

Mortal Kombat Gold Move List

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The Realm of Mortal Kombat Presents

Mortal Kombat Gold
Printable Mini Moves List

Confirmed and Compiled by Jeff Greeson

Revision 9

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-- http://mk.hotweird.com --

-----Secret Characters-----

!!! Before you can use the secret characters, you must open the Cheats Menu !!!
Play as Goro: At select, use Hidden with L+R and HOLD, choose Shinnok with A.
Play as Noob: At select, use Hidden with L+R and HOLD, choose Reiko with A.
Play as Sektor: At select, use Hidden with L+R and HOLD, choose Cyrax with A.

-----Character Moves-----

Kitana - Weapon: F - B - HK

Fan Throw: F - F - HP+LP (can do in air)

Fan Lift: B - B - B - HP

Fan Swipe: B + HP

Square Wave Punch: D - B - HP

+Fatalities+

Kiss of Death: B - D - F - F - HK (close)

Fan Decap: F - F - D - F - LP (close)

Prison Stage: F - D - F - LP

Goro's Lair: D - D - F - LK

Baraka - Weapon: B - B - LP

Blade Fury: B - B - B - LP

Blade Spark: D - B - HP

Blade Swipe: B + HP

Blade Spin: F - D - F - (BL)

+Fatalities+

Impaled Lift: B-F-D-F-LP(sweep)

Blade Decap: B-B-B-B-HP(close)

Prison Stage: F - F - D - HK

Goro's Lair: D - B - B - LK

Mileena - Weapon: F - F - LP

Sai Shot: Hold HP for 2 sec. release

Teleport Kick: F - F - LK

Ground Roll: B - B - D - HK

+Finishers+

Sai Flings: B - B - B - F - LK (sweep)

Nail Spit: F - B - F - LP (sweep)

Prison Stage: F - F - B - HP

Goro's Lair: D - F - D - LP

Kung Lao - Weapon: B - B - HP

Hat Throw: B - F - LP

Teleports: D - U or D - D - U

Dive Kick: D+HK (in air)

Spin: (BL) U-U-LK or F-D-F-RN

+Finishers+

Quick Decap: B-B-F-LP (sweep+)

Hat Maim: F-F-B-D-HP (sweep+)

Prison Stage: D - D - F - HP

Goro's Lair: F - D - F - LK

Cyrax - Weapon: B - F - HP

Capture Net: B - B - LK

Grenade Close: B - B - HK

Grenade Far: F - F - HK

Teleport: F - D - BL (can do in air)

Air throw: D - F - BL (on ground or in air
and victim in air
then LP to throw.)

+Finishers+

Self Destruct: (BL) U-U-F-D-BL (close)

Armageddon: (BL) D - D - F - U - RN (sweep)

Prison Stage: B - F - F - HP

Goro's Lair: D - B - B - LP

Kai - Weapon: D - B - LP

Handstand: BL+LK (BL to feet)

^- Spin: Hold LP

^- Kicks: HK or LK

Air Fist: D - F - HP

Falling Fireball: B - B - HP

Rising Fireball: F-F-LP (+air)

Super Roundhouse: D-F-LK

+Finishers+

Body Rip: (BL)U-F-U-B+HK(close)

Decap: U-U-U-D+BL(sweep+)

Prison Stage: F - F - D+BL

Goro's Lair: B - F - D+HK

Liu Kang - Weapon: B - F - LK

High Fireball: F - F - HP (can do in air)

Low Fireball: F - F - LP

Jarek - Weapon: F - F - HP

Cannonball Roll: B - F - LK

Vertical Roll: F - D - F - HP

Flying Kick: F - F - HK
Bicycle Kick: Hold LK 3 secs, Release
+Finishers+
Dragon: F - F - F - D+HK+LK+BL (sweep)
Throw & Fire: F - D - D - U+HP (close)
Prison Stage: F - F - B+LP
Goro's Lair: F - F - B+HK

Quan Chi - Weapon: D - B - HK
Air Throw: BL (close; in air)
Flying Skull: F - F - LP
Weapon Steal: F - B - HP
Tele-Stomp: F - D - LK
Slide Kick: F - F - HK

