

Mortal Kombat: Deadly Alliance FAQ/Move List

by Myke

Updated to vFinal on Jan 16, 2003

This walkthrough was originally written for Mortal Kombat: Deadly Alliance on the GC, but the walkthrough is still applicable to the Xbox version of the game.

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Mortal Kombat: Deadly Alliance - Guide/ US Version
For the Nintendo GameCube
Version FINAL (January 16, 2002)
Guide by Myke (mykeownz (at) yahoo (dot) com)

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Version History

- Dec. 23, 2002: First version of this guide, Moves List for all of the characters are completed and the Krypt section as well.
Version 0.1
- Dec. 26, 2002: Fatality and Character's brief Info for all characters are completed. I will try to completed each one of the fighters' Konquest mode as quick as I can so I can get

all of the Character's Info and Ending down.

Dec. 30, 2002: Konquest Modes for the first 12 available fighters are
Version 0.3 completed. The next version will have the last 9 Konquest
Modes, one from each of the 9 secret characters.

Jan. 8, 2002: Some more characters added in the Konquest Mode section.
Version 0.4

Jan. 15, 2002: Konquest Mode section is completed.
Version 0.5

Jan. 16, 2002: Characters' Bios and Endings have been put it and I see that
Version FINAL there is nothing else to add in this guide, so, this document
is being marked the final version.

=====
Introduction
=====

Mortal Kombat has always been...

and always will be...

for millennia, the forces of good and evil have
been locked in eternal battle over the control
of earthrealm. Some seek to use the tournament to
destroy all that is good. Others seek vengeance...
power... or eternal life.

Time after time each individual threat has
been vanquished... and earthrealm has enjoyed
relative peace for many years.

But there is concern that earth is once again
in peril. And this time, the threat of evil has
two faces...it is now known that the sorcerer
Quan Chi has escaped from the Netherrealm.

Since his escape, Quan Chi has unlocked the
secret of the ancient runestone, discovered the
ancient undefeatable army of the long forgotten
dragon king and most disturbing of all, formed an
alliance with one of our deadliest enemies...

Shang Tsung

With their combined strength, they plotted to
overpower the only two beings who could prevent
their total domination of the two realms. The
first was the emperor of Outworld... Shao Khan.

In a false show of allegiance to Shao Khan, they
sprung their attack... they then traveled to
Earthrealm by way of a mystical portal known only
to sorcerers and deities. There they confronted
Earth's mightiest warrior and champion of Mortal
Kombat...Liu Kang.

"It has been Shang Tsung's greatest desire to
consume the soul of Earthrealm's greatest warrior."

With Quan Chi's assistance, he achieved this goal...
Liu Kang is dead.

They have since returned to Outworld and are using the souls of conquered warriors to resurrect the dragon king's undefeatable army. Should they succeed, they will have the means to conquer Outworld... and eventually Earthrealm. They will be unstoppable.

I can no longer stand idly by and watch this evil consume the world. I have relinquished my status as elder God to return to Earth and lead you all to battle against our old adversaries.

We must act now.

We must stop this deadly alliance!

-- Raiden --

(from the instruction booklet)

With the aid of the thunder god known as Raiden, Earthrealm's mightiest heroes have repelled all invasions from other-worldly forces through a tournament known as Mortal Kombat.

Although there has been relative peace for many years, a new threat to Earthrealm has emerged. And this time, the threat of evil has two faces.

In an attempt to seize control of the realms, the sorcerers Shang Tsung and Quan Chi have joined forces and are preparing to revive the lost army of the mythological Dragon King.

Should they succeed, they will be unstoppable.

Once again, Earthrealm's heroes must venture to Outworld and kombat the forces of evil. They must act now. They must stop this Deadly Alliance.

=====
Controls
=====

Command	GC
Attack 1	B
Attack 2	Y
Attack 3	A
Attack 4	X
Special Move	Z
Block	R
Change fighting style	L
Rotate counter/clockwise	D-Up
Crouch	D-Down

	Back/Forward		D-Left	
	Forward/Back		D-Right	
	Jump Left/Right		D-Up L/R	
	Change Costume			
	Pause		START	

=====
Modes
=====

-Arcade

Select a fighter, and travel to many locations as you try to find the Demon from the Netherealm and other deadly opponents. Although, the function of Arcade mode is for playing against CPU controlled opponents, a friend can still grab a second controller, and press START to join in. You'll go to the Fighter Selection Screen.

As you play Arcade Mode, you'll earn Koins along the way with each victory (be sure to load a profile first). Obviously, you'll want to win as many matches as possible to collect these Koins and purchase items in the Krypt.

-Versus (Vs.)

Select this option to play versus a friend (or enemy). You'll go right to the Fighter Selection Screen.

-Practice

Mortal Kombat: Deadly Alliance is a completely different fighting game than its predecessors. Even if you're an MK veteran, you may require some practice using the new fighting control system, so select this option, select a fighter and get in some practice.

After selecting this option, you'll go to the Practice Mode Fighter Selection screen. Press the Control Pad Up, Down, Left, Right to choose the fighters you'd like to use for your practice.

You can view the Background Selection option (press Z for GameCube). Press the Control Pad Left or Right to cycle through available arena backgrounds. When you find the background you want to use, go back to the Fighter Selection screen (press Z again on GameCube)

As you fight, you'll notice that there is no Timer, and the Practice Opponent's Health bar will refill automatically when drained. You can battle as long as you like until you're comfortable. Controller buttons appear on-screen as you press them, so you can learn which button combinations produce certain moves. Practice is a one player game mode, so get familiar with the fighters, then take on a friend.

-Konquest

This is where you'll really learn how to play the game. Faced with hundreds of different challenges, you'll get instruction and learn how to perform all types of different moves and fighting styles. Along the way, you'll also earn Koins to make purchases in the Krypt.

Once you've started your Konquest, read on-screen instructions to learn Mortal Kombat skills you'll need to complete your difficult journey.

Before you can begin in Konquest mode, you'll need to enter your saved player Kode created using the Player Profile option. Konquest mode can only be played if you're using a Memory Card.

=====
What's the Difference?
=====

There is a difference in Mortal Kombat: Deadly Alliance in the GameBoy Advance and in the GameCube/Playstation 2/Xbox, I have summarized the difference between them below:

Well? tell me....	GBA	GC/PS2/XBX
-Characters	12	23
-Backgrounds	13	
-Koffins	120	676
-Practice Mode?	No	Yes
-Konquest Mode?	No	Yes
-Survival Mode?	Yes	Yes
-Can Shang Tsung morph?	Yes	No

GBA version characters:

-Frost, Jax, Kano, Kenshi, Kitana, Kung Lao, Li Mei, Quan Chi, Scorpion, Shang Tsung, Sonya, Sub-Zero.

GC/PS2/XBX version characters:

-All of the GBA characters plus Bo Rai Cho, Johnny Cage, Cyrax, Drahmin, Hsu Hao, Mavado, Nitara, Raiden, and Reptile.

=====
Fighters
=====

Blaze

The mysterious Outworld elemental known only as Blaze had long been on a quest throughout the realm. During his quest, an ancient sect of holy men still serving the long dead Dragon King ambushed him on a bridge.

The holy men enslaved him through mystic incantations and forced him to protect the last known Great Dragon Egg. For many years he has remained submerged beneath the molten rock of the incubation chamber as 'Guardian of the Egg'.

-Status: -Guardian

-Alignment: -Unknown
 -Weight: -???
 -Height: -???
 -Styles: -Hapkido, Jeet Kune Do, Xing Yi

-Moves:

-Hapkido		
-Back Hand Strike	-B	
-Face Strike	-Back + B	
-Twisting Fist	-Down + B	
-Neck Chop	-Y	
-Open Palm	-Down + Y	
-Axe Kick	-A	
-Knee Knockdown	-Forward + A	
-Hop Sweep	-Back + A	
-Back Sweep	-Down + A	
-Snap Kick	-X	
-Front Sweep	-Down + X	
-Backside Kick	-Back + X	
-Front Thrust Kick	-Up + X	
-Taunt	-Z	
-Flowing Water	-Forward + A, Back + A	
-Inner Power	-Y, Y, B	
-Spectre Blast	-Y, Y, X	
-Lethal Legs	-Y, Back + B	
-Liftoff	-X, Back + X	
-Burning Soul	-X, Up + X	
-Sinking Leaf	-Y, A, Up + X	
-Doombringer	-Y, A, Back + B	
-Firefly	-Y, A, L, Y, X	
-Fever	-Y, A, L, Y, A, A, X	
-Heat Strike	-Y, A, L, Y, A, A, Back + X	
-Wild Fire	-Y, A, L, Y, A, A, L	
-Jeet Kune Do		
-Leading Straight Punch	-B	
-Hook Fist	-Down + B	
-Knuckle Fist	-Back + B	
-Duck n Jab	-Y	
-Low Knuckle Fist	-Down + Y	
-Stepping Snap Kick	-A	
-Low Punch	-Down + A	
-Side Kick to Knee	-Back + A	
-Side Kick to Face	-X	
-Sweeping Kick	-Back + X	
-Low Kick	-Down + X	
-High Hooking Kick	-Up + X	
-Taunt	-Z	
-Straight Blast	-B, B	
-Spotlight	-Y, Y, A	
-Sticky Legs	-Y, Y, A, A, X	
-Outer Gate	-Y, Y, A, A, Back + X	
-Arson	-Y, Y, A, A, Back + A	
-Burnout	-Y, Y, A, A, L	
-Xing Xi		
-Straight Punch	-B	
-Power Fist	-Back + B	
-Low Palm Strike	-Down + B	
-Axe Strike	-Y	

	-Eagle Strike	-Down + Y	
	-Tiger Strike	-Forward + Y	
	-Front Snap Kick	-A	
	-Low Elbow Strike	-Down + A	
	-Rising Knee	-X	
	-Toe Strike	-Down + X	
	-Lifting High Kick	-Up + X	
	-Reversal	-Z	
	-Sure Fire	-X, Y	
	-Casualty	-X, A	
	-Seek and Destroy	-B, B, X, A	
	-Dead Zone	-B, B, Up + X	
	-Backlash	-B, B, Back + X	
	-Honor and Disgrace	-Y, Back + B	
	-Three Powers	-B, B, Y, Back + B	
	-Assault and Battery	-B, B, X, Y	
	<u>-Special Moves</u>		
	-Flame Ball	-Back, Forward + B	
	-Flame Uppercut	-Back, Down, Back + Y	
	-Flame Charge	-Down, Forward + A	

Having been enslaved through sorcery to guard the molten incubation chamber, Blaze was finally freed once the dragon egg had hatched.

He then resumed the quest he had undertaken before being subdued by his captors.

Bo Rai Cho

During the years that Shang Tsung had sponsored the Mortal Kombat tournaments on Earth, the Outworld master Bo' Rai Cho was secretly training warriors for competition. It was even speculated that it was he who brought the fighting style of Drunken Boxing to Earthrealm. After many years, he finally discovered the Shaolin monk Liu Kang and taught him the martial arts moves he needed to defeat Shang Tsung. Later, with the tournament securely in the hands of the Shaolin, his teachings were no longer needed and he returned to Outworld.

-Status: -Trainer
 -Alignment: -Good
 -Weight: -375 Lbs
 -Height: -5'10''
 -Fight Styles: -Drunken Fist
 -Mi Zong
 -Jojutsu

-Moves: _____

	<u>-Drunken Fist Moves:</u>		
	-Spinning Backfist	-B	
	-Cross Strike	-Back + B	
	-Serving Fist	-Down + B	
	-Drinking Punch	-Y	
	-Twisting Flask	-Down + Y	

	-Battle Punches	-Up + Y	
	-Lazy Leg	-A	
	-Sweep Kick	-Back + A	
	-Drinking Wine	-Down + A	
	-Drunken Leg	-X	
	-Spinning Kick	-Forward + X	
	-Monkey Kick	-Down + X	
	-Throw	-Forward + Z	
	-Taunt	-Z	
	-Kreppy and Jugs	-A, Y	
	-Twist of Lime	-B, B, B	
	-Crushing Grapes	-A, A, A	
	-Staggering Steps	-Y, A, Y, Y	
	-Zero Tolerance	-A, A, Y, Y	
	-On The Rocks	-Y, Y, B, B, B	
	-Bottoms Up	-Y, Y, B, B, L, Y, L	
	-Last Call	-Y, Y, B, B, L, Y, Up + X	

| -Mi Zong Moves: _____

	-Hook Fist	-B	
	-Low Strike	-Down + B	
	-Straight Punch	-Y	
	-Low Knife Hand	-Down + Y	
	-Roundhouse	-A	
	-Sweep Kick	-Back + A	
	-Tripping Sweep	-Down + A	
	-Side Kick	-X	
	-Step Kick	-Down + X	
	-Lift Kick	-Back + X	
	-Smashing Kick	-Up + X	
	-Throw	-Forward + Z	
	-Shove	-Z	
	-Critical Strike	-Y, Y, L	
	-Lost Track	-Y, Y, Up + X	
	-Iron Broom	-Y, Y, Back + X	

| -Jojutsu _____

	-Overhead Strike	-B	
	-Strong Overhead Strike	-Back + B	
	-Reverse Low Strike	-Down + B	
	-Two Handed Thrust	-Y	
	-Vertical Smash	-Back + Y	
	-Leg Sweep	-Down + Y	
	-Homerun Swing	-A	
	-2-Hit Strike	-Forward + A	
	-Low Foot Poke	-Down + A	
	-Straight Thrust	-Up + A	
	-Mid Reverse Strike	-X	
	-Leg Poke	-Back + X	
	-High Reverse Strike	-Down + X	
	-Sidestep Swing	-Z	
	-Homerun	-Y, A	
	-Splitting Bamboo	-Y, X, Back + B	
	-Rolling Wind	-Y, X, X, Up + A	

| -Special Moves _____

	-Flip-Flop	-Down, Back, B	
	-Ground Stomp	-Forward, Back, A	
	-Belly Bash	-Forward, Forward, X	
	-Puke Puddle	-Back, Forward, Y	

-Fatality	
-Belly Flop	-Back, Back, Back, Down, X

Bo' Rai Cho looked gruff, but beamed inwardly. With their victory over the Deadly Alliance complete, he and Kung Lao had liberated Outworld from its latest threat. Despite the years that had passed since training his last student, his skills had proven useful once more. He was elated, but it would be most inappropriate to express such emotions in front of his newest apprentice.

