



<http://www.replacementdocs.com>

LIVE™ ONLINE ENABLED

MORTAL KOMBAT®

ARMAGEDDON™



 MIDWAY
AG

Warning

Safety Information

About 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 sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing 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.

Other Important Health and Safety Information The Xbox Instruction Manual contains important safety and health information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be safely played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

Table of Kontents

Kontrols	3
Main Menu	4 - 10
Kombat	4
Kreate a Fighter	5
Konquest	5 - 6
Motor Kombat	7
Xbox Live®	7
The Krypt	7
Extras	7
Profiles	8
Options	9 - 10
Fighter Selection	11
The Kombat HUD	12 - 13
Xbox Live®	14 - 15
Kredits	16 - 18
Win/Loss Records	19 - 20
Warranty	22

Kontrols

Kombat Mode

KONQUEST MODE

Motor Kombat

Style Change SPECIAL + BUTTON

Reverse
L trigger

Move Fighter
MOVE TAVEN
Steer

Pause
Game

Move
Fighter/
Navigate
Menus

CAMERA
MOVEMENT
◀ Bump Left
▶ Bump Right

Block/Ground Stall
BLOCK/ROLL (+ button)

Accelerate
R trigger

Attack 1
PUNCH
Bump Left

Attack 2
UPPERCUT
Rear View

Attack 4
THROW
Bump Right

Attack 3
KICK
Special Attack

Grab Arena
Weapon
RELICS

Throw
MAP
Voice

FAST GETUP

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

Saving

Mortal Kombat: Armageddon includes a Player Profile and Krypt feature (see **Profiles**, pg. 8). The game's Autosave feature will automatically save to the hard disk 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, as long as you have previously saved MKA data. When you make changes to the default settings for any of the areas within the "Options" menus, these changes will be automatically saved.

Main Menu



Kombat

At the Main Menu, highlight the option you'd like to select, then press the **A** 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 **B** button to join in. You'll then go to the Fighter Selection Screen (see **Fighter Selection**, pg. 11). 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. 7).

VERSUS

Select this option to play against a friend (or enemy). You'll go right to the Fighter Selection Screen (see **Fighter Selection**, pg. 11).

Press the **B** button to view the Arena Selection option. Press the D-pad **◀** or **▶** to cycle through available arena backgrounds. When you find the arena you want to use, press the **A** 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 **A** 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 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 is a useful 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 **A** button to select it or make color changes. You can then use the **A** button access other attributes, then make more selections to make changes to your fighter. Pull the **B** trigger and **L** trigger 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 pull the **L** trigger to activate Taven's special moves, a control display will appear. 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, 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 **A** button to kick it open.



Once you've collected the Map, you can press the **O** 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 RELICS

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

Motor Kombat

Motor Kombat lets you take your favorite 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 D-pad **Left** or **Right** to cycle the available tracks. Press the **A** button to select. At the Player Select screen, each player will need to press the **O** button to access the characters. Press the D-pad **Left** or **Right** to cycle through the characters, then press the **A** button to select. When playing Motor Kombat online, click the right thumbstick for PTT chat.

Main Menu

GREEN PICKUPS

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

RED PICKUPS

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

Xbox Live

Play Mortal Kombat: Armageddon online against numerous komatants. For more information, see **MK Online**, pg. 14 - 15.

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, Endings, Production Art, Movies and Photos. Other times you'll find something small -- or absolutely nothing.

Before you can enter The Krypt, you must enter your saved player Kode created using the Player Profile option (see **Profiles**, pg. 8). The Krypt can only be accessed if you're Profile is loaded.

Once you've entered The Krypt, press the D-pad **↑**, **↓**, **←** or **→** to move from slot to slot. Note the displayed cost of each slot, then press the **A** button to open it. To move from wall to wall, pull the **L** trigger or **R** trigger. 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.

Spy Hunter®: Nowhere to Run™

This is a sneak peak video of Midway's latest Spy Hunter game.

John Woo Presents Stranglehold™

This is a sneak peak video of one of Midway's most anticipated games for 2007.

Blitz®: The League™

View a sneak peak video of Midway's upcoming Blitz: The League game on Xbox 360™.



Main Menu

Profiles

You can create a Player Profile and earn Koins to purchase items in The Krypt (see The Krypt, pg. 7). 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 **A** 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 **A** 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 D-pad **←** or **→** to select the appropriate slot, then press the **A** 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 D-pad **←** or **→** to select saved Profiles (if you have more than one).

DELETE PROFILE

Press the D-pad **←** or **→** to select saved Profiles, then press the **X** button to delete Profiles you no longer want.

LOAD PROFILE

Pull the **L** trigger, enter the Kode, and select a Profile.

Main Menu

Options

On all Options menus (other than Controller) highlight an option, then press the D-pad  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 D-pad  or  to adjust audio levels.

VIDEO

Contrast and Brightness

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



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, and 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  button.

