

PAPER SIZE: A4 (11.69" W x 8.27" H)
#09661 Arcade Classics - Mortal Kombat
2/24/2025
Game Instructions

The Basic Fun, Inc.	
ARTWORK APPROVAL	
06 MAR 2025	
Approved & dated by:	
ENG	_____
QA/QC	_____

BATTERY INFORMATION

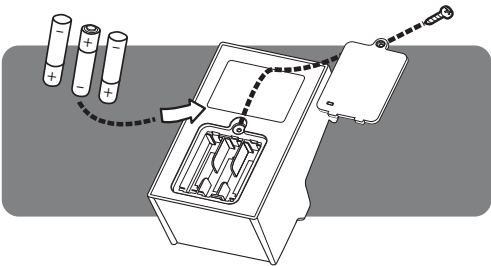
- Do not mix alkaline, standard (carbon-zinc), and/or rechargeable batteries.
 - Do not mix old and new batteries.
 - Non-rechargeable batteries are not to be charged.
 - Rechargeable batteries are only to be charged under adult supervision.
 - Rechargeable batteries are to be removed from the toy before being charged.
 - The supply terminals are not to be short-circuited.
 - Different types of batteries or new and used batteries are not to be mixed.
 - Batteries are to be inserted with the correct polarity.
 - Exhausted batteries are to be removed from the toy.
 - Dispose of batteries safely.
 - Do not dispose of batteries in fire. Batteries may explode or leak.
 - Dispose of used batteries properly.
 - Do not incinerate used batteries.
 - Dispose of battery in accordance with your local battery recycling or disposal laws.
 - You can return an old product to your retailer when you buy a similar new one. For other options,
- please contact your local council.

 - Do not dispose or discard batteries as unsorted municipal waste, otherwise, it can leach toxic components, contaminate groundwater and spread through the food chain, impacting the environment and human health.
 - Please check with your local or state solid waste authority to know how to handle the waste batteries safely.
 - Do not dispose of used batteries with other household waste. Please send the used batteries to battery recyclers or local collection points. For more information, please consult your municipal collection point or national collection scheme.
- CARE AND MAINTENANCE:

 - Always remove batteries from the product when it is not being used for a long period of time.
 - Keep the product away from direct heat. Do not submerge the product in water. This can damage the electronic assemblies.

BATTERY INSTALLATION

Using a Phillips/crosshead screwdriver (not included), loosen the screws in the battery compartment cover (screws stay attached to cover.) Remove the cover. Insert 3 x 1.5V "AA" or LR6 size batteries. Alkaline batteries recommended. Replace cover and tighten screws.



FCC STATEMENT

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions:
(1) the device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

Warning: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy, and if not installed and used in accordance with the instructions, may cause harmful interference to radio communication. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

In case of environmental electrostatic discharge, game may malfunction and lose memory/high score information. In this case, reset the game by turning off then on again, or press the reset button.

Item#
09661



Batteries or battery packs must be removed for recycling and proper disposal. When this product has reached the end of its useful life, it should not be disposed of with other household waste. EU legislation for Electrical and Electronic Equipment and Batteries, required these to be sent to local collection points or recycling centre so that they can be treated using the best available recovery and recycling techniques. This will minimize the impact on the environment and human health from soil and water contamination by any hazardous substances, decrease the resources required to make new products and avoid using up landfill space. Please do your part by keeping this product out of the municipal waste stream! The "wheeler bin" symbol means that it should be collected as "waste electrical and electronic equipment". You can return an old product to your retailer when you buy a similar new one. For other options, please contact your local council.



WARNING! Not suitable for children under 3 years. Small Parts. Choking hazard.
The colors and decorations of products enclosed may sometimes vary from the pictures on the packaging. Please retain this instruction sheet for future reference.

Licensed By:



MORTAL KOMBAT KLASSIC and related characters and elements
© and TM Warner Bros. Entertainment Inc. (f25)
Basic Fun, Inc.
Boca Raton, Florida 33431, USA
TEL: 1-561-997-8901
MADE IN CHINA

K'NEX UK LTD., 200 BROOK DRIVE,
GREEN PARK, READING,
RG6 2UB, ENGLAND.
K'nex/Basic Fun C/O
Regional Express GmbH, Darmstadter Landstr.
116, 60598 Frankfurt, Germany.



