

THE PIT

MORTAL KOMBAT UNDERGROUND NEWSLETTER

ISSUE #1

GG: 212DU

VOL #1

INTRODUCTION

I gotta make this quick my little Kombatants, before the programmers get wind of my intentions. What follows is the complete exposé on **Mortal Kombat**, the wicked arcade game that will stand the video game world on its head. Right now, Acclaim is working on bringing this gut-busting, chiropractic-spine-twisting game to Super NES, Game Boy, Sega CD, Genesis and Game Gear systems, and I've got the inside track on what's going on.

- Want to know what moves are going be in it? READ ON.
- Want to know if it's true to the arcade? READ ON.
- Want to know who died and made me the boy genius on what Acclaim's doing, when no one else can get the straight poop on M.K.?

READ THIS: I WORK HERE! I hang out with the people who are producing the game. I eat lunch with them. We play softball together. Are you getting all this? They tell me things, I tell you. It's that simple and it shouldn't be too tough for you to figure out that I could lose my job over this.

Anyway, that's why I'm stressing. Now that you know I'm eminently qualified for the task, read on and find out just what's happening with the number one arcade slice-em and dice-em sensation. Just do me one favor? Don't tell anyone you heard from me, o.k.? Call me eccentric, but I happen to like to be able to eat on regular basis and my job lets me do just that. Sit down, pay attention and read on.

Here comes Mortal Kombat.

KOMBAT KODE NAME: ABACABB

KOMBAT KONTENTS



10 Most Asked Questions about Mortal Kombat



Building the Perfect Beast

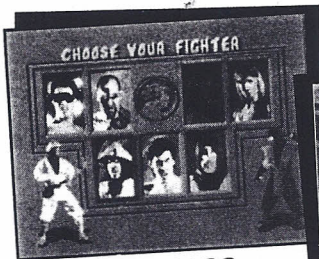


Profiles in Kombat

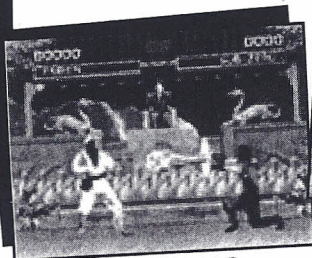


Mortal Monday
September 13TH
AND MORE...

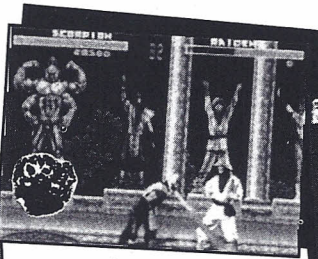
MORTAL KOMBAT QUICK-KICKS



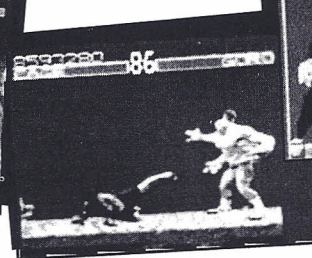
Super NES



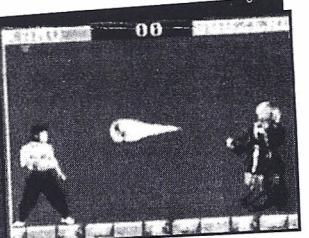
Super NES



Genesis



Game Gear



Game Boy

NAME: MORTAL KOMBAT

SYSTEMS: SUPER NES, GENESIS, GAME BOY, GAME GEAR and SEGA CD

CONTROL: Will work with any controller out there, including Sega's 6-button controller and Acclaim's new Dual Turbo Wireless Remote System (you're the

first to hear about these hot new controllers).

CHARACTERS: The 16-Bit games feature ALL OF 'EM.

MOVES: ALL OF 'EM and more.

WHEN: MORTAL MONDAY - September 13th! But don't delay, go order yours today and pick up a way cool

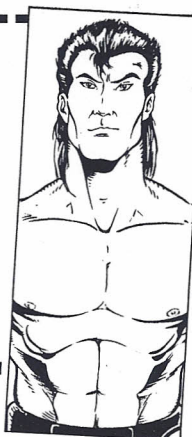
Mortal Kombat Kit just for being the bird of early, man. It has a poster, special Mortal Kombat tips, rub on tattoos, and more.

WHY: If you have to ask, then don't even bother!

PROFILES IN KOMBAT

LIU KANG

AGE: 24
HEIGHT: 5'10"
WEIGHT: 185
HAIR: BLACK
EYES: BROWN
LEGAL STATUS:
CITIZEN OF THE
PEOPLE'S REPUBLIC
OF CHINA
BIRTHPLACE: HONAN
PROVINCE, CHINA
OCCUPATION: SHAOLIN
MONK, FISHERMAN



Once a member of the super-secret White Lotus Society, Liu Kang left the organization in order to represent the Shaolin temples at the tournament. He has entered the tournament expressly to defeat Tsung.