Repeat this process for all controls, then highlight Done and press the  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  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 **A** 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.

ALTERNATE CHARACTER SELECT

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

SELECT AN ARENA (VERSUS & PRACTICE MODE ONLY)

At the Fighter Selection screen, press the **Y** button to display the Select an Arena option. Press the D-pad **Left** or **Right** to choose an arena.

Load Profile

If you've created a Profile (see **Profiles**, pg. 8), you can load it to save fight results to your Profile. Pull the **L** trigger 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, pull the **L** trigger again, then press the **O** 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 **X** button to display the Handicap window. Press the D-pad **Left** or **Right** 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 **Y** 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 komatant 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. Pull the **L** trigger 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.

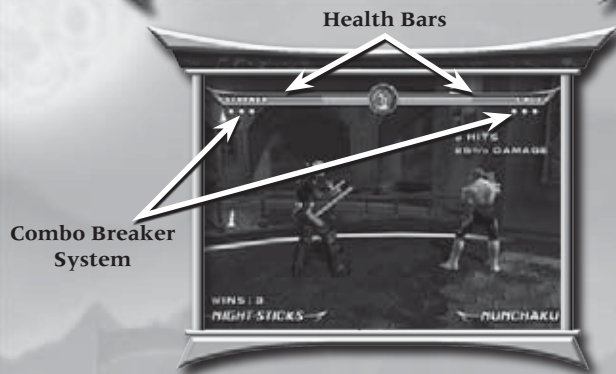
HEALTH BARS

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 (**R** trigger + Away on the D-pad) 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 D-pad 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 **○** button to view the Pause Menu. Select **Moves List** to view the moves for your character. Press the D-pad **◀** 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.

Xbox Live

TAKE MORTAL KOMBAT: ARMAGEDDON THE BOX

Xbox Live is a high-speed or broadband Internet gaming community where you can create a permanent gamer identity, setup a Friend's List with other players, see when they're online, invite them to play and talk to them in real-time as you play.

CONNECTING

Before you can play **Mortal Kombat: Armageddon** on Xbox Live, you need to connect your Xbox console to a high-speed or broadband Internet connection and sign up for the Xbox Live service. To determine if Xbox Live is available in your region and for information about connecting to Xbox Live, see www.xbox.com/connect and select your country.

SIGNING IN

Before you can access Xbox Live, you'll need an Xbox Live Gamertag. Consult your Xbox Live documentation for instructions on creating a Gamertag. Gamertags are obtained when you create an Xbox Live account. They can be read from your hard drive or a memory unit.

Press the **Ⓐ** button to go to the Xbox Live Sign In screen. Once you're there, your Gamertag will be displayed. Highlight your Gamertag, then press the **Ⓐ** button. If your gamertag is Pass code protected, you will then be asked to enter your passcode.

QUICK MATCH

Pick your Style and Xbox Live will look for a game. When a game is found, the Select Controller screen will appear. You can Host a game as the Home Team or join a game as the Away Team.

OPTI-MATCH

An Opti-Match allows you to specify options to ensure your fight is as competitive as you'd like. Xbox Live will then find a player that meets your criteria. Here are the options:

GAME MODE

Select a game mode, **Kombat**, **Motor Kombat** or **Any**.

RANK

Select a player of **Equal**, **Better** or **Worse** ranking.

CONNECTION

Select **Any** connection speed or an **Equal** or **Better** speed.

VIOLENCE

Select a fight of **Max**, **Low**, **Medium** or **Any** level. You can also turn this option **Off** completely.

Xbox Live

ROUND (KOMBAT MODE ONLY)

Choose 1, 2 or Any rounds for your match.

DEATH TRAPS (KOMBAT MODE ONLY)

Turn Death Traps On or Off.

CREATE A MATCH

To create a match, select this option, then select from the letters and numbers to spell out the name of your match. If you like, you can set a password to join the room you've created. To Create a Match, the following options are available:

Game Mode - Choose from **Kombat** or **Motor Kombat**.

Game Type - Create a **Public** or **Friends Only** match.

Violence - Set to **Max**, **Low**, **Medium** or **Any** level.

Death Traps - Turn On or Off (available for **Kombat** only).

Once you've set these options, you'll advance to a pre-game screen to await a challenger.

FRIENDS LIST

Use this option to add your friends' names to a Friends List. When you log on, you can select this option and see if your listed friends are online.

RECENT PLAYERS

View opponents you've recently played. You can choose one of these recent players and invite them to be a Friend or you can send feedback about the match you had.

LEADERBOARDS

Take a look at the **Mortal Kombat: Armageddon** leaders to see where you stand. This is a list of your stats, as well as the people around you. Pull the **L** or **R** triggers to cycle the leaderboard categories. Highlight a category, and press the **O** button to sort.

ONLINE OPTIONS

Appear Online/Offline

Choose whether your gamertag will be displayed for others or not at all.

Voice

You can set audio so it will be heard in your Xbox communicator (**Normal**), through the TV or Off.

