

THRESHOLD ENTERTAINMENT PRESENTS
A WRITER'S GUIDE TO:



MORTAL KOMBAT®
THE ANIMATED SERIES

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INTRODUCTION TO THE VAST REALM OF MORTAL KOMBAT

Mortal Kombat is one of the largest, best known and most popular entertainment franchises in the world today.

Since its launch as an arcade game in 1992, Mortal Kombat has spawned two arcade sequels and three home versions of the game, all of which broke sales records; one of the year's top grossing feature films; a direct to video animated special which hit #1 on the Billboard charts; a live on stage theatrical touring show which premiered at Radio City Music Hall; a state of the art CD-ROM; a platinum soundtrack album; a highly rated TV special; one of the top ten Internet sites in the country; a best selling Hasbro toy line and well over 100 merchandised licenses. More games, a sequel film, a live action TV show and more merchandise will follow. And, of course, this exciting new animated series.

Total sales at retail of Mortal Kombat properties now approach three billion dollars. It has 100% name recognition in this country. Its audience spans ages 4 - 42, 80% male. The strongest core of this audience, males ages 4 - 18, has virtually a 100% extraordinarily strong likeability factor towards the property and a phenomenal knowledge of all the characters.

Mortal Kombat's popularity continues to grow. The second arcade and home games outsold the first, and the third games are outselling the second. The animated video, "Mortal Kombat: The Journey Begins," has sold close to one million copies domestically and continues to sell. The film played in theaters from its release, in August, all the way up until its video release, this Christmas. Demand for the video was so high - equal on "want to see" studies to "Batman Forever" - that the studio moved up the video release date, which is virtually unheard of, and shipped 500,000 copies for rental. The film and game's theme music is now played during half time on nationally televised football games. Toy sales, which would normally slow down months after the film's release, are growing. And on and on.

Mortal Kombat's astounding popularity comes from several factors. The mythological story behind all things Mortal Kombat intrigues audiences. The combination of state of the art special effects with top, realistic martial arts has never been done before. The martial arts is always true to its essence of skill and honor. There exists a universe of over 30 characters, all with well drawn, individual story lines. The look of the Mortal Kombat universe is a unique, dark vision of piercing shafts of purple and blue light, fire breathing gargoyles, triple moons and so on. And Mortal Kombat empowers the audience - every story, at its core, sends the message that the individual, if he or she tries hard enough and believes enough, is capable of achieving anything -- with honor.

These elements, the essence of Mortal Kombat, will pervade the animated series.

Now let's talk about violence, as it's a logical question for the uninitiated. Mortal Kombat, the original arcade game, featured state of the art playability; complex character story lines which, by learning more about, empowered the player to perform better; and, graphic, secret "finishing" moves. While all three of these factors were unique at the time, it was the latter which garnered some attention (today, many video games are just as or more graphic). Is the graphic nature of just one aspect of the original game endemic to the success of the franchise? Not at all. It never has been. That's because we're not creating media based on a video game per se, but we're creating media based on the story that video game comes from. And that story is rich in mythology, character, adventure, excitement and positive messages. (You even discover the word, "Mortal," refers not to death, but to life, to human beings standing up and defending their world and all their beliefs.) And, by the way, it's a blast.

Every other media or licensed incarnation of Mortal Kombat, which together have reached a far greater audience than the original game, does not include any graphic violence whatsoever. There has never been one bit of protest or one negative letter or one violence related press criticism for Mortal Kombat media. Not one. The film is PG-13 (Gene Siskel called it "a lot of fun, with often sensational special effects"); the animated video is PG; the live tour is completely family oriented, opening at the premiere family venue in this country, Radio City Music Hall (the New York Times called it "a fantasy action spectacle"), and the merchandise sells in middle American family outlets like K-Mart and Sears and Blockbuster. Parents have actually thanked us for providing such great entertainment for their kids, to the point where Mortal Kombat parties have sprung up around the country. And because we have remained true to the real essence - stated above - of Mortal Kombat, which is not graphic violence at all, every one of these incarnations has been tremendously successful.

It is this rich formula of success that Mortal Kombat: The Animated Series will follow.

The following show bible details more closely the Mortal Kombat phenomenon, the backstory of the Mortal Kombat universe and the animated series.

Welcome, warrior, to the world of Mortal Kombat.

THE MORTAL KOMBAT MYTHOLOGY

THE PAST

Our world is but one of many parallel realms....

Eons ago, the existence of Earth was recognized by the ELDER GODS. These gods ruled various realms which make up the unstable universe all worlds must occupy. The delicate balance of a realm's existence rests on its furies - negative and positive forces - which keep the realm from collapsing onto itself. It is the power an individual realm holds that first lured SHAO KAHN into stealing the realm called EDENIA and transforming it into his ever expanding collection of realms known as the OUTWORLD.

It was the power of a realm called Earth that later lured Shao Kahn into attempting an invasion to steal the world from its underestimated human occupants. His ominous plans were thwarted by a group of WISE MEN from the Far East.

Thousands of years ago, an order of the wisest men from the Far East sensed a weakening of Earth's own furies. Through their magic, they were able to peer into the dark realm of Outworld and learn of the Emperor Shao Kahn's sinister plot to invade the still young realm of Earth. Knowing that the eminent Outworld invasion would prove too much for Earth, the Wise Men appealed to the Elder Gods. It was for this reason the Elder Gods created the tournament called Mortal Kombat. It was a tournament based on honor and tradition, in order to create an equal opportunity to defend one's realm. Shao Khan and any other combatants must abide by the rules set forth by the Elder Gods, for they are the true rulers of all realities.

Mortal Kombat would allow Earth to fend for itself; pitting the finest warriors from both realms against each other in a battle to the death. The rules of the tournament were simple - Mortal Kombat would be held once a generation. The first realm to win ten straight tournaments wins the contest. If Earth wins, they have successfully defended their realm from an Outworld invasion. If Outworld wins, then Earth's furies would be weakened and Shao Kahn would be able to step through the dimensional gate, or portal, which separates the two realms. Earth's land would merge with the Outworld, changing the once living planet into a dead world, its energies drained by Shao Kahn. It was through taking the souls of other worlds, literally sucking them into his own being, that Kahn managed to amass so much power. The addition of Earth's young energy would give him power unmatched even by the Elder Gods themselves.

The first MORTAL KOMBAT TOURNAMENT was held nearly ten centuries ago. The battle took place on an island created by the Elder Gods as a neutral point between Earth and Outworld. On Earth the island existed somewhere in the East China Sea. The first Mortal Kombat was won by Shao Kahn's demon sorcerer from Outworld known as SHANG TSUNG. Shang Tsung was close, he had won nine tournaments in a row, stealing the souls of all the warriors he defeated. But his reign as champion was fleeting as he was soon defeated by a monk from the ORDER OF LIGHT called KUNG LAO.

Earth basked in the glory of its victories over the dark realm and Kung Lao proved to be a noble warrior. By virtue of becoming the champion of Mortal Kombat, the victor is given the gift of immortality (for as long as they remain reigning champion). Thus Kung Lao returned generation after generation to defend his title as grand champion. Shang Tsung was banished to the cobalt mines of Outworld.

Earth's victories however, would also be short lived. Shao Kahn did not rest until he was assured he would have the Earth realm. Kahn sent Shang Tsung once more to represent Outworld in the tournament. Only this time, the demon sorcerer brought a new warrior to compete along side Shang. His name was GORO, and he was prince of the subterranean realm of SHOKAN, which existed on Outworld. The Shokan are a race of half human dragons; they stand up to EIGHT FEET TALL and have FOUR MASSIVE ARMS. They live for battle and Goro was by far the most feared warrior in all of Outworld. The Shokan warrior easily defeated his human opponents. Even the great Kung Lao fell victim to his brutal assault. The Mortal Kombat victory once again fell into the hands of Shang Tsung.

Shang Tsung's second rule over Mortal Kombat would bring Earth to the brink of its apocalypse. Goro went on to win nine straight victories. Earth's fate would rest in the hands of a new generation of warriors. Sensing the coming disaster, RAYDEN - THE GOD OF THUNDER AND LIGHTNING, intervened. He sought out the few chosen warriors who would compete against their Outworld counterparts, in particular the reluctant hero - LIU KANG.

(MORTAL KOMBAT THE MOVIE)

THE PRESENT

Shang Tsung also sought out the "chosen ones," LIU KANG, the direct descendant of Kung Lao, SONYA BLADE, a Lieutenant in the US Special Forces, and JOHNNY CAGE, a Hollywood action movie star, for he knew that in order to successfully conquer Earth he would have to slay these chosen warriors and then take their souls.

Shang Tsung tricked each one into coming to the Mortal Kombat Tournament. First Shang Tsung killed Liu Kang's brother, knowing all too well that Liu would come to the tournament seeking revenge. He then had a criminal known only as KANO kill Sonya Blade's partner, setting up an evil game of cat and mouse, as Sonya would now follow Kano to the ends of the Earth and thus to the tournament. And he appealed to the ego of Johnny Cage, in that winning the tournament he'll be able to prove to the world that what he does on the silver screen is the real thing.

Realizing the great strength Shang Tsung has already amassed from his previous nine victories and the devastating consequences that a tenth and final victory will have for Earth, the thunder god Rayden comes to Mortal Kombat. Rayden is the god of Thunder and protector of the realm of Earth, the mythological Lord of the Order of Light, but not an all mighty ruler of the Universe. Although perhaps invited by Shang Tsung, (which is evidence of Tsung's arrogance - he wants Rayden to see him win Earth, Rayden's own world, from him) Rayden's true purpose in coming is to help save the Earth. However, Rayden cannot compete directly in the tournament. Instead he participates by offering insight and wisdom to our three heroes, much like a coach on the sidelines.

But Rayden's help isn't the only guidance the mortals will receive. The beautiful, mysterious PRINCESS KITANA is an ally as well. Although the adopted daughter of the fierce warlord Shao Kahn, Kitana has her own agenda. It was Shao Kahn who overthrew her parents, turning Outworld into the desolate realm it has become. Kitana knows that by helping the mortals (especially Liu Kang) defeat Shang Tsung she will one day be able to return her family's land to its former beauty.

It is through Rayden's words of wisdom that our heroes are able to realize the true purpose of the tournament. Mortal Kombat isn't about death, but life! Mortal men and women rising to their true potential to defend their own world!

Although reluctant at first, our heroes eventually use this knowledge to overcome their fears and draw on their inner strengths, giving them the abilities they need to win. Sonya Blade confronts Kano and kills him during a tournament bout. Johnny Cage fights the deadly creature Scorpion and defeats him. He then challenges the four armed warrior Goro, and defeats him with a final blow that sends Goro over a cliff.

The final battle takes place in Outworld, where Liu Kang draws on the teachings from both Princess Kitana and Rayden to aid him in his fight with Shang Tsung. Although the demon sorcerer uses an army of enslaved souls to help him in battle, Liu Kang, the chosen one, is able to defeat and kill Shang Tsung in Mortal Kombat. Liu Kang is now the victor of Mortal Kombat and an immortal!

Our heroes return home, where they find Rayden waiting to congratulate them on a job well done. They have saved the Earth Realm from total destruction as Kung Lao had done 500 years before them. But all is not well, for the determined Shao Kahn has found a new way to enter the Earth Realm. He breaches the portal and appears in the sky above the TEMPLE OF THE ORDER OF LIGHT. His invasion of Earth is about to begin.

(KOMBAT THE SEQUEL MOVIE)

Shao Kahn could not rest with defeat, so he decided to cheat by breaking the sacred rules set forth by the elder gods. Shao Kahn was enraged by Shang Tsung's failed attempts at taking Earth through tournament battle. He decides to enact a plan which would not only go against all the rules and traditions that had been set forth by the Elder Gods, but it would also go against the laws of nature, as it was truly an unholy act.

As the legend goes, ten thousand years ago, Kahn invaded a once beautiful and peaceful realm called Edenia. He murdered the KING and forced the QUEEN, SINDEL, to become his bride, thus adopting her daughter Princess Kitana as well. Kahn's SHADOW PRIESTS, lead by the demon sorcerer Shang Tsung, devised a plan so dark and twisted, that should it actually work, Kahn would have the power he so craves. However, it would involve the death of his young Queen.

The plan was that should Sindel die, her spirit would someday be resurrected not on the Outworld but on the Earth realm itself. This unholy act could possibly give Shao Kahn the ability to step through the DIMENSIONAL GATES and reclaim his Queen, enabling him to seize Earth.

Even so, Shao Kahn did not want to give up his Queen just yet; he continued his attempts at taking the Earth through tournament battle. But the young Sindel died unexpectedly during one of the tournaments. Still, Shao Kahn would not let the shadow priests attempt their plan. He felt it wiser to appease the Elder Gods by claiming the Earth through the tournament. However, after the second and most humiliating loss of the tournament, Shao Kahn becomes so infuriated that he has the shadow priests perform their dark magic. The plan works and Shao Kahn reclaims his Queen, thus enabling him to finally enter the Earth realm. In a brutal display of his warrior nature, Kahn breaches the portal and begins wreaking havoc on the Earth.

During his invasion, the Earth is starting to deteriorate as the land merges with Outworld. Rayden explained to our heroes how Kahn had broken the rules of Mortal Kombat and there might not be a sure way to stop him this time. Kahn knew he couldn't take the souls of the chosen warriors, so he sent extermination squads to hunt and kill the remaining humans. Once again, the fate of our future existence is in the hands of the "chosen ones."

