

# Mortal Kombat Gold FAQ/Move List

by ParanoidXE

Updated to v1.1 on Apr 7, 2000

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|
|      - M O R T A L   K O M B A T   G O L D -
|
|      VERSION: 1.1
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|      By: RedDemon
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"Thousands of years ago, in a battle with the fallen Elder God known as Shinnok, I was responsible for the death of an entire civilization. To rid all realms of Shinnok's menace, I waged a war that plunged the Earth into centuries of darkness and banished Shinnok to a place called the Netherealm. Now, after Shao Kahn's defeat at the hands of Earth's Warriors, Shinnok has managed to escape his confines in the Neatherrealm. The ware is being fought once again, and this time it can be won by mortals...."

- Rayden

## Revision History

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Version 1.2: I changed my Personal Information...I have decided not to use my name.

Version 1.1: I upgraded a problem that I was experiencing, I had the Margins set wrong, so I had to correct the problems in it so it looked proper on the website. Although you will note that the file size is smaller that is because I ironed out all the flaws, dont worry everything here is the same as it was in Version 1.0 only it looks better!

Well, here it is my long awaited task of teaching everyone about Mortal Kombat Gold. I am doing this on Christmas BTW, and I bet your thinking, what kind of loser types an FAQ on Christmas! Well I am that loser, and this is my FAQ! Please enjoy!

## +Disclaimer+

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Questions? Comments? Email @: NemesisEra@watchmail.com

--CREDITS--

Prima's Official Strategy Guide: For Combo Information, and some Storylines.

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T A B L E O F C O N T E N T S  
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- d) Shinnok
- e) Scorpion
- f) Reptile
- g) Reiko
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\*\*\*\*\*I. Quick Info \*\*\*\*\*  
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BASIC MOVES

Sweep - Back + Low Kick: This move is extremely effective, it quickly knocks an opponent to the ground. The only way a sweep can be avoided is by jumping it or doing a crouching block.

Roundhouse Kick - Back + High Kick: If you have an opponent that lets say only

focuses on offensive moves and comes close hit them with the roundhouse to send them flying back.

Throw - Low Punch when Face to Face with an opponent: You must be close to preform this move, it varies from character to character. This is probably the most damaging Basic Move in the entire MKG game.

Block - Press Block or Down + Block: the Down + Block movement will protect you against just about anything, except for throws. The Standard Block will protect against throws but not against sweeps.

Run - Press Run and a Direction on the Controller: This will allow you to gain some offense, usually when you get close to an opponent you will want to follow this up with some sort of combination.

#### SEGA DREAMCAST CONTROLLER

This Legend assumes that you are using the default values.

X = High Punch

Y = High Kick

A = Low Punch

B = Low Kick

R = Run

L = Block

#### DIFFICULTY LEVELS

Novice: You will go up against 7 fighters in this level, they are generally the easiest between all of the Destinys.

Beginner: You will go up against 8 fighters in this level, they arent any harder than the Novice level, however you still have an extra fighter to face

Warrior: You will face 9 fighters and this time around the enemies are more cheaper than the previous two.

Master: You will face 9 fighters and this is only slightly more difficult than Warrior.

Master II: This level of difficulty is tough, not only do you face 9 fighters, they are very cheap and this level is very difficult to conquer.

#### MENUS

##### Arcade Mode

1-on-1 Kombat: Its you against the computer. You select one fighter, then go to the Destiny Screen to choose the difficulty of your journey. Also, you can take on a buddy in a 2-player combat game. Each Player selects one character, then goes straight to a Kombat Zone to battle.

2-on-2 Mode: Select 2 Fighters, then take on 2 characters chosen by the computer. You'll then go to the Destiny Screen to select the difficulty of your enemies. When you or the computer loses the first match, the second fighter will appear to continue the match.

Team: You take on the CPU or a friend with a team of MK Gold Characters. When you select this game mode, you'll go to the Choose Team Size Screen. Press the Directional Pad Up or Down to highlight different options. To select the size of a team, press the Directional Pad Left or Right. When your team sizes are set

the way you want, select Choose Team Members to set up your team.

**Endurance:** You'll view a sub menu when you select this option, which include VS Endurance/Ultimate Endurance and Tournament. These are explained later. When you Select Endurance, you'll select a fighter, then go to the Destiny Screen to select a difficulty. You'll fight one round at a time against each character on the column you choose on the Destiny Screen. Your Health never regenerates in any Endurance Mode, and you must win every match to claim victory. Lose one match, and you are a goner.

**Vs Endurance:** The CPU chooses the characters for you and a friend in a pre-determined order. Both players use each standard character in the game to continue battling each other. When one player uses all of the game's standard characters, the endurance match is over. The player with the most wins, wins the Endurance match.

**Ultimate Endurance:** You'll fight one round at a time against each character in the game. Lose one match, and the game is over. When you're finished, your Ultimate Kombat Rating will be displayed with a statistics and a Kombat Rating Level.

**Tournament:** the Tournament Mode lets you select a 4 or 8 player tournament. Up to 3 or 7 of your friends can participate to complete tournament.

**Practice:** Select this option to practice your MK Fighting Skills. You'll view the Practice Mode Screen to set up your practice session the way you want. Press the Directional button Up or down to highlight an option, then press Left or Right to cycle through the options.

#### OPTIONS

**Difficulty:** Sets the game's difficulty to 1 of 6 available settings that range from Very easy to Very Hard.

**Rounds to Win:** Select the number of Wins it will take to win a match and defeat your enemy. Choose from 2 to 9 wins.

**Continues:** Whenever you lose a match, you can press Start to continue your current fight. You can set the amount of Continues from 0 to 9. Of course, if you select 0, you will not get an opportunity to continue the game.

**VS Screen:** You can enable or Disable the VS Screen that appears prior to each match. If you disable this option you cannot use Kombat Codes.

**Jump Pack Enabled:** Enable or Disable the Jump Pack.

**Blood:** Set this option to Enabled to see blood during your match. When you disable blood, you won't see blood or fatalities.

**Effects Volume:** Highlight this option, then press the Directional Pad Left or Right to increase or decrease the volume of the game's Music.

**Memory Card:** Mortal Kombat (Version 1.0) Gold does not support the VMU. Even though it is listed in the menu, it is not Functional. Do not attempt to enable it.

**Kombat Theater:** You can view a character's ending movie at any time, after you have beaten the game once with a certain character.

#### DEFINITIONS:

**Fatalities :** The original finishing moves for all the MK series. This is what drew most of the MK fans to the scene. Well this time around the Fatalities are in full 3D which means they are much better than ever before. Fatalities are a violent execution of a move that ultimately kills opponent. These can only be performed when you hear or see Finish Him/Her.

**Combos :** Combos in Mortal Kombat were not introduced until MK3. In MK4/Gold it still remains the same song, except there is a slight

modification...which could be bad or good. Bad in a since that anyone could start pressing the buttons and could execute a combo, but they also could not use a long combo that could ultimately kill an opponent fast. The Combos in MK Gold are toned down and it lacks strategy. Combos are a serious of Key Combinations that hit opponent with 3 or more hits right in a row.

#### WHAT IS FEATURED IN MORTAL KOMBAT GOLD

- Perfect translation of MK4 over to the Dreamcast, Arcade perfect graphics.
- New/Old Characters including: Baraka, Mileena, Kitana, Kung Lao, and Cyrax
- Secret Characters such as: Noob Saibot, Sektor, and Goro
- Enhanced Sega Dreamcast exclusive endings! Full Motion Video!
- Virtually no Loading Times!
- 3 New Background Stages
- Sounds are exactly the same as the arcade version of MK4, no flaws.

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\*\*\*\*\* II. CHARACTERS \*\*\*\*\*  
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-[T A N Y A]-  
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DESCRIPTION: Yellow Female Ninja, Black Skin Tone  
UNIFORMS: Yellow Suit - Purple Suit - Black Suit with Skirt (Wow! hehe! ^\_^)  
ADVANTAGES: Very quick, the quickest player in the game, Sonya ranks right below her.  
DISADVANTAGES: Not many, She lacks some power in the game.

#### STORYLINE \*\*\*\*\*

As the daughter of Edenia's ambassador to the new realms, Tanya invites a group of refugees to take asylum in Edenia. But soon after Queen Sindel allows them through the portal, Tanya learns that one of the warriors is none other than the banished Elder God, Shinnok. The portal leads into the heart of the Netherealm

itself, and the once-free realm of Edenia is now at the mercy of Shinnok.

#### WEAPON MOVES

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Weapon Draw - Boomerang: Forward - Forward - High Kick

Swing: High Punch

Throw: Low Punch

Diagonal Throw: Back+ Low Punch

#### MOVES

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Air Fireball: Down - Back - Low Punch (While in Air)

Tanya executes a 45 degree angled fireball at opponent, this is an effective counter against an opponent that is trying to attack Tanya.

