

Instruction Booklet



MORTAL KOMBAT[®]
DEADLY ALLIANCE™

 MIDWAY

WARNING

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation®2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or MEMORY CARD slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

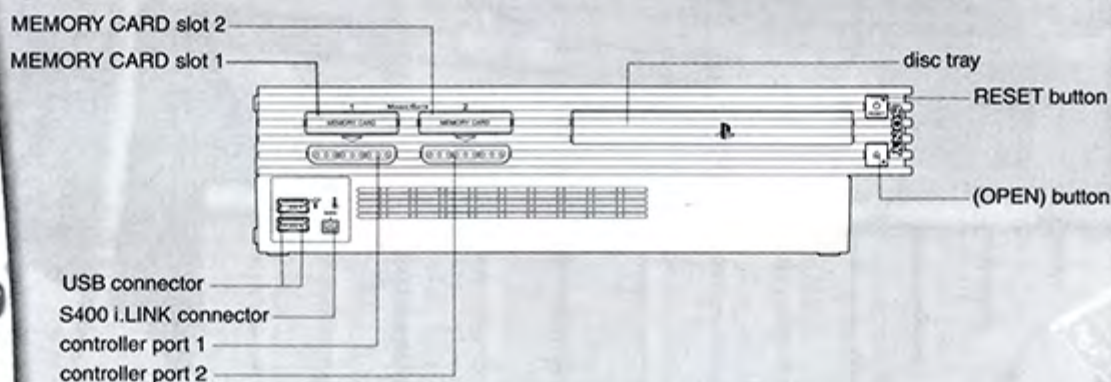
TABLE OF KONTENTS

Getting Started	2
Starting Up	3
Default Kontrols	4
Memory Card	5
Deadly Alliance	6
Main Menu	7 - 10
Options	11 - 12
Fighter Selection	13
In the Arena	14 - 16
Moves List	17
The Fighters	18 - 21
The Krypt	22 - 23
Fight Records	24 - 25
Kredits	26 - 27
Warranty	29

GETTING STARTED

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button.

When the power indicator lights up, press the open button and the disc tray will open. Place the Mortal Kombat: Deadly Alliance disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.



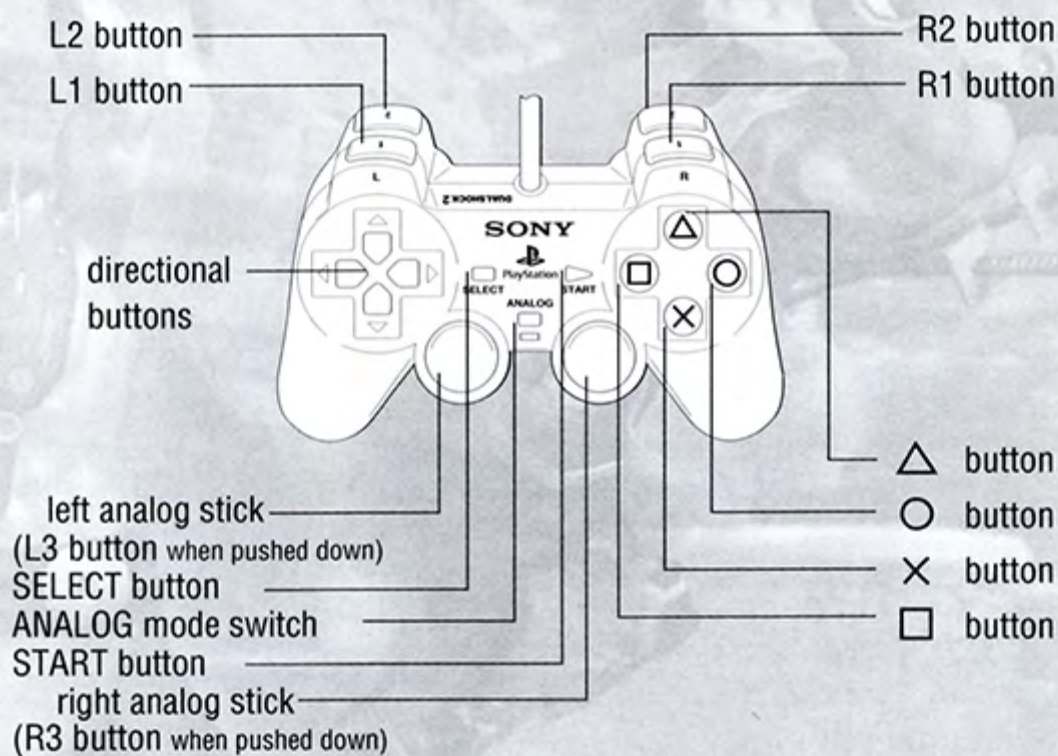
MENU/SUB-MENU NAVIGATION

Throughout this manual, **↑**, **↓**, **←** and **→** will signify pressing up, down, left and right on the directional button. To navigate through the game menus (i.e. Options), use the directional button (**↑**, **↓**, **←** or **→** depending on the menu) to highlight a selection.

To activate a selection or access the next menu, press the **⊗** button. To go back to the previous menu and/or cancel the previous selection, press the **⊙** button.

