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The Mortal Kombat 3 FAQ

By Derek Verbeeck

Sixth Revision - May 5, 1995

UPDATED WEEKLY

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!Introduction!

Welcome to the FAQ for Mortal Kombat III. This file is updated weekly. To obtain a copy of this FAQ, ftp to: <ftp://ftp.netcom.com>. The latest revision can be found in the directory "pub/vi/vidgames/faqs". If you have any additions, please send them to me. Several moves and fatalities have changed since the prototype release, so make sure you read them over. Also note that since I don't use every character, some moves may not work, or may be slightly different. If you have a correction for me, please let me know.

!Story!

Five hundred years ago, Shang Tsung was banished to the Earth realm by his master Shao Khan. There he was to open up a gateway for his master, by upsetting the Earth realm's natural balances. Tsung dominated the Mortal Kombat tournament, and was almost finished when his rule came to a smashing end at the hands of Liu Kang, a Shaolin monk.

Tsung returned to the Outworld a shame. He had failed his master, and his trusted pupil Goro had perished. Desheveled and vengeful, Tsung devised a new plan, which he told his master. Khan was delighted by this idea, and spared

Tsung's life. Khan would have no failures this time. Khan swiftly defeats his opponents, and sets his sights once again on Earth. Shao Khan quickly begins to take souls from the population of Earth, except for a few, chosen by Raiden to protect the Earth Realm. Each warrior has their own reason to be alive, and now, with the battle lines drawn, the Kombat Continues.....

(Story by Derek Verbeeck, based on events in MK 1&2)

!Bug Report!

This section is a listing of bugs encountered in MK3.

1. At certain times, when Cyrax gets finished, he turns turns Sektor's color.
[4/30]
2. I was playing Sonya vs. the Cpu Sonya, and when she won, she glitched out, rapidly going through her dizzy animation.
[4/30]
3. When using Sub Zero, I was fighting against him, and I used an Ice Clone to freeze him in the air. When I attempted to follow it up with an uppercut, I froze up for about five seconds, until the other Sub Zero thawed and fell.

!Moves Key!

While reading this FAQ, you may refer to this key to translate some things you may not recognize. (The moves are listed in a format similar to that of the MK2 faq.)

Quarter Circle Towards: Move the joystick from the Down position to the Towards position.

Quarter Circle Away: Move the joystick from the Down position to the Away position.

Half Circle Away: Move the joystick from the Towards position to the Away position.

Half Circle Towards: Move the joystick from the Away position to the Away position.

Down - Up: Move the joystick from the Down position to the Up position.

Charge [B] (X): Hold the specified button [B] for X seconds.

Hold: Hold the specified button(s) while performing the move.

Release: Release the button you held during the maneuver.

Fatality: When you have beaten your opponent the best two out of three, you can do him/her in the old MK way!

The Pit III Fatality: The motion to uppercut your opponent into the Pit III is the same for all kombatants. Your opponent will fall into the Pit, where they land on spinning blades, and are.....
DICED,MINCED.....The Point of view for the Pit this time around, is the same as MK1. (You see them fall from the side.)

Pit III Uppercut: Three Towards - Run
This move can now be done in The Subway as well.

Mercy: If you don't want to finish your opponent quite yet, you can grant them Mercy! This gives them some extra energy, so you can beat each other around a bit more. This move is also the same for each character.

Mercy, however, can only be granted in the third round.

Mercy: Four Down - Run

Animality: To perform an Animality, you must use all kicks during the final round, and grant your opponent mercy during the final round. Then, when it again says 'Finish Him!/Her!' you must perform the character's animality.

Battle Ascension: In certain Kombat Zones, such as "The Subway", if you clip your opponent with an uppercut, they go flying up through the ceiling, and you follow. You then continue the match on the streets.

Subway Fatality: In "The Subway" you can knock your opponent onto the tracks, where they are subsequently run over by a passing train. Use the same Joystick motion as the Pit III Fatality.

Kahn's Tower Fatality: In "Kahn's Tower", you can uppercut your opponent so that they will come crashing down on the floor. They will then go through the next six floors, landing on spikes in the basement. Use the same motion as the Pit 3 Fatality.

Random Selection: In order to randomly select a character, you must push Up on the joystick at the same time you press start.

Galaga: Yes! In Mortal Kombat 3, there is a hidden game, as in Part Two. This time around, both Kombatants will automatically enter a game of Galaga at Battle 100!

!Individual Characters!