Spin Kick: Forward - Forward - Low Kick

Tanya spins directly into an opponents shins and flips them over, giving Tanya time to execute a combo or move against that opponent.

Rolling Spin Kick: Back - Down - Forward - Low Kick

Tanya shows some speed and knocks an opponent off their feet. This move is only effective if you are fairly close to an opponent, this move isnt as effective as the Spin Kick can be, but can be used for a quick hit.

#### FATALITIES

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Fatality #1 - Kiss of Death - Down - Down - Up - Down - Block

Tanya kisses an opponent, they then explode into pieces shooting body parts everywhere.

Distance: Close

Fatality #2 - Neck-Breaker - Down - Forward - Down - Forward - High Kick

Tanya jumps on opponents shoulders and spins around their head, breaking it instantly.

Distance: Close

Prison Stage Fatality: Back - Forward - Down - High Punch

Goro's Lair Stage Fatality: Forward - Forward - Forward - Low Punch

#### Combos

\*\*\*\*\*

#1 - High Punch - High Kick - Low Kick

#2 - High Punch - High Punch - Straight Fireball

#3 - High Punch - High Punch - High Kick - High Kick - Drill Kick - Straight Fireball

#4 - Jump in High Kick - Splits Kick - Drill Kick - Throw - Splits Kick

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-[S U B - Z E R O]-  
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DESCRIPTION: Blue Suited Ninja

UNIFORMS: Blue Suit - Blue Suit Unmasked - Blue Suit, Iced Legs

ADVANTAGES: Good for beginners, the Slide is very effective in avoiding projectiles

DISADVANTAGES: Once a pro at Mortal Kombat Gold or 4, he doesnt suit much benefit as opposed to other characters in the game, in other words, he only goes so far.

#### STORYLINE

\*\*\*\*\*

After Shao Kahn's defeat at the hands of Earth's fighters, Sub-Zero's warrior clan, the Lin Kuei, disbanded. But with the new threat brought on by Quan Chi, the Ice Warrior again dons the familiar costume once worn by his brother, the original Sub-Zero. He also holds secrets passed to him by his sibling--secrets that could hold the key to stopping Shinnok.

#### WEAPON MOVES

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Draw Weapon - Ice Staff: Down - Forward - High Kick

Trip: Low Punch

Uppercut Swing: Back + High Punch

Freeze Poke: Back + Low Punch

#### MOVES

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Ice Blast: Down - Forward - High Punch

Sub-Zero's classic move, Sub-Zero moves on one knee and thrusts out a Blast of Ice to freeze an opponent.

Ice Klone: Down - Back - Low Punch

Sub-Zero clones himself, if any opponent runs into the clone it will automatically freeze them. Allowing Sub-zero a wide opponent shot.

Slide: Back + Low Punch + Block + Low Kick

Sub-Zero does a slide, very effective against projectiles. This doesnt do much damage however.

#### FATALITIES

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Fatality #1 - Spinal Tap: Forward - Back - Forward - Down - High Punch + Block + Run

Sub-zero puts his hand on opponents head and rips it right out of place, With the spine still intact.

Distance: Close

Fatality #2 - Deep Freeze: Back - Back - Down - Back - High Punch

Sub-zero freezes opponent, then goes in for an uppercut. All the opponents inners are scattered about.

Distance: Sweep or Further

Prison Stage Fatality: Hold Block - Down - Up - Up - Up - High Kick

Goro's Lair: Down - Down - Down - Low Kick

#### COMBOS

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- #1 - High Punch - High Punch (2-hit 9% damage)
- #2 - Crouching High Kick - Ice Blast - Crouching High Punch
- #3 - Jump in High Kick - Ice Blast - High Punch - Down - High Kick - Down + High Punch - Ice Clone - High Punch - High Punch - High Kick - Jumping Low Kick - Slide
- #4 - High Punch - High Punch - Down + High Kick (3-hit 12% damage)
- #5 - With Weapon enabled - Swinging Uppercut with Weapon - Poking Freeze - Standard Uppercut  
(3-hit 20% Damage)
- #6 - With Weapon enabled - Swinging Uppercut with Weapon - Poking Freeze - Swinging Uppercut with Weapon - Poking Freeze (Only Pokes Opponent) (4-hit 20% damage)

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-[S O N Y A B L A D E]-  
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DESCRIPTION: A Skin tight top that is red with skin tight pants  
UNIFORMS: Red Shirt/Pants - Green Shirt/Pants - Green Shirt without Hat  
ADVANTAGES: Speed...When used with all her moves she is extremely fast.  
DISADVANTAGES: Strength she doesn't have enough power to take any serious damage.

#### STORYLINE

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After her journey into the Outworld and Shao Kahn's near-destruction of Earth, Sonya becomes a member of Earth's own Outworld Investigation Agency. Her first mission leads her to join Liu Kang on his quest to aid the troubled thunder god, Rayden. She must survive long enough to warn her government of the new menace present in Quan Chi.

#### WEAPON MOVES

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Weapon Draw - Wind Blade: Forward - Forward - Low Kick  
Uppercut: High Punch  
Overhead Hit: Low Punch  
Spinning Slash: Back + High Punch  
Sliding Blade Thrust: Back + Low Punch

#### MOVES

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Air Throw: Press Block in Midair next to opponent  
Pretty useless move in the game, this will throw an opponent straight down to the ground, those who are dumb enough to fall for it.

Fireball: Down - Forward - Low Punch  
Useful move throughout the game, the Fireball should be used to keep the opponent away from you, and keep you a safe distance away.

Cartwheel: Back - Down - Forward - Low Kick  
Sonya does a spinning cartwheel towards an opponent, knocking them flat on their butt. This move is particularly effective in combo situations.

Punch Flight: Forward - Back - High Punch  
Sonya teleports in the air with arm out to the other side of opponent...unless the opponent is in the way then they get hit with her punch. Good for escaping corners of the screen when you are trapped.



Leg Grab: Down + Low Punch + Block

Sonya's Most powerful move, she grabs opponent with her legs and drives opponent's head into the solid ground.

#### FATALITIES

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Fatality #1 - Death Kiss: Down - Down - Down - Up - Run

Sonya kisses opponent as they explode.

Distance: Sweep

Fatality #2 - Leg Scissor: Hold Block - UP - Down - Down - Up - Rel. Block - High Kick

Sonya does a spinning leg scissor and cuts opponents to pieces.

Distance: Sweep or Further

Prison Stage Fatality: Down - Back - Back - High Kick

Goro's Lair Stage Fatality: Forward - Down - Forward - High Punch

#### COMBOS

\*\*\*\*\*

#1 - High Punch - High Punch - Back + High Kick (3-hit 17% damage)

#2 - High Kick - Back + High Kick

#3 - High Punch - High Punch - High Kick - High Kick - Bike Kick

#4 - High Punch - High Punch - High Kick - Down + High Punch - Jumping High Kick

- Air Throw - Leg Grab

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-[S H I N N O K]-  
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DESCRIPTION: Red Hat, Green Glowing Eyes, Gray Skin Color, Gold/Red Robe

UNIFORMS: Gold Color - Gold/Red Color

ADVANTAGES: Without a doubt the most effective character if you know how to morph and use him properly.

DISADVANTAGES: Very Difficult to use for beginners, There is no moves for Shinnok himself, he depends on the Morphs.

#### STORYLINE

\*\*\*\*\*

Shinnok, banished to the Netherealm for crimes against his fellow Elder Gods, is freed from imprisonment by Quan Chi. With the aid of a traitor, he overtakes the realm of Edenia. From there, he wages a war against the Elder Gods and awaits a chance to exact revenge against the god who banished him--Rayden.

#### WEAPON MOVES

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Weapon Draw - Battle Staff: Back - Forward - Low Punch

Uppercut Swing: High Punch

Overhead Swing: Low Punch

Sliding Stab: Back + High Punch

Low Swing: Back + Low Punch

#### MOVES

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None

MORPHS

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Fujin: Forward - Forward - Back High Kick  
Rayden: Down - Forward - Forward - High Punch  
Kai: Forward - Forward - Forward - Low Kick  
Cage: Down - Down - High Punch  
Reptile: Back - Back - Forward - Block  
Reiko: Back - Back - Back - Block  
Scorpion: Forward - Back - Low Punch  
Jax: Forward - Down - Forward - High Kick  
Liu Kang: Back - Back - Forward - High Kick  
Sonya: Forward - Down - Forward - High Punch  
Jarek: Back - Back - Back - Low Kick  
Sub-Zero: Down - Back - Low Punch  
Quan Chi: Forward - Back - Forward - Low Kick  
Kung Lao: Down - Forward - Back - High Kick  
Kitana: Forward - Forward - Down - High Punch

FATALITIES

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Fatality #1 - The Grip: Down - Back - Forward - Down + Run  
Shinnok raises his hands, a giant hand comes out and crushes opponent  
Distance: Close

Fatality #2 - Two Hands: Down - Up - Up - Down + Block  
Shinnok morphs into two hands and smashes opponent  
Distance: Close

Prison Stage Fatality: Down - Down - Forward - High Kick  
Goro's Lair Stage Fatality: Down - Forward - Back + High Punch

COMBOS

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#1 - High Punch - High Punch - Back + High Kick

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-[S C O R P I O N]-  
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DESCRIPTION: Yellow Suited Ninja white pure white eyes  
UNIFORMS: Orange Suit, Yellow Suit, Unmasked Yellow Suit  
ADVANTAGES: All of his moves can hit someone anywhere in the battlefield, he has a decent speed and power.  
DISADVANTAGE: Overuse of his Special moves will kill you.