MORTAL KOMBAT THE ANIMATED SERIES

WHERE WE BEGIN

It has been five years since Shao Kahn cheated and attempted to take Earth, despite losing Mortal Kombat. Shao Kahn's blatant disregard for the rules of Mortal Kombat set forth by the Elder Gods, cleared a path that other would-be rulers would soon follow. There are no longer rules governing the actions of the parallel realms. The universe that was once balanced by a system based on honor and tradition is now governed by chaos and deceit. In the past five years, there have been numerous attacks by other realms trying to breach the Earth realm, and leaving many areas of Earth ravaged.

The extreme pressure built up inside this unbalanced universe and the numerous attacks it had to withstand has weakened the EARTH'S "DIMENSIONAL FABRIC", allowing temporary "RIPS." In all corners of the earth these rips are opening, allowing invaders from other realms to freely enter. New alliances are being formed as everyone and anyone is waging attacks.

In order to combat these ongoing invasions and threats, a group of "CHOSEN WARRIORS" has come together to form a OUTER WORLD INVESTIGATION AGENCY. This heavily classified operation is unofficially sanctioned to protect the Realm of Earth from Outworld and other parallel realms.

High atop a secret base built into the top of a giant mesa on an Indian reservation, our heroes, RAYDEN, NIGHTWOLF, LIU KANG, SONYA BLADE, JAX, SUB-ZERO, STRYKER, and PRINCESS KITANA monitor Earth's situation. (NOTE TO WRITERS: Johnny Cage is no longer, so do not use him in your premises.)

The top secret, MK HEADQUARTERS is accessible only via subterranean tunnels and aquifers. The elaborate facility is a paradoxical blend of crude volcanic stone and space-age technology. In the main cavern, a bubbling lava pit provides warmth (and the ever-present Mortal Kombat-style of unearthly lighting and ambience essential to the unique look of the series). With their massive computers incongruously built into the crude stone, satellite links, and all manner of high-tech equipment, our group is able to monitor the occurrences of dimensional rips.

Their mission is simple: when alerted to a possible threat, be it in Outworld, on Earth, or another realm, our heroes are called upon to defend the Earth and drive the Outworlders and others back into their own realms.

For the most part, the average citizen of Earth is unaware of the constant threats to them and their planet. The group's goal is to keep mortals from learning of the invasion, to avoid world-wide panic.

In holding true to the traditions of martial arts, our heroes must find their strength through self empowerment, not fancy weaponry. (However, our heroes do have some special powers. But these powers are brought forth by their own inner strengths, such as Liu Kang's ability to generate FIREBALLS from thought, and Sonya's ability to create ENERGY RINGS the same way.)

Through Rayden's guidance, the group learn that in order to successfully defend themselves and the realm of Earth against evil, our heroes must be willing to confront their own fears and pasts. This theme will be a strong part of each episode. Our heroes will in turn learn that if you believe in yourself you can accomplish anything. But each Kombatant must take responsibility for his or her past and present actions. There is a clear delineation between good and evil. It is only when heroes chose to do the honorable thing and take the side of good that they can succeed.

SERIES COMMANDMENTS:

1. **MARTIAL ARTS/FIGHTS:** All fights will be based on actual martial arts, incorporating both a variety of forms and the traditions of martial arts (i.e., opponents bow to each other before more formal, one on one fights); they must include "signature moves" from the underlying property, including special fight moves, animalities, babalities, and so forth; and finally, they must be spectacular. When staging a fight, think feature film, call for dramatic, interesting angles all the way through.

It is also important to show that our heroes are not out searching for a fight. Their fights are defensive actions taken to protect themselves and the Earth realm. (NOTE: In the animated series, writers must take care to avoid blows to the face, the use of blood, or any excessive violence. We all know our limits.)

2. **LOOK:** Mortal Kombat must always look hyper-realistic, dark, mystical and otherworldly. If we are on Earth, we should be in remote corners of it - Indian mesas, Himalayan mountain tops, deep Congo villages - all places from which a portal may be opened. We are never on a bright, sunny street in a nice town. If we ever must find ourselves in a city, it's a dark, edgy looking one. The other realms are and mysterious and dark, with lots of purple and blue shafts of light and fire. This should look like nothing else on TV. We encourage you to use dramatic angles, OTS shots, shoot through smoke or flames. Again, think feature film, not Saturday morning. Rent the Mortal Kombat Feature Film, study their use of light shafts and mist.

3. **MESSAGE:** Not to ever get preachy, but there must always be an underlying philosophy that if you believe in yourself, you can accomplish anything. One person has the power to alter the course of the world or even the universe, if he or she confronts his or her own fears, believes in him or her self and rises to the challenge. This is what martial arts and Mortal Kombat is all about - self empowerment. There will also always be a clear distinction between good and evil. Our heroes fight for the good side. There are lines that even a combatant cannot cross because every individual must take responsibility for his/her actions and must always concern himself with doing the honorable thing. But given that, the individual's powers to make a positive difference are limitless.

4. **CHARACTERS:** All characters are somewhat tortured and angst ridden. It's not terribly interesting to watch someone struggle with whether or not they can rise to the challenge if he or she is an all ready perfectly well adjusted, confident person. They have lots of guilt, jealousy and self doubt to overcome. Remember, these are just ordinary people, given a monumental responsibility because of their, as yet, untapped inner potential. Some might not want the responsibility.

Whether on Earth or in Outworld or other realms, our heroes are faced with the monumental pressures and challenges -- and they are after all mortals. While Rayden is able to give our heroes some special powers, they are not super heroes; they can be hurt, physically and mentally. Our heroes are decidedly not stereotypical and will continue to reveal new sides of themselves. For example, the biggest of them may not be the best fighter; the females,

while sexy and beautiful, are as capable as the men, yet still feminine; authority figures, like Rayden, will not always be correct; Nightwolf, the Native American shaman, loves technology and the "modern" guy might not; and so forth. It is what is within our characters that dictate how they perform and feel, not their outer appearance or preconceived role. Even the bad guys should be three dimensional. Some characters will drift back and forth between good and evil. Overall, the age of our characters is very early twenties.

5. TONE: Sexy, dark and irreverent. The girls are gorgeous and exotic (although just as strong as the guys) and wear clothes to show it. The guys are funny. As stated, everything is dark and mystical; we are constantly on a fantastical, "Jason and the Argonauts" adventure. Authority isn't always right and should be challenged. The last thing we ever want to happen is for this to look like adults wrote it for kids. So, it must be from a young point of view. Finally, this is kind of a Mission: Impossible team, operating outside of the official rules, whose existence will be denied if caught.

6. SPECIAL EFFECTS: We need lots of powers, especially from the bad guys. The non-human good guys have special powers (i.e.: Rayden's lightning, Scorpion's harpoon creature); the kombatants can learn more powers as they attain greater inner strength.

TRAVEL BETWEEN WORLDS should look appropriately fantastical - they don't just open a door. This is fantastical universe of adventure, full of other worlds and super natural characters, who travel between them. Mortal Kombat has a vast array of extraordinary characters and many of them are available to be used in the series. If a character, such as the original SUB-ZERO was slain in the feature, or in a game, we can bring in their brother, as we have with Sub-Zero, or a character from the same realm with similar looks and powers. For the writer, the world of villains is boundless and delicious.

7. PRIOR KNOWLEDGE: Each episode must be completely understandable if the viewer has no prior knowledge of these characters or the underlying property, and at the same time must not be boring if the viewer does have this prior knowledge. Flashbacks are permitted to bring the viewer up to date, however, they must be justified and introduced in a way that does not feel forced. Also, when using flashbacks, try to incorporate the personal guilt, fear or angst the event had on one of our key players.

8. TECHNOLOGY: We always mix ultra-high tech with ultra mythological. The squads' and the villains' vehicles look like dragons and ancient beasts, in order to blend seamlessly into other worlds, but are in reality the most advanced forms of transportation. A moss covered ancient stone converts into a state of the art computer monitoring system. Characters have running debate over pros and cons of technology. For example, Nightwolf thrives on it, Liu Kang hates it, but is forced to learn in order to survive.

9. TRAVEL: In addition to their mystical looking, super powered vehicles, they use thousands of years old tunnels and passageways beneath the earth that kind of bend space, allowing for exceptionally quick, efficient, and secretive travel on this planet. They travel to other realms of existence through numerous portals, always hard to find and different. To speed through

the tunnels, the MKs use their extraordinary **DRAGONJETS**, special hi-tech land-air-sea crafts, which on the outside resemble mystical dragon-like creatures. Inside, the cockpit is remarkably hi-tech, nothing like it has been seen before; the control panel is glass and seemingly suspended in air. Each Dragonjet is slightly different, personalized to the team members operating it. And each Dragonjet has certain mysterious "survival qualities." When severely damaged, or threatened, the Dragonjets will mysteriously act on their own, righting themselves if flipped, extinguishing fires if aflame. They also change shape often to conform to different environments. They will be designed to look much like real dragons and they fire flame-like blasts from their "mouths." The Dragonjets have protracting wings for flying, but their main function is to speed through Earth's subterranean tunnels and underground river systems.

III. EARTH: Remember, it is just one of many parallel realms. The intersection, or gateway to many others, is through Earth. As you will learn in the pilot episode, these "hidden portals" to other realms are one of the things that make Earth so desirable to invaders. Earth is also one of the youngest realms, and therefore offers an enormous amount of power. So the planet itself is valuable to evil denizens from other realms. Earth is also seen as quite a target because the people who inhabit it are viewed as weak, ignorant and vulnerable, with no idea as to the value of their real estate. Others thus constantly underestimate the value of human spirit, and this often proves to be their downfall.

CHARACTERS

THE GOOD GUYS:

RAYDEN is the god of thunder and protector of the realm of Earth. With the power of the thunders behind him, he has the ability to throw electrical energy at will. He is a seasoned fighter and has, in the past, battled amongst the heavens to protect the Earth. Later though, through rules set forth by the Elder Gods, Rayden was unable to fight in Mortal Kombat (the tournament only allowed mortals to compete on Earth's behalf). Yet, Rayden's affinity towards the Earth realm and its inhabitants made his intervention inevitable. He became a mentor to our heroes and provided them with the wisdom they sometimes need to overcome challenges. However, while Rayden is an authoritative figure, he is not always correct. He is irreverent and mischievous and at times just plain irritable. Though, as the groups' leader, he remains cool under the most extreme conditions. Rayden is angst-ridden from a burden he carries from a secret of his past. (His past is so secret, we are not ready to reveal it just yet.) Rayden put the original team together and he is essential in helping them monitor the Outworlders and other invading aliens.

But Rayden is by no means your typical Obi Wan Kenobe. He has an attitude problem and often gets into it with our heroes, particularly Jax, whose smart-mouth seriously annoys Rayden.

There are times when the kombatants become seriously frustrated with Rayden for not jumping into the fray with them. But Rayden sticks fast to the belief that he cannot fight their battles for them. He maintains that humans must learn to protect themselves and their precious planet, if Earth as we know it is to survive. He helps in every way possible, except entering into actual battle. However, there may be rare exceptions to this rule. For example, should another "god" use extraordinary powers against Earth, Rayden may tip the scales back. Writers be careful when dealing with Rayden to keep him from being the know-all, father figure. He is, as we have said, not always right, and he is far from paternal towards our heroes. The stakes are so high, he gets frustrated with them and himself at times.

Rayden never makes a dull entrance. He usually explodes into scene like a lightning bolt, then crackles into his human-looking form. And he appreciates his own flare for the dramatic. When Rayden shows emotion, his eyes, and sometimes his whole body crackle with electricity.

RAYDEN'S SIGNATURE KOMBAT MOVES: LIGHTNING THROW, BODY LAUNCH TORPEDO, MINI UPPERCUT.

NIGHTWOLF is a highly intelligent Native American Indian, a young shaman, trained by the ancients in the mysterious powers of nature. Ironically, Nightwolf thrives on computer technology. He is a complete technophile, always excited about his newest inventions and gadgets. However, he still uses his knowledge and the magic of the shaman to protect his tribes' sacred land, making it impenetrable by any outside force. This sacred land is also the location of the team's headquarters and Nightwolf usually remains at

headquarters to act as a guardian of their covert operation while monitoring portal activities.

Nightwolf also shares his native teachings to help our heroes find their inner strengths and develop "special moves" that are necessary for overcoming their adversaries. In the occasion that he may leave the fortress, Nightwolf can call upon his tribal gods to help protect him, giving him a MYSTICAL BOW, which fires destructive energy BOLTS, and a powerful HATCHET.

While Nightwolf is Native American, and a shaman, he is also young and very hip. He doesn't pontificate or spew out ancient wisdom. He's cool, he's clever and he's also mysterious, giving the impression he knows more than he lets on.

Nightwolf derives his special powers from nature. Consequently, he is very attuned to what is happening around the planet. There are times when the rightful residents of Earth so abuse Her, that Nightwolf wonders why the group is busting its butt trying to save it for the ingrates. But it is all-to-clear that the Outworlders and other realms will destroy Earth even faster than humans are.

Always at Nightwolf's side is a sleek, black wolf named KIVA. Nobody is really sure, but it seems that he and the wolf become one at times.

NIGHTWOLF'S KOMBAT SIGNATURE MOVES: ENERGY ARROW, HATCHET SWIPE, CHEST REFLECT (ENERGY SHIELD AROUND HIM) SHOULDER RAM.