-Sub Zero-----
The ninja returns unmasked. Betrayed by his own clan, the Lin Kuei, he breaks sacred codes by leaving, and is marked for death. But, unlike the ninja, his persuers come as machines. He must not only defend Earth from the Outworld menace, but elude these assassins.
Actor:John Turk

Ice Blast: Quarter Circle Towards - Low Punch
Ice Shower: Quarter Circle Towards - High Punch
Ice Clone: Quarter Circle Back - Low Punch
Slide: Back + Low Punch + Block + Low Kick

Fatality 1: Down - Towards - Away - High Kick [Sweep Distance]
(Sub-Zero blows mist at his victim, which freezes them, before they topple over and crumble.)

Fatality 2: Down - Towards - Down - Towards - Low Punch [Close]
(Sub-Zero raises his opponent high over his head, then freezes them as he breaks him/her over his knee.)

Animality: Hold Block - Two Up [Close]
(Sub-Zero morphs into a Polar Bear, and starts tearing at his opponent.)

Sub-Zero discovers Smoke, the third cyborg ninja. Sub-Zero and Smoke were close during their days in the clan. Smoke helps Sub-Zero defeat Sektor and Cyrax, along with Kahn's forces. Sub-Zero returns Smoke's human form, and they both return to the shadows.

-Sonya Blade-----

Sonya disappears in the first tournament, but is later rescued by Jax. After returning to Earth, she and Jax try to warn the government of the looming Outworld menace. Disbelieved, they watch helplessly as Shao Khan begins his invasion.

Actress: Kerri Hoskins

Energy Rings: Quarter Circle Towards - Low Punch
Angular Bicycle Kick: Two Back - Down - High Kick
Square Wave Punch: Towards - Back - High Punch
Leg Grab: Down + Low Punch + Block

Fatality 1: Three Down - Towards - Low Kick [Anywhere]
(Sonya performs her old MK1 fatality, blowing a deadly kiss to her opponent.)

Animality: Hold Low Punch - Two Away - Two Towards - Release
(Sonya morphs into a hawk and mangles her opponent.)

-Liu Kang-

After the Outworld invasion, Liu Kang finds himself the prime target of Kahn's extermination squads. He is the Shaolin champion and has thwarted Kahn's schemes in the past. Of all the humans, Kang poses the greatest threat to Shao Kahn's rule.

Actor: Eddie Wong

High Fireball: Two Towards - High Punch
Low Fireball: Two Towards - Low Punch
Flying Kick: Two Towards - Low Kick
Bicycle Kick : Charge Low Kick (3)

Fatality 1: Three Towards - Away - Towards - Low Kick [Anywhere]
(Liu Kang disappears, and at the same time, a column of flame erupts over his opponent's body.)
Fatality 2: Hold Block - Three Up - Release - Block + Run [Anywhere]
(Liu Kang disappears, and a Mortal Kombat I machine falls on top of his opponent.)

-Jax-

After failing to convince his superiors of the coming Outworld menace, Jax begins to covertly prepare for the future battle with Khan's minions. He fits both arms with indestructible implants. This is a war Jax is prepared to win.

Actor: John Parrish

Ground Slam: Charge Low Kick (4)
Double Missile: Two Towards - Two Back - High Punch
Single Missile: Away - Towards - High Punch
Running Shoulder Slam: Two Towards - High Kick

Fatality 1: Hold Block - 360 Degrees Towards - Release
(Jax's arms morph into sharp-edged blades, and he proceeds to dice his opponent. When he is done, they hang in the air momentarily, before splattering to the ground.)
Fatality 2: Run - Run - Run - Block - Low Kick

-Shang Tsung-----

Tsung is Kahn's lead sorcerer. He once fell out of favor with his emperor after failing to win the Earth Realm by tournament battle. But, the ever scheming Tsung is instrumental in Kahn's conquest of Earth. He has now been granted more power than ever.

Actor:John Turk

Volcanic Eruption: Two Towards - Two Back - Low Kick

Skulls: Two Back - High Punch (1)

Two Back - Towards - High Punch (2)

Two Back - Two Towards - High Punch (3)

Morphs:

Sindel: Back - Down - Back - Low Kick

Jax: Two Towards - Down - Low Punch

Kano: Towards - Away - Towards - Block

Liu Kang: 360 motion

Stryker: Three Towards - High Kick

Sub-Zero : Towards - Down - Towards - Low Punch

Cyrax: Three Block

Sektor: Down - Towards - Away - Run

Nightwolf: Three Up

Sheeva: Towards - Down - Towards - Low Kick

Sonya Blade: Run + Low Punch + Block

Kung Lao: Run - Run - Block - Run

Kabal: Low Punch - Block - High Kick

Fatality 1: Hold Low Punch - Down - Towards - Down - Towards - Release
(Tsung raises a bed of spikes from the floor, and knocks his opponent onto it.)

Once again serving as Kahn's right hand man, Tsung is assigned to hunt down the rogue Earth warriors. he realizes that Kahn will take his soul once it is done, and so he kills Shao Kahn as well as Motaro. Tsung then proceeds to take all of the souls, and control of the Earth.