Kung Lao invited his master to return with him to Earthrealm, to teach more warriors at the Wu Shi Academy. The success of his apprentice gave him renewed confidence in his training skills and, for the first time, a clear purpose in life. Bo' Rai Cho offered only token resistance. He accepted the offer because the defenders of Earthrealm could certainly use his help. But more importantly, because Earthrealm's rice wine put Outworlds liquor to shame.

Cyrax

The cyborg ninja Cyrax regained his soul with the aid of Special Forces agents Sonya Blade and Jackson Briggs. In return for their help, he joined the Special Forces Outerworld Investigation Agency and become a scout in the realm of Outworld. On his last transport to that realm, a reptilian creature ambushed Cyrax. His arm console was damaged in the struggle and with it his Inter-realm portal technology. He defeated the creature, but will have to find some other means to return to Earthrealm.

-Status: -Cyborg Ninja
 -Alignment: -Good
 -Weight: -150 lbs
 -Height: -5'11"
 -Styles: -Ninjitsu, Sambo, Pulse Blade

-Moves:

-Ninjitsu	
-Straight Strike	-B
-Ninja Strike	-Back + B
-Low Punch	-Down + B
-Strong Elbow	-Y
-Double Fist Strike	-Up + Y
-Low Palm Strike	-Down + Y
-Spinning Back Kick	-A
-Shin Kick	-Back + A
-Low Kick	-Down + A
-Front Kick	-X
-Ducking Mid Kick	-Down + X
-Back Flip	-Z
-Ninja Strikes	-B, B, B
-Stealth Blast	-B, B, Y
-Cyborg Strikes	-B, B, Back + B
-Yellow Doom	-B, B, A
-Full Gore	-B, B, Up + Y
-Pain Killer	-B, B, Back + B, L

-Sambo	
-Quick Jab	-B
-Hammerfist Strike	-Back + B
-Low Hook Punch	-Down + B
-Shoulder Toss	-Y
-Straight Chop	-Up + Y
-Rising Fist	-Down + Y
-Backward Elbow	-Back + Y
-Roundhouse	-A
-Low Fist Strike	-Down + A
-Big Leg	-X
-Low Shin Kick	-Down + X
-Taunt	-Z
-3 Step Rush	-B, B, B
-Quicksand	-B, B, X
-Ketchup	-B, B, Back + B
-Mustard	-B, B, Back + Y
-LK9T9	-Back + Y, Forward + Y, L
-Oil Leak	-Back + Y, Fwd + Y, Up + Y
-LK4D4	-B, B, Back + Y, Fwd + Y, L
-Self Destruct	-B, B, Back + Y, Fwd + Y, Up + Y
-Pulse Blade	
-Cutting Blade	-B
-Sweeping Edge	-Back + B
-Stomping Blade	-Up + B
-Downward Blade	-Down + B
-Circling Swipe	-Y
-Lifting Blade	-Back + Y
-Low 2-Hit Strike	-Down + Y
-Back Kick	-A
-Sweep Kick	-Back + A
-Twisting Edge	-Down + A
-Knee Strike	-X
-Thrusting Sword	-Down + X
-Impale	-Z
-Special Moves	
-Detonator	-Back, Forward + B (far)
-Detonator	-Forward, Back + B (close)
-Spinkicks	-Down, Back + A
-Slice & Dice	-Back, Forward + X
-Fatality	
-Claw Smasher	-Forward, Forward, Up, Y

The enormous heat and pressure of the lava burned out Cyrax's sensors almost immediately. He cast about blindly in the infernal pit, searching for the orb Nitara had sent him to locate. Cyrax found it resting upon a small submerged pedestal beneath the molten depths. As soon as he clambered to the surface, she demanded he hand over the Orb.

Nitara had promised to return Cyrax to Earthrealm once the orb had been retrieved. Taking her necklace in hand, she uttered a mystical incantation. A swirling portal opened around Cyrax and he only had time for a solemn bow before he was swept into the gateway.

The Oni Tormentor Drahmin resided in the 5th plane of the Netherrealm for centuries. It was therefore no surprise to Moloch that Drahmin would so readily accept Quan Chi's offer of freedom from that realm in return for protection from the ninja spectre Scorpion. Drahmin and Moloch savagely brutalized Scorpion whenever he made a move for Quan Chi. It would not be long before they would be released upon the world of the living and taste mortal flesh once more.

-Status: -Oni Demon
 -Alignment: -Evil
 -Weight: -???
 -Height: -???
 -Styles: -Netherrealm, Oni, Iron Club

-Moves: _____

-Netherealm		
-Big Whack	-B	
-Low Swipe	-Down + B	
-Gut Smash	-Y	
-Low Strike	-Down + Y	
-Straight Kick	-A	
-Back Kick	-Back + A	
-Rising Blast	-Down + A	
-Hooking Kick	-X	
-Low Kick	-Down + X	
-Taunt	-Z	
-Oni		
-Iron Lunge	-B	
-Low Swipe	-Down + B	
-Smashing Iron	-Back + B	
-Crushing Chop	-Y	
-Low Strike	-Down + Y	
-Frontal Kick	-A	
-Sweep	-Back + A	
-Rising Blast	-Down + A	
-Side Kick	-X	
-Low Kick	-Down + X	
-Shove	-Z	
-Iron Club		
-Head Smash	-B	
-Leaping Smash	-Up + B	
-Mid Swipe	-Down + B	
-Uppercut	-Y	
-Doom Chop	-Back + Y	
-Low Strike	-Down + Y	
-Iron Strike	-A	
-Iron Sweep	-Back + A	
-Rising Blast	-Down + A	
-Neck Jab	-X	
-Power Swipe	-Back + X	
-Low Kick	-Down + X	
-Neijin	-Z	
-Special Moves		
-Ball O Flies	-Back, Forward + Y	
-Propellor Clock	-Forward, Forward + Y	
-Super Uppercut	-Down, Back + B	

-Ground Smash	-Back, Down + X
-Fatality	
-Iron Bash	-Back, Fwd, Fwd, Down, A

Sent by the sorcerer Shang Tsung, the two Oni known as Drahmin and Moloch confronted Quan Chi, enraged that he had tried to leave them stranded in the bowels of the Netherealm. In the battle that ensued, Drahmin leapt at Quan Chi and both kombatants stumbled into the Inner Sanctum Chamber.

Moments later, Drahmin emerged from the chamber altered from his previous form.

Frost

Sub-Zero had reformed the Lin Kuei clan and held a tournament to recruit the best of the best. The winner was a mysterious female named Frost who seemed to have freezing abilities similar to those of Sub-Zero. Breaking with Lin Kuei tradition, the new Grand Master, Sub-Zero, took it upon himself to train this new recruit. With his help, Frost was able to better harness her Kori Powers. Sub-Zero was not able to teach her humility, however, and her arrogance grew along with her superior fighting abilities.

-Status: -Lin Kuei
 -Alignment: -Unknown
 -Weight: -120 lbs
 -Height: -5'8"
 -Styles: -Tong Bei, Yuan Yang, Daggers

-Moves:

-Tong Bei	
-Cold Strike	-B
-Falling Strike	-Down + B
-Corkscrew Strike	-Back + B
-Ice Crusher	-Up + B
-Slapping Palm	-Y
-Low Rising Strike	-Down + Y
-Icy Maul	-Back + Y
-Northern Lights	-Up + Y
-Cutting Gut Kick	-A
-Low Roundhouse	-Back + A
-Power Kick	-Up + A
-Low Poke	-Down + A
-Frosty Kick	-X
-Winter Winds	-Up + X
-Thrusting Low Kick	-Back + X
-Frozen Elbow	-Down + X
-Backflip	-Z
-Shiver	-B, A
-Spring and Autumn	-A, A
-Chills	-B, B, Back + Y
-Harmony	-Y, Y, Up + Y
-Crazy Monkey	-B, B, Y, Up + X
-Tong Bei Fury	-B, B, Y, Y, Up + Y
-Freezer Burn	-B, B, Y, Y, L, X, A
-Blizzard	-B, B, Y, Y, L, X, B, Y

-Iceberg	-B, B, Y, Y, L, X, Up + A	
-Ice Fall	-B, B, Y, Y, L, X, Fwd + B	
-Snowball	-B, B, Y, Y, L, X, B, B, up + A	
-Frostbitten	-B, B, Y, Y, L, X, B, B, L, B, B, B	
-Yuan Yang		
-Open Hand Strike	-B	
-Strong Fist	-Forward + B	
-Upward Strike	-Down + B	
-Dual Duck Strike	-Y	
-Low Winged Strike	-Down + Y	
-Thrusting Roundhouse	-A	
-Grounded Duck	-Down + A	
-Lifting Head Duck	-Up + A	
-Duck Leg Strike	-X	
-Tripping Strike	-Back + X	
-Sweep Kick	-Down + X	
-Neijin	-Z	
-Mandarin Duck Fists	-B, Y	
-Deadly Decoy	-X, X, A	
-Ice cold	-X, X, B, Y	
-Mandarin Duck Legs	-X, X, Up + A	
-Waterfall	-X, X, Forward + B	
-Deceptive Step	-B, B, Up + A	
-Ugly Ducking	-X, X, B, B, Up + A	
-Frigid Frenzy	-B, B, L, B, B, B	
-Snowflake	-X, X, B, B, L, B, B, B	
-Daggers		
-Gut Stab	-B	
-Stamping Blade	-Up + B	
-Low Stagger	-Back + B	
-Low Strike	-Down + B	
-Dual Lunge	-Y	
-Lifting Dagger	-Back + Y	
-Low Stab	-Down + Y	
-Side Kick	-A	
-Low Chop	-Down + A	
-Pop Kick	-X	
-Low Moon Strike	-Down + X	
-Impale	-Z	
-Frozen Storm	-B, B, B, B	
-Cold Feet	-A, A, A	
-Special Moves		
-Slide	-Down, Forward + X	
-Ground Ice	-Down, Back + A	
-Fatality		
-Freeze Shatter	-Fwd, Back, Up, Down, B	

As they traveled back to the portal that would return them to Earthrealm, Sub-Zero revealed to Frost that she had been an integral part in the destruction of the Deadly Alliance, and that he was proud to have her as a member of the Lin Kuei clan. But unknown to Sub-Zero, Frost's true intention for joining the Lin Kuei was to become Grand Master herself. She used her ice blast to temporarily immobilize him and ripped the Dragon Medallion from his chest.

As she held the medallion, she felt power surge through her body. Lacking the strength and discipline required to control the medallion's immense power, she was consumed by her own freezing ability.

Hsu Hao

A member of the Red Dragon, Hsu Hao's duty was to infiltrate the Special Forces and covertly guide them to the members of the Black Dragon. Once the Black Dragon was seemingly destroyed, Hsu Hao was ordered to remain among the Special Forces ranks as an informant until further notice. That notice came when his superior Mavado, ordered him to destroy the Outerworld Investigation Agency's ability to travel to the Outworld. Hsu Hao would not dishonor his Red Dragon clan; he would complete his task at any cost.