STARTING UP

DUALSHOCK®2 analog controller

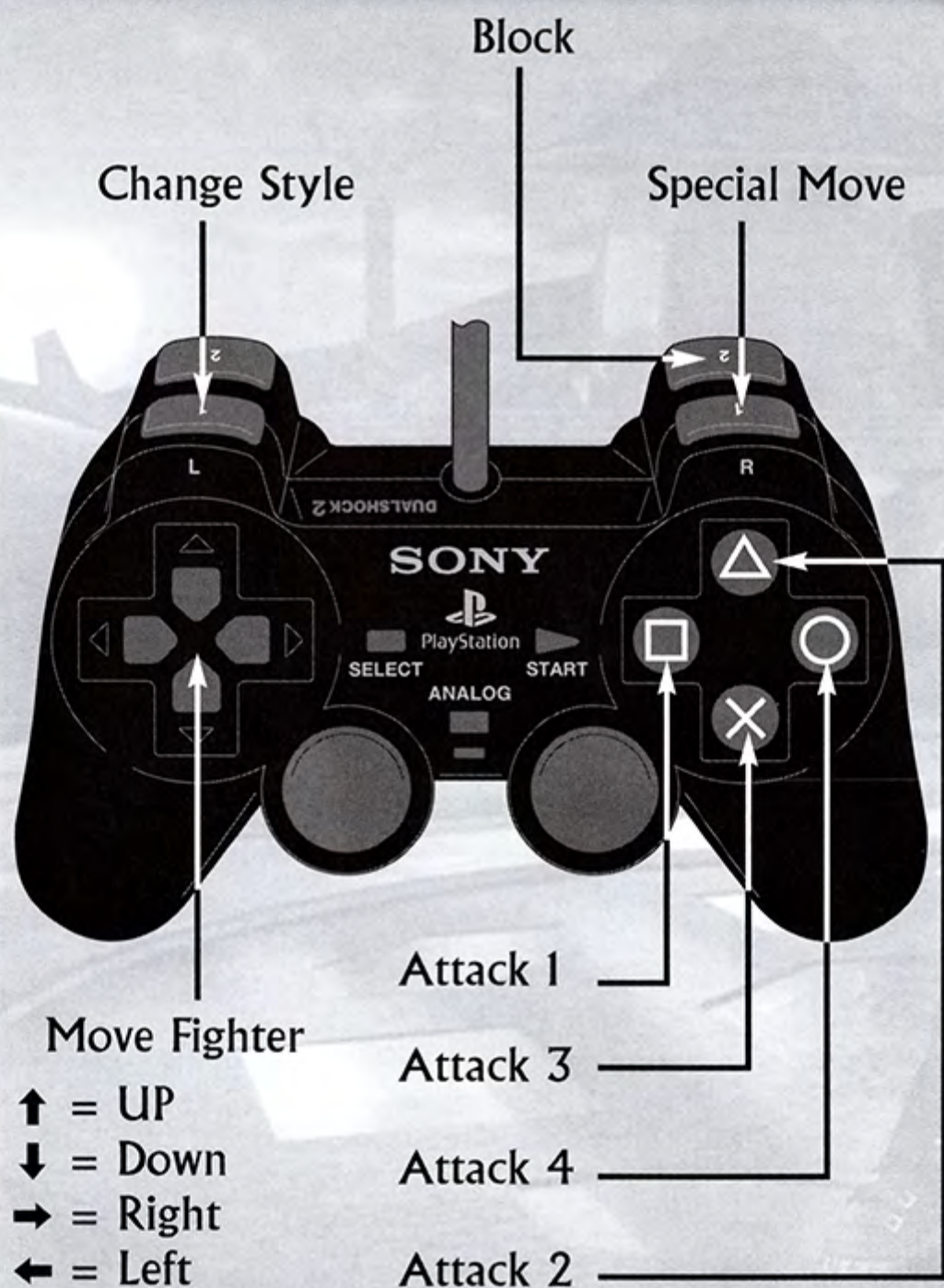


QUITTING A GAME IN PROGRESS

To quit a game in progress, press the **START** button during the game. The Pause Menu will appear. Select Main Menu, then confirm by pressing the **×** button to select YES. You'll then return to the Main Menu.

You can also use the same process to select **PLAYER SELECT** and return to the Fighter Selection screen see **FIGHTER SELECTION**, pg. 13.

DEFAULT CONTROLS



You can modify your controller to best fit your own Mortal Kombat fighting style (see CONTROLLER, pg. 12).

MEMORY CARD



We highly recommend using a memory card for saving accumulated profiles and game progress. *Mortal Kombat: Deadly Alliance* includes a Player Profile and Krypt feature (see **KRYPT**, pg. 8, and **PLAYER PROFILE**, pg. 9) that are best enjoyed using a memory card (8MB) (for PlayStation®2) inserted in MEMORY CARD slot 1 or 2 of your PlayStation®2 game console.

If you're using a memory card, 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 PlayStation®2 game console as long as you have a memory card inserted that contains previously saved *Mortal Kombat* 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 with a previously created Player Profile. When there are memory cards 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.

It is advised that you do not insert or remove peripherals or memory cards once the power is turned ON. Make sure there is enough free space on your memory card before commencing play.