-Kung Lao-----

Actor:Anthony Marquez

Hat Throw: Away - Towards - Low Punch

Teleport: Down - Up

Diving Kick: Down + High Kick

(Is Kung Lao in MK3 for any reason? He has no character bio, no finishing moves and I have yet to see an ending.....Can someone enlighten me?)

Fatality 1: Four Down - Run+Block [Sweep]

(Kung Lao goes into his spin move. It glows larger, and larger, and sucks his opponent in. Body parts come flying out.)

Animality: Run-Run-Run-Run-Block-Block [Anywhere]

(Kung Lao morphs into a Leopard, and gores his opponent.)

-Kano-

Kano is thought to have been killed in the first tournament. Instead, he is found alive in the Outworld, where he once again eludes capture by Sonya. Before the invasion begins, Kano convinces Shao Khan to spare his soul, because Kano can teach Khan's army to use Earth weapons.

Actor:Richard Divizio

Knife Throw: Down - Away - High Punch

Cannonball: Charge Low Kick (3)

Knife Uppercut: Down - Towards - High Punch

Grab & Bite: Half Circle Towards - Low Punch

Air Throw: Block

Fatality 1: Three Towards - Down - Low Punch

(Kano pulls his opponent's skeleton out of their mouth.)

Animality: Hold High Punch - Three Towards - Release High Punch

(Kano morphs into a spider and sucks the life from his victim.)

After destroying all of Kahn's minions with a stolen weapon, the former Black Dragon member attempts to take control of all of the souls Kahn has collected. The souls however, revolt, catching Kano unprepared. Without the magic of Kahn's dark sorcerers, Kano cannot control the souls and it is believed he suffered a violent death at their hands.

-Sektor-

Sektor is actually the code name for unit LK-989. He was the first of three prototype cybernetic ninjas created by the Lin Kuei. Sektor was once a human assassin trained by the Lin Kuei. He volunteered for automation because of his loyalty to the clan. Sektor survives the outworld invasion because he has no soul to take.

Actor:Sal DiVita

Heat Seeker: Half Circle Away - High Punch

Straight Missile: Two Towards - Low Punch

Teleport: Two Towards - Low Kick

Fatality 1: Three Back - High Kick

(Sektor's chest opens up to reveal a large crushing machine, which then smashes the victim.)

Animality: Three Down - Up

(Sektor morphs into a bat, and flies off the screen. When he flies back on, he decapitates his opponent.)

-Stryker-

When the Outworld portal opens up over a large city in North America, panic and chaos rage out of control. Kurtis Stryker was the leader of the riot control brigade when Shao Khan began taking souls. He finds himself the lone survivor of a city once populated by millions.

Actor: Michael O'Brien

Long Range Grenade: Half Circle Away - High Punch

Short Range Grenade: Half Circle Away - Low Punch

Nightstick Throw: Two Towards - High Kick

Nightstick Trip: Towards - Away - Low Punch

Fatality 1: Down - Towards - Down - Towards - Block

(Stryker turns his back to the players. When he turns back, there is a time bomb strapped to his opponent's back. Stryker then holds his ear's as his opponent explodes.)

Fatality 2: Four Towards - Low Kick

(Stryker fires a cord at his opponent, electrocuting him/her.)

-Sheeva-----

Sheeva was hand picked by Shao Kahn to serve as Sindel's personal protector. She becomes suspicious of Shao Kahn's loyalty towards her race of Shokan when he places Motaro as the leader of his extermination squads. In the Outworld, Motaro's race of centaurians are the natural enemy of Shokan.

Actress:Claymation

Leaping Stomp: Down - Up

Fireball: Quarter Circle Towards - High Punch

Ground Stomp: Away - Down - Away - High Kick

Fatality 1: Hold Low Kick + High Kick - Three Towards - Release

(Sheeva grabs her opponent by each shoulder, and rips off their skin like clothing.)

Fatality 2: Three Towards - Low Punch

(Sheeva pounds her opponent into the ground.)

Sheeva discovers Kahn's treacherous plots against the Shokan race. Kahn has given vital information to Motaro's race on how to defeat the Shokan. Motaro and Kahn plan to enslave the Shokan race. Outraged, Sheeva kills them both, and returns her race's lost nobility.

-Cyrax-----

Cyrax is unit LK-44, the second of three prototype cybernetic ninjas built by the Lin Kuei. He was trained by the Lin Kuei, and his last command is to find and terminate the rogue ninja Sub Zero.

Actor:Sal DiVita

Energy Net: Three Back - Low Kick

Exploding Teleport: Two Towards - Low Kick

Long Range Bomb: Hold Low Kick - Two Towards - High Kick - Release

Short Range Bomb: Hold Low Kick - Two Back - High Kick - Release

Fatality 1: Three Up - Down - High Punch

(Cyrax decimates his opponent with a rotor blade.)