-Status: -Red Dragon
-Alignment: -Evil
-Weight: -220 lbs
-Height: -6'1"
-Styles: -Shuai Chiao, Wrestling, Sun Moon

-Moves:

-Shuai Chao		
-Single Hand Strike	-B	
-Lunging Palm	-Back + B	
-Low Wing Strike	-Down + B	
-Uppercut	-Y	
-Shoulder Lunge	-Forward + Y	
-Crouching Chop	-Down + Y	
-Front Snap Kick	-A	
-Crouching Sweep	-Down + A	
-Rising Knee	-X	
-Sweep	-Back + X	
-Low Kick	-Down + X	
-Backflip	-Z	
-Bottle Opener	-Y, Y	
-Bone Crusher	-B, B, A	
-Asylum	-B, B, Back + B	
-Wrestling		
-Back Breaker	-B	
-Shoulder Toss	-Back + B	
-Rising Neck Strike	-Down + B	
-Strong Hook Punch	-Y	
-Spinning Backfist	-Back + Y	
-Low Jab	-Down + Y	
-Straight Kick	-A	
-Low Kick	-Down + A	
-Front Kick	-X	
-Low Shin Kick	-Down + X	
-Reversal	-Z	
-Insanity	-Back + Y, Back + Y	
-Sun Moon		
-Quick Chop	-B	
-Piercing Low Strike	-Down + B	

	-Downward Circling Strike	-Back + B	
	-Twisting Sword	-Y	
	-Rising Strike	-Down + Y	
	-Upward Circling Sword	-Back + Y	
	-Gut Strike	-A	
	-Push Strike	-Forward + A	
	-Cutting Sword	-Down + A	
	-Edge Stab	-X	
	-Rising Chop	-Down + X	
	-Piercing Strike	-Z	
	-The Khan	-B, Forward + A	
	-Lost Dragon	-X, Forward + A	
	-Setting Sun	-Back + B, Back + Y	
	-Special Moves		
	-Cyrus Stomp	-Back, Forward + A	
	-Khan Klap	-Back, Down + B	
	-Fatality		
	-Laser Slicer	-Fwd, Back, Down, Down, Y	

Hsu Hao reported to his superior, Mavado, and informed him of his success in destroying the Special Forces Outerworld Investigation Agency. Mavado then informed Hsu Hao of his next objective...

It seemed that Quan Chi was proving to be a powerful ally and was willing to aid the Red Dragon in its quest for domination of Earth. In a show of good faith, Mavado agreed to destroy Quan Chi's enemies. The sorcerer suspected betrayal from Shang Tsung. There was evidence that Shang Tsung had allied with the two Oni known as Moloch and Drahmin. Hsu Hao's new orders were to eliminate the sorcerer Shang Tsung before the Oni eliminated Quan Chi.

Jax

Jax spent most of his time in the heavily fortified underground facilities of the Outerworld Investigation Agency. From an enormous underground chamber, Jax would send his agents to the other realms by way of man-made inter-realm portals. Two of his agents, the cyborg ninja Cyrax and the rouge swordsman Kenshi, had been assigned to the realm of Outworld - a domain of strange creatures and maniacal sorcerers. Jax would soon be reminded of just how dangerous a threat to Earth that realm could be.

-Status: -Special Forces
 -Alignment: -Good
 -Weight: -330 lbs
 -Height: -6'8"
 -Styles: -Muay Thai, Judo, Tonfa

-Moves: _____

	-Muay Thai		
	-Swing Punch	-B	
	-Spinning Strike	-Back + B	
	-Cutting Up Elbow	-Down + B	
	-Straight Punch	-Y	
	-Hooking Punch	-Back + Y	

	-Low Swing Punch	-Down + Y		
	-Farewell Knee	-A		
	-Roundhouse	-Up + A		
	-Lower Knee	-Down + A		
	-Forward Foot Push	-X		
	-Pecking Kick	-Down + X		
	-Taunt	-Z		
	-Get Some Sucka	-Back + B, Y		
	-What You get	-Y, Y, X		
	-Rush N Hook	-Y, Y, B		
	-Boot Kamp	-A, A, X		
	-I'm Gonna Get Ya	-Y, Y, Up + A		
	-Jax Special	-Y, Y, Back + B, Y		
	-Ballistic Wind	-Y, Y, A, A, X		
	-In Your Face	-Y, Y, L, X, A		
	-Insertion	-Y, Y, L, X, Back + Y		
	-Damage Control	-Y, Y, L, X, L, X		
	-Judo_____			
	-Suplex	-B		
	-Thrusting Palms	-Back + B		
	-Rising Double Fists	-Down + B		
	-Leg Trip Throw	-Y		
	-Standing Uppercut	-Back + Y		
	-Gut Punch	-Down + Y		
	-Back Kick	-A		
	-Backward Spin Kick	-Back + A		
	-Low Sweep	-Down + A		
	-Side Snap Kick	-X		
	-Wheel Kick	-Back + X		
	-Low Kick	-Down + X		
	-Reversal	-Z		
	-Groundwork	-X, X, A		
	-Metal Fury	-X, X, Back + Y,		
	-No Mans Land 44 CS 4 KD	-X, X, L, X		
	-Special Moves_____			
	-Ground Pound	-Forward, Forward, Down + A		
	-Machine Gun	-Back, Forward + X		
	-Piston Punch	-Down, Forward + B		
	-Fatality_____			
	-Head Stomp	-Down, Fwd, Fwd, Down, Y		

Jax had a score to settle with the traitor he knew as Hsu Hao. Now revealed to be a member of the Red Dragon, Hsu Hao had infiltrated the Special Forces Outerworld Investigation Agency and destroyed it with a miniature nuclear weapon.

Making good on his promise, Jax eventually caught up with Hsu Hao and ripped the implant from his chest in retribution. Hsu Hao died a most painful death.

Johnny Cage

Johnny Cage: Johnny Cage had been fed up with the lame writing on his

current movie "Mortal Kombat: The Death of Johnny Cage," in which his character repeatedly died and was resurrected. To him, his real-life adventures were much more sensational-he kicked butt! But his studio felt that the hero needed to take a fall for dramatic purposes, Johnny Cage reluctantly agreed to continue with the project until the Thunder God Raiden called him away to a new adventure in Outworld.

-Status: -Movie Star
 -Alignment: -Good
 -Weight: -190 lbs
 -Height: -6'0"
 -Styles: -Jeet Kune Do, Karate, Nunchaku

-Moves:

-Karate		
	-Lunge Punch	-B
	-Low Hook Punch	-Down + B
	-Side Elbow Strike	-Back + B
	-Knife Hand Chop	-Y
	-Knife Hammer Strike	-Forward + Y
	-Low Palm Strike	-Down + Y
	-Front Thrust Kick	-A
	-Low Jabbing Punch	-Down + A
	-Cutting Kick	-Up + A
	-Side Thrust Kick	-X
	-Shin Thrust	-Back + X
	-Low Kick	-Down + X
	-Flip Kick	-Up + X
	-Double Flip Kick	-Up + X, Up + X
	-Throw	-Forward + Z
	-Shove	-Z
	-Smash TV	-Y, X
	-Bone Breaker	-A, X
	-Big Blast	-B, B, X
	-Out Take	-B, B, L
	-The Foot Sword	-A, A, A
	-Cutting Hands	-Y, A, X
	-Closing Credits	-B, B, Back + B
	-Chopping Hands	-B, Y, Forward + Y
	-Cameo	-B, Y, A, X
	-Prequel	-Y, A, A, A
	-Box Office Smash	-B, Y, A, A, A
	-Director's Cut	-B, B, Up + X, Up + X
-Jeet Kune Do Moves		
	-Leading Straight Punch	-B
	-Hook Fist	-Down + B
	-Knuckle Fist	-Back + B
	-Duck n Jab	-Y
	-Low Knuckle Fist	-Down + Y
	-Stepping Snapkick	-A
	-Low Punch	-Down + A
	-Side Kick to Knee	-Back + A
	-Side Kick to Face	-X
	-Sweeping Kick	-Back + X
	-Low Kick	-Down + X
	-High Hooking Kick	-Up + X
	-Throw	-Forward + Z
	-Taunt	-Z
	-Straight Blast	-B, B

-Spotlight	-Y, Y, X	
-Runner Up	-Y, Y, A, A, L	
-Sticky Legs	-Y, Y, A, A, X	
-Outer Gate	-Y, Y, A, A, Back + X	
-Nunchaku		
-Reverse Shoulder Swing	-B	
-Overhand Strike	-Back + B	
-Bottom Swing	-Down + B	
-Stepping Cross Swing	-Y	
-Cross Back Strike	-Back + Y	
-Low Knee Strike	-Down + Y	
-Underhand Strike	-A	
-Low Circular Swing	-Back + A	
-Double Thrust Strike	-Forward + A	
-Rising Swing	-Down + A	
-Side Kick	-X	
-Roundhouse Kick	-Back + X	
-Low Foot Strike	-Down + X	
-Sidestep Swing	-Z	
-Gentle Spirit	-B, B, A, A	
-Flowing Strike	-B, B, B, B	
-Living Legend	-B, B, Y, Back + Y	
-Special Moves		
-Forceball	-Down, Back, B	
-Johnny Uppercut	-Back + Z	
-Shadow Kick	-Back, Forward, X	
-Fatality		
-Brain Ripper	-Back, Fwd, Fwd, Down, Y	

Upset by the way his adventures had been portrayed in the past, Johnny Cage found a loophole in his contract and left MCM studios during the production of "Mortal Kombat: The Death of Johnny Cage". He then used his own money to fund the production of his next movie, which is rumored to be the true story of his latest adventures in Outworld.

"Mortal Kombat: Deadly Alliance" broke all records in its first weekend in theaters, and made Johnny Cage extremely wealthy. The movie told the true story of how Johnny Cage single handedly saved the world from the threat of Quan Chi and Shang Tsung's deadly alliance.

Kenshi

Sensing the cries of his captured ancestors, Kenshi made a vow to slay Shang Tsung in order to free them from his grasp. When he learned of Shang Tsung's escape to Outworld, Kenshi agreed to help the Special Forces search for the missing agent Cyrax as a means of gaining access to that realm, which allowed him to act both as rescue party and spy. Shortly after discovering the sorcerer's whereabouts, the Agency was destroyed and with it his only means for a return to Earth. Kenshi now finds himself facing the Deadly Alliance on his own.

-Status: -Swordsman
 -Alignment: -Unknown

-Weight: -185 lbs
-Height: -6'11"
-Styles: -Tai Chi, San Shou, Katana

-Moves:

-Tai Chi		
-Palm Strike	-B	
-Rising Spade Hand	-Back + B	
-Pushing Hands	-Forward + B	
-Dual Fist Strike	-Down + B	
-Chopping Strike	-Y	
-Quick Uppercut	-Back + Y	
-Rising Uppercut	-Down + Y	
-Straight Kick	-A	
-Low Lean Kick	-Down + A	
-Spinning Roundhouse	-X	
-Low Spin Kick	-Down + X	
-Standing Sweep	-Back + X	
-Taunt	-Z	
-Empty & Full	-B, B	
-Blind Justice	-Back + Y, A	
-Play By Ear	-Y, Y, Y, A	
-Dark Fists	-Y, Y, Y, B, B	
-Fading Light	-Y, Y, Y, Back + B	
-Nightfall	-Y, Y, Y, L, B, A	
-Out of Sight	-Y, Y, Y, L, B, L	
-See No Evil	-Y, Y, Y, L, B, Back + A	
-San Shou		
-Hook Punch	-B	
-Long Range Fist	-Back + B	
-Low Jab	-Down + B	
-Face Strike	-Y	
-Knee Knocker	-Forward + Y	
-Rising Elbow	-Down + Y	
-Side Kick	-A	
-Low Sweep	-Down + A	
-Propelling Hook Kick	-Back + A	
-Rising Toe Kick	-Forward + A	
-Snapping Roundhouse	-X	
-Spinning Roundhouse	-Back + X	
-Shin Kick	-Down + X	
-Neijin	-Z	
-Don't Blink	-X, X	
-Natural Way	-Y, B, A	
-Near Sight	-Y, B, L	
-All Ears	-Y, B, Back + A	
-Katana		
-Spinning Slash	-B	
-Upward Slash	-Down + B	
-Reverse Stab	-Y	
-Edge Slash	-Down + Y	
-Rising Slash	-A	
-Charging Slash	-Forward + A	
-Piercing Blade	-Down + A	
-Crescent Blade Strike	-X	
-Sweeping Blade	-Down + X	
-Sidestep Swing	-Z	
-Day Break	-B, Y	

	-Rising Dragon	-B, A	
	-Blind Slice	-X, A	
	-Moon Strike	-X, X	
	-Edge of Pain	-X, B, B, A	
	-Special Moves		
	-Telekenetic Slam	-Back, Down, Back + B	
	-Telekenetic Toss	-Down, Back + X	
	-Tetlekenetic Push	-Forward, Forward + Y	
	-Fatality		
	-Telekinetic Crush	-Fwd, Back, Fwd, Down, A	

Kenshi had finally caught up with Shang Tsung in Outworld. Years ago, Kenshi had been manipulated into releasing the souls of his warrior ancestors. Shang Tsung had consumed those souls and left Kenshi to die in the tomb. The ordeal left Kenshi blinded, but the sword of his ancestors led him out of the depths.