LIU KANG is a handsome Asian who was being trained by the elders of the temple to be a master of Mortal Kombat. However, he didn't believe in what he was being taught, so he left The Order of Light to seek a new life in America. After Liu's departure, his brother began training for the tournament in place of Liu. But he was killed by the demon sorcerer Shang Tsung. Liu struggled with his brother's death, feeling he was responsible. Liu finally accepted his destiny and went to compete in Mortal Kombat. There, he came to terms with the death of his brother and defeated Shang Tsung. He is now reigning champion of Mortal Kombat, and therefore will not age until the next tournament, if there ever is one.

Liu still has moments of self doubt as the monumental responsibility for saving the Earth has once again fallen on his shoulders. Through Nightwolf's teachings, Liu has learned to channel his internal angst or "chi" into a burst of energy that he can throw like a BALL OF FIRE while fighting.

As he tries to be a man of the 21st Century, Liu struggles with computers and current technology. He grumbles every time it's his turn to pilot the Dragonjet, since it is a highly technical craft. He'd rather face a thousand ninjas than one computer.

There is a strong bond and major heat between Liu and Kitana. This powerful attraction does not go unnoticed by the others. Unfortunately, circumstances don't allow them to ride off into the sunset together. The burden of responsibility for the planet rests heavy on both Liu and Kitana.

Consequently, their relationship, or lack of, creates more angst for them than pleasure. Also, their concern for the others' safety can be a deadly distraction.

Liu was trained by the elders, so he has an appreciation of their ways and beliefs, but he is not priest-like or old fashion in his beliefs or in the way he speaks. He's young and extremely resourceful.

LIU KANG'S SIGNATURE KOMBAT MOVES: HIGH FIREBALL, LOW FIREBALL, BICYCLE KICK, FLYING KICK.

SONYA BLADE is a lieutenant in the US Special Forces. She is trained in the most advanced military equipment and tactics available. She can operate anything from a mo-ped to a Stealth Bomber. Unfortunately her last two partners have been killed, and on some level she blames herself. As a result, Sonya has become completely unrestrained and volatile, a la Mel Gibson in Lethal Weapon. The others view her as wild and impulsive. She acts before thinking. Deep inside she has tucked away feelings of guilt and intense sadness about her past partners. Although she is searching for the ability to get close to people, she will not allow herself to open up. She has built a wall around herself to protect herself from getting hurt again and feeling the guilt and pain of watching those around her get killed.

As with Liu Kang and his fireballs, Nightwolf has taught Sonya to channel her negative energy into a series of powerful "ENERGY RINGS" that when tossed from her hands can completely stun an opponent. Despite all her strength and skill, Sonya still has the ability to remain feminine.

Sonya says it like it is -- even if it's the most tactless thing she could possibly say -- and it usually is! To disguise her true feelings, Sonya has become a real tough cookie. Think of her as a young Murphy Brown, who doesn't just talk about kicking butt, she kicks it!

The first to run head-on into danger, Sonya can be a liability to the others at times. Fortunately, Jax is usually there to watch her back and lend his support.

SONYA BLADE'S SIGNATURE KOMBAT MOVES: RING TOSS, LEG THROW, FLYING PUNCH, RISING LEG KICK.

JAX or Major Jackson Briggs, is also a member of the US Special Forces. In fact, he is Sonya's new partner and has taken it upon himself to watch over her erratic behavior. Outfitted with bionic arm implants, Jax is probably the strongest man in the world, and probably the most sarcastic as well. He is bright and articulate, using his wit at every single opportunity to get in a zinger. His constant joking and ribbing drives Rayden crazy. But Sonya is a perfect audience for his flippant sarcasm about life.

On the surface, it appears as if Jax doesn't take anything seriously, everything to him is a joke. Although he jokes about sending others into a fight first, he's usually there before anyone else, hammering away. Unfortunately, his jokes are a cover up for his insecurity. Deep down Jax feels that he may not actually be the strongest man in the world. And an even greater fear is that he is nothing without his superhuman strength. Although he's modest with others,

he is continually trying to prove to himself that he's still the toughest man alive.

While Rayden hates Jax's smart-mouth, like the rest of the group, he appreciates Jax's integrity and views him as a tremendous asset to the team.

His superhuman strength and power allow Jax to literally shake the ground under his opponents feet by smashing his fist down. He can also fire ENERGY WAVES from his bionics.

JAX'S SIGNATURE KOMBAT MOVES: SINGLE SHOT ENERGY WAVE, DOUBLE SHOT ENERGY WAVE, BIONIC RUSH, GOTCHA GRAB, GROUND SMASH.

KURTIS STRYKER is Mister Do-It-By-The-Book. Jax suspects he really does have a broom up his back, the guy's so up-tight. Stryker was a big-city riot cop before Shao Kahn's attack. He is well disciplined, focused and logical. Give him a problem and he'll solve it, give him a plan and he'll execute it; he's all guts and innate know-how. However, his rigid, disciplined ways are borderline anal at times. He is the kind of guy who would have a bed you could bounce a quarter on, complete with hospital corners. Still, you wouldn't want to mess with him because he is trained in the most advanced weapons and munitions available today. His favorite weapon is his nightstick. He's so good with it that you might even think he sleeps with it under his pillow. Beyond his mission and his duty, he is obsessed with his health to the point of being a hypochondriac, which is often the source of much teasing from the other combatants - particularly Jax, who thoroughly enjoys razzing Stryker.

His constant need for order and routine is also his biggest handicap. During confrontations with aliens from other realms, there is rarely enough time to come up with the elaborate strategies he lives to create. He becomes flustered when thrown straight into the fray, but somehow he always regains his calm and gets the job done.

Jax and Sonya can't help but tease Stryker, who unwittingly sets himself up for it. One of their favorite ways of tormenting him is with Kiva, Nightwolf's pet wolf. Stryker, once a uniformed cop, is canine-phobic. He's wary of all dogs, but the wolf really unnerves the poor guy. Stryker loathes showing any signs of weakness, but there's nothing he can do, Kiva totally rattles him.

STRYKER'S SIGNATURE KOMBAT MOVES: LOW AND HIGH GRENADES, RUSHING THROW (he lunges forward and grabs his opponent's legs with his baton, then he tosses them), BATON TAKEDOWN (he ducks down and sticks his baton out, and trips opponent).

SUB-ZERO, the ice-ninja, was once a member of the Lin Kuei, a legendary band of Chinese ninjas. He has since left the Lin Kuei after their decision to automate the ninjas. He is marked for assassination by his own clan for breaking the sacred code of honor. He has chosen a new life, one of true honor. At first Sub-Zero refused to join the Mortal Kombat team. However, when he learns his eternal enemy, Scorpion, plans to attack the realm of Earth, he is forced to turn to the team for assistance. He must overcome his past and forgive Liu Kang for killing his brother. Although Sub-Zero knows his

brother was innately evil and had to be stopped, he was still flesh and blood. When he joins our heroes, he must deal with the tension and suspicion from the other members.

Sub-Zero is a great asset to the team. Aside from his extraordinary martial arts skills, he also has the special ability to pull moisture from the air, freeze it, and shower his opponents with it, freezing them as well. Trained as a ninja, he is a supremely skilled warrior, but he is troubled by the conflicts that rage within him. Despite the fact that Sonya, Jax and Stryker have seen Sub-Zero fighting on their side, they cannot bring themselves to fully trust him. Sonya is the most vocal about her suspicions, but Jax and Stryker keep a watchful eye on him, as well. They are always reluctant to reveal too much information to Sub-Zero. It is hard to know how Sub-Zero really feels about them. He does his best to avoid confrontation or any attempts at getting to know him better.

SUB-ZERO'S SIGNATURE KOMBAT MOVES: BACKHAND PUNCH, ICE BALL, ICE SHOWER, SUB XEROX (he clones himself into a replica of himself made of solid ice, that if touched, freezes his opponent), SLIDE (he slides on the ground into his adversaries).

PRINCESS KITANA is rightful heir to the throne of Outworld. She is gorgeous and outrageously sexy, despite her age -- ten thousand years old. Kitana has joined the MK team in hopes of defeating Shao Kahn and claiming her place as leader of the Outworld. She is exotic and extremely mysterious. In Outworld, Kitana was trained to defend herself with a pair of special fans, which she uses as a shield as well as a weapon. She is a very guarded person, who keeps her past a mystery to all -- even Liu. With his help, she is just now learning to trust and open up to mortals. There is a thick heat between Kitana and Liu. When the group pairs off, in the Dragonjets, or in action, Kitana always finds her way to Liu.

Innately mysterious, Kitana is not given to trivial conversation, or quick quips. She usually keeps her opinions to herself, except when she and Liu are alone. Kitana is as wise as she is old and often imparts helpful information to Liu, when he is struggling with self-doubt. But her advice is usually a little cryptic. Even though she is incredibly feminine, Kitana is a fierce warrior.

The other combatants respect Kitana. Even Jax tends to spare her his sarcastic wit. Although Kitana does not totally trust Sub-Zero, there is an underlying respect between them.

KITANA'S SIGNATURE KOMBAT MOVES: ELBOW PUNCH, FAN SWIPE, FAN THROW, FAN LIFT (by spinning fans, Kitana can create a breeze that lifts her rival into the air.)

KIVA, a sleek, ominous looking black wolf, is Nightwolf's constant companion. Although he looks totally fierce, when he's alone with Nightwolf, Kiva is a puppy dog. One of Kiva's greatest pleasures is tormenting Stryker, who not only dislikes the wild canine, he actually fears him.

THE VILLAINS

SHAO KAHN is the evil emperor of Outworld. He is the treacherous emperor who has resorted to cheating in order to gain entrance to earth. A thorn in his side has been his brother who has beaten him at every turn. He will use anyone or anything to gain ultimate power.

SHAO KAHN'S SIGNATURE MOVES: SHADOWN RISING UPPERCUT, SHADOW SHOULDER RUSH, SUPER MALLET, GREEN NOVA BLAST.

SEKTOR & CYRAX are two soulless cybernetic ninjas from the Lin Kuei. Soulless, but not mindless. Their mission: destroy Sub-Zero because of his betrayal. Aside from super strength and amazing moves, they both have an arsenal of energy weapons and guided rockets that they fire from their chest plates.

SEKTOR'S SIGNATURE MOVES: MISSILE, SEEKING MISSILE, TELEPORT UPPERCUT.

CYRAX SIGNATURE MOVES: GREEN NET, SHORT BOMB, LONG BOMB, AIR THROW (if an opponent is leaping at him, he can leap towards them and use his extraordinary weight to slam them to the ground.) TELEPORT (Cyrax can blow himself apart and teleport to the other side of his opponent.)

KANO was left for dead in the last Mortal Kombat tournament when he was humiliated by Sonya. This defeat forever burns inside of him and vows to one day get his revenge on Sonya. Now as boss of the Black Dragon Organization (a crime syndicate that prides itself on selling its dastardly deeds and services to the highest bidder), Kano has his own plans for world domination. He has also replaced one of his eyes with a bionic eye that also contains a laser weapon. His endless source of dirty money has also allowed him to purchase advanced weaponry, like an energy knife that he likes to throw at his opponents.

KANO'S SIGNATURE MOVES: SPINNING BALL (he rolls himself into a spinning ball and hurls himself at his opponent.) BLADE TOSS (he can produce light energy sabers and cast them) BLADE SWIPE, GRAB AND SHAKE (using an odd fighting style, Kano grabs his opponent and shakes them) AIR THROW (he grabs airborne opponents with his legs and brings them down hard.)

MOTARO is the general of an army of centaurian warriors from Outworld. The Centaurians are a half man, half horse race that rules the highlands of Outworld. They are also the natural enemy of the Shokan. With the absence of Shokan's greatest warriors, the mighty Goro and his predecessor Kitaro (he was vaporized by Rayden), Motaro was granted the role of leader of Shao Kahn's armies. Known for their hunting prowess, he continues to lead his heard as they viciously hunt down humans. Now, as leader, Motaro has added an energy weapon to his tail, giving him the ability to shoot his opponents down so he doesn't have to get his hands dirty.

MOTARO'S SIGNATURE MOVES: LOW JUMPING LUNGE, HIGH JUMPING LUNGE, TAIL SWIPE.

SHEEVA is a member of the fierce race of half human dragons called the Shokan. Goro, who was Prince of the Shokan, was killed during the last official Mortal Kombat tournament by Johnny Cage. Sheeva's race of Shokan are the natural enemy of Motaro's race of Centaurions. Standing at a towering eight feet, possessing four arms and the ability to throw a blasts of energy, she is a force to be reckoned with.

SHEEVA'S SIGNATURE MOVES: TELEPORT STOMP (she leaps up and comes down hard) FIREBALL (using all four arms she throws a ball of energy) GROUND STOMP (by jumping up and coming down hard she creates a shock wave that her enemies must jump to avoid.)

SCORPION holds allegiance with no one. He is a wild card. His invasions are for his personal gain. He has a special harpoon spear and the ability to vanish then reappear. His clan and the Sub-Zero clan have been feuding for centuries. The older Sub-Zero succeeded in assassinating Scorpion; however, before he died, Scorpion swore that he would haunt Sub-Zero for the rest of his life. And he did. Scorpion returned as a specter, tormenting Sub-Zero up until Liu Kang killed Sub-Zero in Mortal Kombat. After Sub-Zero's death, Scorpion's soul was set free, and he made a pledge to protect the younger Sub-Zero. However, the offers of unlimited power from others have swayed his decision, as he now works as a hired assassin for the highest bidder.

SCORPION'S SIGNATURE MOVES: HARPOON SPEAR (snake-like harpoon that tracks the victim) TELEPORT PUNCH (half ghost, Scorpion disappears and then reappears in a blink of an eye.)