DEADLY ALLIANCE

THE STORY



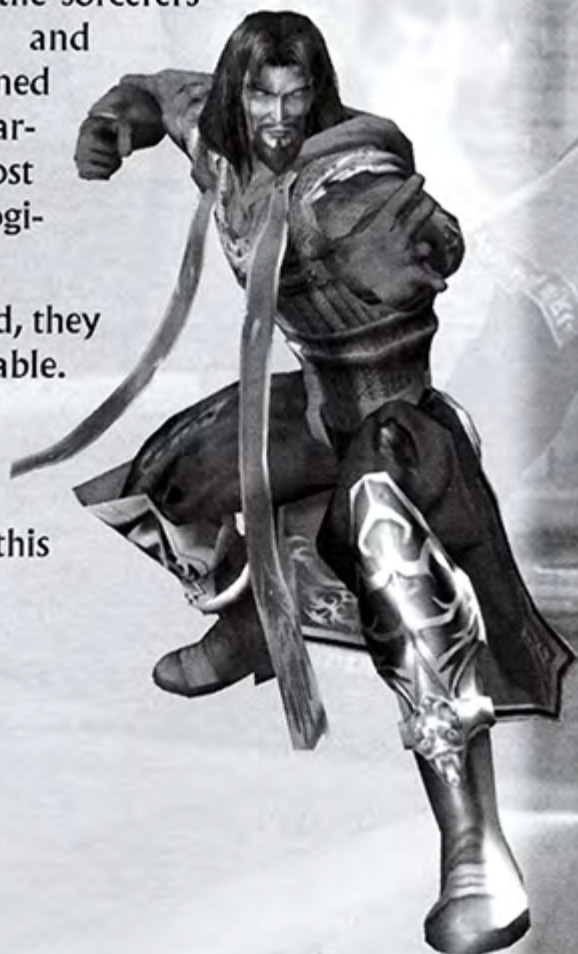
With the aid of the thunder god known as Raiden, Earthrealm's mightiest heroes have repelled all invasions from other-worldly forces through a tournament known as Mortal Kombat.

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, Earthrealm's heroes must venture to Outworld and combat the forces of evil. They must act now. They must stop this Deadly Alliance.



MAIN MENU



At the Main Menu, highlight the option you'd like to select, then press the **X** button. As you highlight an option, a brief description of its contents is displayed on the right side of the screen.

ARCADE

Select a fighter, and travel to many locations as you try to find the Demon from the Netherealm. Although the function of Arcade mode is for playing against CPU controlled opponents, a friend can still grab a second controller, and press the **START** button to join in. You'll go to the Fighter Selection Screen (see Fighter Selection, pg. 13). As you play Arcade Mode, you'll earn Koins along the way with each victory (note: be sure to load a profile first, see pg. 11 for details). Obviously, you'll want to win as many matches as possible to collect these Koins and purchase items in the Krypt (see pg. 8).

VERSUS (VS.)

Select this option to play versus a friend (or enemy). You'll go right to the Fighter Selection Screen (see FIGHTER SELECTION, pg. 13).

PRACTICE

Mortal Kombat: Deadly Alliance is a completely different fighting game than its predecessors. Even if you're an MK veteran, you may require some practice using the new fighting control system, so select this option, select a fighter and get in some practice.



After selecting this option, you'll go to the Practice Mode Fighter Selection screen. Press the directional button **↑**, **↓**, **←** or **→** to choose the fighters you'd like to use for your practice.

Press the **R1** button to view the Background Selection option. Press the directional button **←** or **→** to cycle through available arena backgrounds. When you find the background you want to use, press the **R1** button again to regain access to the Fighter Selection screen.

As you fight, you'll notice that there is no Timer, and the Practice Opponent's Health Bar will refill automatically when drained. You can battle as long as you like until you're comfortable. Controller buttons appear on-screen as you press them, so you can learn which button combinations produce certain moves. Practice is a one player game mode, so get familiar with the fighters, then take on a friend.

MAIN MENU

KONQUEST

This is where you'll really learn how to play the game. Faced with hundreds of different challenges, you'll get instruction and learn how to perform all types of different moves and fighting styles. Along the way, you'll also earn Koins to make purchases in the Krypt (see below).



Once you've started your Konquest, read on-screen instructions to learn Mortal Kombat skills you'll need to complete your difficult journey.

Before you can begin in Konquest mode, you'll need to enter your saved player Kode created using the Player Profile option (see **PLAYER PROFILE**, pg. 9). Konquest mode can only be played if you're using a memory card (see **MEMORY CARD**, pg. 5).

THE KRYPT

The Krypt is an enormous room filled with 676 coffins. Using the Koins you've earned, you can "purchase" coffins to open and reveal the hidden Kontent. Sometimes you'll discover big items like new characters or backgrounds to fight in, and other times you'll find something small or nothing.

Before you can enter the Krypt, you must enter your saved player Kode created using the Player Profile option (see **PLAYER PROFILE**, pg. 9). The Krypt can only be accessed if you're using a memory card (see **MEMORY CARD**, pg. 5).

Once you've entered the Krypt, press the directional button **↑**, **↓**, **←** or **→** to move from coffin to coffin. Press the **⊗** button to open it. The number and Koin on the coffin indicate the amount of color-coded Koins you'll need to take a look inside.



Purchased items, such as sketches and photos, are saved to your profile name. You can view them using the **KONTENT** option on the Main Menu (see pg. 10).

To help you find items in this vast area, we've included a Krypt Reference Table, pages 22-23, to help you out. It's also available on the internet at www.mortalkombatdeadlyalliance.com.

MAIN MENU

PLAYER PROFILE

With a memory card inserted in MEMORY CARD slot 1 or 2, you can create a Player Profile and earn Koins to purchase items in the Krypt (see KRYPT, pg. 8).