JOHNNY CAGE

REAL NAME: JOHN CARLTON
AGE: 29
HEIGHT: 6'1"
WEIGHT: 200
HAIR: BROWN
EYES: BLUE
LEGAL STATUS:
CITIZEN OF THE
UNITED STATES
OF AMERICA
BIRTHPLACE:
VENICE, CALIFORNIA
OCCUPATION: ACTOR



A martial arts superstar, Cage uses his talents on the big screen. He entered the tournament purely for the publicity it would generate around the world. He is a formidable foe with limber limbs and quick reflexes.

KANO

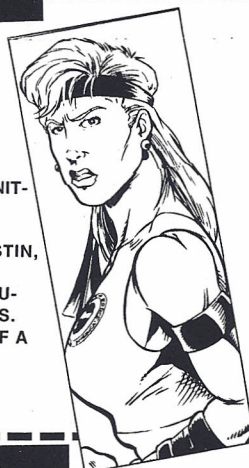
AGE: 35
HEIGHT: 6'
WEIGHT: 205
HAIR: BLACK
EYES: 1 BROWN, 1
INFRA-RED (BUILT INTO
METAL IMPLANT)
LEGAL STATUS:
DEPORTED FROM
JAPAN, WANTED CRIMI-
NAL IN 35 COUNTRIES
BIRTHPLACE:
UNKNOWN
OCCUPATION:
CRIMINAL MEMBER OF
THE BLACK DRAGON
ORGANIZATION



A mercenary, thug, extortionist, thief — Kano lives a life of crime and injustice and is a devoted member of the Black Dragon. He has entered the tournament in order to gain access to and loot Shang Tsung's palace.

SONYA BLADE

AGE: 26
HEIGHT: 5'10"
WEIGHT: 140
HAIR: BLONDE
EYES: BLUE
LEGAL STATUS:
CITIZEN OF THE UNIT-
ED STATES OF
AMERICA
BIRTHPLACE: AUSTIN,
TEXAS
OCCUPATION: LIEU-
TENANT IN THE U.S.
ARMY, MEMBER OF A
SPECIAL PARA-
MILITARY FORCE



A member of a top special forces unit that was tracking Kano's Black Dragon. Ambushed by Tsung's army, Sonya was forced to fight in the tournament to save the lives of her captured comrades.

RAYDEN

AGE: ETERNAL
HEIGHT: 7'
WEIGHT: 350
HAIR: BLACK
EYES: NONE
LEGAL STATUS:
MYSTIC— DOES
NOT APPLY
OCCUPATION:
THUNDER WARRIOR



The name Rayden is actually that of a mystic known as a thunder warrior. He received a personal invitation from Tsung himself and took the form of a human to compete in the tournament and defeat the demon Tsung.

SUB-ZERO

REAL NAME: UNKNOWN
AGE: 32
HEIGHT: 6'2"
WEIGHT: 210
HAIR: BLACK
EYES: BROWN
LEGAL STATUS: NONE.
HOWEVER, HE RESIDES
SOMEWHERE IN CHINA
BIRTHPLACE:
UNKNOWN
OCCUPATION: LIFE
LONG MEMBER OF THE
LIN KUEI, A RARE CLAN
OF CHINESE NINJA



The actual name and origin of this warrior is unknown, but based on his uniform, it is believed he belongs to the Lin Kuei, a legendary clan of Chinese "ninja".

SCORPION

REAL NAME: UNKNOWN
AGE: 32
HEIGHT: 6'2"
WEIGHT: 210
HAIR: BLACK
EYES: VARIES
LEGAL STATUS:
SCORPION IS A
REINCARNATED SPECTER
AND HAS NO LEGAL
STATUS.
BIRTHPLACE: IN
FORMER LIFE—UNKNOWN
OCCUPATION: IN FORMER
LIFE— UNKNOWN
AS SCORPION— A LOST
SOUL BENT ON REVENGE



In his former life, Scorpion was defeated by Sub-Zero. Demons granted his tormented soul the opportunity for revenge, giving him a new body and a Lin Kuei uniform mocking Sub-Zero with its cowardly yellow color.

