARE USING THE SERVICE. YOU UNDERSTAND THAT IGNORANCE OF THE LAW OR OF THE RULES OF CONDUCT IS NOT AN EXCUSE. Your compliance with the Rules of Conduct will be interpreted by Midway, and Midway's decisions regarding your compliance are final. By using the Service, you agree to submit to the interpretation and enforcement of the Rules of Conduct by Midway.

By accessing, participating in, or otherwise using the Service, you agree to the following Rules of Conduct:

1. You agree that you will not say, submit or otherwise post or state to other users any content that:
 - a) Contains offensive, profane, harassing, defamatory, inappropriate, racist, threatening, intimidating, obscene, or unlawful material, including content that contains excessive shouting (ALL CAPS) or flooding (the posting of repetitive text);
 - b) Contains slanderous or libelous comments about other users, the Service Providers' employees, or other individuals;
 - c) Contains personal information about any individual;
 - d) Violates the privacy of any individual or entity;
 - e) Contains business solicitations of any type, including advertising a product, offering a product for sale, or directing readers to a location for more information about a product;
 - f) Contains viruses, corrupted files, or any other similar software or programs that may adversely affect the operation of the Service Providers' system or a third party's computer;
 - g) Undermines the operation of the Service or a feature thereof; or
 - h) Contains unauthorized copies of third parties' works.

You understand and agree that Midway has the right to take any action it deems reasonable to end any offensive or otherwise objectionable activity, including the posting of material that violates the foregoing terms.

2. You may not access the Service to collect information, including nicknames, to send mass electronic mailings to users of the Service.
3. You agree not to use the Service to offend, harass, defame, or threaten another individual, including agreeing not to use the Service to form groups or clubs that are based on or espouse racist, sexist or other hate-based philosophies. You further agree not to engage in any activity that interferes with the ability of other users to enjoy the free and unfettered use of the Service.
4. By participating in the Service, you agree not to impersonate any person or entity or falsely represent your affiliation with any person or entity, including any claim to be, or impersonation of, an employee, authorized representative or member of Midway or GameSpy. You further agree not to provide false or misleading information to any Midway employee or authorized representative.
5. You agree not to interfere with, hack, or decipher - or attempt to interfere with, hack or decipher - any transmissions to or from the servers on which the Service resides, or the servers of any other individuals or entities that have access to the Service. You further agree not to exploit the Service, including any hidden bug therein, to attempt to gain an unfair advantage in the play of the Mortal Kombat: Armageddon game.
6. The Service may not be used for unauthorized electronic commerce. Use of the Service or any of its features for the sale of products or services is prohibited. If, in the sole discretion of Midway, you are found to be using the Service for any inappropriate commercial purpose, Midway reserves the right to take any action it deems reasonable to end such activity.
7. By participating in the Service, you agree not to violate any local, state, federal, or international law, regulation, rule, or guideline, nor will you discuss any unlawful activities, such as hacking, pirating, phishing, use or promotion of illegal drugs, the exchange or transfer of printed software, contraband, or other materials that are in violation of U.S. or international copyright laws.
8. Unless Midway lets you know otherwise, you may not reproduce, duplicate, copy, sell, or otherwise transfer or commercially exploit any Content or any Third Party Content (in each case, as defined in Section IV below), accessible through the Service.

End User License Agreement

III. Enforcement of Rules of Conduct and Termination

Your use of this site is subject to the Rules of Conduct and the Access Terms, any other terms applicable to the various features of our site, and all applicable laws, rules, and regulations. Midway may terminate your Account with or without notice to you if we believe, using our sole discretion, that you have violated any of the Rules of Conduct, these Access Terms, or any law.

Midway may also, in its sole discretion and at any time, discontinue the Service or any part thereof, with or without notice. You agree that you do not have any rights in the Service and that Midway will have no liability to you if the Service is discontinued or your ability to access it is terminated, and will not grant any refunds if your Account is terminated.

