

**GAME BOY ADVANCE**

AGB-AXDE-USA



**MORTAL KOMBAT**  
**DEADLY ALLIANCE**

**Instruction Booklet**

**MIDWAY**

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

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

 **WARNING - Seizures**

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

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

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

**Convulsions**  
**Altered vision**

**Eye or muscle twitching**  
**Involuntary movements**

**Loss of awareness**  
**Disorientation**

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

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

## **WARNING - Repetitive Motion Injuries**

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

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

## **WARNING - Battery Leakage**

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

To avoid battery leakage:

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



**MATURE**  
Animated Blood  
Violence

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT [WWW.ESRB.ORG](http://WWW.ESRB.ORG).



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

LICENSED BY



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

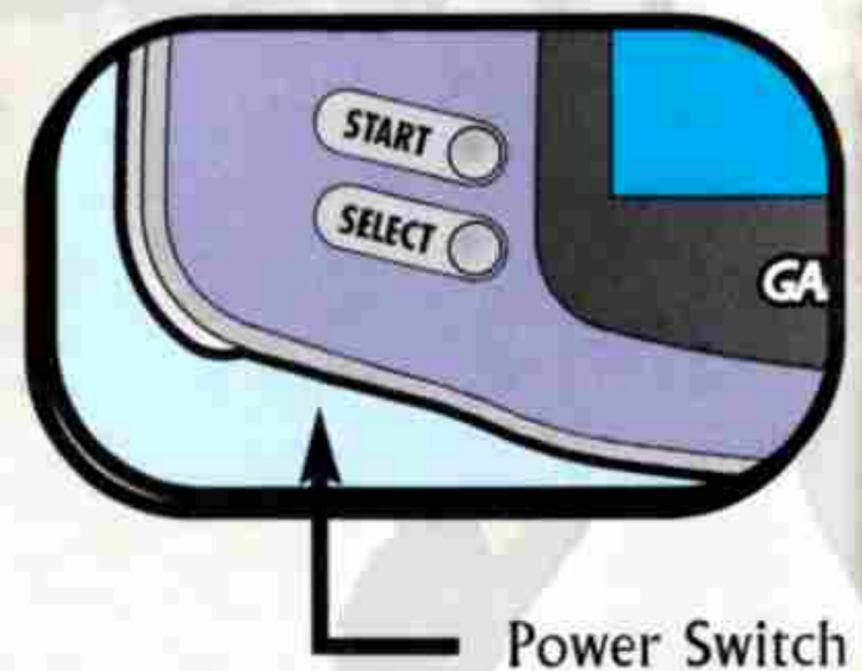
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# GETTING STARTED