The following options allow you to create and manage your saved profiles:



CREATE A PROFILE

Profile Name

The first step you'll encounter is to give your profile a name. Press the directional button **↑**, **↓**, **←** or **→** to highlight a character, then press the **⊗** button to make a selection. Repeat this process to spell out your name. Select "SPACE" to place spaces between letters, "BACK" to delete letters and "DONE" when you're finished.

Choose Icon

Press the directional button **↑**, **↓**, **←** or **→** to highlight an icon that will represent your profile, then press the **⊗** button to select.

Enter a Kode

Use your controller to select a sequence of button presses to create a Kode that will be your password to your profile. As you press buttons, the Kode Window will display asterisks until you've completed entering the Kode. After you've entered a Kode, you'll be asked to confirm the Kode by repeating the sequence. It's a good idea to write down your Kode on the Krypt Reference Table in this manual, pages 22-23, so you won't forget 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 memory card offers 8 slots for saving your individual profiles. Select the appropriate MEMORY CARD slot, then press the **⊗** button to save the profile. After saving, your icon and profile name will be displayed for future reference.

MAIN MENU

VIEW PLAYER PROFILE



Once you've created one or more profiles, view your statistics and how many of each type of Koin has been accumulated. Press the directional button **←** or **→** to select saved profiles (if you have more than one).

When you're finished, press the **△** button to exit the option.

ERASE A 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 fills up. When you're finished, press the **△** button to exit the option.

OPTIONS

See **OPTIONS**, pg. 11.

KONTENT

Use the Kontent option to view unlocked items, as well as other extras we've included for Mortal Kombat: Deadly Alliance.



CHARACTERS - View character biographies and costumes purchased in the Krypt.

ENDINGS - View unlocked character endings earned from completing fighters in Arcade mode.

ARENAS - See Arena images and stories purchased in the Krypt.

KONCEPT ART - View sketches, renders and videos you've purchased in the Krypt.

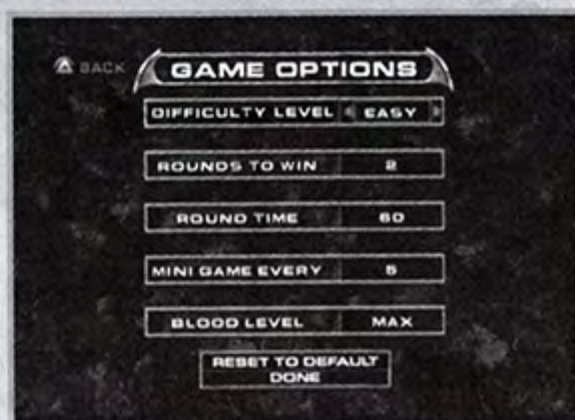
EXTRAS - View team photos and other items purchased in the Krypt.

MAKING OF MK - Check out the making of MKDA video.

MK HISTORY - View a video that chronicles the MK Franchise's history.

MUSIC VIDEO - See Adema's new music video "Immortal", created for Mortal Kombat: Deadly Alliance.

Options



GAME OPTIONS

Press the directional button **↑** or **↓** to highlight options, then press **←** or **→** to cycle available options for these settings:

DIFFICULTY LEVEL

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 match. Choose 2* or 3 rounds.

ROUND TIME

Rounds are timed at 60* seconds. You can choose to turn the timer OFF completely, or select specific times between 20 and 90 seconds (in increments of 10).

MINI GAME

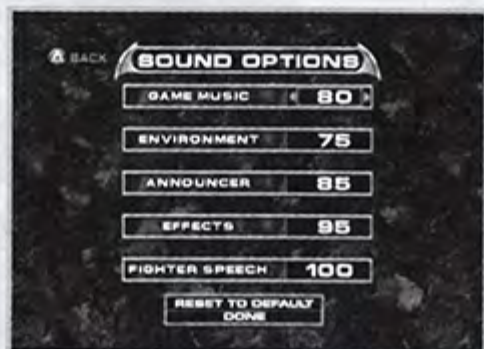
Decide how many matches you'll fight before a Mini Game is available (see Mini Games, pg. 16). You can choose to take them out completely by selecting OFF or select a specific number between 3 and 10 matches (the default setting is 5*).

BLOOD LEVEL

You can select the amount of blood spilled during the course of a match. You can also select MAX*, LOW, MEDIUM or turn it OFF completely.

* Default Setting

Options



SOUND

Make volume adjustments to GAME MUSIC, ENVIRONMENT, ANNOUNCER, EFFECTS and FIGHTER SPEECH. Press the directional button \uparrow or \downarrow to highlight an option, then press \leftarrow or \rightarrow to adjust audio levels.

CONTROLLER

The Controller Setup menu allows you to configure the controller the way you like. Press the directional button \uparrow or \downarrow to highlight an action button on the menu, then press the button you'd like to use for that action.



As you change buttons, you'll notice changes to other controls. Obviously, you can't use one button for more than one action. You can also turn your controller's Vibration feature ON or OFF.

Repeat this process for all controls, then highlight DONE and press the \otimes button to return to the Options Menu. If you want to start again from scratch, select RESET TO DEFAULT to return controls to the default settings.

If you already have a profile saved, you'll be prompted to save your configuration to a specific profile. Press the \otimes button to bring up the ENTER KODE window, then enter the Kode for the desired profile. The configuration will load whenever you load that profile.