To redeem himself, Kenshi had vowed to free his ancestors from their captor. He cut Shang Tsung down with his ancestral sword and a blast of souls was instantly released. The spirits of the warrior kings reentered the sword as Kenshi held it above his head. His duty fulfilled, he could now return to Earthrealm.

Kano

Kano had been defeated in a battle with Special Forces agent Sonya Blade during Shao Kahn's invasion of Earthrealm. Shao Kahn incarcerated Kano for this failure, but later hastily promoted him to General when he prevented the Emperor's assassination at the hands of the Shokan warrior known as Sheeva. With the merging of Earthrealm and Outworld not yet complete, Shao Kahn ordered Kano to portal back to the last remnants of Outworld to gather more troops for the final push against the Earthrealm opposition.

-Status: -Mercenary
 -Alignment: -Evil
 -Weight: -200 lbs
 -Height: -5'10"
 -Styles: -Xing Yi, Aikido, Butterfly Swords

-Moves:

	-Xing Yi		
	-Straight Punch	-B	
	-Power Fist	-Back + B	
	-Low Palm Strike	-Down + B	
	-Axe Strike	-Y	
	-Eagle Strike	-Down + Y	
	-Tiger Strike	-Forward + Y	
	-Front Snap Kick	-A	
	-Low Elbow Strike	-Down + A	
	-Rising Knee	-X	
	-Hopping Back Kick	-Back + X	
	-Toe Strike	-Down + X	
	-Lifting High Kick	-Up + X	

	-Reversal	-Z	
	-Sure Fire	-X, Y	
	-Casualty	-X, A	
	-Seek and Destroy	-B, B, X, A	
	-Dead Zone	-B, B, Up + X	
	-Backlash	-B, B, Back + X	
	-Minimum Damage	-B, B, Y	
	-Maximum Damage	-B, B, Y, L	
	-Honor and Disgrace	-Y, Back + B	
	-Three Powers	-B, B, Y, Back + B	
	-Assault and Battery	-B, B, X, Y	
	-Aikido		
	-Heaven and Earth	-B	
	-Low Frontal Punch	-Down + B	
	-Breath Power	-Y	
	-Low Toe Kick	-Down + Y	
	-Side Kick	-A	
	-Crescent Kick	-Back + A	
	-Low Side Kick	-Down + A	
	-Frontal Kick	-X	
	-Knee Kick	-Back + X	
	-Low Step Kick	-Down + X	
	-Neijin	-Z	
	-2 Hit Doom	-X, Back + A	
	-Underdog	-X, X, A	
	-Total Karnage	-X, X, Back + A	
	-Destroyer	-X, A, L, Back + Y	
	-Killing Time	-X, X, A, L, Back + Y	
	-Butterfly		
	-Jut Do	-B	
	-Piercing Low Strike	-Down + B	
	-Downward Circling Sword	-Back + B	
	-Twisting Sword	-Y	
	-Rising Strike	-Down + Y	
	-Upward Circling Sword	-Back + Y	
	-Biu Do	-A	
	-Push Strike	-Forward + A	
	-Cutting Sword	-Down + A	
	-Pek Do	-X	
	-Rising Chop	-Down + X	
	-Cutthroat	-B, Back + A	
	-Ear to Ear	-Back + B, Back + Y	
	-Lost Dragon	-X, Forward + A	
	-Special Moves		
	-Cannonball	-Back, Forward + B	
	-Eye Laser	-Forward, Forward + Y	
	-Fatality		
	-Open Heart Surgery	-Fwd, Up, Up, Down, B	

Kano and Sonya had fought before. Although Kano was humiliated by his defeat at her hands so many years ago, this time the outcome would be different...

Kano had stolen Quan Chi's amulet at the request of Shang Tsung. With

the amulet in his possession, Kano came to the realization that he was now in total control of the revived undefeatable army. Rather than hand the amulet and the army over to Shang Tsung, Kano kept them for himself, and used the army to ambush Sonya, ending their long rivalry once and for all.

Kitana

Having freed her home world of Edenia from Shao Kahn's grasp, Kitana led her people to battle against the weakened Emperor in a pre-emptive strike. She allied with the Shokan armies of Outworld, led by Prince Goro, and together their two nations were on the brink of victory. Tragedy struck when Goro was killed in battle and the Shokan army spiralled into leaderless chaos. But in a strange turn of events, Shao Kahn was slain by unknown assailants and Kano's troops began a hasty retreat. Kitana had won, but at a terrible cost to the Shokan people.

-Status: -Princess
-Alignment: -Good
-Weight: -128 lbs
-Height: -5'9"
-Styles: -Eagle Claw, Ba Gua, Steel Fans

-Moves:

-Eagle Claw		
-Mid Eagle Claw	-B	
-Low Eagle Claw	-Down + B	
-High Eagle Claw	-Back + B	
-Side Finger Jab	-Y	
-Sidestep Claw	-Up + Y	
-Low Claw Swipe	-Down + Y	
-Double Eagle Claw	-Forward + Y	
-Side Heel Kick	-A	
-Chyun Teui	-Back + A	
-Claw Scratch	-Down + A	
-Solar Plexus Kick	-X	
-Lifting Kick	-Up + X	
-Crouching Upward Strike	-Down + X	
-Front Toe Kick	-Back + X	
-Shove	-Z	
-Shooting Star	-X, A	
-Walking Fists	-Y, B	
-Grounded	-X, Back + X	
-Lipstick	-X, Back + B	
-Pucker Up	-X, Up + X	
-Broken Talon	-B, X, A	
-Tiny Bubbles	-X, X, A	
-Splitting Bone	-X, A, Back + A	
-Up and Away	-B, X, Up + X	
-Down Boy	-B, X, Back + X	
-Faceplant	-B, X, Back + B	
-Back Off	-B, X, Forward + Y	
-Ill Eagle	-B, X, X, Forward + Y	
-Lost Love	-X, X, L, A, Forward + A, L	
-Baguash	-B, X, X, L, A, Fwd + A, L	
-Ba Gua		
-Ox Tongue Palm Strike	-B	

	-Dragon Palm Strike	-Down + B	
	-Snake's Tail	-Back + B	
	-Hooking Strike	-Y	
	-Spear Hand Thrust	-Back + Y	
	-Low Snapping Palm	-Down + Y	
	-Spinning Force Palm	-A	
	-Hammer Palm Strike	-Forward + A	
	-Low Lifting Palm	-Down + A	
	-Stepping Side Kick	-X	
	-Swinging Sweep	-Back + X	
	-Horse Kick	-Up + X	
	-Low Upward Palm	-Down + X	
	-Backflip	-Z	
	-Art of Overkill	-B, A, Forward + A	
	-Four Dragons	-B, A, Forward + A, L	
	-Steel Fan		
	-Hooking Fan	-B	
	-Chest Strike	-Forward + B	
	-Low Swipe	-Down + B	
	-Fan Swipe	-Y	
	-Sky Strike	-Back + Y	
	-Fan Smash	-Forward + Y	
	-Low Stab	-Down + Y	
	-Piercing Kick	-A	
	-Downward Strike	-Down + A	
	-Neck Thrust	-X	
	-Low Poke	-Back + X	
	-Upward Strike	-Down + X	
	-Impale	-Back + Z	
	-Sidestep Swing	-Z	
	-Princess Blast	-A, A	
	-Kirin Smash	-A, Forward + B	
	-Bootlicker	-Y, Y, Y	
	-Forgotten	-B, B, Back + Y	
	-Royal Pain	-Y, Y, Forward + B	
	-Forever	-Y, Y, Y, Forward + Y	
	-Edenian Rush	-Y, Y, Y, Back + X	
	-Special Moves		
	-Pretty Kick	-Up + A	
	-Fan Lift	-Back, Forward + B	
	-Fatality		
	-Kiss of Doom	-Down, Up, Fwd, Fwd, Y	

Kitana's longtime enemy Shao Kahn was dead, and the alliance between Shang Tsung and Quan Chi was defeated with the help of warriors from Earthrealm. Although there was peace once more throughout the realms, all was not right for Kitana. Saddened by the death of Goro, she attended a ceremony in the Kuatan palace to honor her fallen friend and ally.

Following Shokan tradition, Prince Goro's body was lowered into the molten rock contained within the throne room itself. As Kitana said goodbye to her war time ally, she also held a moment of silence for Liu Kang and secretly wished he had joined her in Edenia so many years ago.

Kung Lao

Kung Lao was the first to find the body of his friend and fellow Shaolin monk Liu Kang. He later discovered that it was in fact Shang Tsung who had dealt the fatal blow. Enraged, Kung Lao abandoned his Shaolin beliefs and vowed revenge against the sorcerer. He knew that his fighting skill would not be sufficient to best Shang Tsung. He would need training from the same Outworld master who had taught Liu Kang one special attack he needed to win the Mortal Kombat tournament so many years ago.

-Status: -Shaolin Monk
-Alignment: -Good
-Weight: -175 lbs
-Height: -5'10"
-Styles: -Mantis, Shaolin Fist, Broadsword

-Moves: _____

-Mantis	
-Drilling Punch	-B
-Low Thrusting Palm	-Down + B
-Power Forcing Fist	-Y
-Double Mantis Strike	-Back + Y
-Sweeping Punch	-Down + Y
-Leg Sprouting Kick	-A
-Ward Off Punch	-Down + A
-Toppling Kick	-Back + A
-Chest Piercing Kick	-X
-Seven Star Hit	-Down + X
-Leg Squatting Kick	-Back + X
-Single Leg Soaring Kick	-Up + X
-Taunt	-Z
-Lotus Petals	-A, A
-18 Elders	-B, B, B
-Natural Death	-B, B, Y, X
-Cave Mantis	-B, B, A, A
-Five Blessings	-B, B, Y, Back + Y
-Deadly Insect	-B, B, B, L, X, A
-White Lotus	-B, B, B, L, Y, X, A
-Peaceful Life	-B, B, B, L, X, X, A
-Teachers Pet	-B, B, B, L, X, X, L
-Fallen Hero	-B, B, B, L, X, X, Fwd + Y
-Shaolin Fist	
-Buddha Fist	-B
-Low Axe Palm	-Down + B
-Attack the Heart	-Back + B
-Curved Hook Punch	-Y
-Palm Heel Strike	-Down + Y
-Backfist Strike	-Back + Y
-Fore Knuckle Fist	-Forward + Y
-Roundhouse Strike	-A
-Low Back Fist	-Down + A
-Front Kick	-X
-Low Knuckle Punch	-Down + X
-Sweeping Blade Kick	-Back + X
-Neijin	-Z
-Double Kicks	-X, A
-Shaolin Faith	-X, Forward + Y
-Shout of Spirit	-B, X, A

	-Rushing Buddha	-Y, X, A	
	-Enlightenment	-B, X, X, A	
	-Shaolin Beat Down	-B, Y, X, A	
	-Pins and Needles	-B, X, X, L	
	-Hurricane	-B, X, X, Forward + Y	
	-Broadsword_____		
	-Crosscutting Slash	-B	
	-Twisting Body Strike	-Forward + B	
	-Piercing Low Lunge	-Down + B	
	-Crushing Side Slash	-Y	
	-Overhead Strike	-Down + Y	
	-Gut Ripping Stab	-A	
	-Rising Slash	-Back + A	
	-Low Stab	-Down + A	
	-Half Moon Slash	-X	
	-Full Moon Strike	-Right + X	
	-Spinning Low Slash	-Down + X	
	-Sharpen the Mind	-Y, B	
	-Clouds Over Head	-Y, Y	
	-Tiger Leaps Suddenly	-Y, Forward + B	
	-Onslaught	-X, Down + B	
	-Rise and Shine	-X, Forward + B	
	-Dao Strikes	-Y, X, Down + X	
	-Phoenix Tail	-Y, X, Forward + B	
	-Special Moves_____		
	-Hat Throw	-Back, Forward + B	
	-Whirlwind Kicks	-Down, Back + X	
	-Fatality_____		
	-Splitting Headache	-Down, Up, Back, A	

Rage fueled Kung Lao's thirst for revenge. The memory of holding his fellow monk's broken body on the lei tai of the Wu Shi Academy grounds consumed him as he rained blow after blow down upon Shang Tsung. Kung Lao had finally mastered the attack Bo' Rai Cho had taught him. The sorcerer could not withstand his whirlwind assault. Shang Tsung begged for mercy. Kung Lao granted him none.

Upon his return to Earthrealm, Kung Lao stood before the modest shrine to Liu Kang which had been erected by the Wu Shi initiates during his absence in Outworld. He lit a stick of incense and placed it among the others already burning there. He bowed his head and prayed for safe passage to the afterlife for his friend and brother. With Shang Tsung's death, Liu Kang's spirit could rest peacefully. Earthrealm was safe once more, but at terrible cost. The work of the White Lotus society had become more important than ever.