CHECK MESSAGES

Text or Voice messages can be viewed or heard using this option. No prompts will be displayed if you have a message, so return to this option frequently to check for messages.

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 Kombat)

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

Jaroslav Gwarnicki, Ed Keenan, Ken Lam, Shawn Liptak, Brian McGroarty,
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

Kredits

Product Analysts

Reggie Banks, Dave Bulvan, Zack Campbell, Jonathon Cooper, Adam Coriglione,
Angelo Cruz, Ivan James, Chris McFadden, James Mosingo, Eric Ranz,
Hector Sanchez, Dion Solano, Trevor Traub, David Turkiewicz, Warren Wilkes,
John Williams & Devon Wilson

Localization Manager

Clermont Matton

Localization Supervisors

Baki Allen & Eric Pochat

Localization Analysts

Leonardo Capezzuto, Steve Farmer, Franklin Najarro & Philip Vodermayr

Submissions Coordinators

Ki Wolf-Smith & Chris Giggins

Midway Management

Scot Bayless, Matt Booty & David Zucker

Marketing & Media Relations

Steve Allison, Reilly Brennan, Tim DaRosa, Mona Hamilton,
Christian Munoz, Greg Mucha & Randy Severin

Midway Legal

Michael Burke, Debbie Fulton, Robert Gustafson & Cory Halpern

Product Development Directors

Martin Murphy, Samuel Peterson, Joel Seider, Chip Sineni & Michael Weilbacher

Creative Services

Ryan Braman, Michael Crawford, Rigoberto Cortes, Stefano Dalu, Gary Gonzales,
Rare Macapayag, Jon Mongelluzzo, Sally Nichols, Jack O'Neill, Bill O'Neil, Matt Schiel,
Chris Skrundz, BethAnn Smukowski, Dimitrios Tianis, James Vogel, Ron White,
Yvonne White-Baptista, Christa Woss & Larry Wotman

Music Composition of the Opening FMV

Jamie Christopherson, Soundelux & Design Music Group

Motion Capture Talent

Carlos Pesina, John Vogel, Tony Zeffiro, Kevin Myers, Pek Pongpaet,
Steven Jones, Camella Pesina & Yi Shi Xiong

Special Thanks

Mike Bilder, Amanda Brook, Scott Callan, Allen Eccles, Brian Eddy, Laura Ford,
Joe Kreiner, Rare Macapayag, Samuel Peterson, Natalie Salzman, Joost Schuur,
Mark Subotnick, David Tapang, Mark Turmell, James Wang & Philip Wilson

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

Win/Loss Records

PLAYER 1

W/L

PLAYER 2

W/L

_____	/	_____	/
_____	/	_____	/
_____	/	_____	/
_____	/	_____	/
_____	/	_____	/
_____	/	_____	/
_____	/	_____	/
_____	/	_____	/
_____	/	_____	/
_____	/	_____	/
_____	/	_____	/
_____	/	_____	/
_____	/	_____	/
_____	/	_____	/
_____	/	_____	/
_____	/	_____	/

Win/Loss Records

PLAYER 1

W/L

PLAYER 2

W/L

_____	/	_____	/
_____	/	_____	/
_____	/	_____	/
_____	/	_____	/
_____	/	_____	/
_____	/	_____	/
_____	/	_____	/
_____	/	_____	/
_____	/	_____	/
_____	/	_____	/
_____	/	_____	/
_____	/	_____	/
_____	/	_____	/
_____	/	_____	/
_____	/	_____	/
_____	/	_____	/

JOHN WOO PRESENTS
STRANGLEHOLD



Stranglehold © 2007 Midway Amusement Games, LLC. All rights reserved. Stranglehold, MIDWAY, and the Midway logos are trademarks or registered trademarks of Midway Amusement Games, LLC. Used by permission. Midway Amusement Games, LLC and its affiliates do not monitor, endorse or accept responsibility for the content of any non-Midway website. Distributed under license by Midway Home Entertainment 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, mailed postage paid, with proof of purchase, to 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.
Attn: Tech/Customer Support
6755 Mira Mesa Blvd., Suite 123-155
San Diego, Ca 92121

Toll Free: 1-866-588-GAME
9am - 6pm / Pacific Time
Direct: 858-450-8190
Fax: 858-658-9027
Technical & Customer Support at
<http://support.midway.com>

Mortal Kombat® Armageddon™ © 2006 Midway Amusement Games, LLC. All rights reserved. MORTAL KOMBAT, MORTAL KOMBAT ARMAGEDDON, the dragon logo, all character names, MIDWAY and the Midway logo are trademarks or registered trademarks of Midway Amusement Games, LLC. Portions of this software are Copyright 1998-2005 Criterion Software Ltd. and its Licensors. Softec and the CRI Softec logo are trademarks of CRI Middleware Co., LTD. All Rights Reserved. Distributed under license by Midway Home Entertainment Inc.