IV. Midway Content

All content accessible through the Service, including art work, graphics, images, screen shots, text, music, digitally downloadable files, trademarks, logos, product and character names, slogans, and the compilation of the foregoing ("Content") is the property of Midway and its licensors and is protected in the U.S. and internationally under trademark, copyright, and other intellectual property laws. Third party content, including trademarks, trade names, characters, and trademarks and copyrights (Third Party Content) is the property of the third parties that market or license that content, and is used by Midway subject to license, or subject to the fair use provisions of U.S. law. Users of the Service are expressly forbidden to misuse any Content or any Third Party Content that appears on the Service.

You agree not to display or use any Content or Third Party Content accessible through the Service, in any publications, in public performances, for any commercial purpose, in connection with products or services that are not those of Midway, in any other manner that is likely to cause confusion among consumers, that disparages or discredits Midway and/or its licensors (including GameSpy), that dilutes the strength of Midway's or its licensors' property, or that otherwise infringes Midway's or its licensors' intellectual property rights. This includes your agreement that you will not distribute any utilities, tools, software, or other materials that could facilitate the Service or the Mortal Kombat: Armageddon game.

If you are a trademark or copyright owner and you believe that your trademark rights have been violated in any way, please complete and submit our Intellectual Property Infringement Notification Form to our designated agent, Michael Burke, at Midway Games Inc., 2704 West Roscoe Street, Chicago, Illinois 60618 or at ip@midway.com. A copy of the form is available as a hyperlink from section V of the Terms of Service at our Midway.com Web site (<http://www.midway.com>). Our agent information is provided pursuant to the Digital Millennium Copyright Act, 17 U.S.C. § 512(c)(2). Our designated agent will respond only to these trademark or copyright issues. For general questions please contact Midway Customer Support, Monday through Friday 10:00 - 17:00, +44(0) 202 382 7746, support-euro@midway.com, or via post at Midway Games Limited, 43 Worship Street, London EC2A 2DX England.

V. Indemnification

You alone are responsible for your use of your Account, and agree to indemnify and hold Midway, GameSpy, and their respective parents, affiliates, subsidiaries, employees, officers, directors, and contractors harmless from any liability or damage, including reasonable attorney's fees, arising from your use of the Service including (i) for or related to your violation of these Access Terms or the Rules of Conduct, (ii) for statements you make or content you post, (iii) for improper or illegal use of your nickname and password, or (iv) for the infringement of any intellectual property or privacy right of any person.

VI. Representations, Warranties, and Acknowledgement

You participate in the Service and its features at your own risk. If you are dissatisfied with any feature, operability, content, the Access Terms (including Rules of Conduct), other agreements Midway imposes as a condition of usage, or any other component of the Service, your sole remedy is to discontinue use of the Service. Much of the content accessible through the Service is posted through third parties subject to these Access Terms and to the Rules of Conduct. Midway does not endorse and is not responsible for or liable for any such third party content accessible at the Service. In addition, the Service Providers make no representations about the reliability of the features of the Service, and disclaim all liability in the event of any service failure. You acknowledge that any reliance on such material and/or systems will be at your own risk. The Service Providers make no representations regarding the amount of time that content accessible through the Service will be preserved. By posting content through use of the Service, you will be deemed to have granted Midway a license for the perpetual, non-exclusive distribution of the information or materials worldwide in any form or forum without charge or liability.