Fatality 2: Hold Block - 360 Degree Towards - Release Block - Run

(Cyrax self destructs, Predator style, taking his opponent with him.)

Animality: Three Down - Up

(Cyrax morphs into a shark, and eats his opponent.)

Due to a glitch in the Official 1.0 Release, Cyrax cannot perform a Mercy. In order to due his Animality, you must use Shang Tsung, show Mercy, and morph into Cyrax, then perform the Animality.

-Kabal-----

As a chosen warrior, his identity is a mystery to all. It is believed he is a survivor of an attack by Shao Khan's extermination squads. As a result, he is horribly scarred, kept alive only by artificial respirators and a rage to end Shao Khan's conquest.

Actor:Richard Divizio

Fireball: Two Back - High Punch

^Can now be done while airborne.^

Tornado Spin: Away - Towards - Low Kick

Spinning Blade: Thre Back - Run

Fatality 1: Two Back - Towards - Down - Block

(Kabal fires a hose into his opponent, who's head then inflates. They then proceed to float off of the screen. A loud blast can be heard before body parts fall onto the screen.)

Animality: Charge High Punch (3)

(Kabal morphs into a strange-looking skeletal beast with horns, and rams his opponent.)

Kabal was once a member of the Black Dragon gang, alongside Kano. He wishes to repay his debt to society by doing good. Kabal now gives crime's inner circle something to fear.

-Sindel-----

She once ruled the Outworld at Shao Khan's side as his queen. Now, 10,000 years after her untimely death, she is reincarnated on Earth.

Actress: Lia Montelongo

Scream: Three Towards - High Punch

Float: Three Away - High Kick

Air Fireball: Half Circle Towards - Low Kick

Fireball: Two Towards - Low Punch

Fatality 1: Three Towards - Low Punch

(Sindel screams at her opponent, destroying most of her victim's flesh. A pile of bones is left afterwards.)

Animality: Two Towards - High Punch

(Sindel morphs into a large wasp. She lifts her opponent up, and flies off of the screen, stinging them to death.)

Sindel was never Shao Kahn's wife. In truth, she is Kitana's mother, the wife of the Outworld's true king.

-Nightwolf-----

Works as a historian and preserver of his people's culture. When Khan's portal opens over North America, Nightwolf uses his shaman's magic to protect his tribe's sacred land. This area becomes a vital threat to Khan's invasion of the Earth.

Actor:Sal DiVita

Shoot Arrow: Half Circle Away - Low Punch

Hatchet Uppercut: Half Circle Towards - High Punch

Shield Aura: Three Towards - High Kick

Shadow Shoulder Ram: Three Towards - Low Kick

Fatality 1: Down - Two Towards - High Kick

(Nightwolf uses the light of the moon to disintegrate his victim.)

Fatality 2: Three Back - High Punch

(Nightwolf calls on the power of Raiden, who channels his power through Nightwolf's hatchet to electrocute his opponent.)

Animality: Hold Block - Three Down - Release

(Nightwolf morphs into a wolf, and gores his opponent.)

!Game Play!

There is one MAJOR addition to the Mortal Kombat game engine, this being the "RUN" button. When you press this button, your character will speed up while moving towards his/her opponent. This allows you to dash in and attack your opponent. You cannot, however, Run while walking backwards.

Random selection is present in MK3, and is done in the same manner as MK2, simply hold Up + Start, while your selector is in your corner (Top Left for Player One, Top Right for Player Two).

!Bosses!

--Motaro-----

Motaro is a member of a centaurian race that is the natural enemy of Shokan, Sheeva's race. He was chosen to be the leader of Shao Kahn's extermination squads.

--Shao Kahn-----

Shao Kahn is emperor supreme of the Outworld, and has now almost taken over the Earth Realm.

!Kombat Codes!

This section of the FAQ deals with the so-called "Lock Sequence" codes that you can enter on the versus screen.

Each player controls the three boxes on their side of the screen.

Low Punch: 1st Box

Block: 2nd Box

Low Kick: 3rd Box

Simply hit the respective button until your chosen box changes to the symbol you want it to be.

MK - Dragon - Dragon - MK - Dragon - Dragon
Disable Throwing
Dragon - Yin Yang - Dragon - Dragon - Yin Yang - Dragon
Disable Blocking
Skull - Shao Kahn - Raiden - MK - Yin Yang - 3
The Energy bars are invisible.
Dragon - Dragon - MK - Dragon - Dragon - MK
Dark Fighting

!Hidden Characters!

This is where to find out how to use and/or fight against certain Hidden Characters.