STORYLINE

\*\*\*\*\*

In hopes of gaining Scorpion as a new ally in the war with the Elder Gods, Quan Chi makes the dead Ninja an offer he cannot refuse- Life, in exchange for his services as a warrior against the Elders. Scorpion accepts, but hides ulterior motives.

WEAPON MOVES

\*\*\*\*\*

Weapon Draw - Sword: Forward - Forward - High Kick

Overhead Slash: High Punch  
Uppercut Slash: Low Punch  
Spin Slash Crouching: Hold Low Punch  
Sliding Overhead Slash: Forward + High Punch  
Sliding Uppercut Slash: Forward + Low Punch

#### MOVES

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Air Throw: Block (In Midair close to opponent)

Yet another ineffective move overall, this move should only be attempted if you are fighting a newbie opponent, because I dont know many people that dont have a kick or a punch in their jumps.

Flame Breath: Down - Forward - Low Punch

This move is very quick and effective, however you must be close for this move to mean anything, and if this move is blocked you are left wide open for a wide range of attacks, so use it rarely.

Teleport Punch: Down - Back - High Punch

When an opponent is charging into you, do this move and Scorpion will teleport to the otherside of the screen, and if opponent is near will punch them.

Spear: Back - Back - Low Punch

Perhaps the most overused move with scorpion. Scorpion will throw a spear at an opponent and will pull the opponent towards Scorpion. Using this move too much means trouble, because the CPU will reconize and be cheap right back at you.

#### FATALITIES

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Fatality #1 - Toasty Breath: Back - Forward - Forward - Back + Block

Scorpion removes his mask and fries opponent with fire.

Distance: Sweep or Further

Fatality #2 - Scorpion Impale: Back - Forward - Down - Up + High Punch

Scorpion morphs into a scorpion and then uses his tail to impale his opponent.

Distance: Sweep

Prison Stage Fatality: Forward - Down - Down - Low Kick

Goro's Lair Stage Fatality: Back - Forward - Forward + Low Kick

#### COMBOS

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#1 - Spear - Uppercut

#2 - High Punch - High Punch - Back + High Kick

#3 - High Punch - High Punch - Down + High Kick

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-[R E P T I L E]-  
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DESCRIPTION: A Huge Green Lizard, With a mask over part of his face

UNIFORMS: Light Purple Pants, Dark Purple Pants, Reptile Suit

ADVANTAGES: Extremely Quick, and has some nice long distance attacks

DISADVANTAGES: He isnt very powerful and once an opponent is in close he doesnt

have much of an arsenal to defend against a close enemy.

#### STORYLINE

\*\*\*\*\*

A general in Shinnok's army of darkness, Reptile is the last of an ancient reptilian species. He was banished to the Netherealm for committing genocide. Responsible for the deaths of millions, Reptile is a dangerous ally to the forces of evil.

#### WEAPON MOVES

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Weapon Draw - Axe: Back - Back - Low Kick

Uppercut Swing: High Punch

Overhead Chop: Low Punch

Spinning Blade: Back + High Punch (Hold High Punch to keep spinning, Press a Direction to move)

Sliding Swipe: Back + Low Punch

#### MOVES

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Acid Spit: Down - Forward - High Punch

Reptile shoots acid towards opponent causing them to move backwards. This move is good when an opponent is running towards you, this will instantly stop them in their tracks.

Dashing Thrust: Back - Forward - Low Punch

Reptile slowly but surely goes in and hits opponent with a powerful blow to the stomach. This move can be blocked and ducked so be warned.

Invisibility: Hold Block + High Kick

Reptile will not be seen until your opponent hits Reptile, this move is good when timed at the correct time. (ie an opponent is on the ground)

Krawl: Back - Forward - Low Kick

Reptile will do a quick crawl towards opponent knocking them into a flipping position. After Reptile Recovers it gives you a chance to do a combo.

#### FATALITIES

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Fatality #1 - Face Consumer: Hold High Punch + Low Punch + Low Kick + High Kick - Tap Up

Reptile jumps onto opponent and chews on opponent's face.

Distance: Close

Fatality #2 - Acid Puke: Up - Down - Down - Down - High Punch

Reptile levitates into the air and then pukes onto opponent with Acid, making the opponent mush.

Distance: Sweep or Further

Prison Stage Fatality: Down - Forward - Forward - Low Punch

Goro's Lair Stage Fatality: Forward - Forward - Down - Low Kick

#### COMBOS

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#1 - High Punch - Back + High Kick

#2 - High Punch - High Punch - Back + High Kick

#3 - High Punch - High Punch - Down + High Kick  
#4 - Jump in High Punch - High Punch - High Punch - Down + High Kick  
#5 - Jump in High Punch - High Punch - High Punch - Back + High Kick

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-[R E I K O]-  
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DESCRIPTION: Glowing Eyes, Gray Hair on sides, and black face paint on his eyes.  
UNIFORMS: Violet or Maroon Suit  
ADVANTAGES: He is powerful, fast, and effective.  
DISADVANTAGES: None...that I know of.

#### STORYLINE

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Once a general in Shinnok's armies, Reiko lead the forces of darkness into battle against the Elder Gods. Believed killed during that onslaught, he's resurfaced to join the battle against Earth's forces.

#### WEAPON MOVES

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Draw - Scythe: Forward - Down - Back - High Kick  
Swing Up: High Punch  
Swing Down: Low Punch  
Side Swipe: Back + High Punch  
Side Thrust: Back + Low Punch

#### MOVES

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Flip Kick: Back - Down - Forward - High Kick  
Reiko hits opponent with a powerful Flip Kick, very effective if enemy just stands there and blocks.

Ninja Blades: Down - Forward - Low Punch

Reiko's only projectile, this weapon should be used to keep distance, or when an opponent is attempting to jump away from you.

Teleport Slam: Down - Up + Block

Reiko Teleports and slams opponent to the ground, you may also get a combo starter by using High Punch or Low Punch/ Low Kick or High Kick.

Spin: Back - Forward - Low Kick

Reiko spins around opponent and appears behind them, giving you a chance to escape an attack or to get an attack in yourself.

#### FATALITIES

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Fatality #1 - Shiruken Toss: Back - Back - Down - Down + High Kick

Reiko tosses many Shirukens into an opponent killing them in a brutal way.

Distance: Sweep Distance

Fatality #2 - Torso Kick: Forward - Down - Forward - Low Punch + Block + High Kick + Low Kick

Reiko kicks opponent in the torso area and knocks it right off both feet!

Distance: Half Screen/Full Screen

Prison Stage Fatality: Down - Down - Back + Low Punch

Goro's Lair Stage Fataality: Forward - Forward - Down - Low Kick

#### COMBOS

\*\*\*\*\*

#1 - High Punch - High Punch

#2 - High Punch - High Punch - Back + High Kick

#3 - High Punch - High Punch - High Kick - High Kick - Flip Kick - Ninja Stars

#4 - With Weapon Drawn - High Punch - Low Punch

-----  
-[R A Y D E N]-  
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DESCRIPTION: God of Thunder, Rayden has Electricity emit from his body, he has a black strap around his waist, and his uniform is mostly white.

UNIFORMS: Blue Strip or Red Strip

ADVANTAGES: Rayden can be anywhere at anytime, he is also quick when you use him properly, he is also very unpredictable.

DISADVANTAGES: He only has a limited arsenal of weapons and utilities to help him throughout the matches.

#### STORYLINE

\*\*\*\*\*

Rayden, God of Thunder, returns to Earth after the defeat of Shao Kahn. There he finds a new threat in Shinnok's forces, led by Quan Chi's attack on the Elder Gods. With the heavens in disarray, Rayden exists as one of the last gods of Earth. He must come to the aid of his Elders and put an end to his ancient enemy's villainous reign.

#### WEAPON MOVES

\*\*\*\*\*

Draw Weapon - Hammer: Forward - Back - High Punch

Backhand Swing: High Punch

Forehand Swing: Low Punch

Overhead Smash: Back + High Punch

Uppercut Swing: Back + Low Punch

#### Moves

\*\*\*\*\*

Electric Bolt: Down - Back - Low Punch

Rayden emits a bolt of electricity from his hand

Teleport: Down - Up

Rayden teleports behind an opponent in an instant, this move can be used cheaply..or at least you used to be able to use it cheaply.