THE SERVICE IS PROVIDED ON AN "AS IS, AS AVAILABLE" BASIS. NO WARRANTIES, EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO THOSE OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE, ARE MADE BY THE SERVICE PROVIDERS WITH RESPECT TO THE SERVICE OR ANY INFORMATION OR SOFTWARE ACCESSIBLE THEREFROM. ALL OF WHICH ARE HEREBY EXCLUDED TO THE FULLEST EXTENT PERMITTED BY APPLICABLE LAWS. UNDER NO CIRCUMSTANCES, INCLUDING NEGLIGENCE, SHALL THE SERVICE PROVIDERS BE LIABLE FOR ANY INCIDENTAL, SPECIAL, OR CONSEQUENTIAL DAMAGES THAT RESULT FROM THE USE OF OR INABILITY TO USE THE SERVICE EVEN IF THE SERVICE PROVIDERS HAVE BEEN ADVISED OF THE POSSIBILITY OF SUCH LOSS. SERVICE PROVIDERS SHALL NOT BE RESPONSIBLE FOR ANY DAMAGES WHATSOEVER THAT RESULT FROM MISTAKES, OMISSIONS, INTERRUPTIONS, DELETION OF FILES, ERRORS, DEFECTS, DELAYS IN OPERATION OR TRANSMISSION, OR ANY FAILURE OF PERFORMANCE WHETHER OR NOT CAUSED BY EVENTS BEYOND THE SERVICE PROVIDERS' REASONABLE CONTROL, INCLUDING BUT NOT LIMITED TO ACTS OF GOD, COMMUNICATIONS LINE FAILURE, THEFT, DESTRUCTION, OR UNAUTHORIZED ACCESS TO RECORDS OR PROGRAMS ACCESSIBLE THROUGH THE SERVICE. IN NO EVENT SHALL THE COLLECTIVE AGGREGATE LIABILITY OF THE SERVICE PROVIDERS FOR ALL DAMAGES, LOSSES, AND CAUSES OF ACTION EXCEED FIVE DOLLARS (\$5.00). SOME JURISDICTIONS DO NOT ALLOW THE LIMITATION OR EXCLUSION OF LIABILITY FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES. AS A RESULT, THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU. NOTHING IN THESE ACCESS TERMS SHALL OPERATE SO AS TO EXCLUDE OR LIMIT LIABILITY FOR PERSONAL INJURY OR DEATH ARISING FROM A SERVICE PROVIDER'S NEGLIGENCE OR FOR ANY FRAUDULENT REPRESENTATION.

VII. Sony Computer Entertainment Inc. Dynamic Network Authentication System Disclaimer

This Software uses "DNAS" (Dynamic Network Authentication System), a proprietary authentication system created by Sony Computer Entertainment Inc. ("SCEI"). "DNAS" retrieves information about a user's hardware and software for authentication, copy protection, account blocking, system, rules, or servers management and other purposes. SCEI, Sony Computer Entertainment Europe ("SCEE") and their affiliates cannot guarantee the continuous operation of the "DNAS" service. SCEI shall not be liable for any failure or failure of the "DNAS" servers to perform. If you receive a message during login identifying a "DNAS" authentication error, please contact your local PlayStation Customer Care line on the number provided in the software manual. For additional information concerning "DNAS", refer to PlayStation.com. In the event of a systems incompatibility or interoperability with DNAS, the sole liability of SCEI, SCEE and their affiliates shall be limited to the repair or replacement of the user's affected, game software, console or peripherals at the option of SCEI, SCEE, its parents, affiliates, or licensed Publishers shall not be liable for any delays, system failures, authentication failures, or system outages, which may, from time to time, affect online game play or access thereto.

VIII. Miscellaneous

You acknowledge that the Service Providers have the right to delete any messages, files, or any other content that you may have uploaded to any feature of the Service at Midway's sole discretion, including messages, files or any other content that has not been accessed for some period of time and is deemed by Midway, in its sole discretion, to be abandoned, or any materials that violate the terms of this or any other binding agreement.

Both you and the Service Providers acknowledge and agree that no partnership is formed between you and the Service Providers, and neither you nor the Service Providers has the power or the authority to obligate or bind the other.

This Agreement will be governed by and construed in accordance with the internal laws of England and the parties submit to the exclusive jurisdiction of the English courts.

No personally identifiable information is collected in order for you to access the Service, and we thus do not knowingly obtain personally identifiable information from anyone including children under 13 during the provision of the Service. To the extent Midway becomes aware that a child under 13 has provided personally identifiable information to the Service Providers, the Service Providers will take measures to remove such information from its databases and from the Service. If you are a parent, we encourage you to discuss with your children web safety, and to educate your children not to provide personally identifiable information to strangers.