Li Mei

The Deadly Alliance commanded Kano and his troops to force a small population of people to construct a palace fortress. One of those enslaved was Li Mei, who rebelled against the invaders and attacked Kano himself. Recognizing the warrior spirit she possessed, the sorcerer Quan Chi offered to free her people if she could win the Deadly Alliance Tournament.

If she did not win, however, she would be forced to serve the Alliance and her people would remain slaves forever. Li Mei had no choice but to accept the offer.

-Status: -Student
-Alignment: -Good
-Weight: -120 lbs
-Height: -5'11"
-Styles: -Baji Quan, Lui He Ba Fa, Sais

-Moves:

-Baji Quan		
-Wing Arm	-B	
-Low Scooping Arm	-Down + B	
-Upward Palm Strike	-Forward + B	
-Thrusting Fingers	-Y	
-Scooping Arm	-Down + Y	
-Circling Hand Strike	-Back + Y	
-Scraping Kick	-A	
-Low Kick	-Down + A	
-Lifting Kick	-X	
-Rising Elbow	-Down + X	
-Nailing Kick	-Back + X	
-Throw	-Forward + Z	
-Taunt	-Z	
-Setting Sun	-X, X, X	
-All Natural	-X, X, L, X	
-Linked Strength	-X, X, L, Back + B, L	
-Lui He Ba Fa		
-Sideward Palm	-B	
-Hammer Palm	-Back + B	
-Halting Palm	-Down + B	
-Heel Palm Strike	-Up + B	
-Open Fist Strike	-Y	
-Low Jab Fist	-Down + Y	
-Back Kick	-A	
-Sweeping Kick	-Back + A	
-Back Sweep	-Down + A	
-Swinging Elbow	-X	
-Lifting Knee	-Back + X	
-Low Sideward Palm	-Down + X	
-Throw	-Forward + Z	
-Shove	-Z	
-Lost Rose	-Y, X	
-Pink Dragon	-A, A	
-Extreme Fists	-B, B, B	
-Unleashed	-Y, Back + B, L	
-Explosive Strength	-B, B, Back + X	
-Rejuvenation	-B, B, Y, X	
-Coiled Dragon	-B, B, A, A	
-Golden Path	-B, B, Y, Back + B	
-Flower Blossom	-B, B, Y, Back + B, L	
-Sai		
-Forward Thrust	-B	
-Overhead Smash	-Back + B	
-Low Swipe	-Down + B	
-Gut Stab	-Y	
-Rising Sai	-Up + Y	

	-Low Thrust	-Down + Y	
	-Foot Spike	-A	
	-Knee Poke	-Down + A	
	-Side Swipe	-X	
	-Sweeping Sai	-Back + X	
	-Hooking Stab	-Down + X	
	-Impale	-Z	
	-Special Moves		
	-Flying Fists	-Forward, Forward, Y	
	-Kartwheel	-Down, Back, X	
	-Klock Kick	-Forward, Down, A	
	-Sparkler	-Down, Back, B	
	-Fatality		
	-Super Crush Kick	-Fwd, Fwd, Down, Fwd, X	

Li Mei had been promised that her people would be freed from enslavement if she could win the tournament held by the Deadly Alliance. Now that she had emerged victorious, the true purpose behind the tournament was finally revealed to her. Her soul would be the last one Shang Tsung needed to completely revive the Dragon King's lost army.

Her people would never be freed and Li mei herself would remain trapped inside the mummified remains of a dead soldier... cursed to serve the Deadly Alliance... forever.

Mavado

The Red Dragon had existed for centuries as a secretive criminal organization. Members such as Mavado were highly skilled and disciplined warriors. But in the last century, many of the more reckless members became dissatisfied with the restraints the code of the Red Dragon placed on them and broke away to form their own gang. Since then, it has been the Red Dragon's number one priority to completely eradicate the infidels known collectively as the Black Dragon.

-Status: -Red Dragon
 -Alignment: -Evil
 -Weight: -175 lbs
 -Height: -5'9"
 -Styles: -Longfist, Wing Chun, Hookswords

-Moves:

	-Long Fist		
	-Flat Punch	-B	
	-Knee Strike	-Back + B	
	-Ducking Claw	-Down + B	
	-Long Straight Fist	-Y	
	-Crane Strike	-Back + Y	
	-Low Strike	-Down + Y	
	-Heel Kick	-A	
	-Ducking Fist	-Down + A	
	-Cutkick	-X	
	-Floor Kick	-Down + X	

	-Spinning Crane	-Back + X	
	-Shove	-Z	
	-Longfist Blast	-B, B, Y	
	-Forklift	-B, B, Back + Y	
	-Wing Chun		
	-Outside Whip Punch	-B	
	-Low Punch	-Down + B	
	-Hammerfist	-Y	
	-Low Whip Jab	-Down + Y	
	-Sidekick	-A	
	-Shin Kick	-Down + A	
	-Front Heel Kick	-X	
	-Sweep Kick	-Down + X	
	-Dragon Tongue	-Z	
	-Mavado Surprise	-X, A	
	-Lin Wan Kuen	-B, B, B	
	-Determination	-Y, X, A	
	-Storm Kicks	-X, X, A	
	-Rolling Hands	-B, Y, X, A	
	-Red Dragon	-Y, X, X, A	
	-Empty Shadow	-B, B, Up + B	
	-Control of Power	-B, Y, X, X, A	
	-Chainsaw	-B, Y, X, L, X, Y	
	-Scared Band	-B, Y, X, L, X, Back + A	
	-Downfall	-B, Y, X, L, X, Back + Y	
	-Hookswords		
	-Chest Strike	-B	
	-Low Reverse Blow	-Down + B	
	-Downward Hook Strike	-Y	
	-Twin Overhead Strike	-Back + Y	
	-One Hook Sweep	-Down + Y	
	-Low High 2 Hit	-A	
	-Twin Overhead Slam	-Back + A	
	-Scissors Swipe	-Down + A	
	-Stepping Chest Strike	-X	
	-Upward Cross Strike	-Down + X	
	-Dual Hook Strike	-Forward + X	
	-Sidestep Swing	-Z	
	-Kabal's Torment	-X, X, Y	
	-Strength and Balance	-X, X, Back + A	
	-Hook N Bash	-X, X, Back + Y	
	-Blazing Fury	-Y, X, X, Y	
	-Brutal Revenge	-Y, X, X, Back + A	
	-Kabal's Return	-Y, X, X, Back + Y	
	-Special Moves		
	-Grappling Hook Strike	-Forward, Forward + A	
	-Evading Hook Strike	-Dow, Up + Y	
	-Fatality		
	-Kick Thrust	-Back, Back, Up, Up, B	

For many years Mavado's Red Dragon clan had been secretly engineering the destruction of their rivals, the Black Dragon. Through careful manipulation, Mavado had used the Special Forces to unwittingly aid them in this task. In return for eliminating Kenshi for the Deadly Alliance,

Mavado was finally granted his battle with the last known member of the Black Dragon: Kano. After a long, brutal fight, Mavado emerged victorious and all traces of the Black Dragon had been erased.

Impressed with the fighting skill and discipline of Mavado as well as other members of his clan, Quan Chi realized the potential the Red Dragon held for staging the eventual invasion of Earthrealm. In return for their continued assistance, he offered crucial information about a new threat to Mavado's Red Dragon clan... the Lin Kuei.

Mokap

A former martial arts teacher on the North side of Chicago, the man commonly referred to as Mokap was called upon by Johnny Cage to do some motion capture work for his new movie "Mortal Kombat: Deadly Alliance." Mokap was flown to Hollywood to begin his first session, which consisted mainly of the Crane and Snake styles. Although many other martial artists were used, Mokap was brought in repeatedly for his vast knowledge of fighting techniques.

-Status: -Motion Capture Specialist
-Alignment: -Unknown
-Weight: -???
-Height: -???
-Styles: -Karate, Tai Chi, Tae Kwon Do

-Moves:

-Karate		
-Lunge Punch	-B	
-Low Hook Punch	-Down + B	
-Side Elbow Punch	-Back + B	
-Knife Hand Chop	-Y	
-Knife Hammer Strike	-Forward + Y	
-Low Palm Strike	-Down + Y	
-Front Thrust Kick	-A	
-Low Jabbing Punch	-Down + A	
-Cutting Kick	-Up + A	
-Side Thrust Kick	-X	
-Low Kick	-Down + X	
-Shin Thrust	-Back + X	
-Flip Kick	-Up + X	
-Double Flip Kick	-Up + X, Up + X	
-Shove	-Z	
-Smash TV	-Y, X	
-Bone Breaker	-A, X	
-Big Blast	-B, B, X	
-Directors Cut	-B, B, Up + X, Up + X	
-The Foot Sword	-A, A, A	
-Cutting Hands	-Y, A, X	
-Closing Credits	-B, B, Back + B	
-Chopping Hands	-B, Y, Forward + Y	
-Cameo	-B, Y, A, X	
-Prequel	-Y, A, A, A	
-Box Office Smash	-B, Y, A, A, A	
-Acoustic	-B, Y, L, Y, A	
-Mechanical	-B, Y, L, Y, L, X	
-Optical	-B, Y, L, Y, Y, Back + B	
-Magnetic	-B, Y, L, Y, L, B, B	

-Tai Chi	
-Palm strike	-B
-Rising Spade Hand	-Back + B
-Pushing Hands	-Forward + B
-Dual Fist Strike	-Down + B
-Chopping Strike	-Y
-Quick Uppercut	-Back + Y
-Rising Uppercut	-Down + Y
-Straight Kick	-A
-Low Lean Kick	-Down + A
-Spinning Roundhouse	-X
-Low Spin Kick	-Down + X
-Standing Sweep	-Back + X
-Taunt	-Z
-Empty & Full	-B, B
-Blind Justice	-Back + Y, A
-Temple of Heaven	-Y, Y, A
-Play By Ear	-Y, Y, Y, A
-Cutting the Roots	-Y, Y, L, X
-Fading Light	-Y, Y, Y, Back + B
-Dark Fists	-Y, Y, Y, B, B
-5 Poison Hands	-Y, Y, L, B, B,
-Tae Kwon Do	
-Side Kick	-B
-Hook Kick	-Back + B
-Double Hammer Fist	-Down + B
-Downward Axe Kick	-Y
-Twin Fist Punch	-Down + Y
-Spinning Heel Kick	-A
-Rolling Strike	-Down + A
-Ankle Smash	-Back + A
-2-Hit Axe Kick	-X
-Nitro Kick	-Back + X
-Spinning Back Kick	-Down + X
-Reversal	-Z
-Clearness of Mind	-X, X
-Take Out	-Back + A, A
-Peaceful World	-B, B, Down + A
-Special Forces	-X, Back + A, A
-Special Moves	
-Fireball	-Back, Forward + B
-Flip Kick	-Down, Back, X

Mokap was the primary martial arts talent for motion capture during the production of Johnny Cage's movie based on recent events in Outworld.

He was referred to the game designers at Midway Games and used in the production of the Video Game adaptation of the movie.

Nitara

The vampire Nitara had at long last discovered the location of the Orb that bound her realm to Outworld. Unfortunately, it rested in a location she could never access. However, the ninja cyborg Cyrax of

Earthrealm had the ability to retrieve it for her. Through careful manipulation, she convinced Reptile to engage Cyrax in combat and destroy his arm panel in the process. The damage to his transporter left him stranded in Outworld. Her plan was coming together beautifully.

-Status: -Vampire
 -Alignment: -Neutral
 -Weight: -???
 -Height: -???
 -Styles: -Leopard, Fu Jow Pai, Kama

-Moves:

-Leopard		
-Paw Strike	-B	
-Dual Claw Push	-Up + B	
-Lifting Strike	-Back + B	
-Front Rising Paw	-Down + B	
-Switching Paw	-Y	
-Soaring Paw	-Back + Y	
-Low jab	-Down + Y	
-Spin Kick	-A	
-Step Kick	-Down + A	
-Front Kick	-X	
-Low Kick	-Down + X	
-Wing Flap	-Z	
-Leopard at Dawn	-B, B, Up + B	
-Leopard at Rest	-B, B, Back + B	
-Snow Leopard	-B, B, B, Y, X	
-Golden Leopard	-B, B, B, L, B, Y	
-Tree Leopard	-B, B, B, Y, Up + B	
-Dry Blood	-B, B, B, L, B, B, A, L	
-Blood Thirsty	-B, B, B, L, B, B, A, A,	
-Fu Jow Pai		
-Straight Claw	-B	
-Knee Strike	-Back + B	
-Rising Claw	-Down + B	
-Upward Paw	-Y	
-Tiger Strike	-Back + Y	
-Tiger Scratch	-Down + Y	
-Back Kick	-A	
-Spinning Low Kick	-Down + A	
-Roundhouse	-X	
-Lifting Kick	-Up + X	
-Shin Kick	-Back + X	
-Low Toe Kick	-Down + X	
-Neijin	-Z	
-Bloodshed	-A, A	
-Vampire Bash	-B, B, B	
-Wandering Claws	-B, B, Y	
-Black Tiger	-B, B, B, A, A	
-Bloodshot	-B, B, A, L	
-Kama		
-Dual Overhead Strike	-B	
-Scissor Swpe	-Forward + B	
-Upward Swing	-Down + B	
-Rising Swing	-Y	
-Upward Swing	-Down + Y	
-Low Cross Strike	-A	

	-Low Sweeping Slice	-Down + A	
	-Overhead Strike	-Up + A	
	-Hook Swipe Knockdown	-X	
	-Backhand Swipe	-Down + X	
	-Charging Overhead	-Back + X	
	-Sidestep Swing	-Z	
	-Bloodbath	-B, X	
	-Treacherous Edge	-A, X	
	-Kama Fury	-Back + X, Back + X	
	-Crucified	-Back + X, Back + Y	
	-Bloodlust	-B, A, X	

	-Special Moves_____		
	-Unicorn Kick	-Back, Down + X	
	-Blood Spit	-Forward, Back, Y	

	-Fatality_____		
	-Blood Thirst	-Up, Up, Forward, B	

	_____/\		

After what seemed like an eternity, Cyrax finally emerged from the lava, holding the Orb that had bound Nitara's realm to Outworld for ages. At last it was within her grasp. She would be able to free her people from Shao Kahn's imprisonment. Fulfilling her end of the bargain, she sent Cyrax back to his Earthrealm home in exchange for the Orb.