+Finishers+
Leg Beatup: (LK)5sec D-F-D-F+Rel (close)
Impersonator: U - U - D - D+LP (sweep+)
Prison Stage: F - F - D+HP
Goro's Lair: F - F - B+LK

Reptile - Weapon: B - B - LK
Super Krawl: B - F - LK
Acid Spit: D - F - HP
Invisibility: BL+HK
Dashing Punch: B - F - LP

+Finishers+
Face Chew: (HP+LP+HK+LK) U (close)
Acid Puke: U - D - D - D+HP (sweep+)
Prison Stage: D - F - F+LP
Goro's Lair: D - D - F+HK

Sub-Zero - Weapon: D - F - HK
Ice Blast: D - F - LP
Slide: LP+BL+LK
Ice Clone: D - B - LP (+ air)

+Finishers+
Spine Rip: F - B - F - D - HP+BL+RN (close)
Uppercut: B - B - D - B+HP (sweep+)
Prison Stage: (BL)D-U-U-U+HK (close)
Goro's Lair: D - D - D+LK

Scorpion - Weapon: F - F - HK
Spear: B - B - LP
Teleport Punch: D - B - HP (+ air)
Air Throw: BL (close; in air)
Breathe Fire: D - F - LP

+Finishers+
Toasty 3D: B - F - F - B+BL (sweep+)
Scorpion Sting: B - F - D - U+HP (close)
Prison Stage: F - D - D+LK
Goro's Lair: B - F - F+LK

Reiko - Weapon: D - B - HP
Teleport: D - U
^- Slam: BL
^- Punch (combo starter): HP or LP
^- Kick (combo starter): HK or LK
Flip Kick: B - D - F - HK
Shurikens: D - F - LP
Circular Teleport: B - F - LK

+Finishers+

Ground Shaker: B - D - B - HK
Tri-Blade: D - B - LP
+Finishers+
Heart Rip: F-B-F-F+LK (close)
Eye Lasers: U-U-F-F+BL (sweep+)
Prison Stage: F - D - F+HK
Goro's Lair: B - F - F+LP

Johnny Cage - Weapon: F-D-F-LK
Shadow Kick: B - F - LK
Split Punch: BL+LP
Shadow Uppercut: B - D - B - HP
High Fireball: D - F - HP
Low Fireball: D - B - LP

+Finishers+
Torso: F - B - D - D+HK (close)
Decap: D-D-F-D+BL (close)
Prison Stage: D - F - F+HK
Goro's Lair: B - F - F+LK

Tanya - Weapon: F-F-HK
Fireball: D - F - HP
Split Kick: F - D - B - LK
Air Fireball: D - B - LP (in air)
Corkscrew Kick: F - F - LK

+Finishers+
Kiss: D-D-U-D+HP+BL (close)
Neck Twist: D-F-D-F+HK (close)
Prison Stage: B - F - D+HP
Goro's Lair: F - F - F+LP

Raiden - Weapon: F - B - HP
Torpedo Dive: F - F - LK (+ air)
Lightning Bolt: D - B - LP
Teleport: D - U

+Finishers+
Execution: (BL)F-B-U-U+HK(close)
Impale: D-U-U-U+HP (close)
Prison Stage: D - F - B+BL
Goro's Lair: F - F - D+LP

Fujin - Weapon: B - B - LP
Tornado Lift: F - D - F - HP
^-Slam after Lift: B-F-D-LK
Whirlwind Spin: F-D-(LP)
Dive Kick: D+LK (in air)
Rising Knee: D - F - HK

+Finishers+
Tornado & Shoot: RN+BL x5 (sweep)
Wind Skinner: D-F-F-U+BL (sweep+)
Prison Stage: D - D - D+HK
Goro's Lair: B - F - B+HP

Jax - Weapon: D-F-HP
Ground Wave: F - F - D - LK
Dash Punch: D - B - LP
Backbreaker: BL (in air; close)
Fist Fireball: D - F - LP
Multi-Slam: LP(close)-(RN+BL+HK)
(HP+LP+LK) (HP+BL+LK)
(HP+LP+HK+LK)