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

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



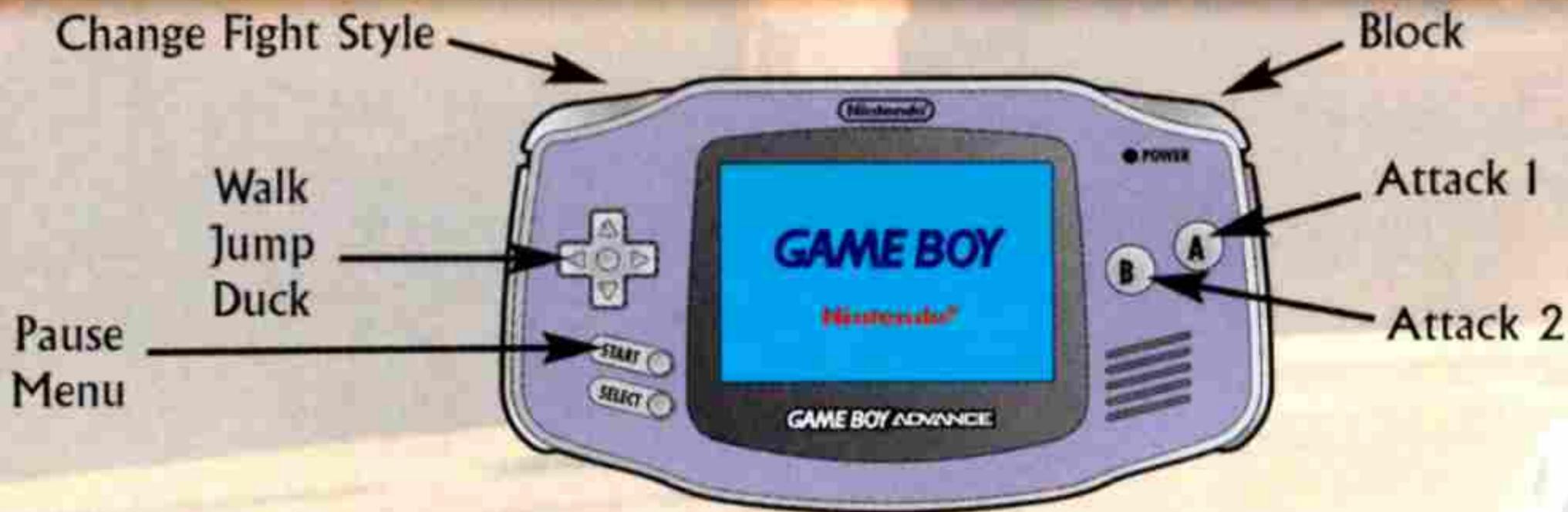
# GAME CONTROLS



## MENU SELECTIONS

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

# PLAY CONTROLS



## MOVES COMMON TO ALL FIGHTERS

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

## BUTTON USAGE COMMON TO ALL FIGHTERS

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

# THE DEADLY ALLIANCE



With the aid of the thunder god known as Raiden, Earth's mightiest heroes have repelled all invasions from other-worldly forces through a tournament known as Mortal Kombat.

Although there has been relative peace for many years, a new threat to Earthrealm has emerged. And this time, the threat of evil has two faces.

In an attempt to seize control of the realms, the sorcerers Shang Tsung and Quan Chi have joined forces and are preparing to revive the lost army of the mythological Dragon King.

Should they succeed, they will be unstoppable. Once again, Earth's heroes must venture to Outworld and combat the forces of evil. They must act now. They must stop this Deadly Alliance.



# MAIN MENU



## ARCADE

Take on CPU controlled opponents. You'll go to the Fighter Selection Screen (see FIGHTER SELECTION, pg. 13). As you play Arcade Mode, you'll earn Koins for victories versus a huge variety of Mortal Kombat fighters. Obviously, you'll want to win as many matches as possible to collect these koins and purchase items in the Krypt (see pg. 10).

## SURVIVAL

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

# LINKING UP

## LINKING UP

Up to two Game Boy® Advance systems can be linked using the Game Boy® Advance Game Link® Cable. If necessary, review your Game Boy® Advance Game Link® Cable instruction manual for set-up information. Once connected, two players will have access at the Fighter Selection Screen (see pg. 13).



**NOTE:** Both players must have a Mortal Kombat: Deadly Alliance Game Pak to play in Link Mode.

Game play options like the ROUND TIME and the ROUNDS TO WIN are taken from Player 1's Game Boy Advance settings (see OPTIONS, pg. 11). If either player has unlocked hidden characters or alternate palettes, they may be used in a link mode match. You'll select a fighter just as you do in Arcade Mode (see FIGHTER SELECTION, pg. 13).

## BETTING IN LINK MODE

If both linked players have a profile loaded (see PLAYER PROFILE, pg. 12), a betting screen will appear after both players have selected their fighters. Both players can raise or lower the bet by pressing the CONTROL PAD UP or DOWN. To lock the bet, both players must

# LINKING / BETTING

## BETTING IN LINK MODE (CONT).

press the **A BUTTON**, and the match will begin. If a player presses the **B BUTTON**, the bet will be unlocked, and both players will be able to adjust the bet again.

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

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



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

# THE KRYPT

## THE KRYPT

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

You can only win and spend koins if you have a profile loaded. Win Koins by playing Arcade Mode, Survival Mode, Mini Games (Test Your Might or Test Your Sight) or by betting in Link Mode. The higher the difficulty level, the more koins you'll win. In Arcade Mode and Survival Mode, you can get bonus koins for performing Flawless Victories.

There are a few coffins in the Krypt that display "???" instead of a price. These items cannot be purchased with Koins and must be unlocked another way! You can view all of the secrets you've unlocked with any profile by going to the Load Profile screen (see CREATE PLAYER PROFILE, pg. 12). If a Special Mode is unlocked, go to the Advanced Options screen and highlight the now-available "Select Mode" option. Press the A BUTTON or press the CONTROL PAD LEFT or RIGHT to select the mode (or turn special modes off).