CHARACTERS WHOSE ALLEGIANCE IS NEVER CLEAR:

JADE is a childhood friend of Kitana's but also works for Kahn at times. She is alluring, mysterious and exotic, yet she can not be trusted. She used her beauty to lure her unsuspecting prey.

SMOKE was once a friend and ally of Sub-Zero's; when they both try to escape from being turned into machines -Smoke is captured. He finds himself turned into a cyborg assassin with a mission to find and kill his old partner. Even he is not sure where his alliance falls. However, Sub-Zero believes that somewhere in this machine is a human soul trying to escape.

STORY GUIDELINES AND POTENTIAL STORY LINES

In the pilot, as you will read, NIGHTWOLF is monitoring the action from Headquarters as the others battle SEKTOR and CYRAX in a ship graveyard. The group is seriously outnumbered by CYBERNINJAS. They are surprised and wary when SUB-ZERO suddenly appears and helps tip the scales in their favor. Sub-Zero brings word of SCORPION'S impending invasion. The MKs are dubious, until RAYDEN shows up to confirm it. They reluctantly take Sub-Zero back to headquarters, where Nightwolf is on the alert for any "rips" in the dimensional fabric. As the story unfolds, Liu Kang is forced to overcome personal doubts about whether he could have defeated Sub-Zero's brother in Mortal Kombat, without Kitana's help. Sub-Zero must deal with fierce anger towards Scorpion, which hinders his ability to be centered and in control (as a ninja must always be). In the end, our heroes prevail and Sub-Zero becomes an unofficial member of the group.

WRITERS, remember, when coming up with premises for the show, there must be at least one personal story driving it. The more angst our characters have, the better. Think Spider-Man and Bat-Man, the personal torment of the individual. These are not happy-go-lucky guys, they're deep, driven personalities. They are not perfect by any means, each one is wonderfully flawed to make storytelling much more interesting.

PREMISES

SHINNOK'S RETURN:

On the dead planet known as the NETHERREALM, a fallen elder god learns of Earth's failing dimensional fabric and the vast gates to other realms that exit within the planet. He realizes that not only is this a perfect time for an invasion, but it's a perfect time to avenge his past.

The fallen god is known as SHINNOK, and he plans a fierce takeover of Earth. Leading his minions of LOST SOULS - THE BROTHERS OF THE SHADOW - Shinnok attacks. Our heroes immediately respond and begin to drive the unholy warriors back through the portal. However, Shinnok's plan is two fold, and he opens another portal directly behind our heroes, driving them into the Netherealm.

On the Netherealm, our heroes must confront a whole army from the Brothers of the Shadow and figure out a way to get back home.

With our heroes trapped in the Netherealm (less Nightwolf, Kiva and Rayden), Shinnok plans to destroy the Earth. His scheme begins with disposing of his arch nemesis Rayden. Shinnok sets a trap for Rayden and plans to force the thunder god into revealing the whereabouts of the group's headquarters.

However, Shinnok's plans has some holes, for he didn't realize that Nightwolf was in the headquarters working on obtaining the location to the Netherealm. When he finds it, Nightwolf enters the Netherealm with Kiva and tracks down

our heroes. He helps them escape and they seal the "rip" in the portal behind them.

Meanwhile, Rayden falls into Shinnok's trap. Rayden is forced to face a past that he wished to forget. It was a past filled with untold treachery and deceit and it ended up with Rayden banishing Shinnok from our known universe.

Back at the headquarters, our heroes realize what's going on. With the blazing speed of their Dragonjets, they're able to save Rayden and help him battle Shinnok. They defeat him and send him back to his own world, for good.

KANO STEALS HOME:

Our heroes are always ready for any potential "rip" in the dimensional gates. But they weren't prepared for Kano.

Somehow Kano has found the headquarters and managed to steal Rayden's scepter. With the scepter, he plans to open portals to other worlds, taking the Black Dragon Criminal Organization to bigger and better places.

Now our heroes are faced with two problems. If they get attacked, they'll have no way of sealing any new rips in the dimensional gates. They also have to find Kano and get the scepter back. They split into two groups, one to stay on Earth, the other to track Kano.

Kano opens the portal and he winds up in Outworld. Nightwolf tracks this recent disturbance and sends one team to find him. Hoping to exchange information for wealth, Kano informs Shao Kahn that he has stolen the scepter and it would be the perfect time for Shao Kahn to attack. He sends a squad of his finest demon warriors through a breach in the dimensional gates.

Our heroes on Earth detect the "rip," and rush over to where it's taking place. But they have no way to seal it up. An enormous battle takes place, as more and more of these evil warriors pour out of the portal.

Back in Outworld, our heroes are battling with armies of Shokan, including SHEEVA, as they continue to search for Kano. They finally find him and obtain the scepter.

On Earth our heroes are exhausted and the Outworlders have the advantage in this battle. When all seems lost, another battalion of warriors comes through the portal, but it's our heroes and they have the scepter and Kano. They battle the remaining Outworlders and in the process Kano escapes. Eventually they push the evil warriors back through the portal and seal it up.

THE SECRET OF QUAN CHI

QUAN CHI is a free roaming Sorcerer, well versed in the black arts. He possesses the ability to peer into the future, and the future he sees for our heroes is quite grim.

Quan Chi sees a break in the dimensional fabric not too far in the future.

He also sees our heroes defending this most recent intrusion, which would allow Quan Chi to enter the ancient ruins where the dimensional gateway to all the other realms awaits.

Quan Chi is able to enter another realm, a realm long since forgotten, a realm that some called a myth. It is the realm where REPTILE comes from, and it is known as ZATERRA. Quan Chi promises the reptilian creatures a chance at becoming the most powerful realm in the universe. All they need to do is help him conquer a group of warriors on Earth so they can use the ancient temple as their own gateway. They agree.

Quan Chi once again looks into the future. He sees that our heroes have noticed the disturbance in the dimensional gates, and are fast approaching the ancient temple. He considers this to his advantage, seeing that group is in one place, making it easier for him to destroy them all. They will begin the attack at once.

Our heroes are caught off guard as the reptilian army from ZATERRA attacks. They are overpowered and most of our heroes are taken prisoner. Jax escapes, but the dragonjets have been disabled in the battle so he can't get back to base. It's up to Jax to save our heroes.

Quan Chi has set a trap for Jax, and he's using our team as bait. Jax realizes that Quan Chi can predict his every move because he has the ability to look into the future.

Jax is left to figure out a way to make Quan Chi see a future that doesn't exist. Upon doing so, he'll battle Quan Chi one on one, rescue his friends, and send not only the reptilian army back to Zattera, but Quan Chi as well.

RESURRECTIONS:

Down in the dungeons of SHAO KAHN'S Black Tower, two SHADOW PRIESTS retrieve a box that contain a skeleton. They dump the bones at Shao Kahn's feet. The Emperor takes a vial of mysterious red liquid and pours a drop on the pile of bones. Slowly the bones take shape, muscle forms over them, veins begin to flow a green blood, a skin forms, and this creature eventually takes shape as a human. It rises and turns to us, it is SHANG TSUNG.

Shao Kahn has a special mission for him, which is why he resurrected him. Because Shang Tsung can freely go between the Earth and Outworld, he can enter the Earth Realm without being detected by Nightwolf's computer equipment. To go undetected though, he has to go alone. His mission is to find and destroy the headquarters so Shao Kahn can send an army through the portal at any time, any place, without having to worry about the group's interfering, thus finally taking the Earth realm once and for all.

STORY SPRINGBOARDS

SUB-ZERO has a run in with his old friend SMOKE. He must convince the cyber assassin that he still has a soul, before Smoke makes the biggest mistake of his life.

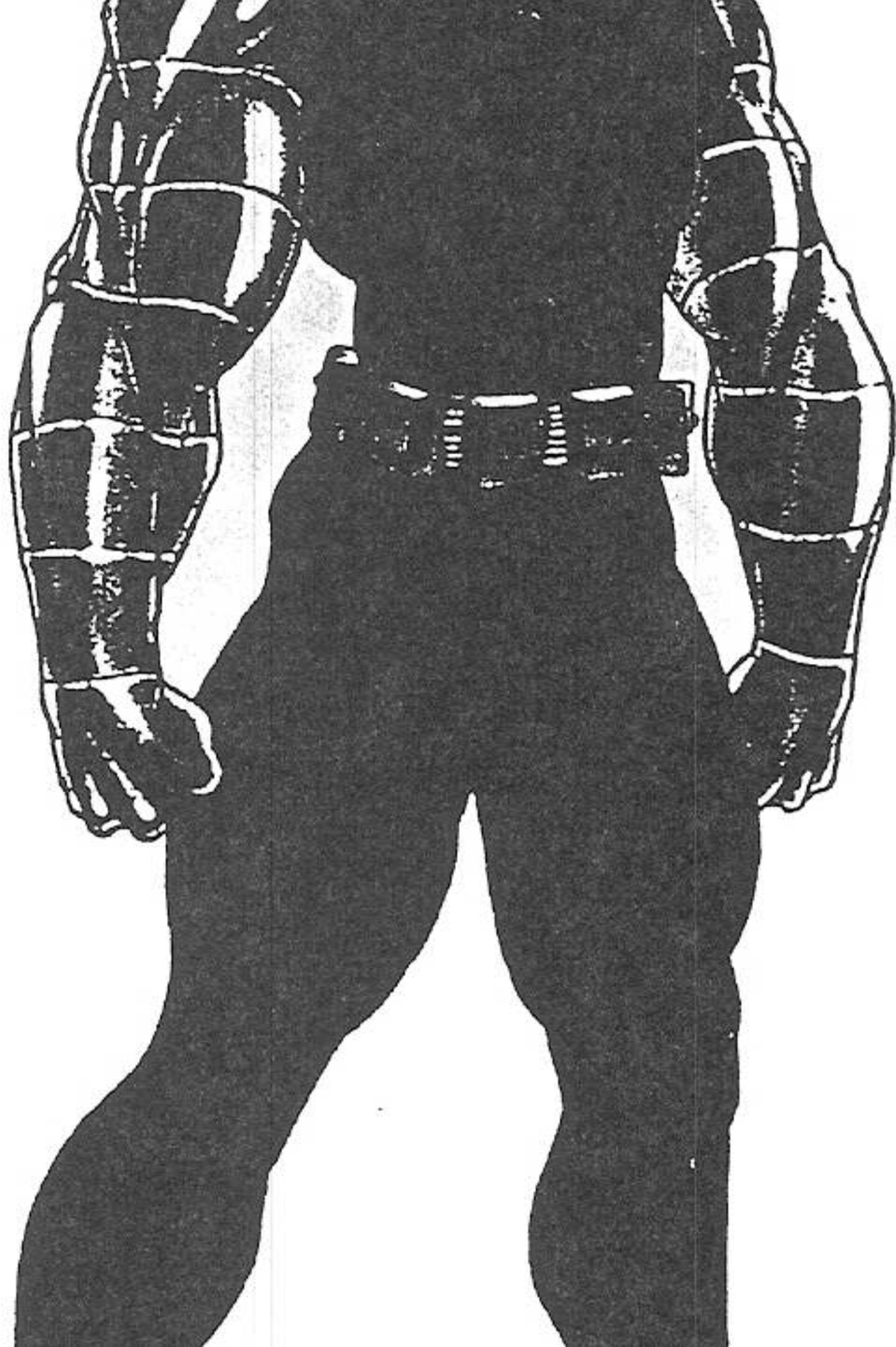
During an intense battle, JAX suffers an injury to one of his bionics. It cannot be repaired before the kombatants are forced into action again. Jax is facing his worse fear - that he is nothing with his strength.