Nitara stared into the Orb. It seethed with the power trapped within. She raised it above her head, and then smashed it to the floor. It shattered with an inhuman, soul-rending howl. Its horrible energy exploded away, and tore her consciousness from her. She awoke later for the first time on her native soil.

Quan Chi

Stranded in the Netherrealm, Quan Chi was persistently tormented by the ninja spectre Scorpion. But with assistance from Moloch and Drahmin, Quan Chi discovered the truth about the amulet he had stolen from the fallen Elder God Shinnok. An ancient Rune Stone bearing the likeness of his amulet revealed new information that would enable Quan Chi to traverse the realms through a network of ancient gateways. Narrowly evading Scorpion's wrath, he escaped the netherrealm through one of these gateways and emerged in an ancient tomb in Outworld.

-Status: Sorcerer
 -Alignment: Evil
 -Styles: Tang Soo Do
 Escrima
 -Weapon: Broadswords

-Moves: _____

	-Tang Soo Do		
	-Open Palm	-B	
	-Downward Elbow	-Back + B	
	-Knee Chop	-Down + B	
	-Forward Open Palm	-Y	
	-Low Spearhand	-Down + Y	

	-Qing She Chu Dong	-Up + Y	
	-Front Ball Kick	-A	
	-Low Parallel Punch	-Down + A	
	-Inside Crescent Kick	-Forward + A	
	-Spinning Sidekick	-Back + A	
	-Sweeping Knife Hook	-X	
	-Low Foot Strike	-Down + X	
	-One Knuckle Fist Punch	-Back + X	
	-Reversal	-Z	
	-Throw	-Forward + Z	
	-Face Breaker	-Y, Y	
	-Path Maker	-A, A	
	-Nightfall	-Back + B, Y	
	-Rushing Palm	-B, B, B	
	-Running Stream	-Y, A, X	
	-Walking Dead	-Back + B, A, A	
	-Strong Wind	-B, B, Y, Y	
	-Internal Power	-B, B, A, A	
	-Green Mountain	-B, B, Y, A, X	
	-Pain Killer	-B, B, Y, A, L, X, L	
	-Escrima		
	-Pinasaka	-B	
	-Pintok	-Down + B	
	-Lightning Strike	-Back + B	
	-Backhand Strike	-Y	
	-Planchada	-Down + Y	
	-Chest Strike	-A	
	-Piercing Elbow	-Down + A	
	-Deadly Palm	-Back + A	
	-Rising Knee Strike	-X	
	-Straight Fist	-Forward + A	
	-Cutting Elbow	-Down + X	
	-Throw	-Forward + Z	
	-Neijin (power up)	-Z	
	-Double Pinasaka	-B, B	
	-Hit and Run	-A, B, B	
	-Rushing Knee	-X, X, L	
	-Slitting Hand	-A, B, Forward + X	
	-Ice Pick	-Y, X, X, L	
	-De Cadena	-A, B, Back + B	
	-Broadwords		
	-Piercing Thrust	-B	
	-Double Edged Blow	-Down + B	
	-Decieving Strike	-Y	
	-Dual Blade Swing	-Back + Y	
	-Winged Strike	-Down + Y	
	-2-Hit Strike	-A	
	-Half Moon Slice	-Down + A	
	-Dual Side Slash	-X	
	-Circular Slash	-Down + X	
	-Strong Slice	-Z	
	-Doom Blade	-A, X	
	-Special Moves		
	-Skull Fireball	-Down, Back, B	
	-Rising Star	-Back, Down, X	
	-Fatality		

-Neck Stretcher	-Back, Back, Fwd, Back, A
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The Deadly Alliance was successful in reviving the mummified remains of the Dragon King's undefeatable army. It would appear that nothing could stand in the way of Shang Tsung and Quan Chi as they began their domination of the realms. Unfortunately for Shang Tsung, however, Quan Chi had no further need for the partnership. Once Shang Tsung had finally revived the last of the mummified warriors, Quan Chi closed the portal to The Heavens and effectively shut off Shang Tsung's endless supply of souls. Quan Chi then instructed Kano to assassinate Shang Tsung in a surprise weapon attack. With their captor cut wide open, the thousands of souls Shang Tsung had consumed in the past spewed forth and swirled around the room.

Quan Chi came to the realization that if Kano could so easily turn on Shang Tsung, he could also turn on Quan Chi himself. Quan Chi used his sorcery to drain the life from Kano and left his body where it fell. Immediately one of the lingering souls shot into Kano's body. To Quan Chi's surprise, the man standing before him was no longer the Black Dragon thug known as Kano. Kano's body now contained the soul of the Shaolin monk... Liu Kang.

Raiden

The Elder Gods were fully aware of the potential damage the alliance between Quan Chi and Shang Tsung posed to the stability of the realms. Yet even with this foresight, they all stood firm on their decision not to interfere. All, that is, except for one - Raiden. The former God of Thunder pleaded with his fellow Elder Gods to take action, but they refused. Disgusted, Raiden relinquished his Elder God status and returned to Earthrealm to gather support against the coming storm.

-Status: -Thunder God
 -Alignment: -Good
 -Weight: -250 lbs
 -Height: -7'0"
 -Styles: -Nan Chuan, Jujitsu, Staff

-Moves:

-Nan Chaun	
-Lightning Jab	-B
-Low Double Palm Strike	-Down + B
-Uppercut	-Back + B
-Backfist Chop	-Y
-Low Elbow Strike	-Down + Y
-Thunder Chop	-Back + Y
-Dual Thunder Palms	-Forward + Y
-Stepping Snap Kick	-A
-Shin Strike	-Down + A
-Hook Leg Knockdown	-Back + A
-Hop Side Kick	-X
-Low Chin Strike	-Down + X
-Reversal	-Z
-Thunder Clap	-Y, A
-Electric Strike	-Y, Back + B
-The Middle Way	-Y, Back + Y

	-Knowledge and Skill	-B, B, A	
	-Butterfly Palms	-B, B, Back + Y	
	-Finishing Touch	-B, B, Y, A	
	-Natural Way	-B, B, Y, Back + Y	
	-Wake the Dead	-B, B, Y, Back + B	
	-Power Bolts	-B, B, Y, L, B, Back + B	
	-Out of Order	-B, B, Y, L, B, A, X	
	-Black Thunder	-B, B, Y, L, B, A, L, X, X	
	-Sparky	-B, B, Y, L, B, A, L, X, Back + Y	
	-Jujutsu		
	-Open Hand Strike	-B	
	-Bearhand Chop	-Back + B	
	-Low Palm Strike	-Down + B	
	-Bent Wrist Strike	-Y	
	-Thunder God Palm	-Forward + Y	
	-Diagonal Fist	-Down + Y	
	-Front Snap Kick	-A	
	-Sweep	-Back + A	
	-Back Sweep	-Down + A	
	-Front Thrusting Kick	-X	
	-Front Sweep	-Down + X	
	-Shove	-Z	
	-Heavenly Strikes	-A, X	
	-Essence of Strength	-B, B, A, X	
	-Thunder God Fists	-B, B, Back + B	
	-Fireworks	-B, B, A, L, X, X	
	-Chain Lightning	-B, B, A, L, X, Back + Y	
	-Staff		
	-Overhead Strike	-B	
	-Reverse Side Strike	-Back + B	
	-Low One Handed Poke	-Down + B	
	-Upward Strike	-Y	
	-Low Strike	-Down + Y	
	-Leaping Strike	-A	
	-Sweeping Strike	-Down + A	
	-One Handed Poke	-Back + A	
	-Reverse Thrust	-X	
	-Staff Blast	-Up + X	
	-Sweeping Swing	-Down + X	
	-2-Hit Swing	-Z	
	-Catching a Butterfly	-X, X, X	
	-Dragon Wind	-X, X, Back + Y	
	-Special Moves		
	-Shocker	-Forward, Forward + B	
	-Lightning Dash	-Forward, Forward + X	
	-Lightning Bolt	-Down, Back + B	
	-Fatality		
	-Electrocution	-Back, Fwd, Fwd, Fwd, A	

Once again, the threat to Earthrealm has been vanquished. The Deadly Alliance is no more. What dangers lie in the future, I can no longer foresee. Perhaps the Dragon King will, in fact, return. Perhaps the depths of the Netherealm will spew forth a legion of Oni. Even the Vampire people pose a threat to peace now that Outworld is in chaos. But

one thing is certain... Earthrealm must be protected.

I have abandoned my status as Elder God to aid these mortals... an act defiant of the Heavens. I will instead remain here on Earth... as God of Thunder.

Reptile

Reptile's detour to Kitana's base camp had delayed him just long enough for Shang Tsung and Quan Chi to spring their attack on Shao Kahn. Reptile was devastated that he had failed his master and wandered the Outworld wastelands aimlessly until he once again crossed paths with Nitara. Desperately in need of a master, he offered his loyalty to her. Her first command was to attack the invader from the Earthrealm, Cyrax. She explained that he must first destroy his arm panel in order to weaken the outsider.

-Status: -Warrior
-Alignment: -Evil
-Weight: -189 lbs
-Height: -6'0"
-Styles: -Hung Gar, Crab, Kirehashi

-Moves:

-Hung Gar		
-Scratching Claw	-B	
-Low Paw Attack	-Down + B	
-Double Claw Strike	-Back + B	
-Chameleon Palm	-Y	
-Low Claw Strike	-Down + Y	
-Dual Claw Strike	-A	
-Forward Strike	-Down + A	
-Lizard Smash	-Back + A	
-Low Snap Kick	-X	
-Mid Roundhouse Kick	-Down + X	
-Spinning Roundhouse Kick	-Back + X	
-Hook Sweep Kick	-Forward + X	
-Shove	-Z	
-Lazy Lizard	-B, Y	
-Internal Strikes	-A, Y	
-Wise Tiger	-B, A, Y	
-Iron Thread	-B, A, X, Back + B	
-Matriach	-B, A, X, L, B, A	
-Evolution	-B, A, X, L, B, B	
-Zaterrorize	-B, A, X, L, B, Back + Y, L	
-Crab		
-Upward Elbow Strike	-B	
-Spinning Elbow Strike	-Back + B	
-Low Punch	-Down + B	
-Ridge Hand Swipe	-Y	
-Dual Uppercut	-Back + Y	
-Low Dual Uppercut	-Down + Y	
-Spinning Back Kick	-A	
-Hooking Sweep	-Back + A	
-Low Snap Punch	-Down + A	
-Mid Hook Kick	-X	
-Low Hook Kick	-Down + X	
-Reversal	-Z	

	-Boiling Water	-Back + B, A	
	-Crab Crawls on Sand	-B, B, A	
	-Claws of Fury	-B, B, B	
	-Reptilian Rage	-B, B, Back + Y	
	-Kirehashi		
	-Downward Slash	-B	
	-Circular Swing	-Back + B	
	-The Cutter	-Up + B	
	-Low Lunge	-Down + B	
	-Side Slash	-Y	
	-Spinning Slash	-Back + Y	
	-Blade Chop	-Down + Y	
	-Upward Slash	-A	
	-Low Swipe	-Back + A	
	-Low Poke	-Down + A	
	-Mid Lunge	-X	
	-Blade Smash	-Back + X	
	-Spinning Blade	-Down + X	
	-Impale	-Z	
	-Dead End	-Y, Y	
	-Reptilian Slice	-A, A	
	-Shredder	-Back + Y, Back + Y	
	-Rip Tore	-B, Back + Y, Back + Y	
	-Special Moves		
	-Lizard Ball	-Forward, Down + X	
	-Acid Spit	-Back, Forward + B	
	-Fatality		
	-Acidic Shower	-Up, Up, Up, Forward, A	

Despite the strong sulphurous stench that filled the chamber, Reptile could smell that Nitara and Cyrax had been there recently. There was no sign of them now, except for some scattered glass shards and a residual trace of strong magical energies. His revenge would have to wait.