Kredits

Creative Director & Project Lead
Ed Boon

Software Leads
Mike Boon (Programming Lead)
Alan Villani (Technical Lead)

Art Directors
Steve Beran (Characters)
Tony Goskie (Backgrounds)
Mike Taran (Backgrounds)
Carlos Pesina (Animations)

Senior Producer
John Podlasek

Game Mode Leads
Jay Biondo (Konquest)
Alexander Barrentine (Kreate-A-Fighter)
Jim Terdina (Fighting)
Nick Shin (Motor Combat)

Story and Cut Scene Director
John Vogel

Character Design & Modeling
Luis Mangubat, Jennifer Hedrick, Pav Kovacic, Herman Sanchez & Steve Beran

System Programmers
Todd Allen, Jon Greenberg, Adisak Pochanayon, Alan Villani,
Alexander Barrentine & Mike Boon

Motion Capture and Animation
Tony Zeffiro, Rick Chase & Carlos Pesina

Background Design & Modeling
Danny Gutierrez, Mary Qian, Ryan Rosenberg, Joe Flores, Justin Mohlman,
Dave Mueller,
Tony Goskie & Mike Taran

Game Programmers
John Nocher, Nigel Casey, Jim Bulvan, Josh Chapman, Matt Daugherty, Paul Hyman,
Jay Biondo, Mike Boon, Jim Terdina & Nick Shin

Designers
Paulo Garcia, Brian Lebaron, Eddie Ferrier & John Edwards

Audio Lead
Jim Bonney & Dan Forden

Music, Effects & Speech
Chase Ashbaker, Rich Carle, Brian Chard, Alexander Nied & Vince Pontarelli

Kreate-A-Fighter Modeling
Luis Mangubat, Jennifer Hedrick, Steve Beran & Herman Sanchez

Kredits

Konquest Character Designs & Modeling
Pav Kovacic

User Interface Design & Other Art
Taaron Silverstein, Noah Brewer, Steve Beran, Tony Goskie & Pav Kovacic

Story By
John Vogel, Alexander Barrentine, Jon Greenberg
& Brian Chard

Online Programming
Todd Allen, Jim Terdina & Josh Williams

Additional Production
Shaun Himmerick

Opening FMV Cinematic Director
Marty Stoltz

Opening FMV Leads
Paul Chamnankit, Sam Crider, Chuck Ghislandi, Aaron Hall,
Suzanna Kilic & Tony Lewellen

Opening FMV Graphics & Animation
Jeff Baker, Rick Chase, Won-Jun Cho, Chuck Ernst, Jim Gentile, Jin Jang,
Greg Mitchell, Shannah O'Meara, Freddy Palma, Jung Park, Carlos Pesina,
Matt Skonicki, Matt Taylor, Eric Zalas, Tony Zeffiro & Jason Zielinski

User Interface
William Fox, Michelle Lin, Ernie Perez, Jeremy Rawls & Brian Rouleau

Software Support
Jaroslaw Gwarnicki, Ed Keenan, Ken Lam, Shawn Liptak, Brian McGoarty,
Mike O'Connor, Graham West & Josh Williams

Additional Art
Matt Taylor, Ivan Mijatov, Jason Zilenski, Thanh Pham, Bryan Bode & Cayenne Mandua

Testing Management
Jacob Beucler, Malcolm Scott & Paul Sterngold

Chicago Lead Quality Assurance Analyst
Greg Ranz

Chicago Development Technical Standards Analyst
Timothy Waller

Chicago QA Engineers
Robert Lathan & Richard Vrtis

San Diego TSA Supervisor
Brien Atangan

Technical Standards Analysts
Rommel Abalos, Kevin Bell, Cailab Bourell, Daryl Jackson, Jennifer Johnson,
Josh Palmer, Jimmy Storey, Andy Sutfin & Ina Yamaguchi

Warranty

Midway Games Limited warrants to the original purchaser of this Midway Games Limited product that the medium on which the computer programme is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Midway Games Limited software is sold "as is", without express or implied warranty of any kind, and Midway Games Limited is not liable for any losses or damage of any kind resulting from use of this programme. Midway Games Limited agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Midway Games Limited product, postage paid, with proof of purchase, at its Customer Service Centre. Replacement of this Game Pak (PAK), free of charge to the original purchaser is the full extent of our liability. Please mail to Midway Games Limited, 43 Worship Street, London EC2A 2DX. Please allow 28 days from dispatch for return of your Game Pak.