# OPTIONS

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



## ADVANCED

The Advanced Options menu lets you adjust:

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

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

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

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

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

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

**DEFAULT** : Restore default options.



# PLAYER PROFILE

## CREATE PLAYER PROFILE

### CREATE PROFILE

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

### LOAD PROFILE

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



### ERASE PROFILE

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



# IN THE ARENA

## ROUND TIMER

By default, each round has a ROUND TIMER. If the time is up before either combatant has been defeated, the warrior with fewer injuries is declared the victor. The winner takes the match and moves on to the next opponent.

## VICTORY SKULLS

Each time a fighter wins a round, a VICTORY SKULL is earned. The first fighter to earn two (in the default setting) wins the fight and is declared the victor.

## COMBO METER

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

Round  
Timer



Victory Skull

Combo Meter

# IN THE ARENA

## HEALTH BARS

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



## FIGHTING STYLES

Mortal Kombat: Deadly Alliance includes two FIGHTING STYLES per fighter. Press the L Button during any fight to toggle between them. If you often change your fighting style to confuse your opponent, you may lose track, so take a quick look at the bottom of the screen to see which fighting style you're using.

# IN THE ARENA

## LEVEL ADVANCE

In one player Arcade mode, the Level Advance screen will appear between matches (as long as you've won the match). It displays your next opponent, the fight environment and the amount of koins the fight is worth. As you defeat fighters, a skull will take the place of their face at the top of the screen.



## MINI GAMES

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

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



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

# THE FIGHTERS



## KENSHI

Blinded by Shang Tsung's trickery, Kenshi vows to slay the sorcerer and redeem himself in the eyes of his ancestors.

FIGHTING STYLES: Tai Chi & San Shau



## FROST

Newly recruited to the Lin Kuei clan, Frost aids Sub-Zero in his fight with the Deadly Alliance.

FIGHTING STYLES: Tong Bei & Yuan Yang



## JAX

Special Forces Agent Jackson Briggs searches for the one responsible for the destruction of the Outerworld Investigation Agency.

FIGHTING STYLES: Muaythai & Judo



# THE FIGHTERS



## KANO

The mercenary, Kano, has remained in Outworld acting as Shao Kahn's general for many years. But now he must decide where his loyalties will reside...with the weakened Shao Kahn, or with the newly formed Deadly Alliance.

FIGHTING STYLES: Xing Yi & Aikido



## KITANA

Princess Kitana leads a preemptive attack on Shao Kahn's forces.

FIGHTING STYLES: Eagle Claw & Ba Gua



## KUNG LAO

Shaolin Monk Kung Lao travels to Outworld to learn from an old martial arts master.

FIGHTING STYLES: Shaolin Fist & Mantis

# THE FIGHTERS



## LI MEI

A native of Outworld, Li Mei has entered the Deadly Alliance tournament to win back the freedom of her people.

FIGHTING STYLES: Bajiquan & Lihgeba



## QUAN CHI

Free from the Netherrealm, the sorcerer Quan Chi has discovered an ancient army and has allied with Shang Tsung in an attempt to revive it.

FIGHTING STYLES: Tang So Doo & Escrima



## SCORPION

The ninja spectre Scorpion continues his quest to destroy Quan Chi.

FIGHTING STYLES: Hapkido & Pi Gua

# THE FIGHTERS



## SHANG TSUNG

Desiring eternal life, Shang Tsung has struck a deal with the sorcerer Quan Chi to consume limitless souls through a portal to The Heavens.

FIGHTING STYLES: Snake & Crane



## SONYA BLADE

Special Forces Agent Sonya Blade will rescue her men from Outworld at any cost.

FIGHTING STYLES: Kenpo & Tae Kwon Do



## SUB-ZERO

Sub-Zero has become the Grand Master of the newly reformed Lin Kuei clan.