GORO

AGE: 2000
HEIGHT: 8'2"
WEIGHT: 550
HAIR: BLACK
EYES: RED
LEGAL STATUS:
EARTH— NONE
OUTWORLD— PRINCE
OF KUATAN
BIRTHPLACE: KUATAN,
4TH ASTRAL PLANE OF
SHOKAN, REALM OF
THE OUTWORLD.
OCCUPATION: PRINCE
OF KUATAN, RULER
SUPREME OF
SHOKAN'S ARMIES



A 2000 year-old half-dragon, Goro has remained undefeated for the last 500 years and holds the title of Grand Champion. Goro possesses massive strength and agility and all those who have opposed him have been destroyed.

TOP 10 MORTAL KOMBAT QUESTIONS SUPER NES GENESIS

10. Will there be 2 different versions of the game?

Mortal Kombat for the Super NES will be known as the Competition Edition, while the Genesis version will be the Tournament Edition with Mode A. Only the most rad gamers will be able to access Mode A.

9. Will the home version have variable difficulty levels?

Yes, the difficulty setting will be the same as the arcade game (you may not know it, but the arcade owner has access to a 5-point difficulty setting). The Super NES game will also have a handicap setting to allow two players of different skill to compete on an equal basis. If that doesn't activate your glands, the game will also have a HAND-TO-HAND mode, where all the special moves will be disabled.

8. Will the graphics be intense?

This is Kombat of the most Mortal kind, dudes! And as such, the most exalted and awaited answer is YES! The Genesis, Sega CD and the Super NES version of Mortal Kombat will all have incredibly detailed graphics!

7. Is a special controller being planned?

Mortal Kombat for Sega Genesis and Sega CD will be compatible with the new 6-button controller and the standard control pad. The Super NES game will take advantage of all 6 buttons and be compatible with any arcade stick currently available.

6. Will you be able to control Goro and Shang Tsung?

No word yet, (but I've tapped the producers phone so that if anything breaks, I'll know).

5. When will it be available on CD systems?

We'll be seeing the "next level" of Mortal Kombat about January of next year.

4. Will it have the secret character, Reptile?

If you can figure out how to get to him, you'll be slammin' and jammin' with Reptile.

3. Will it have "The Pit" scene?

It would be the pits without it! Yes, you'll be able to uppercut some poor slob into the PIT.

2. Will the home version have the finishing moves like the arcade?

In Acclaim's effort to make the home game as exciting and action-packed as the arcade game, you will, be able to "FINISH HIM" or "HER" with Scorpion's Flame Thrower, Sonya's Kiss of Death, Lui Kang's Helicopter Kick and more!

And the number one Mortal Kombat question is drum roll please!

1. When will Mortal Kombat be available?

Prepare yourself for ... **MORTAL MONDAY on September 13!** That's the day Mortal Kombat hits the shelves of your favorite store. Anywhere in the world, in more than 50,000 stores, Mortal Kombat will be bustin' down the door. ARE YOU PREPARED FOR MORTAL MONDAY?

It's a wrap! I have now stood before your microphones and bright lights to answer all your palm-sweat-inducing questions, and now have one of my own: What in the world are you waiting for? Go reserve your copy of Mortal Kombat! Mortal Monday's coming September 13th.

BUILDING THE PERFECT BEAST

An Interview With the Creators of Mortal Kombat

I'm not the most talented guy in the world, but by impersonating the voice of Acclaim's Vice President of Product Development, I was able to talk with John Tobias and Ed Boon at Williams/Bally/Midway, the two guys responsible for making Mortal Kombat the #1 arcade in the nation. Here are some excerpts:

Q: What's your background?

EB: I studied computer science at University of Illinois and joined the pin-ball division of Williams right out of college and worked on games such as Taxi and F-14 Tomcat.

JT: I went to the American Academy of Arts in Chicago. During college, I did freelance comic book illustrations working on Ghost Busters and Planet of the Apes. After I graduated, I was hired by Williams.

Q: What other video games did you work on?

EB: After switching over into video games, I worked on High Impact, Super High Impact and of course, Mortal Kombat.

JT: Before Mortal Kombat, I worked on Smash TV and Total Carnage.

Q: Do you guys own any home video game systems?

EB: I own both Super NES and Genesis. I'm currently into Super Smash TV, and Super High Impact.

JT: I have both systems too.

Q: Where did the idea for Mortal Kombat come from?

JT: We wanted a "good player vs. player" game and the idea sort of evolved from looking at and playing everything from Karate Champ to Street Fighter. We had originally wanted to do a Jean Claude Van Damme game, but the idea turned into Mortal Kombat instead.

Q: Why is the game so realistic?