Torpedo: Forward - Forward - Low Kick

Rayden's classic move, the Torpedo is very fast, however if you miss you can be very easily countered and attacked.

#### FATALITIES

\*\*\*\*\*

Fatality #1 - Shock Explosion: Hold Block - Forward - Back - Up - Up - High Kick

Rayden raises opponent high into the the air and then sends a bolt explosion which makes the opponent explode.

Distance: Sweep

Fatality #2 - Staff Shock: Hold Block - down - Up - Up - Up - High Punch

Rayden raises opponent on staff and shocks them to death.

Distance: Close

Prison Stage Fatality: Down - Forward - Back - Block

Goro's Lair Stage Fatality: Forward - Forward - Low Punch

COMBOS

\*\*\*\*\*

#1 - Jumping High Kick - Electric Bolt

#2 - High Punch - High Punch - Down + High Kick

-----  
-[Q U A N - C H I]-  
-----

DESCRIPTION: A man with pale whit skin, and spikes coming from his uniform and a Ying-Yang in the center of his suit.

UNIFORMS: Blue Suit and Red Suit

ADVANTAGES: Quan Chi can take a considerable amount of damage per hit, If properly used then he can be the best character in the game. Quan Chi can easily trick an opponent with his stomp, which cannot be blocked.

DISADVANTAGES: He isnt really powerful and he lacks in speed, So do not rely on speed when fighting with him.

STORYLINE

\*\*\*\*\*

A free-roaming sorcerer powerful in the black arts, Quan Chi uses his abilities to free the now-evil Elder God Shinnok from his confines in the Netherealm. In exchange, Shinnok has given Quan Chi the power of arch-sorcerer over his expanded Netherealm.

WEAPON MOVES

\*\*\*\*\*

Weapon Draw - Mace: Down - Back - High Kick

Overhead Slam: High Punch

Forehand Swing: Low Punch

Backhand Swing: High Punch

Uppercut Swing: Back + Low Punch

MOVES

\*\*\*\*\*

Dash Kick: Foward - Forward - High Kick

Quan Chi does a similiar move to Sub-Zero's Slide, only it doesnt go as far, and isnt as effective for that matter.

Skull Fireball: Forward - Forward - Low Punch

Quan Chi's only projectile will serve you well during battles. Use it sparingly though, because it is easily avoided by opponent

Stomp: Down - Back - Low Kick

Quan Chi magically teleports onto opponent and stomps in them, probably the most effective move, this move is unblockable!

Weapon Steal: Forward - Back - High Punch

Quan Chi magically sucks the weapon away from opponent so Quan Chi can use it.

#### FATALITIES

\*\*\*\*\*

Leg Pound: Hold Low Kick - Forward - Down - Forward - Release Low Kick

Quan Chi will brutally rip off opponents leg and pound opponent with it, while blood splatters everywhere!

Distance: Sweep

Mimic: Hold Block - Up - Up - Down - Up + Low Punch

Quan Chi mimics his opponent and does one of their own fatalities.

Distance: Anywhere

Pit Stage Fatality: Forward - Forward - Down - High Punch

Goro's Stage Fatality: Forward - Forward - Back - Low Kick

#### COMBOS

\*\*\*\*\*

#1 - High Punch - High Punch - Down + High Kick

#2 - High Punch - High Punch - Back + High Kick

#3 - Jump in High Punch - High Punch - High Punch - Back + High Kick

#4 - High Punch - High Punch - High Kick - Down + High Punch - Jumping High Kick

- High Punch - High Punch - High Kick - Back + High Kick

-----  
-[M I L E E N A]-  
-----

#### STORYLINE

\*\*\*\*\*

When Shinnok's forces invade Edenia, Mileena comes out of hiding. To Gain favor, she devotes her skills as a fighter to Shinnok's war against the Elder Gods. Her real purpose, however, is to seek vengeance against her estranged twin, the Princess Kitana.

DESCRIPTION: Female Ninja in Purple Ninja Suit

UNIFORMS: Purple Ninja Suit - Light Green Ninja Suit

ADVANTAGES: Mileena is one of the more weaker characters, however her fast moves make her very effective.

DISADVANTAGES: She Lacks in Power, and she also has a limited amount of moves.

#### WEAPON MOVES

\*\*\*\*\*

Weapon Draw - Long Sword: Forward - Forward - Low Punch

Quick Slice: High Punch

Overhead Slice: Low Punch

Lunging Thrust: Back + High Punch

Spin Slice: Back + Low Punch

#### MOVES

\*\*\*\*\*

Sia Throw: Hold High Punch for 2 seconds then release



Mileena fires a sia at opponent.

Teleport Kick: Forward - Forward - Low Kick

Mileena goes through the ground and then does a "Jump Kick" to opponent

Ground Roll: Back - Back - Down - High Kick

Mileena rolls on the ground and trips opponent, similiar to a sweep.

#### FATALITIES

\*\*\*\*\*

Fatality #1 - Sai Shot: Back - Back - Back - Forward - Low Kick

Mileena shoots many sais into opponent, leaving opponent with may sais stuck in them.

Distance: Sweep or Further

Fatality #2 - Nail Spit: Forward - Back - Forward - Low Punch

Mileena takes a can of nails and puts them in her mouth, then fires them at opponent.

Distance: Sweep or Further

Prison Stage Fatality: Forward - Forward - Back - High Punch

Goro's Lair Stage Fatality: Down - Forward - Down - Low Punch

-----  
-[L I U K A N G]-  
-----

DESCRIPTION: Man in a Red Tank Top, Black/Red Shorts, and a Red Headband

UNIFORMS: Red/Black Uniform or Purple/Black Uniform

ADVANTAGES: A huge arsenal of Special Moves to suit your need.

DISADVANTAGES: Once you learn everything about him he just isnt as effective as other fighters.

#### STORYLINE

\*\*\*\*\*

Still the immortal champion of Mortal Kombat, Liu Kang ventures into Edenia to rescue Princess Kitana from the vile clutches of Quan Chi. Unsuccessful, Liu Kang returns to Earth and mounts an effort to bring together Earth's gratest warriors. He does it this time not only to free Kitana's home world, but also to assist his mentor--and Earth's protector--Rayden.

#### WEAPON MOVES

\*\*\*\*\*

Weapon Draw - Dragon Sword: Back - Forward - Low Kick

Quick Slice: High Punch

Overhead Slice: Low Punch

Impale: Back + High Punch

Whirling Slice: Back + Low Punch

#### MOVES

\*\*\*\*\*

High Fireball: Forward - Forward - High Punch

Liu Kang shoots a Fireball from his hands, this will hit opponent if they are standing or sometimes when they jump.

Low Fireball: Forward - Forward - Low Punch

Liu Kang Bends to one knee and then fires a fireball at opponent, this will hit an opponent if they are crouching.

Flying Kick: Forward - Forward - High Kick

Liu Kang does a flying kick towards opponent in awesome speed, the problem is this leaves Liu Kang wide open for various attacks if blocked.

Bike Kick: Hold Low Kick for 2 Seconds then Release

Liu Kang sends Opponent flying back with many kicks.

#### FATALITIES

\*\*\*\*\*

Fatality #1 - Dragon Morph: Forward - Forward - Forward - Down + High Kick + Low Kick + Block

Liu Kang morphs into a Dragon, similiar to his Animality in MK3, and takes a bite out of opponent, leaving the legs standing.

Distance: Sweep

Fatality #2 - Throw and Shoot: Forward - Down - Down - Up + High Punch

Liu Kang spins around opponent then throws them into the air, finishing this move with a fireball making their body parts explode everywhere.

Distance: Close

Prison Stage Fatality: Forward - Forward - Back + Low Punch

Goro's Lair Stage Fatality: Forward - Forward - Back + High Kick

#### COMBOS

\*\*\*\*\*

#1 - High Punch - High Punch - High/Low Fireball

#2 - High Punch - High Punch - Flying Kick

#3 - While Charging Low Kick - High Punch - High Punch - Release Low Kick to do Bike Kick

#4 - High Punch - High Punch - Back + High Kick

-----  
-[B A R A K A]-  
-----

DESCRIPTION: An ugly beast with huge sharp teeth, with huge metal Staples in the stomach area

UNIFORMS: Maroon Pants - Purple Pants

ADVANTAGES: He is both fast and powerful

DISADVANTAGES: Some of his moves the opponent must be darn right stupid to fall into, like the Blade Fury.

#### STORYLINE

\*\*\*\*\*

In the final battle against Earth's warriors, Baraka was split in half by Lung Lao's razor-edged hat. But when Shinnok rises from the depths of the Netherealm, he seeks the former Outworld warrior to assist him in his battle against Rayden's forces. With control over Baraka's dead soul, Shinnok grants him life once again--this time, to fight at his side.