ADJUST DISPLAY

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



FIGHTER SELECTION

At the Fighter Selection screen, press the directional button **↑**, **↓**, **←** or **→** to highlight an available fighter. Player 1 selects using the Red selection box, Player 2 uses the Blue.

The fighter's name and attributes appear on-screen. Locked fighters are darkened out until they're unlocked.



To unlock fighters, you'll need to accumulate Kurrency by winning matches, then go to the Krypt to make purchases (see **KRYPT**, pg. 8). When you've highlighted a fighter, press the **X** button to make your selection.

To randomly select a fighter, press the directional button **↑** and the **X**, **START** or **SELECT** button. If the profile you're using has unlocked alternate outfits, you can make a selection by pressing the **START** button rather than the **X** button.

LOAD PROFILE

If you've created a Profile (see **CREATE PLAYER PROFILE**, pg. 9), you can load it here, and save fight results to your profile. Press the **L1** button to bring up the Enter Kode window. Enter your Kode. If it's entered correctly, your profile name will be displayed. If you change your mind about loading your profile, press the **L1** button again to unload it.

HANDICAP

The handicap option allows you to handicap your match. This means you can reduce amount of Health that your fighter has at the start of a round in order to give a weaker opponent a more competitive match. Press the **L2** button to display the Handicap window. Press the directional button **←** or **→** to adjust the handicap's percentage. Your fighter's Health will then be adjusted for the next match only. You can choose a value between 100% (full Health) and 10%.

WAGERING

If two players have saved profiles with Kurrency, they can bet Koins on a Versus mode match. At the Fighter Selection screen, both players load their profile, then press the **R2** button to view the wager screen. Next, decide the type of Koin to bet, and the amount (note: you can only bet the type and amount of Koin you have saved in your profile). The amount being bet is then instantly removed from each player's profile.

After the fight, the winner gets credited with the Koin amount won. **IMPORTANT:** If the match is ended before it's completed (like quitting from the Pause menu), both players lose the Koin amount wagered.

IN THE ARENA

Round
Timer



Combo %

Victory Skulls

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 match and is declared the victor.

COMBO %

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.

IN THE ARENA

Fighter Health Bars



Fighting Styles

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.

FIGHTING STYLES

Mortal Kombat: Deadly Alliance includes three FIGHTING STYLES per fighter. Press the **L1** button during any match 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 currently using.

FATALITIES

Each Fighter has a unique fatality attack. If you struck the final blow in the match, you'll hear "FINISH HIM". At this point, a specific combination of button presses and the directional buttons will initiate a Fatality. Mortal Kombat: Deadly Alliance Fatalities can be found on the Internet or with a little experimentation on your part.

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 and type of Koins the match is worth.

The TIME displayed top/left of the screen is the cumulative amount of fight time for your victories. Each match will get more difficult than the last, so the DIFFICULTY percentage is also displayed.

MINI GAMES

Mini Games appear occasionally for a change of pace. You'll either test your concentration with "TEST YOUR SIGHT" or your fight strength with "TEST YOUR MIGHT". While playing Mini Games, follow on-screen and audio instructions to play the game.

To Play "Test Your Sight", you'll be shown a MK Medallion. Keep an eye on the cup that covers the medallion as it's shuffled. When the shuffling stops, controller buttons appear on-screen, displaying how to select the correct cup.

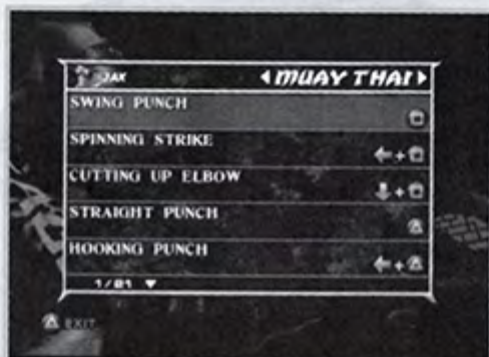
While playing "TEST YOUR MIGHT" mini games, you'll need to complete the objective before the Timer runs out. Press the controller buttons really fast to build up the Fighter Strength Meter, then press the **R2** button to break the object.



Fighter
Strength Meter

MOVES LIST

Discovering and learning fighter moves are a very important part of the game. 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 three fighting styles and special moves, then press **↑** or **↓** to scroll through all the moves for that style. You can also scroll moves pages quickly by using the **R1** and **L1** buttons.

The Moves List is available in all game modes, including PRACTICE.



"I can no longer stand idly by and watch this evil consume the world. I have relinquished my status as Elder God to return to Earth and to lead you all to battle against our old adversaries. We must act now. We must stop this Deadly Alliance!"

- The words of Raiden

THE FIGHTERS



KENSHI

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

BO' RAI CHO

Master Bo' Rai Cho becomes a teacher once more and trains warriors to combat Quan Chi and Shang Tsung.



CYRAX

The ninja cyborg, Cyrax, is stranded in Outworld after an attack from a lizard creature destroyed his link to Earthrealm. Nitara has offered to return him to Earthrealm...In exchange for his assistance.

DRAHMIN

The Netherealm Oni, Drahmin, has aided Quan Chi in his escape from the Netherealm.



FROST

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

HSU HAO

A slave to duty, the Red Dragon clan member, Hsu Hao, has destroyed the Special Forces' ability to traverse into Outworld.



