

MIDWAY

AGES 5 AND UP
MODEL 63-021



MORTAL KOMBAT MYTHOLOGIES

SUB-ZERO™

630210001IWTI-01

ELECTRONIC LCD GAME

FIGHTER

Mortal Kombat Mythologies takes you back to a time before the Mortal Kombat contest took place, back when Sub-Zero was a Lin Kuei warrior. The Lin Kuei are an ancient clan of assassins and thieves who have existed for centuries and thrive on the evil intention of the people who pay for their services.

Its warriors are separated at birth and raised apart from normal man. These warriors all possess special skills and abilities that are passed on generation to generation and honed throughout life.

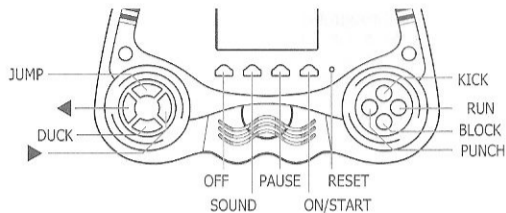


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Sub-Zero must go through the four realms of the four elements: Earth, Wind, Fire, and Water in search of an ancient amulet. To get through each world he will do battle with many enemies including a god from each level that will do everything in their power to take him out. If Sub-Zero is lucky enough to make it through the 4 realms alive he will face off against the ultimate evil, Quan Chi. Quan Chi is an evil sorcerer who will use the amulet to take over the world if Sub-Zero fails. You will have a variety of powers including special slide attacks and freezing opponents. You will need them all if you expect to win.



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- ON/START**
- Turn the unit on
 - To start the game
 - To start each new level
 - To exit pause
- PAUSE**
- To pause the game during play
- SOUND**
- Turn the sound on
 - Turn the sound off

- OFF**
- To turn the unit off.
 - The unit also shuts off after 3 minutes of no action.

- JUMP**
- Makes Sub-Zero Jump

- DUCK**
- Makes Sub-Zero Duck

- "◀"
- Move Left

- "▶"
- Move Right
 - Move forward if no enemy in front

- BLOCK**
- Stops Sub-Zero from taking any damage.

- PUNCH**
- Makes Sub-Zero punch his enemies.
 - Used in conjunction with d-pad from additional moves (Explained in level descriptions).

- KICK**
- Makes Sub-Zero kick his enemies.
 - Used in conjunction with d-pad from additional moves (Explained in level descriptions).

- RUN** - Makes Sub-Zero run along the screen faster.
- RESET** - Resets the game if your unit malfunctions.

Press the ON/START button to turn on the game. You'll hear a "beep" to tell you the unit is on and the high score will be displayed.

Now press the ON/START again and the game will start.

LEVEL 1 EARTH REALM

Sub-Zero's adventure begins in the Earth Realm. In this level he will have to rely on his martial arts techniques since he has not yet acquired any powers. Sub-Zero will fight 20 enemies on the Earth Realm and at the end of the level he will fight the Earth god.



LEVEL 2 WIND REALM

Su-Zero is advancing through the forces of nature. He is now at the Wind Realm. There are 20 enemies on this level, unlike Sub-Zero has faced before. He is more skilled than before and has learned a new power- Ice balls. To accomplish this move press **▶+PUNCH** and an ice ball will fly at your opponent and freeze them. This will allow you to get in a free hit and take them out.



LEVEL 3 WATER REALM

Sub-Zero is advancing quickly and learning new powers along the way. On this level he has learned the ability of slide kicking. He can slide along the ground and sweep the opponents feet out from under them. It is very useful in getting out of the corner and hitting your enemies at the same time. You'll use it a lot also, there are now 25 enemies to defeat plus the Water god.



Press the control "JUMP" + "KICK" for special attack.

LEVEL 4 FIRE REALM

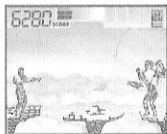
Sub-Zero has mastered all there is to know. He will need to finish his mission. First, he must go through the Fire Realm. There will be 25 enemies in his way and at the end he will fight against the Fire god.



Press **▶** + "PUNCH" to shoot enemies in the air.