#### WEAPON MOVES

\*\*\*\*\*

Weapon Draw - Razor Cane: Back - Back - Low Punch

Uppercut Swing: High Punch

Overhead Swing: Low Punch

Sliding Tooth: Back + Low Punch

Floor Shot: Back - Low Punch

#### MOVES

\*\*\*\*\*

Blade Fury: Back - Back - Back - High Punch

Baraka moves his blades up and down rapidly, if an opponent is close or jumps into it, it will take some good damage.

Blade Fireball: Down - Back - Low Punch

Baraka Flicks his blades together and a Fireball will emit from it.

Blade Spin: Forward - Down - Forward - Block

Baraka Spins wildly with his blades sticking out to hit an opponent.

Blade Swing: Back + High Punch

Baraka Swings his blade once towards opponent, must be close.

#### FATALITIES

\*\*\*\*\*

Fatality #1 - Decapitation: Back - Back - Back - High Punch

Baraka Takes his blade and with one swift blow, cuts off opponents head.

Distance: Close

Fatality #2 - Stab Lift: Back - Forward - Down - Forward - Low Punch

Baraka lifts opponent up on his blades as blood comes out of their limb bodies.

Distance: Close

Prison Stage Fatality: Forward - Forward - Down - High Kick

Goro's Lair Stage Fatality: Down - Back - Back - Low Kick

#### COMBOS

\*\*\*\*\*

#1 - High Punch - High Punch - Down + High Kick

#2 - High Punch - High Punch - Blade Fireball

#3 - High Punch - High Punch - High Kick - Down + High Punch - Blade Fireball, Jumping High Kick

-----  
-[C Y R A X]-  
-----

DESCRIPTION: Yellow Robotic Machine

UNIFORMS: Yellow Cyber Suit with Mask - Yellow Cyber Suit without Mask

ADVANTAGES: Quick, easy to control, and powerful

DISADVANTAGES: He has moves that are hard to aim with.

#### STORYLINE

\*\*\*\*\*

The Lin Kuei cyber-assassin unit LK-4D4, a.k.a. Cyrax, was lost after Shao Kahn's defeat. The deactivated Cyrax unit was found in China's Gobi Desert by

agents of the Outworld Investigation Agency, led by Major Jackson Briggs. Now, reprogrammed by their technicians, it fights on the side of good against the new threat of Shinnok.

#### WEAPON MOVES

\*\*\*\*\*

Weapon Draw - Light Sabre: Back - Forward - High Punch

Quick Slice: High Punch

Overhead Slice: Low Punch

Thrusting Slice: Back + High Punch

Spinning Slice: Back + Low Punch

#### MOVES

\*\*\*\*\*

Close Bomb: Back - Back - High Kick

Cyrax throws a bomb close to him out of his chest, if a opponent manages to hit it, then the opponent will explode into the air.

Far Bomb: Forward - Forward - High Kick

Cyrax throws a bomb far from him out of his chest, if a opponent manages to hit it, then the opponent will explode into the air.

Green Net: Back - Back - Low Kick

Cyrax shoots a net from his chest and captures his opponent and brings them towards Cyrax. Cyrax gets a chance to do a combo.

Telport: Forward - Down - Block

Cyrax explodes and appears behind an opponent.

#### FATALITIES

\*\*\*\*\*

Fatality #1 - Self-Destruction: Hold Block - Up - Up - Forward - Down - Release Block - Block

Cyrax will set his self destruction sequence and the next thing you will notice is your opponent exploding.

Distance: Anywhere

Fatality #2 - Nuke: Hold Block - Down - Down - Forward - Up - Run

Cyrax shoots a bunch of bombs out of his chest, and then they go off destroying the Netherealm!

Distance: Anywhere

Prison Stage Fatality: Back - Forward - Forward - High Punch

Goro's Lair Stage Fatality: Down - Back - Back - Low Punch

#### COMBOS

\*\*\*\*\*

#1 - High Punch - Back + High Kick

#2 - High Punch - High Kick - Down + High Kick

#3 - Close Bomb - Air Jump + Low Punch to Throw - Wait for Bomb to explode - Uppercut - Back + Low Kick

DESCRIPTION: White Hair, Black Suspenders, Gray Shoulder Pads, White Eyes

UNIFORMS: Light Green Pants, Brown Pants

ADVANTAGES: Quick, Powerful Weapons

DISADVANTAGES: His best moves require opponent to be close

#### Storyline

\*\*\*\*\*

Fujin, God of Wind, joins Rayden as one of the last surviving Earth gods. In a war of the heavens Shinnok's forces defeated their counterparts, the Elder Gods. Now Fujin prepares for the final battle between the forces of light and Shinnok's hell-spawned warriors of darkness.

#### WEAPON MOVES

\*\*\*\*\*

Weapon Draw - Crossbow: Back - Back - Low Punch

Straight Fire: Low Punch

Upper Fire: High Punch

Floor Fire: Back + Low Punch

#### MOVES

\*\*\*\*\*

Air Dive Jumpkick: Down + Low Kick (in air)

Fujin will go down at a 45 degree angle and do a jump kick.

Levitation: Back - Down - Back + High Kick

Fujin makes some wind levitate an opponent, Opponent must be at least Sweep Distance, for this to work.

Slam after Levitation: Perform Levitation - Back - Forward - Down - Low Kick

Fujin slams opponent to the ground towards Fujin.

Knee Dash: Down - Forward - High Kick

Fujin Dashes towards opponent, hitting them three times.

Whirlwind Spin: Back - Down - Low Punch (Hold Low Punch to maintain)

Fujin spins, and if any opponent gets near it spits opponent out.

#### FATALITIES

\*\*\*\*\*

Fatality #1 - Raise and Fire: Press Run + Block - Run + Block - Run + Block - Run + Block

Fujin levitates an opponent into the air, draws his weapon and fires.

Distance: Sweep or Further

Fatality #2 - Wind: Down - Forward - Forward - Up + Block

Fujin generates a bunch of wind towards opponent, it tears the flesh off of opponent.

Distance: Anywhere

Prison Stage Fatality: Down - Down - Down - High Kick

Goro's Lair Stage Fatality: Back - Forward - Back - High Punch

#### COMBOS

\*\*\*\*\*

#1 - High Punch - High Punch

#2 - Levitation - Levitation Slam - Uppercut

#3 - High Kick - High Kick - Back + High Kick

#4 - High Kick - High Kick - Down + High Kick

-----  
-[G O R O]-  
-----

DISCRIPTION: Orange/Yellow Skin, Four Arms, and Red Glowing Eyes.

UNIFORMS: Just his Standard

ADVANTAGES: Power, Speed, Mobility, Endurance...anything else?

DISADVANTAGES: None

STORYLINE

\*\*\*\*\*

Thought to have been killed in Mortal Kombat I, Goro was revived by none other than Shinnok. Goro took the Mortal Kombat title from the original Kung Lao, only to lose it nine generations later to Lao's ancestor, Liu Kang. Seeking revenge, the Shokan prince has returned from the Outworld to crush Liu Kang in Mortal Kombat.

MOVES

\*\*\*\*\*

Air Stomp: Forward - Forward - Back - High Kick

Similiar to Quan Chi's Stomp, this is Goro's most powerful move.

Backhand: Forward - Forward - High Punch

Goro does a backhand making opponent fly.

Fireball: Forward - Back - High Punch

Goro shoots a fireball out of his mouth towards opponent.

Ground Stomp: Back - Forward - Down - Down + High Kick

Goro stomps on the ground, sending a shockwave towards opponen.

Lunge Kick: Back - Back + High Kick

Goro lunges in with a kick to knock opponent a full screen distance away.

Super Uppercut: Down - Down - High Punch

Goro does and uppercut that takes almost twice the damage as a normal uppercut would.

COMBOS

\*\*\*\*\*

#1 - High Punch - High Punch - Down + High Kick

#2 - High Punch - High Punch - Super Uppercut

-----  
-[J A R E K]-  
-----

DESCRIPTION: Orange Vest, Green Pants, Short Black Hair, Orange Gauntlet

UNIFORMS: Light Orange Vest/Green Pants, Dark Orange Vest/Brown Pants

ADVANTAGES: Probably the best fighter while in close

DISADVANTAGES: Has very limited moves, not a good distance fighter, moves are very noticable

## WEAPON MOVES

\*\*\*\*\*

Weapon Draw - Edge Sword: Forward - Forward - High Punch

Uppercut Swing: High Punch

Overhead Slice: Low Punch

Side Swipe: Back + High Punch

Blade Thrust: Back + Low Punch

## MOVES

\*\*\*\*\*

Cannonball: Back - Forward - Low Kick

Jarek does a cannonball (similiar to Kano's Cannonball) and spins right into an opponent.