Suddenly an expectant hush filled the chamber as energy cascaded around what appeared to be a dragon embryo. The tiny dragon stretched and the egg cracked. A beam of energy ripped out from inside and lanced into Reptile. His world was filled with roaring power as his squamous body was twisted and transformed. The ancient prophecy had been fulfilled: the Dragon King had returned.

Scorpion

The ninja Scorpion had assumed for many years that Sub-Zero killed his family and clan, only to later discover that the true murderer was the sorceror Quan Chi. After revealing his treachery, Quan Chi then attempted to send Scorpion to the 5th plane of the Netherrealm. Thinking quickly, Scorpion grappled with the sorceror at the last moment and they were both transported to that forbidden realm. This turn of events boded well for Scorpion as his strength increased the longer he remained there. Quan Chi's powers, however, proved to be useless against him.

-Status: -Ninja Spectre

-Alignment: -Neutral
 -Weight: -210 lbs
 -Height: -6'2"
 -Styles: -Pi Gua. Hapkido, Ninja Sword

-Moves:

-Hapkido		
-Back Hand Strike	-B	
-Face Strike	-Back + B	
-Twisting Fist	-Down + B	
-Neck Chop	-Y	
-Open Palm	-Down + Y	
-Axe Kick	-A	
-Knee Knockdown	-Forward + A	
-Hop Sweep	-Back + A	
-Back Sweep	-Down + A	
-Snap Kick	-X	
-Front Sweep	-Down + X	
-Backside Kick	-Back + X	
-Front Thrust Kick	-Up + X	
-Throw	-Forward + Z	
-Taunt	-Z	
-Flowing Water	-Y, Y, B	
-Inner Power	-Y, Y, X	
-Spectre Blast	-A, Back + B	
-Lethal Legs	-X, Back + X	
-Liftoff	-X, Up + X	
-Burning Soul	-Y, A, Up + X	
-Sinking Leaf	-Forward + A, Back + A	
-Doombringer	-Y, A, Back + B	
-Painless	-Y, Y, L, Y, A	
-Undead Rush	-Y, Y, L, Y, B	
-Nightmare	-Y, Y, L, Y, L, X	
-Darkness	-Y, Y, L, Y, L, A	
-Infernal	-Y, Y, L, Y, L, B, B, A	
-Pi Gua		
-Ridge Hand	-B	
-Knife Hand Chop	-Back + B	
-Low Knife Hand Chop	-Down + B	
-Spear Hand Strike	-Y	
-Wing Chop	-Forward + Y	
-Spear Hand Sweep	-Back + Y	
-Chest Strike	-Down + Y	
-Stepping Heel Kick	-A	
-Open Palm Strike	-Down + A	
-Low Heel Kick	-X	
-Low Knife Hand Strike	-Down + X	
-Double Knife Hand Chop	-Back + X	
-Throw	-Forward + Z	
-Shove	-Z	
-Stone Breaker	-Back + B, A	
-Falling Tree	-Y, Y, A	
-Rushing Ridgehand	-Y, Y, B	
-Nuisance	-Y, Y, L, X	
-Deranged	-Y, Y, L, A	
-Hell Bound	-Y, Y, L, B, B, A	
-Ninja Sword		
-Spinning Slash	-B	

	-Upward Slash	-Down + B	
	-Reverse Stab	-Y	
	-Edge Slash	-Down + Y	
	-Rising Slash	-A	
	-Charging Slash	-Forward + A	
	-Piercing Blade	-Down + A	
	-Crescent Blade Strike	-X	
	-Sweeping Blade	-Down + X	
	-Sidestep Swing	-Z	
	-Turning Dragon	-B, Y	
	-Rising Dragon	-B, A	
	-Demon Slice	-X, A	
	-Moon Strike	-X, X	
	-Edge of Pain	-X, B, B, A	
	-Special Moves		
	-Spear	-Back, Forward, B	
	-Summon Hellfire	-Down, Back, Y	
	-Backflip Kick	-Forward, Back, A	
	-Fatality		
	-Spear Head	-Back, Back, Down, Back, X	

The hunt for Quan Chi had led Scorpion to the palace of Shang Tsung. Scorpion entered the palace through a hidden passage. As he made his way through the lower levels, he was discovered by the two Oni he had previously encountered while in the Netherrealm. Shang Tsung had secretly allied with Moloch and Drahmin as a backup defense against Quan Chi. The two Oni had been hidden in an underground chamber and were periodically fed mortals to keep them satisfied.

Scorpion fought well but was overpowered by Moloch and Drahmin. Although they could not consume the ninja spectre, they devised another means for eliminating their foe that would satisfy their cruel nature. The Oni brought Scorpion before the portal to The Heavens that Shang Tsung had tapped as a source of limitless souls. They hurled him into the Sounado and his hellspawn body was ripped apart by the purity of that realm.

Shang Tsung

The sorcerer Shang Tsung was imprisoned in the depths of Shao Kahn's fortress, punished for failing to win the Mortal Kombat tournament in Earthrealm. Periodically he was released to perform tasks for the emperor, until he eventually regained Shao Kahn's favor and was given his freedom. He remained in Outworld risking his life to drain the souls of kombatants in order to sustain his youth. All this changed the day the sorcerer Quan Chi returned from the Netherrealm.

-Status: -Sorcerer
 -Alignment: -Evil
 -Weight: -210 lbs.
 -Height: -5'11''
 -Styles: -Snake
 -Crane
 -Weapon: -Straight Sword

-Moves:

	-Snake		
	-Bai She Tu Xin	-B	
	-Cross Fang:	-Back + B	
	-Low Palm:	-Down + B	
	-Viper Strike	-Y	
	-Gut Buster	-Back + Y	
	-Twin Fang	-Down + Y	
	-Qing She Chu Dong	-Up + Y	
	-High Snap Kick	-A	
	-Twin Cobra	-Down + A	
	-Mid Kick:	-X	
	-Quick Bite	-Down + X	
	-Eagle Pecking	-Back + X	
	-Back Flip	-Z	
	-Throw	-Forward + Z	
	-Spiritual Snake Trail	-Y, A	
	-Blinding Strike	-Y, Back + B	
	-Soul Catcher	-Y, Back + X	
	-Serpent Touch	-X, Back + Y	
	-Thrusting Fang	-B, B, B	
	-Rattle Snake	-B, B, A	
	-Hissing Strikes	-B, B, Y, A	
	-Cold Blooded:	-B, B, Y, L	
	-Poisonous Snake:	-B, B, Y, Y	
	-Lethal Venom	-B, B, Y, Back + X	
	-Snake Eyes	-B, B, Y, Back + B	
	-Cobra Revenge	-B, B, X, Back + Y	
	-Crane		
	-Chin Punch	-B	
	-Crane Neck	-Down + B	
	-Crane Wing	-Y	
	-Strong Knee	-Back + Y	
	-Back Fist	-Down + Y	
	-Flapping Wing	-A	
	-Hop Sidekick	-Back + A	
	-Low Peck	-Down + A	
	-Spinning Sidekick	-X	
	-Spinning Crane Kick	-Up + X	
	-Sweeping Crane	-Down + X	
	-Reversal	-Z	
	-Throw	-Forward + Z	
	-Crazy Wings	-A, A, Y	
	-3-Hit Wings	-A, A, A	
	-Sidewinder	-A, A, X	
	-Triple Chin Punch	-B, B, B	
	-Death Bed	-B, B, B, L1	
	-Raging Beak	-B, B, B, Up + X	
	-Final Withdrawl	-A, A, A, B, B, B, L1	
	-Hunt Down	-A, A, A, B, B, B, Up + X	
	-Straight Sword		
	-Front Swipe	-B	
	-Lifting Swing	-Up + B	
	-Shin Slash	-Down + B	
	-Rising Slice	-Y	
	-Lunge	-Forward + Y	
	-Low 2-Hit Swipe	-Down + Y	

	-Back Hand Lunge	-Up + Y	
	-Foot Sword	-A	
	-Cross Strike	-Back + A	
	-Chest Slice	-Down + A	
	-Spinning Slice	-X	
	-Low Stab	-Back + X	
	-Sweeping Stike	-Down + X	
	-Impale	-Z	
	-Deadly Blade	-B, B	
	-Ancient Strike	-X, Y	
	-Soul Sucker	-Forward + Y, B	
	-Pain	-A, Back + A	
	-Master's Edge	-X, Y, A, Back + A	
	-Special Moves_____		
	-Straight Fireball	-Down, Back + B	
	-3D Fireballs	-Back, Forward + B (near)	
		-Forward, Back + B (far)	
	-Soul Steal	-Down, Back + A	
	-Fatality_____		
	-Soul Steal	-Up, Down, Up, Down, Y	

The Deadly Alliance was successful in reviving the mummified remains of the Dragon King's undefeatable army. Shang Tsung, however, began to realize that his relevance in the partnership had evaporated once his talents for soul transplantation were no longer needed. The balance of power within the Deadly Alliance had seemingly been undone. Fearing betrayal, he secretly instructed Kano to steal Quan Chi's amulet in an attempt to gain control of the army. Since part of the soul-transfer spell included the command to obey 'He who possesses the amulet,' the army would obey only Shang Tsung, and not Quan Chi, once the amulet was in his possession.

Amulet in hand, Shang Tsung revealed his betrayal to Quan Chi and commanded the army to destroy the sorcerer. Shang Tsung would succeed where others had failed. He would conquer the realms. He would conquer Earth.

Sonya Blade

Agent Sonya Blade and her team had finished their mission of demolishing any known ancient inter-realm portals when she received word from Jax that he Agency's portal chamber had been destroyed. With no means for traversing the realms, Sonya realized that there were now two agents lost in Outworld. The first was the ninja Cyrax, whom the agency had lost contact with some time ago. And now Agent Kenshi, originally sent to find Cyrax, was lost as well. She would have to find a way to get to Outworld and bring them home.

-Status: -Special Forces
 -Alignment: -Good
 -Weight: -140 lbs
 -Height: -5'9"
 -Styles: -Kenpo, Tae Kwan Do, Kali Sticks

-Moves: _____
 | -Tae Kwon Do |

	-Side Kick	-B	
	-Hook Kick	-Back + B	
	-Double Hammer Fist	-Down + B	
	-Downward Axe Kick	-Y	
	-Twin Fist Punch	-Down + Y	
	-Spinning Heel Kick	-A	
	-Rolling Strike	-Down + A	
	-Ankle Smash	-Back + A	
	-2-Hit Axe Kick	-X	
	-Nitro Kick	-Back + X	
	-Spinning Back Kick	-Down + X	
	-Reversal	-Z	
	-Clearness of Mind	-X, X	
	-Take Out	-Back + A, A	
	-Blitzkrieg	-Back + X, L	
	-Peaceful World	-B, B, Down + A	
	-Special Forces	-X, Back + A, A	
	-Kenpo		
	-Knife Hand Strike	-B	
	-Double Hammer Fist	-Down + B	
	-Spinning Elbow Strike	-Back + B	
	-Eye Gouger	-Y	
	-Knife Hand Chop	-Back + Y	
	-Low Punch	-Down + Y	
	-Standing Uppercut	-Up + Y	
	-Back Kick	-A	
	-Leg Sweep	-Back + A	
	-Low Heel Kick	-Down + A	
	-Rising Axe Kick	-X	
	-Shovel Kick	-Back + X	
	-Low Step Punch	-Down + X	
	-Neijin	-Z	
	-Concious Mind	-A, A	
	-Cutting Edge	-B, A, A	
	-Big Guns	-B, B, X	
	-Warfare	-B, B, L, X, L	
	-Kali Sticks		
	-Straight Snap Strike	-B	
	-Low Snap Strike	-Down + B	
	-Overhead Strike	-Forward + B	
	-Circular Strike	-Y	
	-Low Scissors Swipe	-Down + Y	
	-Low Swinging Strike	-A	
	-Spinning Strike	-Back + A	
	-Low Strike	-Down + A	
	-Wrist Snap Strike	-X	
	-Chin Jab	-Down + X	
	-Circular Power Strike	-Back + X	
	-Stick Smash	-Z	
	-Multi-level strikes	-B, X, A	
	-Show Off	-Y, X, Back + A	
	-Furious Blows	-X, Y, X	
	-Live Hand	-X, Y, Back + A	
	-Special Moves		
	-Kiss of Death	-Down, Back + B	
	-Fly Kick	-Forward, Forward + A	

-Fatality	
-Kiss of Death	-Back, Fwd, Fwd, Down, Y

After the destruction of the Deadly Alliance, Sonya searched for the missing Special Forces agent Kenshi. She finally discovered him badly beaten and near death apparently from hook-like wounds in his ribcage. She managed to return him to the rendezvous point where I transported them back to Earthrealm.