THE FIGHTERS



JAX

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



JOHNNY CAGE

Dissatisfied with his current movie project, Johnny Cage leaves the set to join Raiden in a fight to save Earthrealm.



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.



KITANA

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



KUNG LAO

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



LI MEI

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

THE FIGHTERS



MAVADO

The Red Dragon leader, Mavado, has been offered a chance to fight Kano in return for his assistance in killing a spy in Outworld.



NITARA

The Vampire Nitara searches for the artifact that will separate her realm from Outworld.



QUAN CHI

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



RAIDEN

Raiden has seen the devastation to come. He has relinquished his status as Elder God and now returns to Earthrealm to garner support against the coming storm.



REPTILE

In his search of a master, the ever-changing Reptile now pledges his obedience to the manipulative Vampire, Nitara.



SCORPION

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

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.

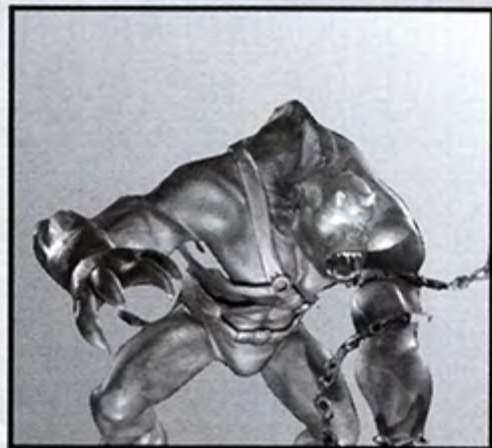
SONYA BLADE

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



SUB-ZERO

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



MOLOCH (END BOSS)

The Oni, Moloch, has ventured from his homerealm into Outworld through a portal opened by the sorcerer Quan Chi. His lust for mortal flesh will soon be awakened.



THE KRYPT

As you open coffins, cross out the corresponding text below, so you can keep track of the coffins you've purchased.

ZA	ZB	ZC	ZD	ZE	ZF	ZG	ZH	ZI	ZJ	ZK	ZL	ZM
YA	YB	YC	YD	YE	YF	YG	YH	YI	YJ	YK	YL	YM
XA	XB	XC	XD	XE	XF	XG	XH	XI	XJ	XK	XL	XM
WA	WB	WC	WD	WE	WF	WG	WH	WI	WJ	WK	WL	WM
VA	VB	VC	VD	VE	VF	VG	VH	VI	VJ	VK	VL	VM
UA	UB	UC	UD	UE	UF	UG	UH	UI	UJ	UK	UL	UM
TA	TB	TC	TD	TE	TF	TG	TH	TI	TJ	TK	TL	TM
SA	SB	SC	SD	SE	SF	SG	SH	SI	SJ	SK	SL	SM
RA	RB	RC	RD	RE	RF	RG	RH	RI	RJ	RK	RL	RM
QA	QB	QC	QD	QE	QF	QG	QH	QI	QJ	QK	QL	QM
PA	PB	PC	PD	PE	PF	PG	PH	PI	PJ	PK	PL	PM
OA	OB	OC	OD	OE	OF	OG	OH	OI	OJ	OK	OL	OM
NA	NB	NC	ND	NE	NF	NG	NH	NI	NJ	NK	NL	NM
MA	MB	MC	MD	ME	MF	MG	MH	MI	MJ	MK	ML	MM
LA	LB	LC	LD	LE	LF	LG	LH	LI	LJ	LK	LL	LM
KA	KB	KC	KD	KE	KF	KG	KH	KI	KJ	KK	KL	KM
JA	JB	JC	JD	JE	JF	JG	JH	JI	JJ	JK	JL	JM
IA	IB	IC	ID	IE	IF	IG	IH	II	IJ	IK	IL	IM
HA	HB	HC	HD	HE	HF	HG	HH	HI	HJ	HK	HL	HM
GA	GB	GC	GD	GE	GF	GG	GH	GI	GJ	GK	GL	GM
FA	FB	FC	FD	FE	FF	FG	FH	FI	FJ	FK	FL	FM
EA	EB	EC	ED	EE	EF	EG	EH	EI	EJ	EK	EL	EM
DA	DB	DC	DD	DE	DF	DG	DH	DI	DJ	DK	DL	DM
CA	CB	CC	CD	CE	CF	CG	CH	CI	CJ	CK	CL	CM
BA	BB	BC	BD	BE	BF	BG	BH	BI	BJ	BK	BL	BM
AA	AB	AC	AD	AE	AF	AG	AH	AI	AJ	AK	AL	AM