+Finishers+

Torso Kick: F - D - F+LP+BL+HK+LK (close)
Multi-Shuriken: B - B - D - D+HK (sweep+)
Prison Stage: D - D - B+LP
Goro's Lair: F - F - D+LK

Arm Rip: (LK) 5s F-F-D-F+Rel (close)
Head Clap: B-F-F-D+BL (close)
Prison Stage: F - F - B+LK
Goro's Lair: F - F - B+HP

Shinnok - Weapon: B - F - LP
Fujin: F - F - B - HK
Raiden: D - F - F - HP
Kai: F - F - F - LK
Cage: D - D - HP
Reptile: B - B - F - BL
Reiko: B - B - B - BL
Scorpion: F - B - LP
Jax: F - D - F - HK
Liu Kang: B - B - F - HK
Sonya: F - D - F - HP
Jarek: B - B - B - LK
Sub-Zero: D - B - LP
Quan Chi: F - B - F - LK
Kung Lao: D - F - B - HK
Kitana: F - F - D - HP

Sonya - Weapon: F - F - LK
Front Flip Kick: B - D - F - LK
Ring Blast: D - F - LP
Leg Grab: D+LP+BL
Bicycle Kick: B - B - D - HK
Square Wave Punch: F - B - HP
Air Throw: BL (close; in air)
+Finishers+
Death Kiss: D-D-D-U-RN (sweep)
Leg Split: U-D-D-U-HK (sweep+)
Prison Stage: D - B - B - HK
Goro's Lair: F - D - F - HP

Tanya: B - F - D - BL
Cyrax: D - B - D - LK
Baraka: F - B - F - LP
Mileena: B - B - D - LP

+Finishers+

The Grip: D-B-F-D+RN (close)
Two Hand Smash: D-U-U-D+BL (close)

Prison Stage: D - D - F+HK
Goro's Lair: D - F - B+HP

-----The Hidden Characters-----

Sektor - Weapon: B - F - HK
Straight Missile: F - F - LP
Double Missiles: B - B - F - LP
Homing Missile: F - D - B - HP
Teleport Punch: F - F - LK

Noob Saibot - Weapon: F - F - HK
Teleport: D - U
^- Slam: BL
^- Punch: HP or LP
^- Kick: HK or LK
Fireball: D - F - LP
Disable Block Orb: B-B-F-F-HK
Air Throw: BL (close; in air)

+Finishers+

Flame Thrower: F - F - D - F - BL (sweep)
Compactor: F - F - F - B - BL (sweep)
Prison Stage: B - F - F - HK
Goro's Lair: D - F - B - LK

+Finishers+

Prison Stage: D - B - B+HK
Goro's Lair: F - D - F+HK

Goro - Weapon: None (Pick up & use only)

Fireball: F - B - HP
Air Stomp: F - F - B - HK
Two Hand Swipe: F - F - HP
Lunge Kick: B - B - HK
Ground Stomp: B - F - D - D - HK
Super Uppercut: D - D - HP

+NO Finishers+

-----Cheats-----

Cheats Menu: At title screen, enter U - U - D - D - L - L - R - R, the announcer will say "Outstanding." (needs to be done quickly) Press start to enter the main menu, and then press both trigger buttons (L and R).

-----Kombat Codes-----

111-111:Free Weapon	123-123:No Power	222-222:Random Weapon
012-012:Noob Saibot Mode	321-321:Big Heads	020-020:Red Rain
444-444:Armed & Dangerous	050-050:Explosive Kombat	555-555:Many Weapons
002-002:All Time Weapons	666-666:Silent Kombat	100-100:Disable Throws
010-010:Disable Max Damage	001-001:Unlimited Run	110-110:No Throws & Max Damage
011-011: Goro's Lair	022-022: The Well	033-033: The Elder Gods

044-044: The Tomb	055-055: Wind World	066-066: Reptile's Lair
101-101: Shaolin Temple	202-202: Living Forest	303-303: The Prison
313-313: Ice Pit	323-323: The Church	343-343: The Netherealm
353-353: Soul Chamber	363-363: Ladder Stage	

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