Usable:

Smoke (RUMORED): In order to use Smoke, you must supposedly use Random Selection and be very lucky. Once in a while, the selector will land on the Dragon Symbol, allowing you to use Smoke.

Actor: Sal DiVita (Assuming he is a palette swapped Sektor.)

Smoke is a member of the Lin Kuei clan, he was automated against his will, and secretly aids Sub-Zero in his battle against Sektor and Cyrax.

Spear Throw: Two Back - Low Punch

Invisibility: Hold Block - Two Up - Down - Release - High Punch

Fightable:

Noob Saibot: It is not known how to fight Saibot, his existence remains a rumor.

Actor: Richard Divizio

Noob Saibot is not a ninja, as in MK2. He is now a shadowy version of someone that appears to be Kano.

!Combos!

Welcome to the Combos Section. This new addition to the FAQ will detail combos for each character, as well as general playing hints for each one. There are two types of combos in Mortal Kombat 3. These are Chain Combos, and Hyper Combos. Chain Combos are those that involve several attacks chained together. Hyper Combos occur when you press several buttons for normal attacks in a row.

=Sektor=

High Punch - High Punch - High Kick - Low Kick - High Punch

=Sub-Zero=

High Punch - High Punch - Low Punch - Low Kick - High Kick - Roundhouse

Jump Kick - Ice Shower - Turn Around Kick

Ice Blast - Jump Kick - Slide

Ice Blast - Jump Kick - Uppercut - Slide

=Sindel=

=Kabal=

High Punch - High Punch - Uppercut - Jump Kick - Fireball

Low Kick - Low Kick - High Punch - High Punch - Low Punch - Jump Kick - Fireball

=Liu Kang=

=Shang Tsung=

=Kung Lao=

=Cyrax=

High Punch - High Punch - High Kick

Energy Net - Long Range Bomb - Uppercut

=NightWolf=

=Jax=

=Sonya=

=Kano=

=Sheeva=

=Stryker=

!Credits!

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and the other guys at Time Out! in Sunrise Mall,
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"All is mystery; but he is a slave who will not struggle to penetrate the
dark veil." - Disraeli

The Mortal Kombat Three & Ultimate Technical FAQ

by Kevin Day

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1. Introduction:

This is not the standard MK3 FAQ. There are no moves, fatalities, or anything like that. This is strictly the technical side of the game.

If you have any information to add, or any questions, write me at <mailto://KevNRoz@aol.com/>

You can check out the following sites of mine, until I move them!

<http://users.aol.com/kevnroz/index.html>
<ftp://users.aol.com/kevnroz/>

1.1 What's new

Some corrections and additions were given to me by alexr@apple.com (Alex Rosenberg)

2. The Basics:

The game consists of a custom board, specific to this game. No other Williams/Bally/Midway game uses this board. For MK1, they used a Y-Unit board, which was used in many games from 1990-1993. (Trivia: The first game that used it was called Trog II. There was a Trog I, but it was scrapped.) MK2 uses what is called a T-Unit board. It was used in NBA Jam and Revolution X.

The MK3 board is one board, called a Wolf Unit. The previous games had a seperate sound board.

The game is powered by a 34010 processor. There are also what WMS calls a custom processor. The best guess so far as to what they do are simply DMA operations. MK3 uses two custom processors. They are U45 and U47 on this board. There are three GAME ROM chips on the board. U54, U63, and U64. They are all 8MB x 1 bit EPROM chips. U64 has the game's serial number in it. That is displayed just after the startup self test. This chip is not easily copyable in a standard EPROM copier.

The game has eight sockets for sound ROM chips. This allows for up to 8MB of sound. These are U2 through U9. MK3 only uses four of these sockets. So, there is 4MB of sound in the game. I believe, but I could be wrong, that the game uses 44.1kHz mono sound. The board has no ability for stereo sound. I've tried hooking up a scope and looked for any harmonics, but no luck.

The game has thirty-two sockets for video ROM chips. This is where the images and backgrounds are stored. This allows for up to 32MB of video ROM. Only 20 of the 32 sockets are used. So, the game uses 20MB of video ROM. You may be wondering why, for example, the PC-CDROM doesn't take up at least 20MB of space for images? Well, for one, the arcade version has a much higher resolution. Second, the arcade uses 16-bit color, instead of the 8-bit the computer uses. Also, for home systems, it is compressed for cost concerns. The arcade doesn't compress for speed. (technically, it's not really compression, but just stored differently)

3. Operator Controls:

Inside the game, there are four buttons on the coin door, and one on the game board.

In the coin door, the buttons are:

Volume up
Volume down
Escape/Service Credit
Enter/Begin Test

On the game board, the button is a reset button.