FIGHTING STYLES: Shoto Kan & Dragon

# SPECIAL MOVES

## KENSHI

Down, Forward + A Button	.Push
Down, Back + A Button	.Ermac Lift
Down, Up, A Button	.Ermac Throw
Back, Back + B Button	.Weapon Attack 1
Down, Back + B Button	.Weapon Attack 2
Down, Forward + B Button	.Weapon Attack 3

## FROST

Down, Forward + A Button	..Slide
Down, Back + A Button	.Weapon Attack 1
Down, Back + B Button	.Ground Freeze
Back, Back + B Button	.Weapon Attack 2
Up, Down + B Button	.Weapon Attack 3

## JAX

Down, Back + A Button	.Weapon Attack 1
Back, Forward + A Button	.Machine Gun
Down, Forward + A Button	.Weapon Attack 2
Down, Forward + B Button	.Piston Punch
Back, Back + B Button	.Ground Pound
Back, Forward + B Button	.Weapon Attack 3

Up = Control Pad Up  
Down = Control Pad Down

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

# SPECIAL MOVES

## KANO

Back, Forward + A Button	.Kano Ball
Down, Back + A Button	.Weapon Attack 1
Back, Forward + B Button	.Laser Eye
Down, Forward + B Button	.Weapon Attack 2
Down, Back + B Button	.Weapon Attack 3

## KITANA

Back, Forward + A Button	.Jumping Leg Face Kick
Down, Forward + A Button	.Step Forward Slice
Down, Back + A Button	.Hand Stand Escape
Down, Forward + B Button	.Fan Throw
Back, Forward + B Button	.Face Slice
Down, Up + B Button	.Fan Upper Cut

## KUNG LAO

Back, Forward + A Button	.Weapon Attack 1
Down, Up + A Button	.Rotate Kick
Down, Forward + B Button	.Head Slam
Back, Forward + B Button	.Throw Hat
Down, Back + B Button	.Weapon Attack 2

Up = Control Pad Up  
Down = Control Pad Down

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

# SPECIAL MOVES

## LI MEI

Down, Back + A Button	.Low Weapon Attack
Down, Up + B Button	.Weapon Upper Cut
Back, Forward + B Button	.Piston Punch
Down, Back + B Button	.Spin Weapon Attack

## QUANCHI

Back, Down + A Button	.Popup Kick/Slide
Back, Forward + A Button	.Two High Swords
Down, Forward + B Button	.Skull
Back, Forward + B Button	.Big Punch
Down, Back + B Button	.Super Sword Attack
Back, Back + B Button	.Two Sword 2 Hit

## SCORPION

Down, Back + A Button	.Summon Flames
Down, Forward + A Button	.Overhead Sword Flash
Back, Back + B Button	.Throw Spear
Back, Forward + B Button	.Fast Spin Stab
Down, Back + B Button	.Spinning Sword
Down, Forward + B Button	.Double Sword Slash

Up = Control Pad Up  
Down = Control Pad Down

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

# SPECIAL MOVES

## SHANG TSUNG

Back, Forward + A Button	.Flying Dive
Down, Forward + A Button	.Spinning Weapon Attack
Back, Forward + B Button	.Fire Ball
Down, Forward + B Button	.Backhand
Up, Down + B Button	.Double Sword Stab
Down, Back + B Button	.Sword Poke

## SONYA

Down, Back + A Button	.Back Flip Escape
Back, Forward + A Button	.2 Handed Weapon Smack
Down, Forward + A Button	.Weapon to Knee
Down, Back + B Button	.Weapon Spin Hit
Down, Forward + B Button	.Deadly Kiss
Back, Forward + B Button	.3 Hit Weapon Attack

## SUB - ZERO

Up, Down + A Button	.Near Head Sword Swing
Down, Forward + A Button	.Golf Sword Swing
Down, Forward + B Button	.Freeze
Down, Back + B Button	.Cold Emit
Back, Forward + B Button	.Super Sword Swing

Up = Control Pad Up  
Down = Control Pad Down

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

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**WE CALL IT SLUGFEST  
FOR A REASON.  
COMING THIS FALL!**



**MLB  
SLUGFEST  
2003**

**EVERYONE**



**CONTENT RATED BY  
ESRB**

**Comic Mischief  
Violence**

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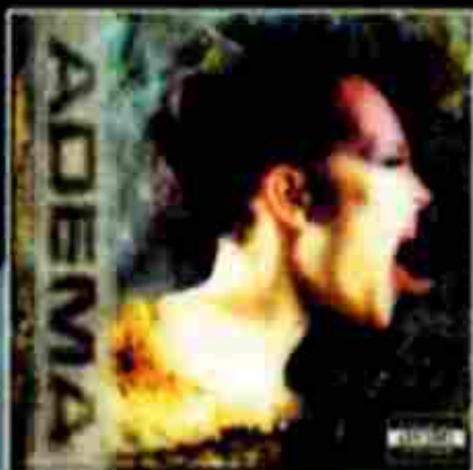
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VIOLENT CONTENT

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