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 Games Limited 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 OR OBLIGATE MIDWAY GAMES LIMITED. ANY IMPLIED WARRANTIES OF APPLICABILITY 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 GAMES LIMITED BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS MIDWAY GAMES LIMITED PRODUCT. THIS IN NO WAY AFFECTS YOUR STATUTORY RIGHTS.

This computer programme and its associated documentation and materials are protected by both National and International copyright law. Storage in a retrieval system, reproduction, translation, hiring, lending, broadcasting and public performances are prohibited without express written permission of Midway Games Limited.

Midway Games Limited
43 Worship Street
London
EC2A 2DX
www.midway.com

Midway Games Technical Support
<http://support.midway.com>
support-euro@midway.com
+44(0) 207 382 7746
Monday-Friday 10:00-17:00 GMT

Customer Service

Customer Service Numbers

• Australia	1902 262 662
<small>Calls charged at \$1.85 (incl GST) per minute. Please call these Customer Service Numbers only for PlayStation Hardware Support.</small>	
• Österreich	0450 99 000 500
<small>Der Anruf unter dieser Nummer kostet max.41 Eurocent/Sec. Bei allen Fragen rund um die PlayStation kontaktieren Sie bitte den Kundendienst.</small>	
• Belgique/België/Belgen	011 301 306
<small>Veuillez appeler notre service clientèle à ces numéros seulement pour une assistance technique concernant la PlayStation.</small>	
• Danmark	+45 33 26 28 20
<small>Åben Mand-Tors 16.00-19.00. Du-boden ringte til dette kundenservicecenter for support til din PlayStation.</small>	
• Suomi	0600 411 911
<small>"4,70 €/min + ppm avoinna ark 17-21." Soita näihin asiakaspalvelunumeroihin vain PlayStation-laitteistotukia varten.</small>	
• France	0803 843 843
<small>Veuillez appeler notre service clientèle à ces numéros seulement pour une assistance technique concernant la PlayStation.</small>	
• Deutschland	01805 766 977
<small>Bei allen Fragen rund um die PlayStation kontaktieren Sie bitte den Kundendienst.</small>	
• Greece	(00 301) 677 7701
<small>Παρακαλούμε να καλέτε αυτό το Τηλέφωνο Εξυπηρέτησης Πελάτη μόνο για τεχνικά υποστήριξη για την κονσόλα PlayStation.</small>	
• Ireland	(01) 405 4022
<small>Please call these Customer Service Numbers only for PlayStation Hardware Support.</small>	
• Italia	848 82 83 84
<small>Chiamare i numeri dell'assistenza clienti solo per problemi tecnici riguardanti l'hardware della PlayStation.</small>	
• Malta	344 700
• Nederland	0495 574 817
<small>Wij verzorgen u deze klantenservicenummers alleen te bieden indien u advies wilt vragen over PlayStation apparatuur.</small>	
• New Zealand	(09) 415 2447
<small>Please call these Customer Service Numbers only for PlayStation Hardware Support.</small>	
• Norge	2336 6600
• Portugal	(01) 318 7450
<small>Por favor, contacte os seguintes números do nosso Serviço de Atendimento ao Cliente se tiver alguma dúvida ou problema com qualquer produto de hardware PlayStation.</small>	
• España	902 102 102
<small>Por favor, llama a los siguientes números de nuestro Servicio de Atención al Cliente si tienes problemas con cualquier producto de hardware relacionado con la PlayStation.</small>	
• Sverige	08-587 610 00
<small>Vänligen ring följande kundtjänstnummer endast om problem uppstår på PlayStation programvara.</small>	
• Schweiz/Suisse	0900 55 20 55
<small>Kinder und Jugendliche sollten vor dem Anrufen die Hotline der Eltern oder Erziehungsberechtigten um Erlaubnis fragen.</small>	
• UK	08705 99 88 77
<small>Please call these Customer Service Numbers only for PlayStation Hardware Support. Calls may be recorded for training purposes.</small>	

Please call these Customer Service Numbers only for hardware support of PlayStation products.