If you press volume up or volume down, you hear a bunch of game sounds, intended to simulate the average game. You can use the buttons, or the joysticks to adjust the volume. However, if you go past 3/4ths the amplifier begins to distort. (this probably is a design problem, however, anything more than half way is deafening) When you press any

button, it says 'Excellent' and saves the volume. If you were playing a game, it is lost.

If you press the Service Credit button, one credit is added. This credit is not added to the Coin Audits, so you can play for free without the collection amount being off. (See the Audits Section). It is added to the line 'Service Credits' in the coin audit screen.

Pressing the Begin Test button cancels any current game and goes into the diagnostic mode.

4. The Diagnostic mode:

First press the 'Begin Test' button.

You are presented with the following options

Diagnostic Test
Coin Bookkeeping
Game Audits
Game Adjustment
Utilities
Hardware Information
Adjust Volume
Exit to Game Over

Diagnostic Menu:

You are presented with the following options:

Switch Test
Dip Switch Test
CPU board Test
Sound Board Test
Monitor Patterns
Burn-in Test
Return to Main Menu

4.1 Switch Test:

The Switch Test allows the operator to test the switches on the control panel and in the coin door. During the Switch Test the top of the screen shows the control panel switches while the bottom of the screen shows the coin door switches. Press a control panel or coin door switch and the switch location on the screen lights. Release the switch and the screen returns to normal. To exit the Switch Test, press both Start buttons together.

4.2 Dip Switch Test:

The Dip Switch Test allows the operator to check or change the position of the DIP switches on the CPU board.

The screen displays the current settings. To change a setting, slide the switch to the desired position. Check the screen to verify the new setting.

Dip Switch Settings:

Bank 1 Switch 8*- Coinage - Dip Switch - ON
Bank 1 Switch 8 - Coinage - CMOS - OFF
Bank 1 Switch 7,6,5 -*Coin Settings - USA 1 or Ger 1 or Fr 1 - Off Off Off
Bank 1 Switch 7,6,5 - Coin Settings - USA 2 or Ger 2 or Fr 2 - On Off Off
Bank 1 Switch 7,6,5 - Coin Settings - USA 3 or Ger 3 or Fr 3 - Off On Off
Bank 1 Switch 7,6,5 - Coin Settings - USA 4 or Ger 4 or Fr 4 - On On Off
Bank 1 Switch 7,6,5 - Coin Settings - USA ECA, Ger ECA or Fr 4 - Off On Off
Bank 1 Switch 7,6,5 - Coin Settings - Not Used - On Off On
Bank 1 Switch 7,6,5 - Coin Settings - Not Used - Off On On
Bank 1 Switch 7,6,5 - Coin Settings - Free Play - On On On
Bank 1 Switch 4,3 -*Country - USA - Off Off
Bank 1 Switch 4,3 - Country - Germany - On Off
Bank 1 Switch 4,3 - Country - France - Off On
Bank 1 Switch 4,3 - Country - Not Used - On On
Bank 1 Switch 2 -*1 Count/Coin - Off
Bank 1 Switch 2 - Totalizer - On
Bank 1 Switch 1 -*Game Mode - Off
Bank 1 Switch 1 - Test Mode - On

Bank 2 Switch 8 -*Violence On - Off
Bank 2 Switch 8 - Violence Off - On
Bank 2 Switch 7 -*Blood in Game - Off
Bank 2 Switch 7 - No Blood - On
Bank 2 Switch 6 -*Not Used - Off
Bank 2 Switch 5 -*Attract Sounds On - Off
Bank 2 Switch 5 - Attract Sounds Off - On
Bank 2 Switch 4 -*Not Used - Off
Bank 2 Switch 3 -*No Dollar Bill Validator - Off
Bank 2 Switch 3 - Dollar Bill Validator - On
Bank 2 Switch 2 -*Do Power Up Test - On
Bank 2 Switch 2 - Skip Power Up Test - Off
Bank 2 Switch 1 -*Not Used - Off

* = Factory Settings

4.3 CPU Board Test:

When this test is activated, a 'rug' pattern appears on the screen. The screen then changes to show the layout of the RAMS and ROMS. A chip location that is shown as black with a white outline is used. A chip location that is shown as gray with a white outline is not used. During the test, chips are good if they turn green and faulty if they turn red.

4.4 Sound Board Test:

General Test
Play Sounds
Back To Diagnostic Menu
Return to Main Menu

4.4.1 General Test:

General test analyzes the sound circuitry. The screen shows a list of the error codes. A successful test causes a single 'tone' to sound. Detection of a fault causes a series of tones or no tone at all to sound.