LEVEL 5 QUAN CHI

Sub-Zero is at the end of his mission. He has all the power and skill. To win he must face off against the ultimate evil Quan Chi. The evil sorcerer will not go peacefully so get ready for a fight. He will send 30 minions to finish you off. If you make it through them alive, you are ready for him. Defeat him and you get the amulet and the world is safe.



Press the control **◀** + "PUNCH" for double ice ball.

SCORING**EARTH REALM**

You will receive 30 points for every enemy that you kill and 300 points for defeating the Earth god.

WIND REALM

You will receive 50 points for every enemy that you kill and 400 points for defeating the Wind god.

WATER REALM

You will receive 60 points for every enemy that you kill and 500 points for defeating the Water god.

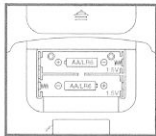
FIRE REALM

You will receive 70 points for every enemy that you kill and 600 points for defeating the Fire god.

QUAN CHI

You will receive 100 points for every enemy that you kill and 1000 points for defeating Quan Chi.

Remove the screw in the battery compartment door located on the back of the unit. Insert two "AA" batteries, LR6 or equivalent (not included), making sure to align "+" and "-" as shown. Close battery compartment and replace screw.



TO ENSURE PROPER FUNCTION:

- DO NOT MIX OLD AND NEW BATTERIES
- DO NOT MIX ALKALINE, STANDARD OR RECHARGEABLE BATTERIES.
- BATTERY INSTALLATION SHOULD BE DONE BY AN ADULT.
- NON-RECHARGEABLE BATTERIES ARE NOT TO BE RECHARGED.
- RECHARGEABLE BATTERIES ARE TO BE REMOVED FROM THE TOY BEFORE BEING CHARGED (IF REMOVABLE).
- RECHARGEABLE BATTERIES ARE ONLY TO BE CHARGED UNDER ADULT SUPERVISION (IF REMOVABLE).
- ONLY BATTERIES OF THE SAME OR EQUIVALENT TYPE AS RECOMMENDED ARE TO BE USED.
- BATTERIES ARE TO BE INSERTED WITH THE CORRECT POLARITY.
- EXHAUSTED BATTERIES ARE TO BE REMOVED FROM THE TOY.
- THE SUPPLY TERMINALS ARE NOT TO BE SHORT-CIRCUITED.

RESET BUTTON :

After battery insertion, the RESET switch may be pushed only if the game doesn't work properly. (Use a ball-point pen.) The display should appear as shown in the diagram at the right.



CAUTION



High temperature will destroy the unit. Do not leave unit in direct sunlight.



Do not use a pencil or pin to press the RESET switch. Use a ball-point pen.



Do not press the liquid crystal display and avoid heavy shock or the display may fail.



Clean only with a piece of soft dry cloth.

DEFECT OR DAMAGE

If a part of your game is damaged or something has been left out, DO NOT RETURN THE GAME TO THE STORE. The store doesn't have replacement parts. Instead, write to us at:

TIGER ELECTRONICS, LTD. REPAIR CENTER
980 Woodlands Parkway, Vernon Hills,
Illinois 60061, U.S.A.

In your note, mention the name of your game, the game's model number, and tell us briefly what the problem is. Also include sales slip, date, place of purchase and price paid. We will do our best to help.

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Tiger Electronics, Ltd. (Tiger) warrants to the original consumer purchaser of this product that the product will be free from defects in materials or workmanship for 90 days from the date of original purchase. This warranty does not cover damages resulting from accident, negligence, improper service or use or other causes not arising out of defects in materials or workmanship.

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Product returned to Tiger without proof of the date of purchase or after the 90-day warranty period has expired, but prior to one year from the original date of purchase, will be repaired or replaced (at Tiger's option) for a service fee of U.S.\$10. Payments must be by check or money order payable to Tiger Electronics, Ltd.

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All product returned must be shipped prepaid and insured for loss or damage to:

Tiger Electronics, Ltd. Repair Dept.
980 Woodlands Parkway
Vernon Hills, Illinois 60061 U.S.A.

The product should be carefully packed in the original box or other packing materials sufficient to avoid damage during shipment. Include a complete written description of the defect, a check if product is beyond the 90-day warranty period, and your printed name, address and telephone number.

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