MY PROFILE NAME

MY SECRET KODE

ZN	ZO	ZP	ZQ	ZR	ZS	ZT	ZU	ZV	ZW	ZX	ZY	ZZ
YN	YO	YP	YQ	YR	YS	YT	YU	YV	YW	YX	YY	YZ
XN	XO	XP	XQ	XR	XS	XT	XU	XV	XW	XX	XY	XZ
WN	WO	WP	WQ	WR	WS	WT	WU	WV	WW	WX	WY	WZ
VN	VO	VP	VQ	VR	VS	VT	VU	VV	VW	VX	VY	VZ
UN	UO	UP	UQ	UR	US	UT	UU	UV	UW	UX	UY	UZ
TN	TO	TP	TQ	TR	TS	TT	TU	TV	TW	TX	TY	TZ
SN	SO	SP	SQ	SR	SS	ST	SU	SV	SW	SX	SY	SZ
RN	RO	RP	RQ	RR	RS	RT	RU	RV	RW	RX	RY	RZ
QN	QO	QP	QQ	QR	QS	QT	QU	QV	QW	QX	QY	QZ
PN	PO	PP	PQ	PR	PS	PT	PU	PV	PW	PX	PY	PZ
ON	OO	OP	OQ	OR	OS	OT	OU	OV	OW	OX	OY	OZ
NN	NO	NP	NQ	NR	NS	NT	NU	NV	NW	NX	NY	NZ
MN	MO	MP	MQ	MR	MS	MT	MU	MV	MW	MX	MY	MZ
LN	LO	LP	LQ	LR	LS	LT	LU	LV	LW	LX	LY	LZ
KN	KO	KP	KQ	KR	KS	KT	KU	KV	KW	KX	KY	KZ
JN	JO	JP	JQ	JR	JS	JT	JU	JV	JW	JX	JY	JZ
IN	IO	IP	IQ	IR	IS	IT	IU	IV	IW	IX	IY	IZ
HN	HO	HP	HQ	HR	HS	HT	HU	HV	HW	HX	HY	HZ
GN	GO	GP	GQ	GR	GS	GT	GU	GV	GW	GX	GY	GZ
FN	FO	FP	FQ	FR	FS	FT	FU	FV	FW	FX	FY	FZ
EN	EO	EP	EQ	ER	ES	ET	EU	EV	EW	EX	EY	EZ
DN	DO	DP	DQ	DR	DS	DT	DU	DV	DW	DX	DY	DZ
CN	CO	CP	CQ	CR	CS	CT	CU	CV	CW	CX	CY	CZ
BN	BO	BP	BQ	BR	BS	BT	BU	BV	BW	BX	BY	BZ
AN	AO	AP	AQ	AR	AS	AT	AU	AV	AW	AX	AY	AZ

KREDITS

MORTAL KOMBAT DEADLY ALLIANCE TEAM

GAME DESIGN & TEAM LEADER

Ed Boon

SOFTWARE

Mike Boon, Alan Villani, Todd Allen, Nigel Casey, Nick Shin, Alexander Barrentine, Robert Blum, John Nocher, Ed Boon, Jay Biondo, Jim Terdina, Jim Bulvan & Jon Greenberg

BACKGROUND DESIGN & MODELING

Tony Goskie, Mike Taran & Shawn Cooper

CHARACTER DESIGN & MODELING

Luis Mangubat, Herman Sanchez, Steve Beran, Alan Ditzig & Karl Patton

MOTION CAPTURE & ANIMATION

John Vogel, Carlos Pesina, Chuck Ghislandi, Tony Zeffiro & Steve Beran

PRODUCER

John Podlasek

ASSISTANT PRODUCERS

Paulo Garcia & Brian LeBaron

SOUND EFFECTS & MUSIC

Dan Forden, Rich Carle & Vince Pontarelli

PROGRAMMING SUPPORT

Steve Anichini, Edward Keenan, James Singer & Rob Martino

MOTION CAPTURE & ANIMATION SUPPORT

Jeff Baker, Brian Wright & Alan Cruz

ADDITIONAL GRAPHICS

Taaron Silverstein, Katie Diebold, Charles Ernst, Andy Konieczny, Rich Markese, Ryan Rosenburg, Tony Goskie
Mike Taran, Steve Beran & Herman Sanchez

STORYLINE

John Vogel & Alexander Barrentine

OPENING FMV

Chad Greene, Dano Buendia, Sam Crider, Laura Grieve, Annmarie Koenig, Pav Kovacic, Thom Miecznikowski, Dave Mueller, Adam Norton & Jim Rohn

MOTION CAPTURE TALENT

Carlos Pesina, Tom Lowell, Tobiasz Daszkiewicz, Rich Divizio, Sean Grosvenor, Mi Jung Jang, Sameer Karim, Camella Morris, Pek Pongpaet, Larry Tankson, Yamell Torres, John Vogel & Erik Zich

KREDITS

TESTING MANAGEMENT

Loren Gold, Rob Sablan & Dan Wagner

LEAD PRODUCT ANALYSTS

Dave Casso, Andrew Nguyen, Art Fernandez & Virgil Abad

TECHNICAL STANDARDS ANALYSTS

Adrian Castenada, Jason Calvin, Ghyan Koehne,
Rick Blair, Adam Bailey & Ray Mitchell

PRODUCT ANALYSTS

Francisco Aldana, Francis Brooke, Ray DeGuzman, Eddie Ferrier,
Adam Hernandez, Robb Schoenbacher, Eric Wackerfuss, Warren Wilkes,
Peter Briones, Mathew Byrd, Brian Cassi, Eric Cho, Jason Mueller, Ben Nicolas,
Josh Palmer, John Ricchio, AJ Briones, Randy Caymo, Tony Drake,
John (Greg) Ranz, Ulysses Forosan, Carl Hidalgo, Adam Spivey, Eric Spoor,
Rick Waibel, Punn Wiantrakoon, Brian Bumlaio, Guy Chapman, Ben Cole,
Jonathan Eng, Shane Englefield, Richard Phim, Nick Rodney,
Josh Stacey, Richard Vrtis & Travis Zander