Energy Blade: Down - Back - Low Punch

Jarek's Projectile, it flies into an opponent that is standing.

Ground Shaker: Back - Down - Back + High Kick

Jarek pounds the ground with his back and shakes the ground.

Vertical Roll: Forward - Down - Forward - High Punch

Jarek does a 45 Degree cannonball into the air.

## FATALITIES

\*\*\*\*\*

Fatality #1 - Heart Rip: Forward - Back - Forward - Forward - Low Kick

Jarek brutally rips opponents heart out.

Distance: Close

Fatality #2 - Laser Explosion: Hold Block - Up - Up - Forward - Forward -

Release Block - Block

Jarek will put a laser on opponent and make them explode!

Distance: Sweep or Further

Prison Stage Fatality: Forward - Down - Forward - High Kick

Goro's Lair Stage Fatality: Back - Forward - Forward - Low Punch

## COMBOS

\*\*\*\*\*

#1 - High Punch - High Punch

#2 - High Punch - High Punch - Back + High Kick

#3 - High Punch - High Punch - High Kick - Back + High Kick

#4 - High Punch - High Punch - High Kick - Cannonball

-----  
-[J O H N N Y C A G E]-  
-----

DESCRIPTION: Man with no shirt, Sunglasses, Blue Shin Guard, and Black Long Pants.

UNIFORMS: Blue Shinguards - Red Shinguards

ADVANTAGES: Quick Movements, Good Long Distance Fighter

DISADVANTAGES: Isnt much of a close fighter, Distance is his key.

## STORYLINE

\*\*\*\*\*

Shao Kahn's defeat frees Johnny Cage's soul to ascend to a higher place. From the heavens, he observes his friends again engaged in battle. When he learns the war Shinnok wages against the Elder Gods, Cage seeks Rayden for help in resurrecting his soul, and then joins Liu Kang in his quest. Johnny Cage fights alongside Earth's warriors once again.

#### WEAPON MOVES

\*\*\*\*\*

Weapon Draw - Pirate Blade: Down - Forward - Down - Low Kick  
Side Slash: High Punch  
Uppercut Swing: Low Punch  
Two-Handed Uppercut: Back + High Punch

#### MOVES

\*\*\*\*\*

Crotch Punch: Block + Low Punch  
Johnny Cage does the splits and hits the opponent in the Crotch. Women feel this too.

High Fireball: Down - Forward - High Punch  
Johnny Cage shoots a green fireball into the air.

Low Fireball: Down - Back - Low Punch  
Johnny Cage Shoots a green fireball into opponent.

Shadow Kick: Back - Forward - Low Kick  
Johnny Cage does his Shadow Kick to his opponent.

Shadow Uppercut: Back - Down - Back - High Punch  
Johnny Cage does a 45 degree uppercut.

#### FATALITIES

\*\*\*\*\*

Fatality #1 - Torso Rip: Forward - Back - Down - Down - High Kick  
Johnny Cage twists at opponent's waist, then rips it right off!  
Distance: Close

Fatality #2 - Uppercut Decapitation: Down - Down - Forward - Down - Block  
Johnny Cage pops off opponent's head with a single uppercut.  
Distance: Close

Prison Stage Fatality: Down - Forward - Forward - High Kick

Goro's Lair Stage Fatality: Back - Forward - Forward - Low Kick

#### COMBOS

\*\*\*\*\*

#1 - High Kick - High Kick - Back + High Kick  
#2 - High Kick - High Kick - Down + High Kick  
#3 - High Punch - High Punch - Down + High Kick  
#4 - Jump In High Kick - Shadow Kick



-----  
-[K A I]-  
-----

DESCRIPTION: Purple Headband, Black Pants, Spiked Sliver Wrist Guards, White Stripes on body.

UNIFORMS: Purple or Green Color

ADVANTAGES: A Huge variety of Projectiles and moves

DISADVANTAGES: Only Average speed and power

#### STORYLINE

\*\*\*\*\*

A former member of the White Lotus Society, Kai learned his skills from the great Asian masters. he journeyed to the Far East after meeting his friend and ally Liu Kang in America. Now they reunite to assist Rayden in his battle with Shinnok.

#### WEAPON MOVES

\*\*\*\*\*

Weapon Draw - Angled Knife: Down - Back - Low Punch

Uppercut Swing: High Punch

Overhead Chop: Low Punch

Spinning Slice: Back + High Punch

#### MOVES

\*\*\*\*\*

Overhead Fireball: Back - Back - High Punch

Kai fires a fireball Up and the fireball comes crashing down onto opponent.

Underground Fireball: Forward - Forward - Low Punch

Kai fires a fireball through the ground and it comes up underneath opponents legs.

Handstand: Block + Low Kick

Kai stands on his hands.

Handstand Moves

Head Kick: High Kick

Gut Kick: Low Kick

Spin Kick: Hold Low Punch

Lunging Roundhouse: Back - Down - Back - Low Kick

Just as the name implies, Kai lunges to opponent and does an opponent.

Air Flight: Down - Back - High Punch

Kai flies to the corner of the screen, if opponent is in the way they get hit.

#### FATALITIES

\*\*\*\*\*

Fatality #1 - Rip in half: Hold Block - Up - Forward - Up - Back - High Kick

Kai lifts up the opponent, rips them in half, and hangs both parts in the air.

Distance: Close

Fatality #2 - Fireball Blast: Hold Block - Up - Up - Up - Down - Release Block

Kai throws a fireball at opponent making them explode instantly.

Distance: Sweep

Prison Stage Fatality: Forward - Forward - Down - Block

Goro's Lair Stage Fatality: Back - Forward - Down - High Kick

#### COMBOS

\*\*\*\*\*

#1 - High Punch - High Punch - Low Kick

#2 - High Kick - High Kick - Lunging Roundhouse

#3 - High Punch - High Punch - High Kick - High Kick - Handstand - Head Kick

-----  
-[K I T A N A]-  
-----

DESCRIPTION: Female Ninja in Blue Outfit

UNIFORMS: Blue Uniform - Red Uniform

ADVANTAGES: Extremely fast in every move preformed, and she is fast on general moves also.

DISADVANTAGES: Lack of power

#### WEAPON MOVES

\*\*\*\*\*

Weapon Draw - Flying Blade: Forward - Back - High Kick

Overhead Swing: High Punch

Straight Throw: Low Punch

Lunging Slice: Back + High Punch

Diagonal Throw: Back + Low Punch

#### MOVES

\*\*\*\*\*

Fan Lift: Back - Back - Back + High Punch

Kitana releases some sort of power from the fan, which lifts up the opponent, giving Kitana the option of attacking.

Fan Throw: Forward - Forward - High Punch + Low Punch

Kitana throws her fan at opponent, knocking them far away from Kitana.

Fan Swipe: Back + High Punch

Kitana will slice an opponent with her fan.

Wave Punch: Down - Back + High Punch

Similiar to Sonya's Square Wave Punch, Kitana flys behind an opponent, if anyone is in the way Kitana will hit the opponent.

#### FATALITIES

\*\*\*\*\*

Fatality #1 - Kiss of Death: Back - Down - Forward - Forward - High Kick

Kitana kisses opponent, the opponent expands and then they explode.

Distance: Close

Fatality #2 - Decapitation: Forward - Forward - Down - Forward - Low Punch

Kitana Uses her fan and slices opponent's head off cleanly.

Distance: Close

Prison Stage Fatality: Forward - Down - Forward - Low Punch

Goro's Lair Stage Fatality: Down - Down - Forward - Low Kick

#### COMBOS

\*\*\*\*\*

#1 - High Punch - High Punch - Low Kick

#2 - High Punch - High Punch - High Kick - Back + High Kick

#3 - High Punch - High Punch - High Kick - Down + High Kick

-----  
-[K U N G L A O]-  
-----

DESCRIPTION: A Black Razor Sharp Hat, Dark Yellow Pants, Black/Red/White Suspenders, Black/White Belt.

UNIFORMS: Yellow Pants Mixed Up Colored Suit - Orange Pants/Black/Gray Suit

ADVANTAGES: Good Power, Better than average speed.

DISADVANTAGES: Doesnt have many close combat moves.

#### WEAPON MOVES

\*\*\*\*\*

Weapon Draw - Battle Axe: Back - Back - High Punch

Uppercut: High Punch

Diagonal Chop: Low Punch

Spinning Swing: Back + High Punch

Lunging Chop: Back + Low Punch

#### MOVES

\*\*\*\*\*

Diagonal Kick: Down + High Kick in Midair

Kung Lao does a 45 degree jump kick onto opponent.

Hat Throw: Back - Forward + Low Punch

Kung Lao throws a hat at opponent, moving opponent far away from Kung Lao.

Teleport: Down - Up

Kung Lao teleports and shows up behind opponent.

