

**⚠ WARNING** Before playing this game, read the Xbox 360® console and accessory manuals for important safety and health information. Keep all manuals for future reference. For replacement console and accessory manuals, go to [www.xbox.com/support](http://www.xbox.com/support).

**Important Health Warning About Playing Video Games**

**Photosensitive seizures**

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these “photosensitive epileptic seizures” while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

**ESRB Game Ratings**

The Entertainment Software Rating Board (ESRB) ratings are designed to provide consumers, especially parents, with concise, impartial guidance about the age-appropriateness and content of computer and video games. This information can help consumers make informed purchase decisions about which games they deem suitable for their children and families.

ESRB ratings have two equal parts:

- **Rating Symbols** suggest age appropriateness for the game. These symbols appear on the front of virtually every game box available for retail sale or rental in the United States and Canada.
- **Content Descriptors** indicate elements in a game that may have triggered a particular rating and/or may be of interest or concern. The descriptors appear on the back of the box next to the rating symbol.



For more information, visit [www.ESRB.org](http://www.ESRB.org).

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# KONTROLS



## MOVES LISTS

During the game, press **Y** to view the Pause Menu. Select **Move List** from the Pause Menu to view the list of moves for the character you're currently using. Press **A** to view the Super Moves List.



# MAIN MENU

## ONE PLAYER

### ARCADE

Go straight to the Character Selection Screen and choose your fighter. Once you've made your choice, you'll enter a ladder selection screen.



### PRACTICE

From the Practice Character Selection Screen, highlight the fighter you'd like to use then press **A**.



There's no timer. A practice opponent's Health Bar will refill automatically when drained. Controller buttons appear on-screen as you press them, so you can learn button combinations that produce certain moves. During practice, press **Y** to view the several options within the Pause Menu. These options can be used to customize your practice session:

- **AI Options** let you adjust how your practice opponent fights.
- **Practice Options** allow you to toggle HUD elements and other features within the fighting arena On or Off.
- **Advanced Training** allows you to hone your skills with your favorite characters by performing increasingly difficult combos scripted by the Mortal Kombat designers. Test your might!

## STORY

Experience the *Mortal Kombat vs. DC Universe* Story Mode. You can choose to play through Story Mode from either the perspective of the DC Universe or the MK universe.

## TWO PLAYER

You and a friend choose a fighter and go to battle. Prior to selecting a character, you can press **Y** to view the Select An Arena screen. Once you choose an arena, you'll return to the Character Selection Screen where you and a friend can choose characters and begin your match.

# XBOX LIVE®

## XBOX LIVE

Xbox LIVE® brings more of the entertainment you love right to your living room. Raise the curtain on your own instant movie night with thousands of HD movies, TV shows, and videos downloaded in a snap from Xbox LIVE and Netflix. Find the perfect game for any player with a free trial of hundreds of titles from the largest library available. With downloadable Game Add-Ons like maps, songs, weapons and levels, you'll get more out of every game by putting more into it. And don't forget to connect and play with friends wherever they happen to be. With Xbox LIVE, your fun never ends.

## CONNECTING

Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member. For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to [www.xbox.com/live/countries](http://www.xbox.com/live/countries).

## FAMILY SETTINGS

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the Xbox LIVE service. And set time limits on how long they can play. For more information, go to [www.xbox.com/familysettings](http://www.xbox.com/familysettings).

# XBOX LIVE®

## RANKED MATCH

This type of match will allow you to play a match against players throughout the Xbox LIVE network. Your game stats and results will count toward MK vs. DCU rankings on Xbox LIVE.



## PLAYER MATCH

A Player Match is just like a Ranked Match, but your stats and results will not count toward MK vs. DCU rankings.

## PRIVATE MATCH

Set up a match with a specific person on Xbox LIVE.

## JOIN ROOM

Join an existing room to find a match. When you select this option, Xbox LIVE will look for existing rooms. Once a room is displayed, controls to navigate the room are available at the bottom of the screen. Use them to review, interact and select from the list of players.

## CREATE ROOM

Create a room and setup a match that others can join. Spell out the name of the room you want to create, then select **Done**. Once created, the room will be displayed. Controls to navigate the room are displayed at the bottom of the screen. Use them to review, interact and select from the list of players.

## USER STATISTICS

View your Xbox LIVE accumulated statistics.

## LEADERBOARDS

Take a look at the leaders to see where you stand. This is a list of your stats, as well as the people around you. Press the D-pad **▲** or **▼** to highlight names. Xbox 360 Controller buttons displayed below offer several other options for browsing the Leaderboard stats.

## NOTE

Only Ranked Match stats are tracked and saved to the Leaderboards.



# EXTRAS & OPTIONS

## EXTRAS

### BIOGRAPHIES/CHARACTER VIEWER

View character biographies for each of the fighters in *Mortal Kombat vs. DC Universe*.

### ARCADE ENDINGS VIEWER

View the endings to the arcade ladders for each character.

### KREDITS

View the names of those who worked tirelessly to bring you *Mortal Kombat vs. DC Universe*.



## OPTIONS

### CONTROLLER

Default controls are displayed. You can, however, modify the game controls the way you like. Press the D-pad  $\uparrow$  or  $\downarrow$  to highlight a control, then press the new button you'd like to control that function. Do this for any controls you want to change, then select **Accept** to save the changes.