- 0 Tones - Check hardware
- 1 Tone - All O.K.
- 2 Tones - Bad U2 Checksum
- 3 Tones - Bad U3 Checksum
- 4 Tones - Bad U4 Checksum
- 5 Tones - Bad U5 Checksum
- 6 Tones - Bad U6 Checksum
- 7 Tones - Bad U7 Checksum
- 8 Tones - Bad U8 Checksum
- 9 Tones - Bad U9 Checksum
- 10 Tones - Bad U10 Checksum

4.4.2 Play Sounds:

Play Sounds tests synthesized and digitized sounds from the CPU/Sound board. Advance to the next sound with any button. The screen says if you press start, it will repeat the current sound. It doesn't. (It did, however, in MK1 and MK2)

The sounds are:

- Church Tune
- Frosty (dan forden)
- That Was Fun (Sindel's voice, saying 'That was Fun')
- Laugh (Shao Kahn laughing)
- Friendship (friendship music)

4.5 Monitor Patterns:

Red Screen
Green Screen

Blue Screen
Color Bars
Crosshatch Patterns
Back to Diagnostic Menu
Return to Main Menu

(pretty self explanatory)

4.6 Burn-In Test:

The Burn-in Test continually repeats the CPU Board Test. Use this test to find intermittent CPU Board problems. The Audit table shows the number of Burn-in cycles that have been successfully completed. To exit this test, switch the game off, then on again.

5. Coin Bookkeeping:

The Coin Bookkeeping Table records all the coin information you would ever need. Here is a sample screen:

Left Slot Coins	100
Right Slot Coins	150
Third Slot Coins	125
Fourth Slot Coins	125
Bill Validator Coins	40
Service Credits	10
Total Plays	490

More Detailed Data
Return to Main Menu

If you pick More Detailed Data you get:

Left Slot Coins	1
Right Slot Coins	1
Third Slot Coins	1
Fourth Slot Coins	1
Bill Validator Coins	0
Total Collections	\$1.00

Clear Coin Meters
Return to Main Menu

6. Game Audits:

Here's a sample game audit screen from a UMK3 machine.

Hours Game was On	212:24:34	
Hours Played with 1 Player	1:21:52	
Hours Played with 2 Players	4:23:41	
Total Plays	342	
Normal Play Mode Selected	300	(Ultimate Only)
2 on 2 mode Selected	40	(Ultimate Only)
Tournament mode selected	2	(Ultimate Only)
Highest Battle reached	20	
1 Player Continues Taken	32	
2 Player Continues Taken	75	
Burn-in loops successfully completed	0	

Next Audit Page
Return to Main Menu

page 2

Kano chosen	1
Sonya chosen	2
Jax chosen	3
Nightwolf chosen	4
Sub-Zero chosen	5
Stryker chosen	6
Sindel chosen	7
Sektor chosen	8
Cyrax chosen	9
Kung Lao chosen	10
Kabal chosen	11

Next Audit Page
Previous Audit Page
Return to Main Menu

page 3

Sheeva chosen	12
Shang Tsung chosen	13
Liu Kang chosen	14
Smoke chosen	15
Cage Transformations	0 (Non-Ultimate only)
Kitana chosen	23 (Ultimate Only)
Jade chosen	24 (Ultimate Only)
Mileena chosen	25 (Ultimate Only)
Scorpion chosen	26 (Ultimate Only)
Reptile chosen	27 (Ultimate Only)
Ermac chosen	28 (Ultimate Only)
Classic Sub-Zero chosen	29 (Ultimate Only)

Previous Audit Page
Return to Main Menu

7. Game Adjustments:

This menu is used to customize the game.

Return to Main Menu
Standard Pricing
Custom Multipliers
Custom Pricing
Free Play
Computer Difficulty
Return to Main Menu

7.1 Standard Pricing:

This allows you to pick from any of the standard 20 pricing options. There are four options available for the USA.

USA1 is 2 to start, 2 to continue
USA2 is 2 to start, 1 to continue
USA3 is 1 to start, 1 to continue
USA4 is 1 to start, 1 to continue, 1 cred for \$.50, 3 for \$1.00
USA5 is 2 to start, 1 to continue, 1 cred for \$.50, 4 for \$1.00
USA6 is 1 to start, 1 to continue, 1 cred for \$.50
USA7 is 1 to start, 1 to continue, 1 cred for \$.50, 3 for \$1.00
USA8 is 2 to start, 2 to continue, 1 cred for \$.50, 4 for \$1.00
USA9 is 3 to start, 2 to continue
USA10 is 3 to start, 3 to continue
USAECA is 2 to start, 2 to continue, 1 cred for \$.25, 4 for \$1.00

An ECA where it will accept nickles, dimes, quarters and dollars. This isn't a very popular option. (you need special equipment for that. the standard factory box will only take quarters)

There are also options for German, French, Canada, Swiss, Italy, UK, Spain, Australia, Japan, Austria, Belgium, Sweden, New Zealand, Netherlands, Finland, Norway, Denmark, Antilles, and Hungary.