Double Teleport: Down - Down - Up

Kung Lao teleports twice instead of once.

Whirl Spin: Hold Block - Up - Up - Low Kick

Kung Lao will spin and does an uppercut on opponent.

#### FATALITIES

\*\*\*\*\*

Fatality #1 - Decapitation: Back - Back - Forward - Low Punch

Kung Lao throws his hat and decapitates opponent.

Distance: Anywhere

Fatality #2 - Decapitation 2: Forward - Forward - Back - Down - High Punch

Similiar to Fatality #1 except it is at another angle.

Distance: Anywhere

Prison Stage Fatality: Down - Down - Forward - Low Punch

Goro's Lair Stage Fatality: Forward - Down - Forward - Low Kick

COMBOS

\*\*\*\*\*

#1 - High Punch - High Punch

#2 - High Punch - High Punch - High Kick - Back + High Kick

#3 - High Punch - High Punch - High Kick - Down + High Kick

-----  
-[S E K T O R]-  
-----

DESCRIPTION: Red Machine

UNIFORMS: None

ADVANTAGES: All Moves fit perfectly, easy to start combos with

DISADVANTAGES: Blocks can leave Sektor Open.

STORYLINE

\*\*\*\*\*

Recovered by Lin Kuei, Sektor has a new set of instructions, this time around he is designed to seek and destroy Cyrax. After Lin Kuei discovered that Cyrax Malfunctioned.

WEAPON MOVES

\*\*\*\*\*

Weapon Draw - Laser Gun: Back - Forward - High Kick

Straight Shot: Low Punch

MOVES

\*\*\*\*\*

Straight Missile: Forward - Forward - Low Punch

Sektor shoots a Missile straight at opponent out of his chest.

Homing Missile: Down - Back - High Punch

Sektor will lock on enemy and fire a missile at opponent.

Double Straight Missiles: Forward - Down - Back - Low Punch

Sektor will shoot two straight missiles at opponent.

Teleport Punch: Forward - Forward - Low Kick

Sektor will teleport underground and then hit opponent with it's fist, knocking them up into the air.

FATALITIES

\*\*\*\*\*

Fatality #1 - Compactor: Forward - Forward - Forward - Back - Block

Sektor will use his compactor on opponent, crushing them instantly.

Distance: Close

Fatality #2 - Flame Thrower: Still Unknown

I have seen this move before if you enable one button fatalities...but this move is still unknown for some reason...One-Button Fatality Only?

Prison Stage Fatality: Back - Forward - Forward - High Kick

Goro's Lair: Down - Forward - Back - Low Kick  
-----

-----  
DESCRIPTION: Man without a shirt, black skin, Red and Black Pants  
UNIFORMS: Red/Black Pants - Purple/Black Pants  
ADVANTAGES: Strongest Character without a doubt!  
DISADVANTAGES: Slowest Character in the Game.

WEAPONS MOVES

\*\*\*\*\*

Weapon Draw - Spiked Club: Back - Down - Forward - High Punch  
Forehand Swipe: High Punch  
Backhand Swipe: Low Punch  
Overhead Smash: Back + High Punch  
Uppercut Swing: Back + Low Punch

MOVES

\*\*\*\*\*

Dash Punch: Down - Back - Low Punch  
Jax does a charge at opponent, and hits them with a punch.

Fireball: Down - Forward - Low Punch  
Jax fires a fireball at opponent.

Ground Pound: Forward - Forward - Down - Low Kick  
Jax does a pound on the ground and sends a shockwave to opponent.

FATALITIES

\*\*\*\*\*

Fatality #1 - Head Smash: Back - Forward - Forward - Down - Run  
Jax smashes opponents head with both of his machine arms.  
Distance: Sweep

Fatality #2 - Arm Rip: Charge Low Kick for 10 seconds, then press Forward -  
Forward - Down - Forward - Release Low Kick  
Jax will rip opponent's arms right out of their sockets.  
Distance: Sweep

Prison Stage Fatalities: Forward - Forward - Back - Low Kick

Goro's Lair Stage Fatalities: Forward - Forward - Back - High Punch

COMBOS

\*\*\*\*\*

#1 - High Punch - High Punch - Back + High Kick  
#2 - High Punch - High Punch - High Kick - High Kick - Dash Punch  
#3 - High Punch - High Punch - High Kick - Down + High Punch - Backbreaker

\*\*\*\*\*

Unknown...

DESCRIPTION: Shadow Ninja Figure

UNIFORMS: None

ADVANTAGES: Read Reiko's

DISADVANTAGES: Read Reiko's

WEAPON MOVES

\*\*\*\*\*

Weapon Draw - Sickle: Forward - Forward - High Kick

Overhead Swing: High Punch

Uppercut Swing: Low Punch

Cross Slice: Back + High Punch

Lunging Poke: Back + Low Punch

FINISHING MOVES

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Fatality #1 - None

Fatality #2 - None

Prison Stage Fatality: Down - Back - Back + High Kick

Goro's Lair Stage Fatality: Forward - Down - Forward + High Kick

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 \*\*\*\*\* III. Secrets/Codes Section \*\*\*\*\*  
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KOMBAT KODES

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These codes must be entered in during the VS Screen.

- Stage: Elder Gods = 033-033
- Stage: Tomb = 044-044
- Stage: Wind World = 055-055
- Stage: Snake Shrine = 066-066
- Stage: Shaolin Temple = 101-101
- Stage: Living Forest = 202-202
- Stage: Prison = 303-303
- Stage: Goro's Lair = 011-011
- Stage: Well = 022-022
- Disable Throws = 100-100
- Danger = 123-123
- Red Rain = 020-020
- Explosive Kombat = 050-050
- Free Weapon = 111-111
- Random Weapons = 222-222
- Random Combat = 333-333
- Armed and Dangerous = 444-444
- Many Weapons = 555-555
- Silent Kombat = 666-666

## CHEAT MENU CODE

\*\*\*\*\*

During the screen where it says "Mortal Kombat Gold Press Start" Press Up - Up - Down - Down - Left - Left - Right - Right, you should then hear outstanding. This must be done fast to work. Then press Start and hold both L/R Buttons to access the cheat menu

Easy Endings: Gives you the ability to view the endings faster, by only having you fight Shinnok.

Fatal 1: Enables you to easily preform a selected fighter's 1st fatality by simply pressing High Punch when it says Finish him/her.

Fatal 2: Enables you to easily preform a selected fighter's 2nd fatality by simply pressing Low Punch when it says Finish Him/Her.

Danger: During battle this will make both players automatically go down to the Danger status and the person with the first hit will win the match.

Pit Fatal: Enables you to easily preform a selected fighter's Stage Fatality on the proper stage by pressing Down + High Punch.

Kombat Kode: You can select a number between 0 and 24...the effects vary.

- 0 - Default Kombat
- 1 - Big Head Mode
- 2 - Disable Throws
- 3 - Disable Max. Damage
- 4 - Disable Throws and Max. Damage
- 5 - Unlimited Run
- 6 - Free Weapon
- 7 - Random Weapon
- 8 - Random Character Switch
- 9 - Armed and Dangerous
- 10 - Many Weapons
- 11 - Silent Combat
- 12 - Explosive Kombat
- 13 - Danger
- 14 - Default Kombat
- 15 - Armed and Dangerous
- 16 - Default Kombat
- 17 - Red Rain
- 18 - Goro's Lair
- 19 - Well
- 20 - Elder Gods
- 21 - Tomb
- 22 - Wind World
- 23 - Snake Shrine
- 24 - Shaolin Temple

## THE SECRET CHARACTERS

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Sektor - Enable the Cheat Menu. When you get to the Character Select Screen go down to "Hidden" And select this by pressing and holding both L and R Buttons, Then go and select Cyrax with the A Button.

Noob Saibot - Enable the Cheat Menu. When you get to the Character Select Screen go down to "Hidden" and select this by pressing and holding both L and R Buttons, Then go and select Reiko with the A Button.

Goro - Enable the Cheat Menu. When you get to the Character Select Screen go down to "Hidden" and Select this by pressing and holding both L and R Buttons, Then go and select Shinnok with the A Button.

Meat - Play a 2-Player game, and have both players select group mode. One player must get 20 wins in a row. After the last character in Group Mode has been completed, Meat will take the place of your chosen character. Meat uses the same moves as the character you selected previously.

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***** IV. Bugs/Glitches Annoying Stuff in MKG *****  
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Well..This is one of the most bugged-out games I have ever witnessed, and there are some annoying things I would just like to point out to you. There are two versions of Mortal Kombat Gold, Version 1.0 has a Gold Tint to the CD, while Version 2.0 has a Red Tint to the CD. Version 2.0 also has a "Hot! New!" Sticker on it to tell you it is version 2.0

BUGS IN VERSION 1.0  
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If you still have Version 1.0, I would recommend talking it to the store from which you purchased it from and asking to exchange the CD, because this version is just horrible when it comes to crashes.