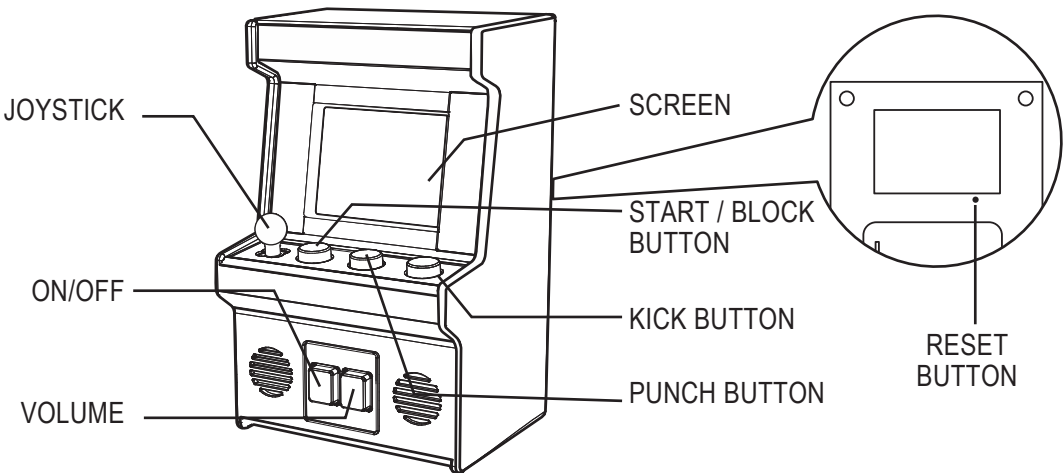
INSTRUCTIONS &
GAME RULES

13+

FRONT

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CONTROLS



SCREEN LAYOUT

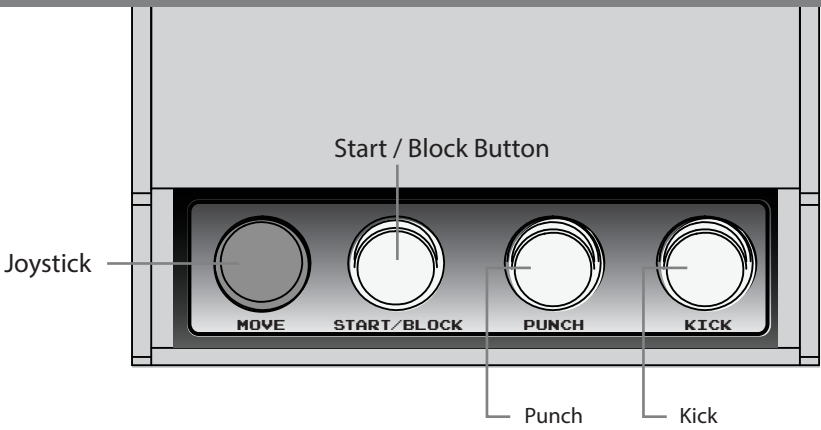


GAMEPLAY

You are entering the battle for Grand Champion title in the Shaolin Tournament for martial arts - begin the game by pressing START / BLOCK and choosing your warrior. You have a choice of seven warriors - Liu Kang, Johnny Cage, Kano, Rayden, Scorpion, Sub-Zero, and Sonya Blade. Press START / BLOCK again to begin the tournament.

Move around the arena with the joystick, and the PUNCH and KICK buttons to attack your opponent. To deflect attacks, use the START / BLOCK buttons when they attack.

KOMBAT MOVES



The controls are comprised of the 3 buttons and joystick. The joystick you can move backwards and forwards, crouch, jump forwards, and jump backwards. There are 1 punch, 1 kick, and 1 start / block buttons. Use different combinations of these buttons to do crouch, spinning, aerial moves, and special moves.

CROUCHING MOVES

CROUCHED KICK	DOWN + KICK
UPPERCUT	DOWN + PUNCH

AERIAL MOVES

FLYING KICK	UP + KICK
FLYING PUNCH	UP + PUNCH

SPINNING MOVES

ROUNDHOUSE KICK	BACK + KICK
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SPECIAL MOVES

Each warrior has their own unique set of moves for their fighting style. The following are the special moves for each character -- experiment with different control combinations to discover their full move set!

LIU KANG:

FIREBALL - FORWARD, FORWARD, PUNCH

JOHNNY CAGE:

GREEN FIREBOLT - BACK, FORWARD, PUNCH

KANO:

CANNONBALL - BLOCK + FORWARD, DOWN, BACK, UP, FORWARD

SONYA BLADE:

FLYING PUNCH - FORWARD, BACK, PUNCH

RAYDEN:

FLYING THUNDERBOLT - BACK, BACK, FORWARD

SUB ZERO:

FREEZE RAY - DOWN, FORWARD, PUNCH

SCORPION:

HARPOON - BACK, BACK, PUNCH