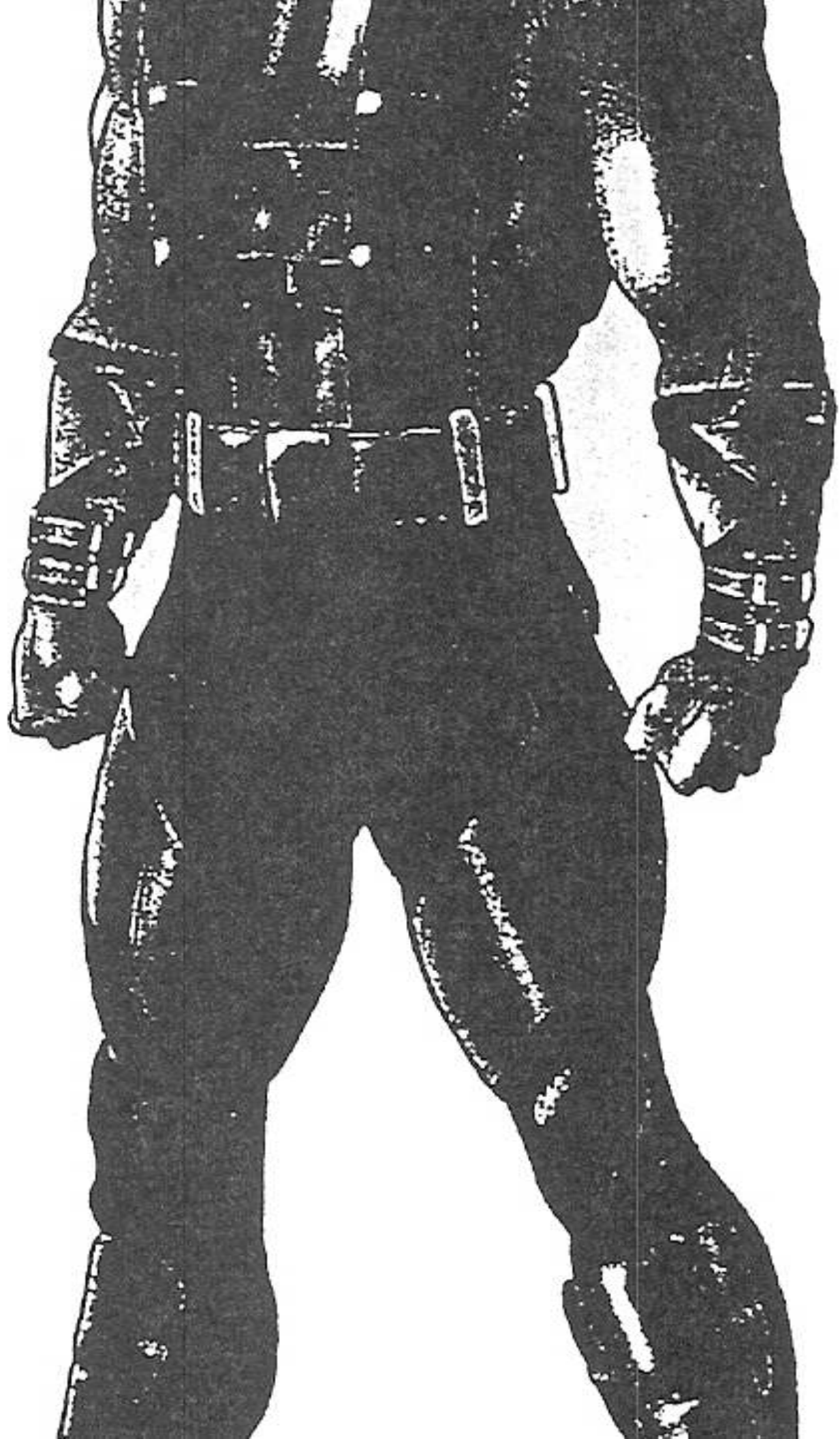
KITANA is confronted with her past when a handsome young NINJA from Outworld seeks her out. It is clear, Kitana once had feelings for him - which stirs jealousy in Liu Kang. Kitana is torn, tormented by thoughts to the past and confused by her feelings for both her old friend and her new one. But as the story unfolds, the Ninja proves to be working for SHAO KAHN. Kitana is targeted for destruction. She is taken to Outworld, and Liu Kang must follow.

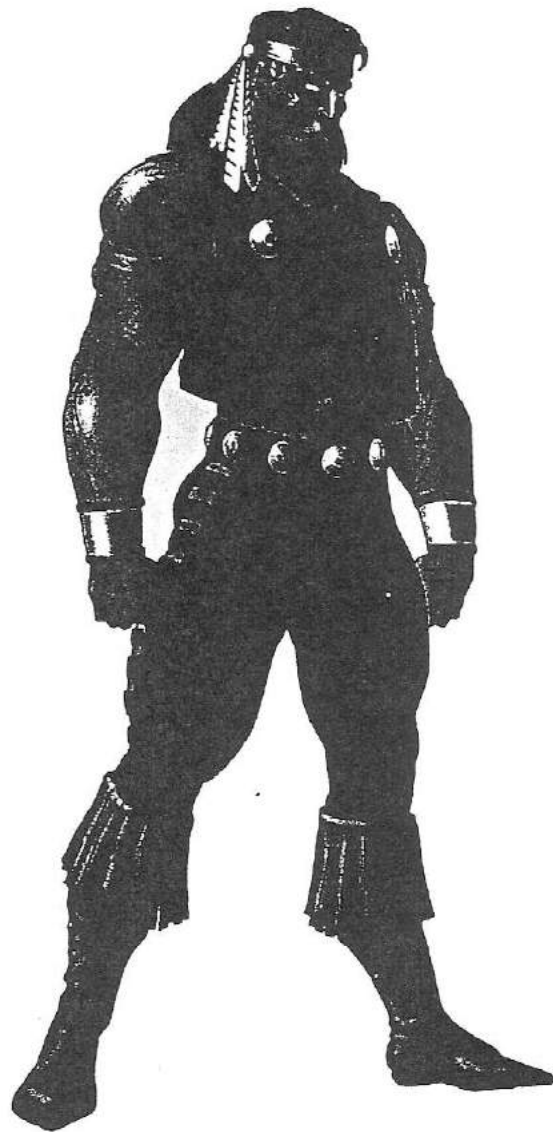
While MOTARO heads an invasion with his CENTAURIANS, NIGHTWOLF is at the Headquarters, monitoring their position. At the same time, a toxic spill threatens his reservation. Nightwolf is torn between loyalties. When he feels our heroes can handle it alone, Nightwolf leaves to help his people. The spill was no ordinary environmental disaster, but a well planned lure. SHAO KAHN tricks Nightwolf into a portal, sending him to a hellish dimension much like the Aborigine Dream State, where he must rely on his shaman training to survive the demons. What Shao Kahn didn't count on was Kiva, who follows his master into the next dimension. The two merge into one fierce creature, powerful enough to make it home just in time to stop Kahn from reaching the Headquarters.

LIU KANG was the victor of the last and probably final Mortal Kombat Tournament. As set forth by the Elder Gods, the victor will not age until the next Tournament. This enabled kombatants to return to fight, generation after generation. Should they lose the MK Tournament, the aging process would begin again. Liu Kang is faced with the reality that he has the gift of never aging, but no chance of ever losing the Tournament, as it no longer exists. Liu struggles with the idea of living forever. In the end, it is Rayden who reminds Liu that not aging is not exactly the same as immortality. Liu can still be brought down in regular kombat, like any mortal. He should cherish his gift, as we must all learn to cherish life.

During an explosive battle with SHEEVA and the SHOKAN, SONYA'S recklessness nearly cost STRYKER his life. The group has reached the limit of their patience with Sonya. Despite the fact that Stryker is temporarily out of commission, the team votes to suspend Sonya from active duty - she's just too dangerous. NIGHTWOLF must leave Stryker in charge of Headquarters while he joins the others in kombat. The despondent Sonya remains behind with Stryker and of course Kiva (who drives Stryker nuts). Sonya plans to leave (for where she isn't sure) just as soon as Stryker can return to action. Sonya is torn up inside and the only person she can confide her pain in is Stryker, who suffers more from the threat of intimacy than from his injuries. When the Mks get in over their head, Sonya and Stryker are their only hope.