BUG: The Mixed Up Goro

TRIGGER: Play Arcade Mode 2-on-2, First Player Johnny Cage, Second as Kai. Go to the Master Tower and Rotate it three times by pressing Start three times. In the Second Round you will witness the messed up Goro.

DESCRIPTION: Goro will appear with Johnny Cage's Head, Parts of Sub-zero's frozen body, and other player's body parts. "Goro" However Still attacks in the sameway he did before.

BUG: Fatality Mix Up

TRIGGER: Various Times

DESCRIPTION: When you enable the Cheat Codes and have Single Button Fatalities Enabled, sometimes if the keys are pressed too fast then the character may preform someone else's fatality and not their own!

BUG: Vertex Problem

TRIGGER: After playing for awhile or using the same character over and over

DESCRIPTION: Sometimes the vertexs of the screen will emit a black line in the middle of the screen which can be annoying.

BUG: Sub-Zero Spineless/Headless Head Pull

TRIGGER: When Sub-Zero preforms Spine Rip Fatality

DESCRIPTION: When you execute Sub-Zero's Spine Rip fatality sometimes the Spine is missing, and sometimes the head is missing. Also, you may experience a frozen head instead.

BUG: Camera Behind Walls

TRIGGER: Various Times

DESCRIPTION: When you play the game sometimes the camera will go behind the wall that isnt possible to go behind, thus making it hard to see your characters.



BUG: No Blood Splat on Screen

TRIGGER: Various Fatalities where Head Bounces on Screen.

DESCRIPTION: When your opponents head hits the screen the blood seems to appear behind the camera instead of on screen, when the camera backs off you can see the blood!

BUG: VMU No Save

TRIGGER: Trying to Save the game from option Menu

DESCRIPTION: The booklet states that the VMU is not functional in the game and will not work. It also tells you not to attempt to use it. It fails to save any Kombat Theatre scenes.

BUG: Victory Pose Messed up

TRIGGER: After winning Tournament

DESCRIPTION: When you win the Tournament you are supposed to be holding a prize and a skull, but in this case there is no one holding them and they are floating in mid-air!

BUG: Periodic Resetting

TRIGGER: Various Times...Fatalities...End Cinemias..ETC.

DESCRIPTION: When playing Mortal Kombat Gold it will periodically reset with no warning. This can happen at anytime during gameplay.

BUG: Freezing Periodically

TRIGGER: Various Times...Fatalities...End Cinemias..ETC.

DESCRIPTION: When playing the game it may lock up on you, forcing you to restart the Dreamcast System.

BUG: Cyrax Missing Net

TRIGGER: Sometimes while using Cyrax's Net.

DESCRIPTION: Sometimes during gameplay the Net will not shoot out of of his chest, This can be very annoying.

BUG: Invalid Sub-zero Freeze

TRIGGER: When you execute a freeze and opponent jumps over Sub-zero, Various Times though.

DESCRIPTION: When you play the game sometimes the player is noticeably away from Sub-Zero and the freeze, yet it may still freeze them. It happened to me, Shinnok was behind me when it froze him!

BUGS IN VERSION 2.0

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Fixed Bugs:

- VMU now works
- No more Vertex Glitches
- Freezing Fixed
- Sub-Zero's Headless Fatality
- Tournament Missing Character Problem

Remaining Bugs:

- Camera Zooming through Walls
- Blood Splatter on Camera
- Incorrect Fatality Problem
- Sub-Zero Freeze Problem
- Cyrax Net Problem

New Bugs:

- None Known

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*****  
*****V.THE CHARACTER ENDINGS *****  
*****  
*****
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Note to Reader: These endings are not in horrific detail, so in order to achieve a detailed ending please beat the game. Thank you.

-[Baraka]-

After Baraka successfully defeats Shinnok, he has a conversation with Quan Chi about why he killed everyone, and that there is no world to rule if no one is in it. Quan Chi argues back. Baraka then insults Quan Chi and takes a giant leap onto Quan Chi and stabs him with the sword. Suddenly, Quan Chi appears behind him and the alleged Quan Chi ends up being a Corpse. Baraka then attempts to take a leap at Quan Chi, Quan Chi Stops him in mid-air then makes him explode.

-[Cyrax]-

When Cyrax successfully destroys Shinnok, He is greeted by both Sonya Blade and Jax. Cyrax explains to them that he wants to become human. Cyrax is strapped to a chair, both Sonya and Jax operate a huge computer, suddenly Cyrax is transformed into human form. Cyrax then thanks both Jax and Sonya.

-[Fujin]-

When Fujin defeats Shinnok, he is greeted by Rayden. Rayden explains that since he is becoming another Elder God, that he wants Fujin to replace him as protector of Earth. Fujin agrees to this.

-[Goro]-

No Ending Available.

-[Jarek]-

In the end of Jarek's Journey, it shows Sonya and Jarek arguing back and forth. Sonya pushes Jarek off the edge of a cliff...Then calls in Jax. Suddenly, Jarek pops up and throws Sonya to her death, and Jarek is seen stomping on the Radio.

-[Jax]-

Similar to Jarek's Ending, only They succeed in throwing him off the edge.

-[Sonya]-

Same as Jarek's Ending, except Sonya successfully throws Jarek off the edge, and then contacts Jax to come and get her.

-[Johnny Cage]-

Johnny Cage is seen at an awards show accepting a trophy. Cage makes a mistake and says when is he going to get some real competition, The audience boos him, then the audience throws stuff at him. Johnny Cage is shown trying to defend himself.

-[Kai]-

Rayden and Kai are having a conversation, Rayden chooses Kai as the defender of Earth, and gives him the Lightning staff. Rayden then leaves as Kai says he will not let Rayden down.

-[Kitana]-

Kitana is seen as the Princess of Edenia, Mileena comes in and argues with

Kitana. Kitana then tells her that she is a clone that went wrong with Shang Tsung. Mileena then goes Berserk and tries to kill Kitana, Kitana then pushes a switch, knocking her into a bottomless pit.

-[Kung Lao]-

The Shaolin Temple is shown and many people are walking around. Suddenly Goro comes in and talks to someone about a war. The Shaolin Person agrees about peace, then Kung Lao throws a hat at Goro, scrapping him with it. Goro doesn't do much. Kung Lao jumps down from a balcony, and then they start to talk and make peace with one another. Goro says how great Kung Lao's Ancestor really was, and that he was sorry about killing him.

-[Liu Kang]-

Liu Kang is shown confronting both Shinnok and Quan Chi. Liu Kang Blasts both Quan Chi and Shinnok into oblivion.

-[Mileena]-

Same as Kitana, except Kitana is shown flying out of a window, and Mileena successfully becoming the princess of Edenia.

-[Quan Chi]-

Quan Chi talks to Shinnok about how he wants to be the ruler. Shinnok tells him that he is in no position to demand orders! Then he says how he has the amulet and that Quan Chi doesn't stand a chance against him. Quan Chi then says that his Amulet is fake and that he made one that looked just like it, Quan Chi then reveals the Amulet and blasts Shinnok with it killing him.

-[Rayden]-

After defeating Shinnok the Elder Gods tell him that it is time for Rayden to become an Elder God, Rayden then agrees.

-[Reptile]-

Reptile is seen demanding orders to Quan Chi that he free Reptile's Kind. Quan Chi says how dare you demand such a request to Shinnok. Reptile says it is a simple request. Quan Chi then tells Reptile, why don't you ask Shinnok. Suddenly Shinnok appears and says that he isn't a god of his word and that all deals are off. He then makes Reptile's head explode.

-[Shinnok]-

Shinnok is seen controlling Rayden with some mystical power. Shinnok then makes Rayden explode, Shinnok remains the ruler.

-[Sub-Zero]-

Sub-Zero talks to Scorpion and says that the war between them is over. Suddenly Quan Chi attacks Sub-Zero, and talks about how Scorpion and Sub-Zero saved them trouble. Suddenly, from the background Scorpion attacks Shinnok and kills him. Scorpion says our battles are over.

-[Reiko]-

Okay...this is the best Ending ever! You must see it! As you all know in MK4, all that is shown is Reiko going through a portal....Well in the Sega Dreamcast Mortal Kombat Gold, It shows Reiko going through the portal appearing on the otherside. He sits in the throne...suddenly Shao Kahn's mask descends upon him, and his eyes glow.

-[Tanya]-

Tanya is shown with Liu Kang, guiding Liu Kang out of the Netherrealm. Tanya tricks Liu Kang into a trap. Both Shinnok and Quan Chi are both there. Liu Kang attempts a flying kick, Shinnok hits him before he gets the chance.

-[Sektor]-

Shows the ending for Cyrax..except they dont succeed, instead Sektor came in and blasted missles into the place, killing Sonya, Jax, and Cyrax.

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