MIDWAY MANAGEMENT

Neil Nicastro, Ken Fedesna & Matt Booty

CREATIVE MEDIA

Rigo Cortes, Max Crawford, Christian Munoz, Jack O'Neill, Bill O'Neill,
Chris Skrundz, Beth Smukowski, Jim Tianis, Christa Woss & Larry Wotman

MIDWAY LEGAL

Debbie Fulton, Michael Burke, Cory Halpern & Robert Gustafson

MARKETING

Helene Sheeler, Lawrence Smith, Randy Severin,
Marci Ditter & Christa Wittenberg

CREATIVE SERVICES - SAN DIEGO

Debbie Austin, Jon Mongelluzzo, Matt Schiel,
Sally Nichols, Chris Vine & Ron White

ADDITIONAL THANKS

Nick Choles, Steve Booth, Shaun Himmerick, Mark Gruber, Cary Mednick,
Joel Seider, Samuel Peterson, Sal Divita, Karen Greenip,
& Essie Taylor, Chinese Martial Arts.

We also want to thank all our friends and family who put up
with the many late nights and weekends.

COMING FALL 2002

HAVEN

CALL OF THE KING™



Mild Violence

Haven: Call of the King © 2002 Midway Home Entertainment Inc.
All rights reserved. MIDWAY and the Midway Logo are registered trademarks of Midway Amusement Games, LLC. Used by permission.
Haven: Call of the King is a trademark of Midway Home Entertainment Inc.

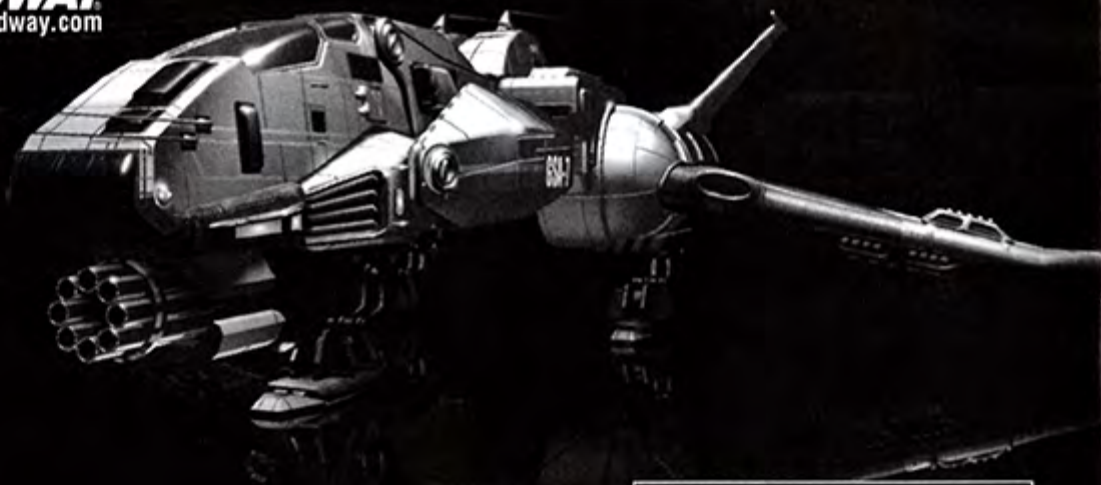
 **MIDWAY**
www.midway.com



DEFENDER

SAVING THE HUMAN RACE

 **MIDWAY**
www.midway.com



Violence

Defender © 2002 Midway Amusement Games, LLC. All Rights Reserved. DEFENDER, MIDWAY and the Midway logos are registered trademarks of Midway Amusement Games, LLC. Used by permission. Developed by California Seven Studios, Inc. Distributed under license by Midway Home Entertainment Inc.



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.
675 Sycamore Dr.
Milpitas, Ca 95035
www.midway.com

Midway Customer Support
(408) 473-9499
10:00am - 6:30pm / Central Time
Monday - Friday
Automated help line open 24 hours a day

ADEMA

INSOMNIAC'S DREAM

Also available:



**PARENTAL
ADVISORY**
EXPLICIT CONTENT

**STRONG LANGUAGE
VIOLENT CONTENT**

**New Enhanced EP includes
7 new, live & remixed tracks,
plus 3 videos!**

Features "Immortal" song & music video
from the new **Mortal Kombat®:
Deadly Alliance™** video game
+ "Nutshell" & "Shattered"

...also includes remixes of ADEMA's hits
& a special live track
"Do What You Want to Do"

ademaonline.com arista.com **ARISTA**
© 2002 Arista Records, Inc., a unit of BMG Entertainment

Midway Home Entertainment Inc., 675 Sycamore Drive, Milpitas, CA 95035.
Mortal Kombat: Deadly Alliance © 2002 Midway Amusement Games, LLC. All rights reserved. MORTAL KOMBAT,
DEADLY ALLIANCE, the dragon logo, MIDWAY, the Midway logos and all character names are trademarks of
Midway Amusement Games, LLC. Used by permission. Portions of this software are Copyright 1998-2001 Criterion
Software Ltd. and its Licensors. Distributed under license by Midway Home Entertainment Inc.
Licensed for play on the PlayStation 2 computer entertainment systems with the NTSC UIC designation only.
"PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings
icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS
SOFTWARE IS COMPATIBLE WITH PLAYSTATION 2 CONSOLES WITH THE NTSC UIC DESIGNATION. U.S.
AND FOREIGN PATENTS PENDING. U.S. AND FOREIGN PATENTS PENDING.

MIDWAY