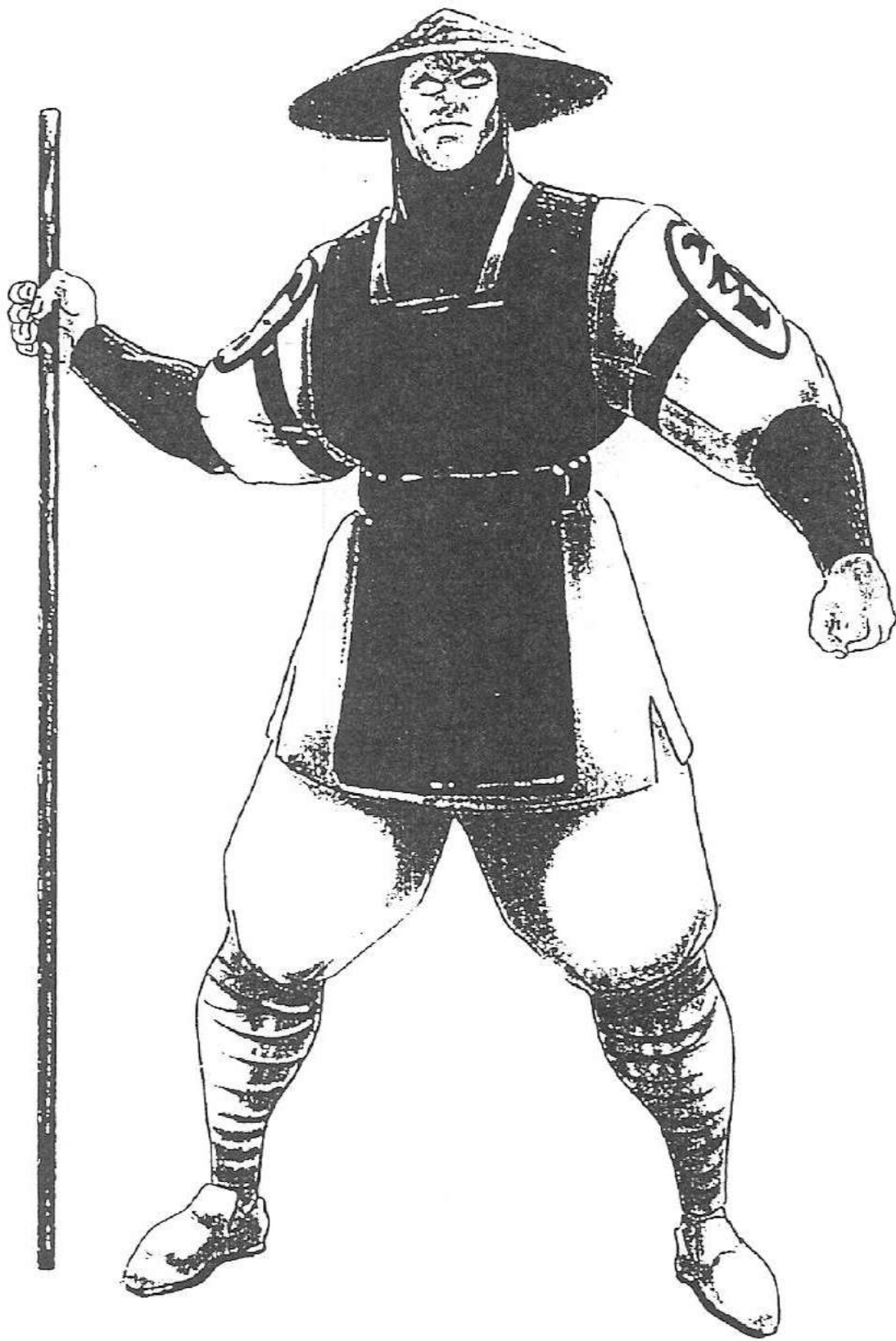




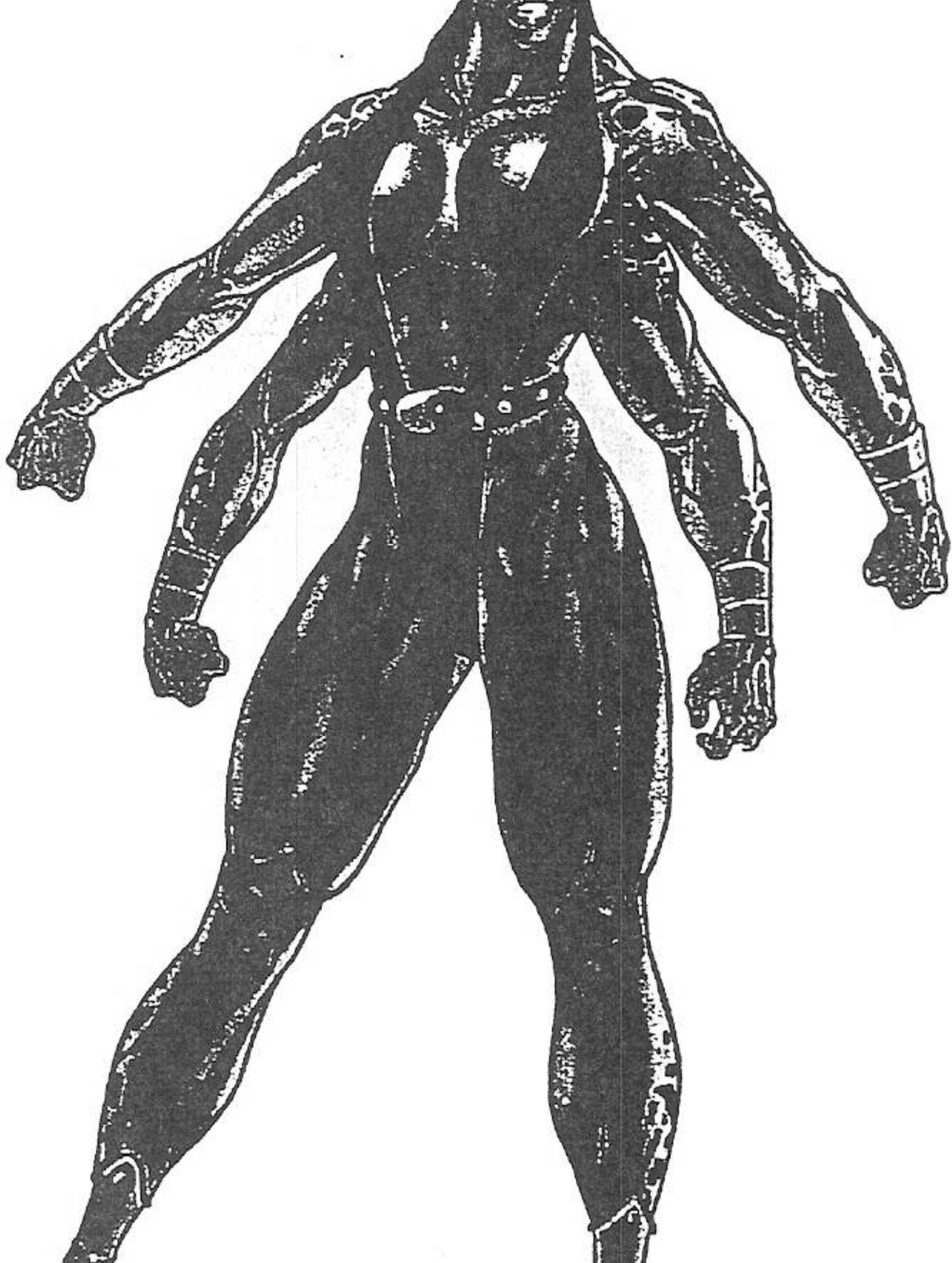


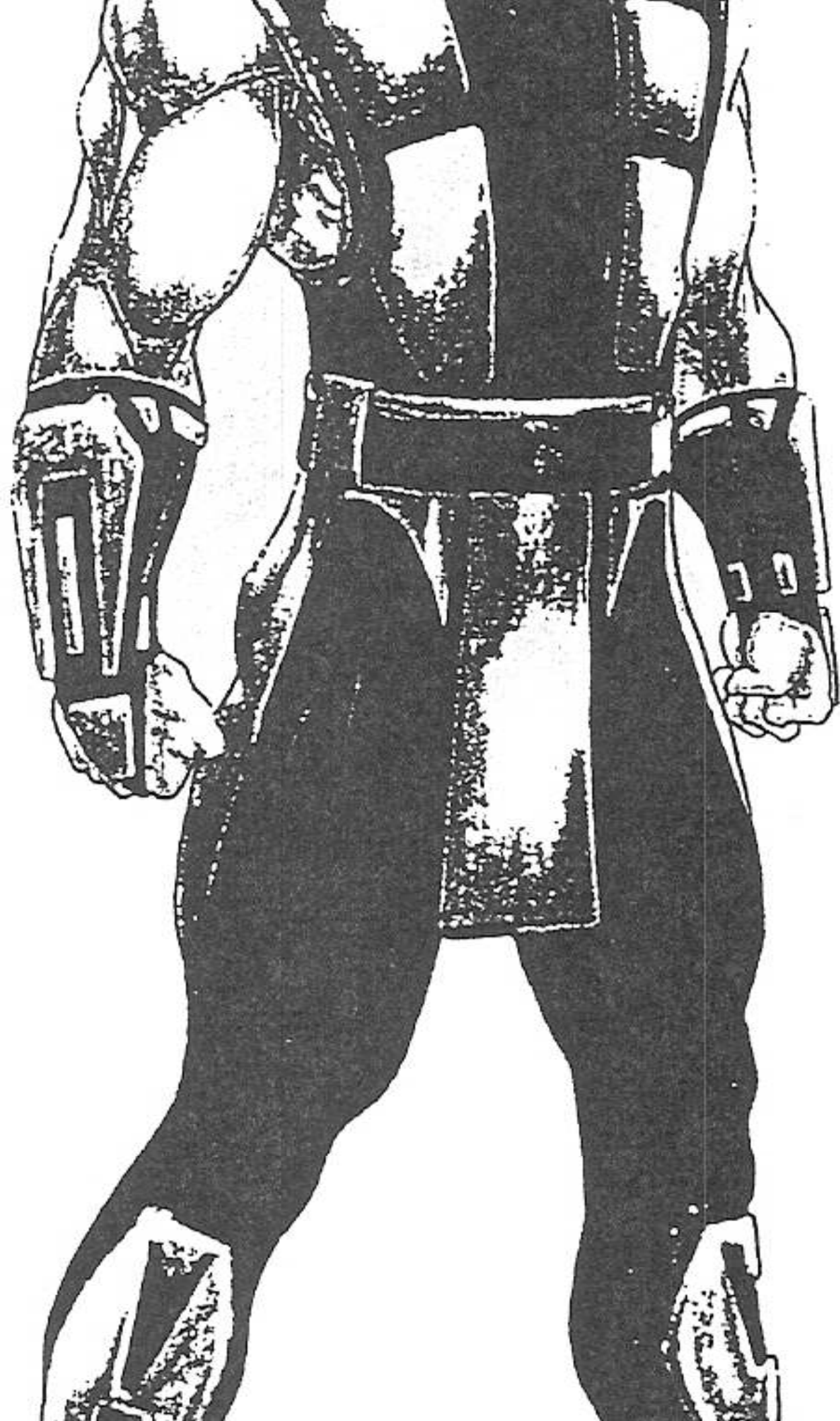
NIGHTWOLF

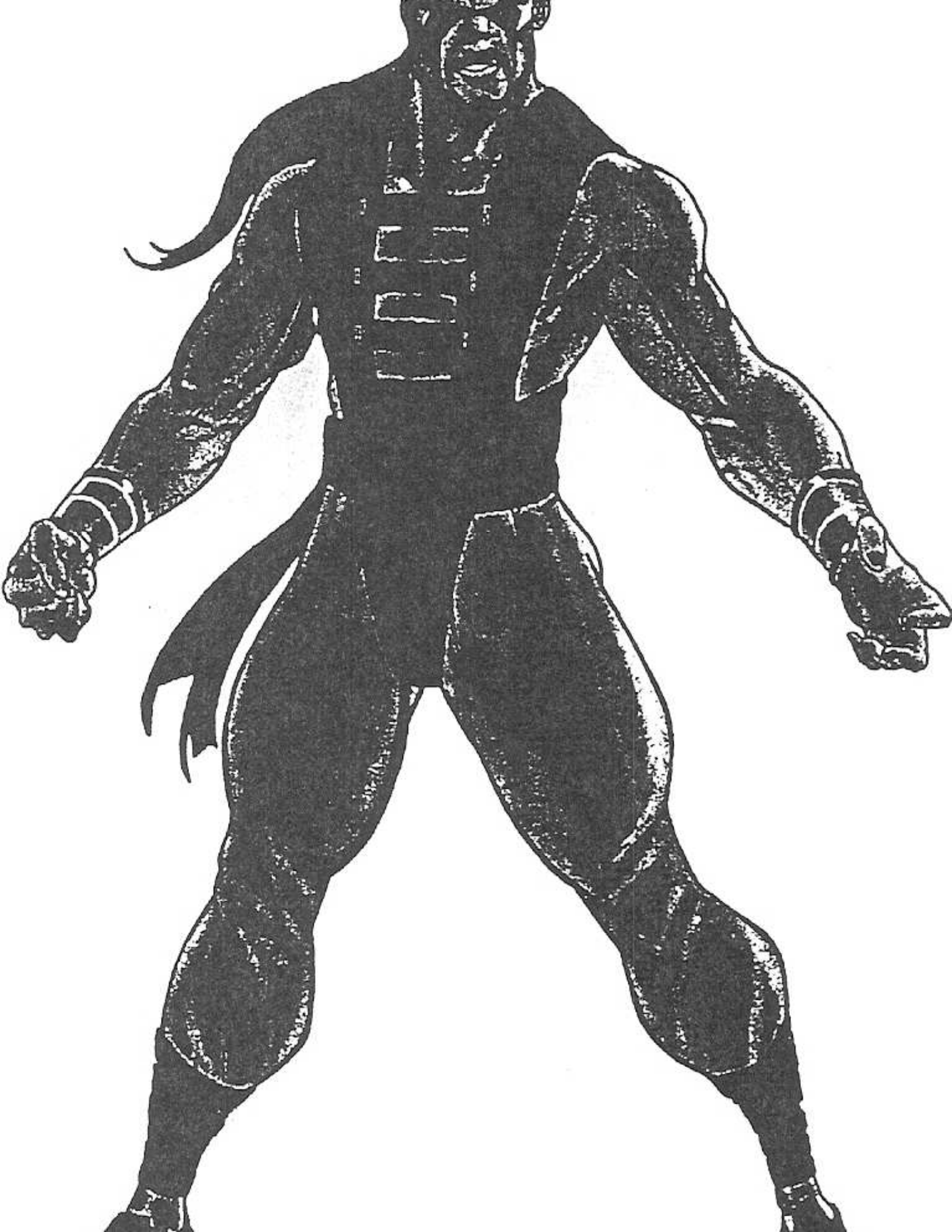
(WEARS MAKEUP ONLY DURING FIGHTS)