#### Vibration

Select **Yes** or **No** to turn the controller's vibration feature on or off.

# OPTIONS



## GAMEPLAY

### Kombat CPU

Choose from **Very Easy**, **Easy**, **Medium**, **Hard** or **Very Hard** 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

You can change the round time for a specific match, or you can simply turn the Timer Off.

### Blood

Turn the game's blood setting on or off.

## AUDIO

Make volume adjustments to game **Music**, **Effects**, **Announcer** and **Environment**. Highlight an option, then press the D-pad  $\leftarrow$  or  $\rightarrow$  to adjust audio levels.

## VIDEO

Highlight an option, then press the D-pad  $\leftarrow$  or  $\rightarrow$  to adjust the game's **Contrast**, **Gamma** and **Brightness** levels.

## STORAGE DEVICE

Select whether to save game data to the hard disk or memory unit.

# FIGHTING HUD



## 1. HEALTH BARS

Health Bars in the upper portion of the screen measure each fighter's diminishing Health. They begin each round at 100%, but the amount of Health is reduced with each blow taken. When a fighter's Health Bar is depleted, the round goes to the opponent.

## 2. ROUND TIMER

Each round has a Round Timer (by default). If the time is up before either fighter has been defeated, the warrior with fewer injuries wins.

## 3. 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.

## 4. COMBO % METER

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.

## 5. RAGE METER

Two yellow Rage Bar segments are located under the Health Bar. They indicate your fighter's amount of built up Rage (see **Rage Mode**, pg. 13).

## 6. RAGE BREAKER

As your Rage Bar builds past the segment divider, a Lightning Bolt appears under the bar. You can now do one Breaker (see **Rage Mode**, pg. 13).

# KLOSE KOMBAT



"Klose Kombat" is triggered by standing near an opponent and pressing **RB** or by pressing **B** and **Y** simultaneously.

Once Klose Kombat is triggered, the camera zooms in tight to provide a more intense view of the action. The player activating Klose Kombat is the aggressor and can perform a series of attacks using the four face buttons, with each attack targeting a specific part of the victim. The victim can dodge and "Kounter" these attacks by performing an Evade. Evades can be initiated by quickly matching the aggressor's button presses displayed on-screen.

The aggressor can continue attacking until the maximum number of hits have been performed, the Klose Kombat timer expires or the victim successfully executes a "Kounter."

# FREE FALL KOMBAT



On many backgrounds Free Fall Kombat can be triggered by landing powerful attacks near the edge of designated Free Fall Kombat zones. Similar to Klose Kombat, the player initiating Free Fall Kombat is the aggressor and can attack the victim using the four face buttons.

During Freefall, the victim has the ability to Kounter a move and become the aggressor by matching the attacker's button choice displayed on-screen. A successful "Kounter" will cause the players to switch positions. The victim now has become the aggressor! Positions can change multiple times during a single Freefall Transition, concluding with the player on top performing a powerful stomp attack upon impact.

Also present during Free Fall Kombat is the Super Move meter. This meter fills as the aggressor lands attacks successfully. After a series of consecutive blows have landed, the meter will denote that a Super Move may be performed by pressing **RB**. Not activating a Super Move immediately will afford the aggressor the chance to rack up more damage, but he will be at greater risk of a Kounter!

# TEST YOUR MIGHT



"Test your Might" events occur in arenas that contain horizontal (not vertical) transitions and are initiated in the same manner as Free Fall Kombat.

Once the attacker has started a Test Your Might sequence, a meter appears at the top of the screen. This meter determines the amount of damage that the attacker has inflicted on the victim throughout the event.

Both players must rapidly press all buttons as fast as possible, with the attacker hoping to increase the maximum damage and the victim attempting to minimize it. This tug-of-war is represented by the sliding bar on the Test Your Might Meter. In the center of the meter, there is no bonus or reduction in damage. If the bar slides toward the attacker, increased damage is displayed. Moving toward the victim's side denotes a reduction in damage.

A skull symbol appearing on the meter warns the victim of the Test Your Might sequence that their Health Bar will be fully depleted at the end of the event!



# RAGE MODE



Each player has a smaller, yellow bar located under their Health Bar indicating their current amount of built up Rage.

This Rage Meter is divided into two segments. Rage is accrued by taking damage, having your opponent block attacks and by performing certain Supermoves during a battle

Filling up one section of the Rage Meter will display a Lightning Bolt symbol, indicating that a Kombo Breaker is available. Pressing Toward + Block while being attacked will perform a Kombo Breaker and deplete the meter by one section. A maximum of two Kombo Breakers can be stored at any one time.

With both sections of the Rage Meter filled, you can enter Rage Mode by pressing **T** and **B** simultaneously. While in Rage mode, the meter will deplete rapidly.

## Rage Mode Advantages

- Your fighter is possessed by the fury of the Kombat Rage and can absorb several consecutive attacks before being interrupted. However, the raged player still takes normal damage!
- Your fighter's attacks will break through the opponent's block if they attempt to block several attacks in succession.

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# NOTES

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**HEROES OR VILLAINS?**  
WHY CHOOSE ONE WHEN YOU CAN BE BOTH?



XBOX 360

XBOX LIVE



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XBOX 360

XBOX LIVE

HARMONIX



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