If Bank 1 Switch 8 is set for DIP SWITCH PRICING, this setting will be ignored. Set it to CMOS pricing to use this menu.

7.2 Custom Multipliers:

Here's how you set how much each coin slot is worth. (i.e. one slot takes quarters, another take silver dollars, etc..)

7.3 Custom Pricing:

Here you can set these settings:

- 1) Left Chute Units
- 2) Right Chute Units

- 3) Third Chute Units
- 4) Fourth Chute Units
- 5) DBV Units
- 6) Units/Credits
- 7) Units/Bonus
- 8) Minimum Units Required
- 9) Credits to Start
- 10) Credits to continue
- 11) Coins per dollar
- 12) Maximum Credits

Here you can do weird things like \$1.00 to start and \$.75 to continue and other nasty options.

First you pick how many 'units' you want each slot to give. Usually that is 1, except for DBV which is 4. (4 quarters per dollar). Then you can set how many units it takes to make a dollar. Then you can offer a bonus. (Say, if you put one dollar in all at once, it will give you one free credit.) Then pick the number of credits it takes to start and continue...

7.4 Free Play:

If turned on, no credits are required to start or continue.

7.5 Computer Difficulty:

You have five options:

- 1) Extra Easy
- 2) Easy
- 3) Medium (Factory Setting)
- 4) Hard
- 5) Very Hard

8. Utilities:

Clear Credits
Clear Coin Counters
Clear Game Audits
Reset High Score
Default Adjustments
Full Factory Restore
Return to Main Menu

(pretty Self explanatory)

Then for the other buttons that weren't connected up there, they are connected directly to the CPU board as follows:

Connector	Pin	Color	Button
P12	7	Blu-Blk	1 Lo Punch
P12	8	Blu-Brn	1 Lo Kick
P12	9	Blu-Red	1 Run
P12	11	Blu-Yel	2 Lo Punch
P12	12	Blu-Grn	2 Lo Kick
P12	13	Blu	2 Run

Other Connectors

Connector	Pin	Color	Function
P9	1	Blk	Ground
P9	2	Blk-Org	Coin-3
P9	3	Red	+5VDC
P9	4	Org	+12VDC
P9	5	Key	Key
P9	6	Blk-Yel	Coin-4
P9	7	Blk-Wht	Bill-in
P10	2	Org-Red	Volume Down
P10	3	Org-Grn	Volume Up
P10	4	Blk-Gry	Interlock
P10	9	Key	Key

11. The Ultimate Upgrade

The Upgrade from MK3 to UMK3 requires 12 chips. You take 12 out, and put 12 new ones in. They are all 8MB EPROM or EEPROM chips.

You take out the following chips:

U2 Sound ROM
U54 Game ROM
U63 Game ROM
U64 Game ROM - where the serial number is stored
U114 Video ROM
U115 Video ROM
U116 Video ROM
U117 Video ROM
U118 Video ROM
U119 Video ROM
U120 Video ROM
U121 Video ROM

And you put the following new chips in:

U2 Sound ROM
U54 Game ROM

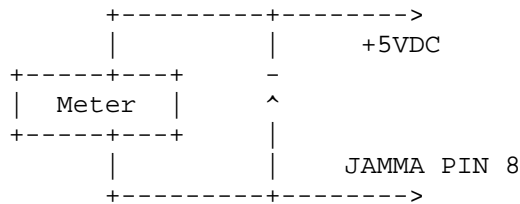
U63 Game ROM
 U64 Game ROM - where the serial number is stored
 U110 Video ROM
 U111 Video ROM
 U112 Video ROM
 U113 Video ROM
 U118 Video ROM
 U119 Video ROM
 U120 Video ROM
 U121 Video ROM

The kit comes with a two page instruction sheet, and a new marquee sheet.

 12. Troubleshooting

Problem: Too many credits. Menu is known to be set correctly.
 Solution: Check for a short between JAMMA pins 16 and T.

Problem: Game continually adds credits.
 Solution: Make sure there is a diode in the meter circuit like this:



Problem: Game continually reboots
 Problem: Game intermittently reboots
 Solution: Check +5VDC at the CPU board(not at the power supply).
 I have found that this board seems to be happier at about
 5.1 or 5.2 volts. Check the ripple of the power with
 a scope if you have one.

Problem: After upgrading to UMK3 the game complains that U130 is bad,
 but the game works fine
 Solution: Although the game will work fine, there really isn't anything
 wrong with the chip, if you contact your distributor, they can
 give you a new one.

Problem: The game's sound will quit, then after several seconds, it will
 'ding' and slowly come back
 Solution: Check all the ground connections to the board. Something
 probably is loose.