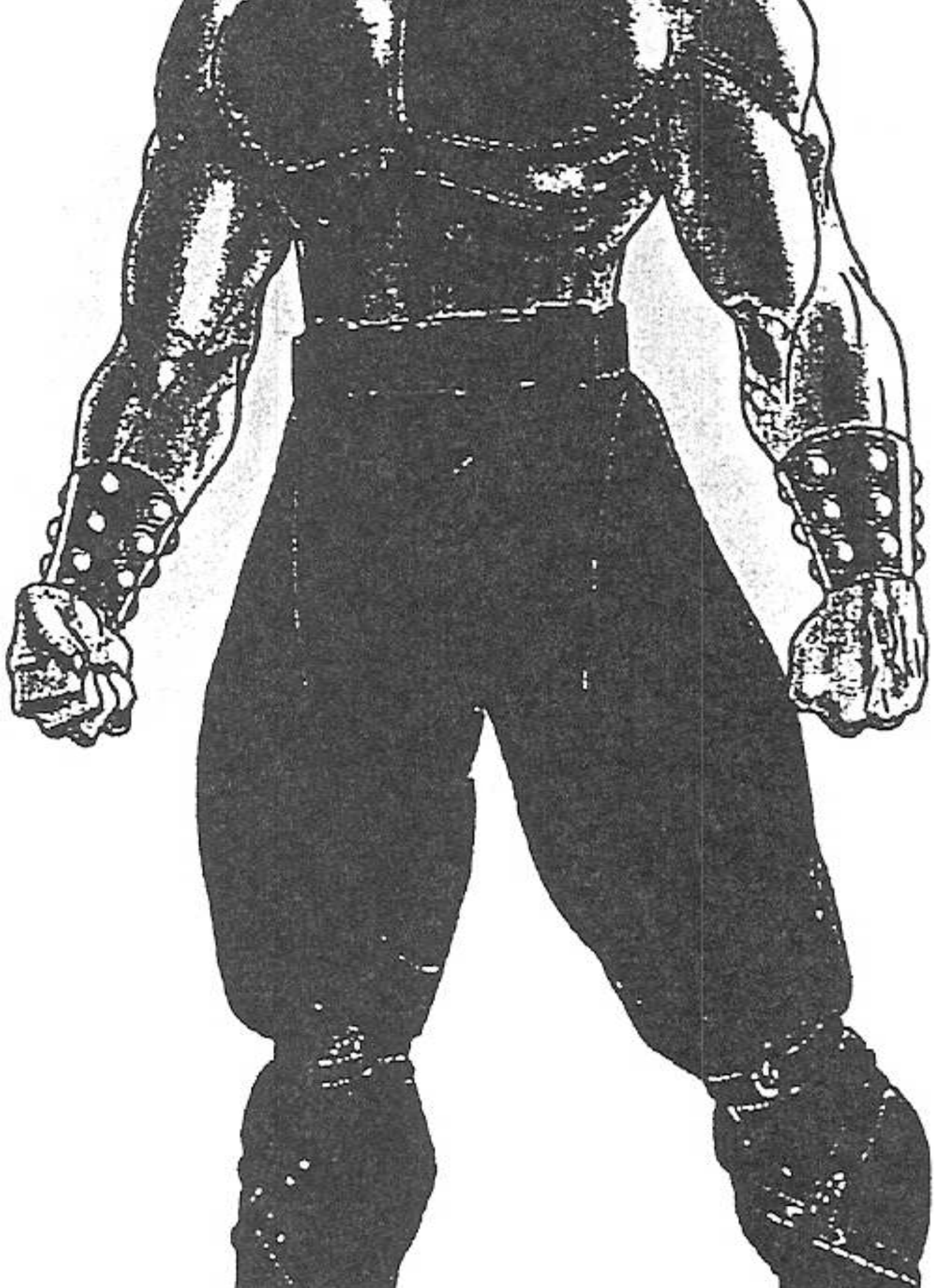


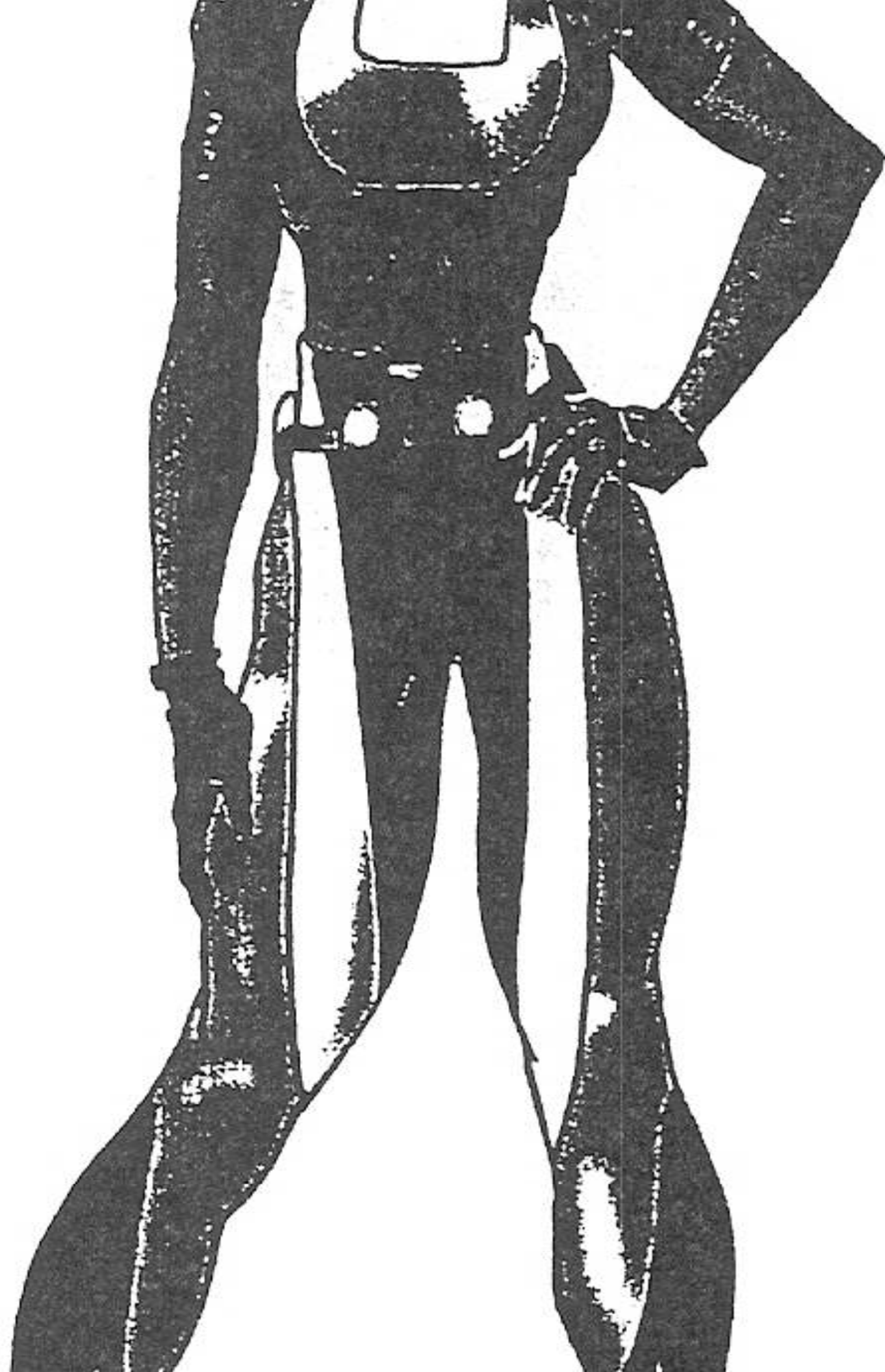
AYDEN - GOD OF THUNDER
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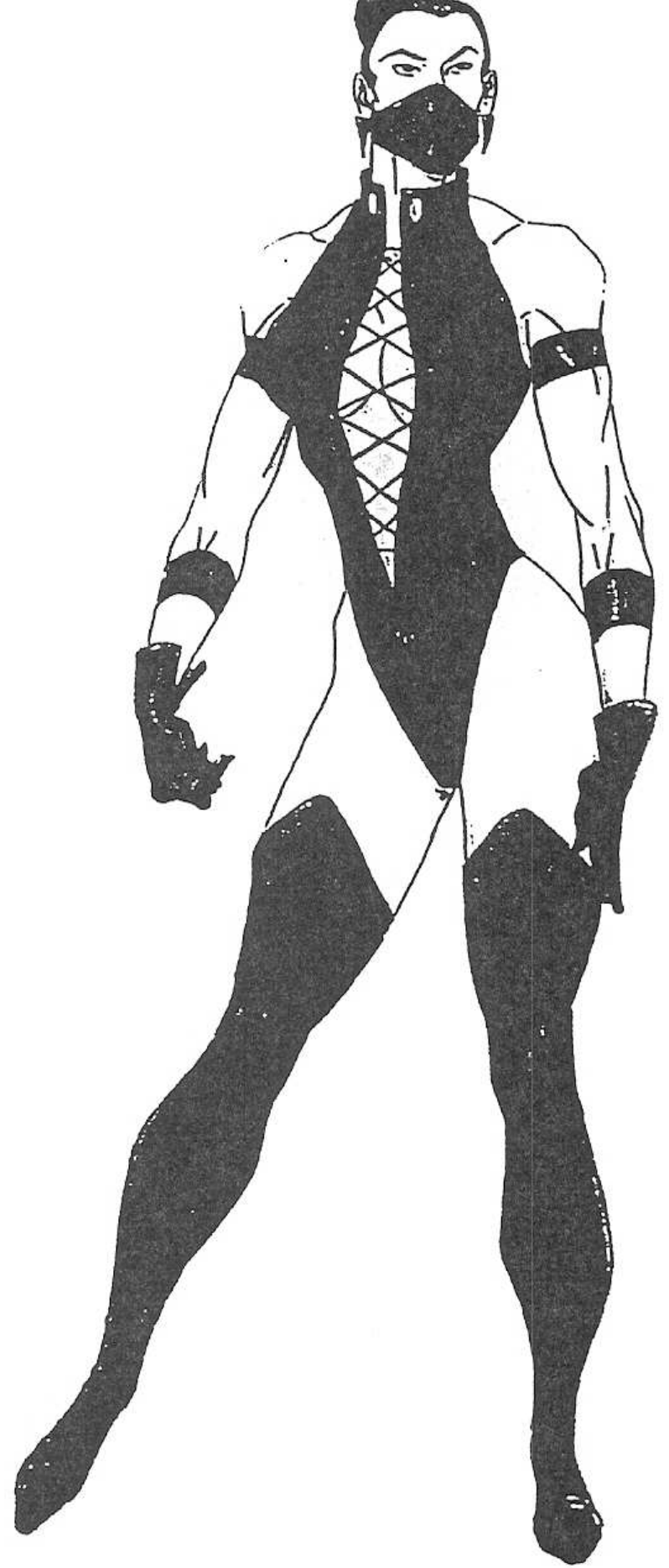










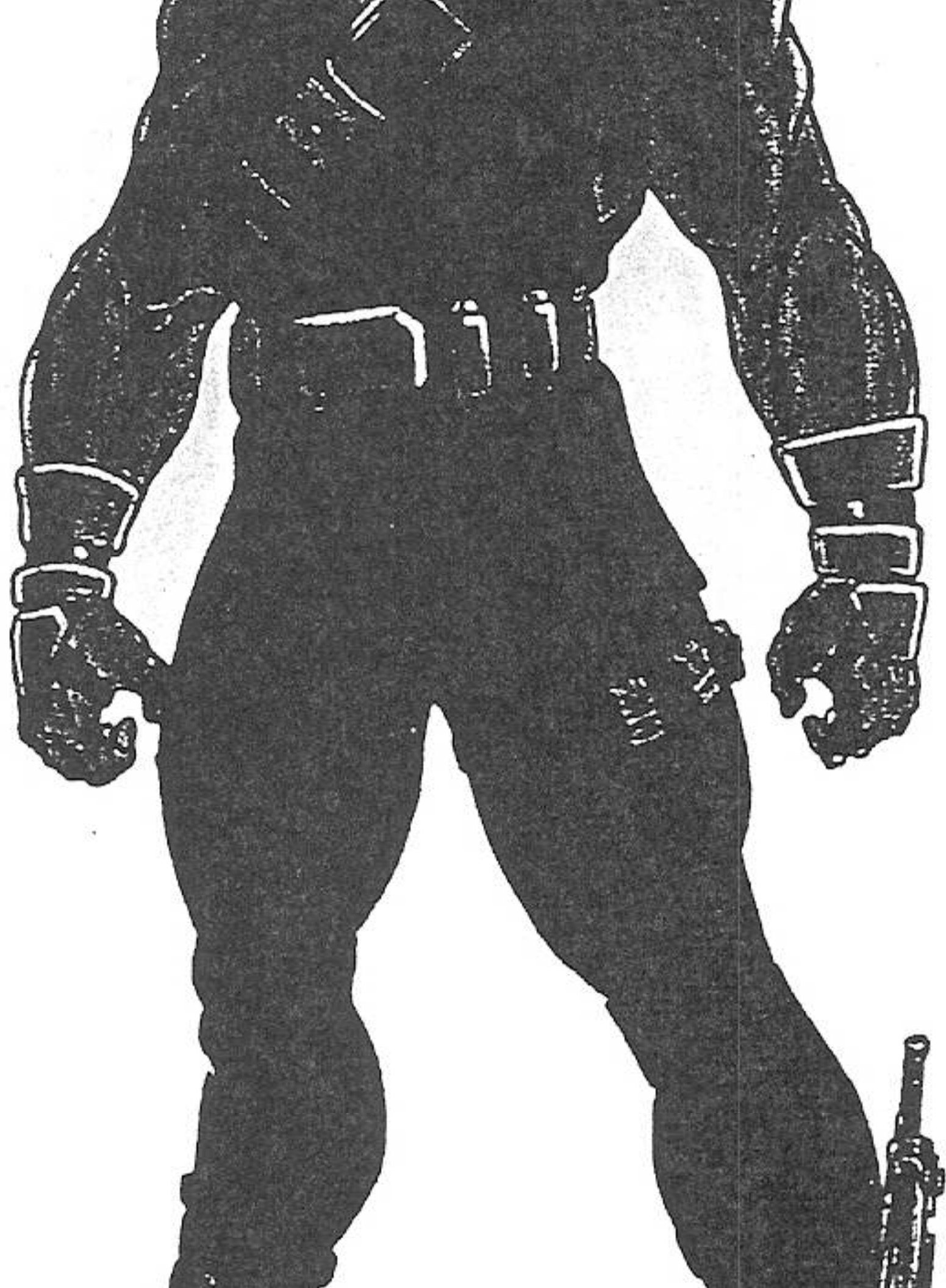


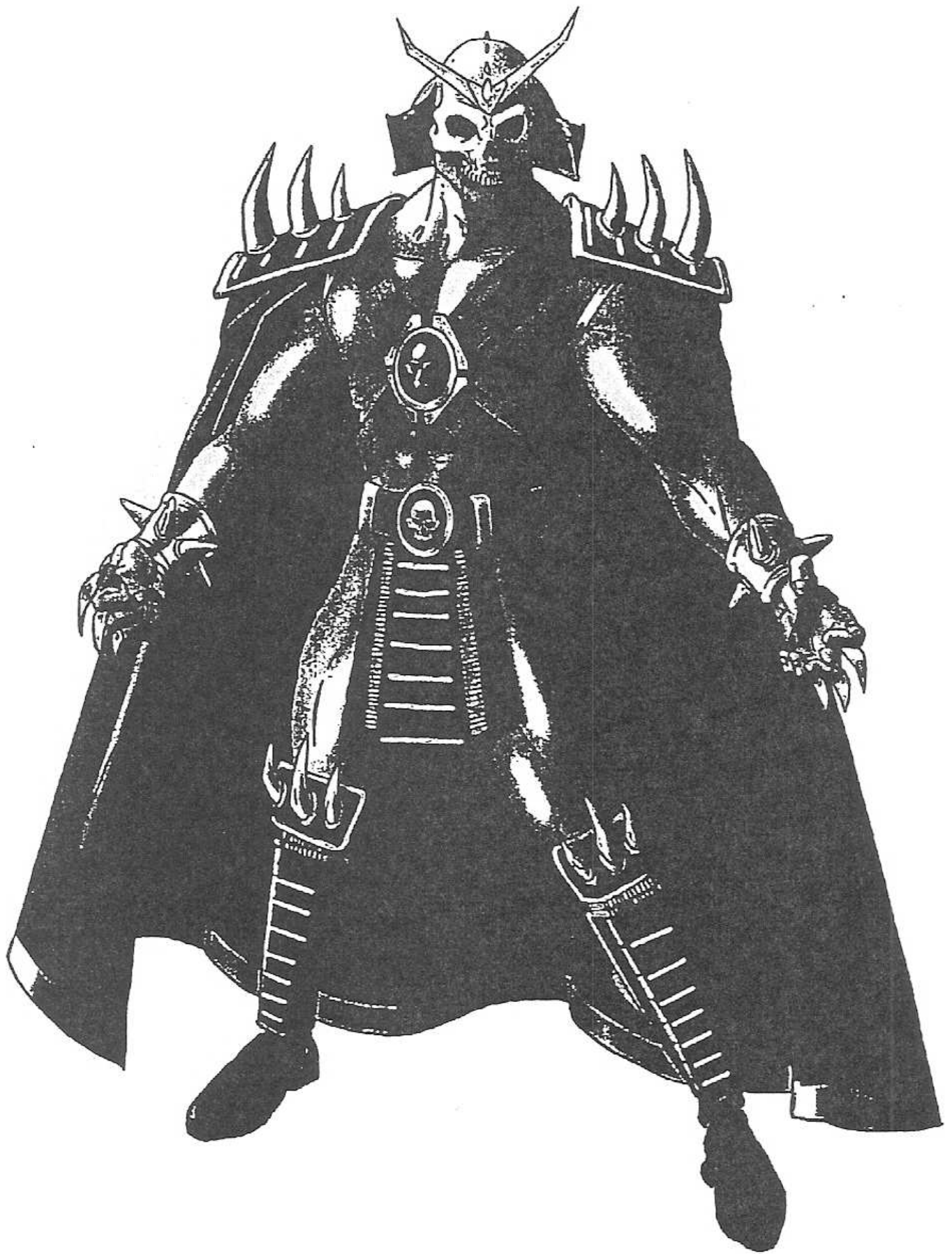
PRINCESS KITANA

(WEARS MASK ONLY DURING FIGHT)