EB: Digitized graphics add a tremendous amount of realism. They put the player into the world he's looking at. The perception is that digitized graphics is a new technology, but in fact, it has been in development since 1985 and Narc, in 1988, was the first arcade game to use it.

Q: How was Goro created?

JT: We wanted a really mean looking guy who seemed unbeatable. So I drew up some sketches and we created a 12-inch stop-motion miniature using wire armature and a latex mold. By using stop-motion digitization and a blue screen, we filmed Goro frame by frame.

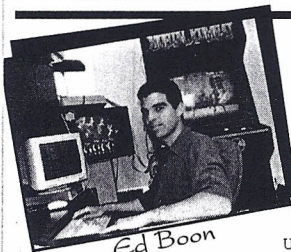
Q: Who did the Mortal Kombat comic book?

EB: John did. He designed the comic and wrote the storyline.

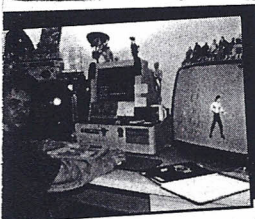
JT: The comic has been a tremendous success. It started out with me and Ed filling orders after work, but it got too big.

Q: Will there be a Mortal Kombat 2?

(The guys weren't saying, but based on its popularity and instant success, it seems logical that a Mortal Kombat 2 will appear somewhere on the horizon).



Ed Boon



John Tobias

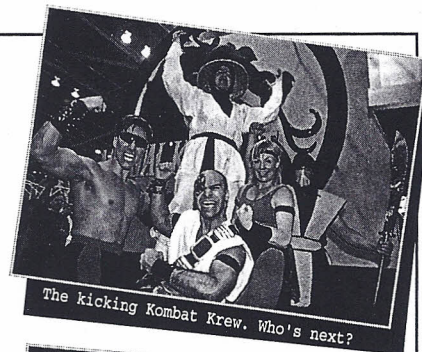


KOMBAT WARRIORS AT CES!

Hold on to your finishing moves and check out these never-before-seen photos of the actual Mortal Kombat martial arts experts used in making the hottest game of the year, Mortal Kombat. Rayden, Sonya, Kano and crew appeared at our display booth this June at the Consumer Electronics Show, showing off their fighting skills and meeting their legion of loyal fans. Yes ladies and gentlemen, the Kombat Warriors do exist and I got the sneak-peek pics. Gaze on.



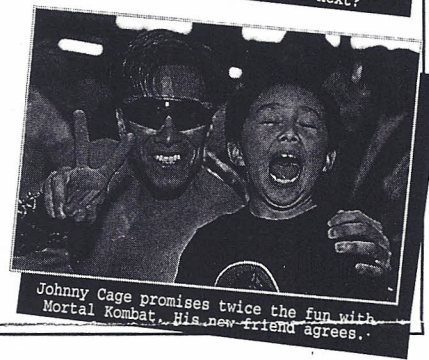
Kombat Warriors greet their public.



The kicking Kombat Krew. Who's next?



That's Kano... with a K as in Kombat.



Johnny Cage promises twice the fun with Mortal Kombat. His new friend agrees.

"THE MOST ANTICIPATED GAME OF THE YEAR!"

MORTAL KOMBAT

RAYDEN	SONYA	KANO	SCORPION	SHANG TSUNG	DRAGON	BARZA	SHANG TSUNG	SHANG TSUNG
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COMING MORTAL MONDAY, SEPTEMBER 13TH
WHEREVER VIDEO GAMES ARE SOLD!

SUPER NINTENDO GAME BOY GENESIS GAME GEAR

Acclaim



PREPARE YOURSELF!

Everyone and their brother wants Mortal Kombat because it it the BADDEST game ever. Acclaim is launching this game into the stratosphere with cool commercials, giant 6-foot Goro standees in stores that you'll want to rip-off they're so cool and more. Heck, go into a movie theater in August and September and you'll see our Mortal Kombat ad on the screen. Dat's right, boyz, on da Silver screen. This game is so hot, we should've used flame resistant packaging. Which brings me to my point: Mortal Kombat is gonna fly off the shelves. That's no joke. You wait, you lose, because MORTAL MONDAY -- September 13th -- is going to be the biggest day in video game history! To beat the rush and your neighbor, do yourself a favor and RESERVE YOUR COPY of Mortal Kombat! And get this when you reserve early, some stores will give you a Collector Edition Kombat Kit with special MK items you can't get anywhere but in the kit! Don't be kicked to the curb. RESERVE YOUR COPY OF MORTAL KOMBAT AND PRESERVE YOUR REPUTATION!

NEW YORK
SARATOGA SPRINGS
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BULK RATE

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