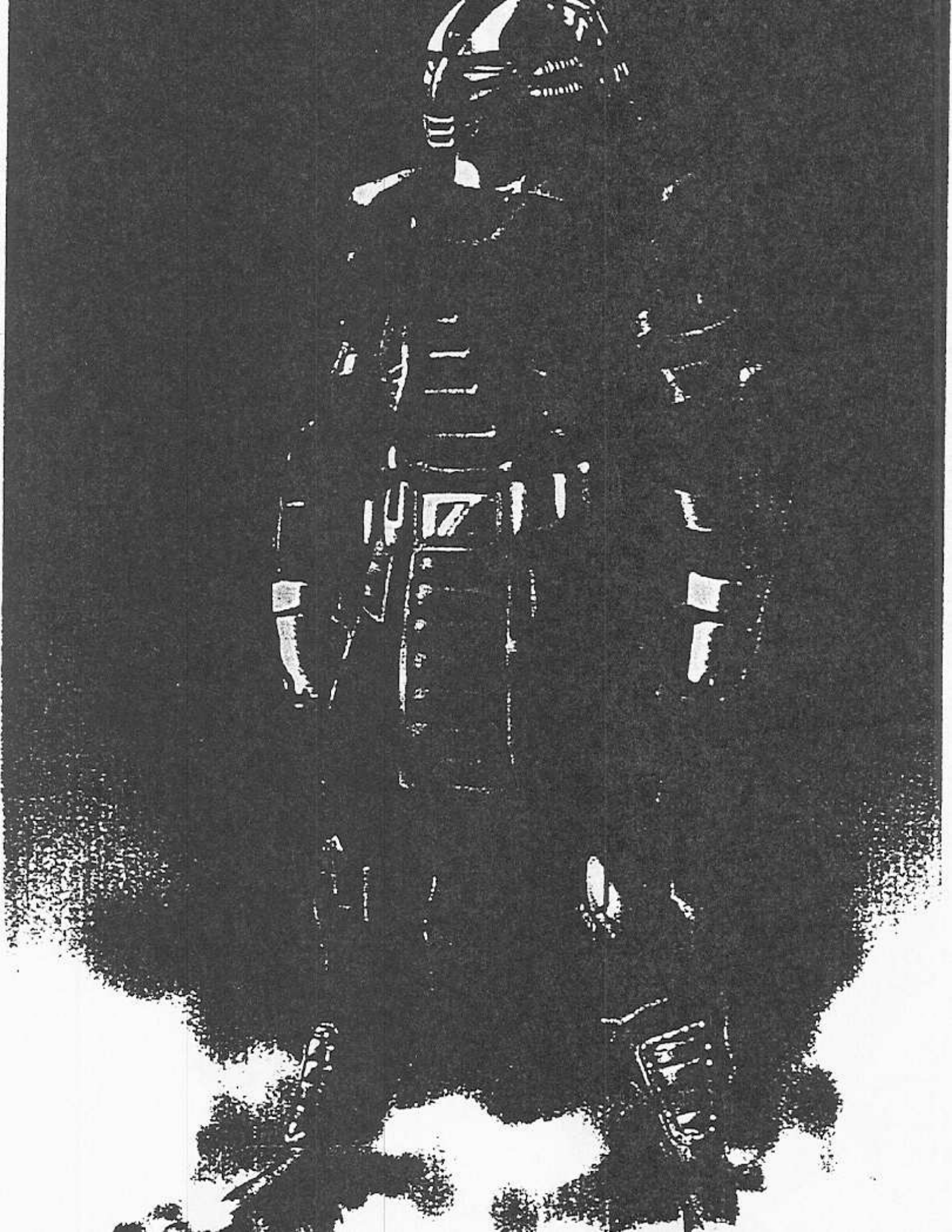








SHAO KAHN





CYRAX/
SEKTOR

MK 3 CHARACTER MOVES AND FATALITIES

SONYA BLADE

Pink Energy Ring Toss

Sonya unleashes rings made of pure energy at her opponent.

Leg Throw

Flying Punch

Upwards bicycle kick

Kiss of Death fatality

She blows a kiss onto her opponent - they catch on fire and die.

Purple Haze fatality

She sends an energy wave around you that turns you into a pile of bones.

CYRAX

Green energy net

Cyrax can open his chest and fire a net which renders his opponent helpless for a few seconds.

Short bomb

a compartment on his chest opens and a grenade rolls out.

Long bomb

same as above but it rolls further.

Air throw

grab them in mid air and throw opponent to ground

Teleport

by blowing himself apart, Cyrax can teleport to the other side of his opponent and then put himself back together.

Helicopter fatality

Cyrax quickly spins his head creating helicopter like rotor blades, then flies off the screen coming down on the dazed victim's head, shredding it into bits.

Self Destruct fatality

Cyrax opens a panel on his forearm exposing a control panel. He then activates a self-destruct mode, laughs an evil laugh, and blows both himself and his opponent apart.

JAX

Single Shot/Double Shot

Replacing his old energy wave, Jax now discharges powerful blasts from his bionic arms.

Bionic Rush

Lunging forward, Jax gives his opponents a taste of cold steel.

Gotcha Grab

Using a tactic from MK2, Jax can grab his opponent and pummel them repeatedly. he says "gotcha" when he does this.

Ground Smash

With his new bionic arms, Jax can deliver a blow to the ground which rivals the devastation of an earthquake.

Backbreaker

Jax can grab you in mid air and slam your back down on his knee.

T2 Fatality

Jax's metal arms turn into knives as he cuts you to ribbons.

Boot Squash Fatality

Jax grows to immense proportions and then stomps you into a bloody puddle.

KABAL

Fireball

By using his helmet, Kabal can accumulate energy and release it in one big blast.

Web Spin

Kabal can lunge forward in a burst of speed which leaves his opponents in a spinning daze.

Ground Saw

Kabal also has the ability to summon a buzz saw like device from off screen which paralyzes opponents.

Respirator Fatality

Kabal shoots a tube into his opponents chest and proceeds to pump air into them. Their head becomes huge and they float off and explode - bones and blood come dripping down.

Heart Attack Fatality

Kabal takes off his mask and scares the life out of his opponent.

LIU KANG

High/Low fireball

Liu throws a dragon shaped fireball towards his enemy.

Bicycle kick

Flying side kick

Mental Torch Fatality

Liu bows his head and morphs into a ball of fire which consumes his opponent, roasting them beyond recognition.

MK1 Drop

Liu drops an arcade game on you.

Animality

His old fatality from MK2 where he turns into a dragon.

KANO

Spinning ball

By rolling himself into a spinning ball, Kano can hurl his entire body at an opponent, knocking them over.

Blade Toss

From out of nowhere, Kano can produce light saber blades and cast them at his adversary.

Blade Swipe

Kano can also use his light saber devices to create a rising blade of energy.

Grab and Shake

Using an odd fighting style, Kano grabs his opponent and shakes them senseless.

Air Throw

Kano can grab an opponent in Midair with his legs and throw him down.

Skeleton Rip Fatality

Kano reaches into his opponent's mouth grabs their skull and rips their entire skeleton out.

Eye Laser Fatality

Kano's red eye finally gets used as it turns his opponent into a crispy treat.

KUNG LAO

Hat throw

using a tactic from MK2, Kung Lao throws his razor sharp hat at his opponent.

Teleport

He disappears and reappears behind his opponent

Spinning Shield

By spinning in circles, Kung Lao can create a whirlwind of energy to protect himself from certain attacks.

Air Diving Kick

He jumps into the air, coming down with a quick boot to the head.

Hat Dice Fatality

The hatted hero butchers his foe with deadly frisbee throws of his hat.

Whirlwind Kill Fatality

By using the spinning shield technique, he sucks his opponent into a nasty spinning fury of air and pulls his body apart.

NIGHTWOLF

Arrow

fires an arrow made of green energy from a mystical bow.

hatchet swipe

summoning his tribe's power, he forms a hatchet of green energy and swipes his opponent in an upward motion.

Chest reflect

By clearing his mind he can surround himself with his green energy and reflect all projectiles back at his enemies.

Shoulder Ram

Nightwolf rushes forward placing all his force into his shoulder.

Energy Channel Fatality

Nightwolf summons the power of his gods and calls upon a beam of light to disintegrate his opponents.

Lightning Axe Fatality

he uses his axe to attract lightning, redirecting it to his enemy.

SEKTOR

Missile

Sektor opens his chest and fires a quick missile.

Seeking missile

Same as above, but missile follows opponent.

Teleport Uppercut

Sektor jumps off the bottom of the screen, coming up behind his opponent with a rising uppercut punch.

Compactor Fatality

The chest opens and a giant trash compactor appears - smashing his opponent to bits.

Flame thrower fatality

Sektor kneels down aims his wrist and fires a flame thrower.

SHEEVA

Teleport Stomp

Sheeva jumps off the top of the screen and comes down on top of her opponent.

Fireball

Using all four arms, Sheeva throws a ball of energy.

Ground Stomp

By jumping into the air and coming down with all her force, she creates a shock wave that rivals an earthquake.

Hammerhead Fatality

Sheeva relentlessly pounds on her victim's head until they are driven into the ground like a stake.

Skin Rip Fatality

Using all four arms, she gets a firm grasp on her opponent's skin and proceeds to rip it off their entire body.

SINDEL

Sonic Dizzy

Like Kitana's fan lift, Sindel grabs her opponent in sonic waves of mental power, rendering them helpless.

Float

Sindel can leap into the air and stay there with this special powers.

Fireball

Sindel leans forward and spits a fireball at her opponent.

Air fireball

Same as above but shot from the air or while floating.

Death yell

Sindel leans forward and screams at her opponent with such a force that it rips all of the victim's flesh right off.

Hair Spin

Sindel encases her adversary with her long hair, then spins them so fast they completely come apart.

TRYKER

Rushing Throw

Tryker lunges forward and grabs his opponent's legs with his baton, then tosses them to the other side of the screen.

Baton Takedown

Tryker ducks down, sticking his baton out, and rushes in to trip his opponent up.

Low/High Grenade

He throws a grenade at his opponent.

Explosive Fatality

He ties you up with explosives, then leaps to the other side of the screen as his enemy explodes.

Tazer Fatality

He shoots a tazer gun into his enemy and fries them.

SUB-ZERO

Ice Ball

Sub-Zero freezes his opponents with a blast of cold.

Ice Shower

Having the same effect as the above, he brings this down from the sky.

Sub-Xerox

He clones himself into a perfect replica of solid ice. it will freeze his opponents if they touch it.

Slide

like a soccer slide.

Body Breaker Fatality

He lifts his opponent over his head, freezes them, and then shatters them.

Ice Breath Fatality

He freezes them with his breath, then they fall to the ground and shatter.

SHANG TSUNG

Fireball

Ground Fireball

By lifting his hand in the air, Tsung draws upon the power of hell to bring fire from the earth
Bed of Spikes Fatality

Shang Tsung makes razor sharp spikes protrude from the ground, then throws his opponent
directly onto them.

Soul Removal - I think we know what this is.

MOTARO

Shoots fire from his tail.

THRESHOLD ENTERTAINMENT PRESENTS



MORTAL KOMBAT®

THE ANIMATED SERIES

"KOMBAT BEGINS AGAIN"
(PILOT SCRIPT)

Written By:
Sean Catherine Derek
Revised: 2/5/96

MORTAL KOMBAT

THE SERIES MAIN TITLE will recap the legend of the **MORTAL KOMBAT TOURNAMENT** AND THE GENERAL SHOW CONCEPT:

As long as an Earth mortal was able to win the tournament, the portal between **OUTWORLD** and Earth would remain closed. But the rules of Mortal Kombat set forth by the **ELDERS GODS** centuries ago have been broken. Despite the victory of the mortal, **LIU KANG**, the Outworlders have found a way to cause temporary "rips" in the dimensional fabric, enabling them to travel between worlds. These rips empower not only Outworlders to enter, but aliens from other Realms as well. These dark assailants include classic villains like the warlord, **EMPEROR SHAO KAHN**, **CYBER-NINJAS**, **MOTARO**, **SHEEVA**, **SCORPION** and scores of others, some known, many as yet unimaginable!

WHERE THE ANIMATED SERIES BEGINS

Earth. Early in the twenty-first century.

Recently, more and more dark forces have breached the energy field between dimensions and threatened the security of Earth. When the "dimensional rips" first began, **RAYDEN**, the god of Thunder and Lightning, organized a diverse team of **SIX MORTAL KOMBATANTS** (**LIU KANG**, **JAX**, **LT. SONYA BLADE**, **NIGHTWOLF**, **PRINCESS KITANA** AND **KURTIS STRYKER**) to try and drive the Outworlders and others back into their own realms.

As our story opens, an additional Kombatant is about to join the team -- **SUB-ZERO** -- whose brother was killed by Liu Kang.

With Rayden's help, **NIGHTWOLF** monitors **OUTWORLDER** activities from the top secret **MK HEADQUARTERS** deep within a mysterious, sacred desert Mesa. Accessible only via subterranean tunnels and aquifers, the secret facility is a blend of crude volcanic stone and space-age technology. The main cavern has massive computers built into craggy stone, satellite links for monitoring dimensional rips, and all manner of hi-tech equipment, including giant viewing screens.

MK TRANSPORT

The MK team's vehicles are **DRAGONJETS**, special hi-tech land-air-sea crafts which, on the outside, resemble mystical dragon-like creatures. Inside, the cockpit is so remarkably hi-tech, nothing like it has been seen before; the control panel is glass and seemingly suspended in air. Each Dragonjet is slightly different, personalized to the team member operating it. And each Dragonjet has certain mysterious "survival qualities." When severely damaged, or threatened, the Dragonjets will mysteriously act on their own, righting themselves if flipped, extinguishing fires if aflame. They also change shape often to conform to different environments. They will be designed to look much like real dragons and they fire flame-like laser blasts from the "mouths". The Dragonjets have protracting wings for flying, but their main function is to speed through Earth's subterranean tunnels and underground river systems. This method of rocket-speed transport, enables our heroes to travel the Earth, virtually undetected.