Upon her return, Sonya was promoted to General and given her choice of command. She hand-picked a team to deal with new terrorist threats located on Earth. While in Outworld, Special Agent Kenshi had learned of a new threat to peace. The Red Dragon had awakened.

Sub-Zero

Raiden appeared before Sub-Zero and asked for his aid in defeating the Deadly Alliance in Outworld. Fighting alongside Raiden would prove to the world that the Lin Kuei had changed for the better, Sub-Zero accepted the challenge and brought with him all of his newest recruits. It was highly unusual for the Grand Master to embark on such a dangerous mission, but Sub-Zero felt it was necessary to earn the respect of his fellow Lin Kuei.

- Status: -Grand master
- Alignment: -Good
- Weight: -210 lbs
- Height: -6'2"
- Styles: -Shotokan, Dragon, Kori Blade

-Moves:

-Dragon	
-Back Knuckle Strike	-B
-Ducking Dual Claws	-Down + B
-Upper Lunge Punch	-Back + B
-Sun Fist	-Y
-Dragon Attack	-Back + Y
-Uppercut	-Down + Y
-Roundhouse Kick	-A
-Low Claw Strike	-Down + A
-Front Stomp Kick	-X
-Wheel Turning Kick	-Up + X
-Mid Claw Swipe	-Down + X
-Neijin	-Z
-Tiger In Cave	-X, Back + Y
-Yielding Fire	-Y, A
-Ice Pop	-B, B, Y
-Dragon Dance	-B, Back + B
-Silent Dragon	-B, A
-Drgn Players w/ 7 Stars	-B, Y, X
-Ice Maker	-B, Y, L
-3-Hit Claw	-B, Y, Back + Y
-Twist of the Tiger	-B, Y, Up + X
-Shotokan	
-Spear Hand Strike	-B
-Forward Elbow Strike	-Back + B
-Lower Knee Strike	-Down + B

	-Sword Hand Strike	-Y	
	-Lower Dual Punch	-Down + Y	
	-Mountain Punch	-Back + Y	
	-Rising Thrust Kick	-A	
	-Side Snap Kick	-Forward + A	
	-Low Sweep Kick	-Down + A	
	-Thrust Kick	-X	
	-Low Double Side Strike	-Down + X	
	-Low Shin Kick	-Back + X	
	-Icy Retreat	-Z	
	-2-Hit Trick	-A, A	
	-King's Crown	-A, Forward + A	
	-Peaceful Mind	-A, Back + Y	
	-Icy Pain	-B, Y, X	
	-Cloud Hands	-B, Y, Back + B	
	-Iron Horse	-B, Y, Back + Y	
	-Rock Solid	-B, Y, X, L, A	
	-Lin Keiu Storm	-B, Y, X, L, Y, A	
	-Zero Below	-B, Y, X, L, Y, X	
	-Frozen Frenzy	-B, Y, X, L, Back + B	
	-Frosty	-B, Y, X, L, Y, L	
	-Thin Ice	-B, Y, X, L, Y, Back + Y	
	-Unthawed	-B, Y, X, L, Y, Up + X	
	-Kori Blade		
	-Overhead Swing	-B	
	-Ducking Moon	-Down + B	
	-Spinning Slash	-Back + B	
	-Overhead Smash	-Up + B	
	-Blade Lunge	-Y	
	-Straight Stab	-Down + Y	
	-Close Swipe	-Back + Y	
	-Stomp Kick	-A	
	-Downwards Stab	-Down + A	
	-Back Kick	-X	
	-Sweep Kick	-Back + X	
	-Twisting Blade	-Down + X	
	-Impale	-Z	
	-Cut Up	-X, X	
	-Bitter Blade	-B, Back + B	
	-Special Moves		
	-Freeze	-Down, Forward + B	
	-Ice Shaker	-Down, Back, Down + Y	
	-Cold Shoulder	-Back, Forward + X	
	-Fatality		
	-Skeleton Rip	-Back, Fwd, Fwd, Down, A	

After defeating the Deadly Alliance, Sub-Zero returned to the new temple of the Lin Kuei with the severely injured ninja Frost.

A short time later, I visited the temple to commend him for his victory in Outworld and to express my gratitude for all his assistance. With Sub-Zero now the Grand Master of the Lin Kuei, Earthrealm will be well protected.

=====
Konquest
=====

=====
Bo' Rai Cho
=====

Konquest #1-----

Native to Outworld, Bo' Rai Cho has trained warriors for centuries to compete in the Mortal Kombat tournaments. After many failures, success finally came when he trained the legendary Liu Kang, who defeated Shang Tsung and became champion of the Earthrealm tournament. You will have the honor of learning from the master.

You will begin training in the fighting style known as Drunken Fist. Although there are many varieties of drunken style Kung Fu, you will be concentrating on the Shaolin style. The earliest reference to any drunken style is in the Sung Dynasty (960- - 1276 A.D.). Rumors indicate, however, that it was in fact Master Bo' Rai Cho who first brought the Drunken fighting style to Earthrealm centuries earlier while trying to thwart Shao Kahn's takeover of that realm.

Master Bo' Rai Cho has taught many warriors during his time in Earthrealm. Now he will teach you.

Practice Bo' Rai Cho's Drunken Fist high attacks.

Spinning Backfist (B)
Cross Strike (Back + B)
Drinking Punch (Y)
Battle Punches (Up + Y)
Lazy Leg (A)
Drunken Leg (X)
Spinning Kick (Back + X)
Drinking Wine (Down + A)

Excellent. You will now move to Drunken Fist low attacks. Unlike some low attacks, these have a considerable reach.

Practice Bo' Rai Cho's Drunken Fist low attacks.

Serving Fist (Down + B)
Twisting Flask (Down + Y)
Sweep Kick (Back + A)
Monkey Kick (Down + X)

While in the Drunken Fist fighting style, Master Bo' Rai Cho can Taunt (Z) his opponent. This move is not only intimidating, but it also rejuvenates some of Bo' Rai Cho's health.

Try executing 2 successful Taunts to regain full health.

Konquest #2-----

You bring honor to Earthrealm. You have successfully proven your mastery of Bo' Rai Cho's Drunken Fist fighting style. Your next lessons will be to learn another of his styles.

Master Bo' Rai Cho is as skilled at Mi Zong as he is at Drunken Fist. You will need to learn the basics if you wish to complete your training.

Hook Fist (B)
Straight Punch (Y)
Roundhouse (A)
Side Kick (X)
Step Kick (Down + X)

Master Bo' Rai Cho uses the Mi Zong style to pop-up his opponents into the air long enough to execute another attack.

There are two of these moves you must learn: The Lift Kick and the Smashing Kick. Show Frost how it is done.

Lift Kick (Back + X)
Smashing Kick (Up + X)

Good. Now for something a little more complicated. Attack Frost with a Lift Kick and, while she is still in the air, attack her with 2 more Lift Kicks. Frost may be an able fighter, but she is still learning. Teach her a lesson she will never forget.

Juggle (Back + X ... Back + X ... Back + X)

That was quite humorous! Do that again! This time, attack Frost with a Smashing Kick and, while she is still in the air, attack her with 2 more Smashing Kicks.

Juggle (Up + X ... Up + X ... Up + X)

HA! That was also humorous! Sub-Zero has a lot of work ahead of him if Frost is to become his apprentice. Let us now move on to the fast low attacks of Mi Zong.

Practice Bo' Rai Cho's Mi Zong low attacks.

Low Strike (Down + B)
Low Knife Hand (Down + Y)
Tripping Sweep (Down + A)
Sweep Kick (Back + A)

While using the Mi Zong fighting style, Master Bo' Rai Cho can Shove (Z) a blocking opponent. He uses this move to push a blocking opponent away from him.

Frost will block. Shove her away 5 times.

Shove (Z)

Konquest #3-----

Jojutsu is the Japanese art of the short staff. It was first used by Muso

Gonnosuke in the early 1600's after his loss to the swordsman, Miyamoto Musashi, while using a long staff of 6 feet. With assistance from Master Bo' Rai Cho, he subsequently developed a style with a shorter staff of 4 feet. Although he beat Musashi in a second duel, he was later defeated in his first Mortal Kombat tournament. Gonnosuke's soul was consumed by the sorcerer Shang Tsung.

Master Bo' Rai Cho adapted Muso's Jojutsu style to include close-kombat, high-frequency attacks.

Practice some of these Jojutsu high attacks on Muso Gonnosuke's murderer, Shang Tsung.

Overhead Strike (B)
Reverse Low Strike (Down + B)
Two-Handed Thrust (Y)
Homerun Swing (A)
2-hit Strike (Forward + A)
Straight Thrust (Up + A)
Mid Reverse Strike (X)
High Reverse Strike (Down + X)

Master Bo' Rai Cho uses his Jo to pop-up his opponents into the air long enough to execute another attack. There are two of these moves you must learn: the Strong Overhead Strike and the Vertical Smash.

Give Shang Tsung a good pounding in the name of all that is good.

Strong Overhead Strike (Back + B)
Vertical Smash (Back + Y)

Good. That is what he deserves. Now for something a little more complicated. Attack Shang Tsung with a Strong Overhead Strike and, while he is still in the air, attack him with 2 more Strong Overhead Strikes.

Juggle (Back + B ... Back + B ... Back + B)

That was quite satisfying. Try that again. But this time attack Shang Tsung with a Vertical Smash to pop him up into the air 3 times.

Vertical Smash (Back + Y)

Excellent. You are learning quickly. Let us move onto the Jojutsu low attacks. Bo' Rai Cho uses these attacks to trip up his opponents.

You will use them to trip up Shang Tsung.

Leg Sweep (Down + Y)
Low Foot Poke (Down + A)
Leg Poke (Back + X)

Konquest #4-----

You have mastered all 3 of Bo' Rai Cho's fighting techniques. Now you must learn to combine those attacks for more effective sparring. The Earthrealm warrior Kung Lao will spar with the master as he teaches you these combos.

Begin with combos in the Druken Fist style.

Twist of Lime (B, B, B)
On the Rocks (Y, Y, B, B, B)

Very powerfully done. Surprisingly, Kung Lao's hat remains firmly planted on his head. Master Bo' Rai Cho uses this next combo, called the Kreepy and Jugs, to push his opponent away from him.

Kreepy and Jugs (A, Y)

You have done well. Let us keep the pace with another round of Drunken Fist combos.

Crushing Grapes (A, A, A)
Zero Tolerance (A, A, Y, Y)
Staggering Steps (Y, A, Y, Y)

Konquest #5-----

You have mastered some of Bo' Rai Cho's Drunken Fist combos. You have impressed the Outworld master enough that he wishes to show you two sets of combos in one lesson-Mi Zong style and Jojutsu style.

Begin with combos in the Mi Zong fighting style. Mi Zong has only 2 pop-up combos. A pop-up combo will lift your opponent into the air long enough for you to execute another attack.

You must execute these combos that end in a pop-up.

Iron Broom (Y, Y, Back + X)
Lost Track (Y, Y, Up + X)

You have learned the first part of this lesson. Now you must learn to attack your opponent while he is still in the air. Use a Mi Zong pop-up combo and, while Kung Lao is still in the air, hit him again. It is that simple.

Y, Y, Back + X ... any attack
Y, Y, Up + X ... any attack

That was adequate for today. You will now move on to Bo' Rai Cho's Jojutsu combos.

Homerun (Y, A)
Dancing Stick (Y, X, B)
Rolling Wind (Y, X, X, Up + A)

Surprisingly, the hat stays on his head. At the moment. I am more impressed with that fact than with your fighting skills. Next you must perform aster Bo' Rai Cho's Splitting Bamboo pop-up combo.

Begin... NOW!

Splitting Bamboo (Y, X, Back + B)

Now use a Splitting Bamboo pop-up combo and , while Kung Lao is still in the air, strike him again with any attack you wish.

Y, X, Back + B ... any attack

Konquest #6-----

Poor Kung Lao. He will feel that in the morning. For your next lessons, Bo' Rai Cho's Propel moves, you will use Jax as your sparring partner instead.

Master Bo' Rai Cho has 2 special moves in which he hurls his big belly at his opponent for rib-crushing devastation.

First, the Belly Bash (Forward, Forward, X). It is a fast, medium range attack that Bo' Rai Cho uses to bounce his opponents away from him.

Bounce Jax 3 times with the Belly Bash.

Belly Bash (Forward, Forward, X)

Ha HAAA! I love that move. Jax does not, however. He will not allow you to attempt the Belly Bash again, if he can help it. You must execute 4 more Belly Bashes to complete this lesson.

Belly Bash (Forward, Forward, X)

That has to be the most fun lesson you have ever learned. I enjoyed watching you. Let us move on to the next humorous attack, the Flip-Flop (Down, Back, B). This is a short-ranged attack that... well... you will see.

Crush Jax with the Flip-Flop attack 3 times.

Flip-Flop (Down, Back, B)

Like a clown in a circus, is it not? I am beside myself with laughter! Unfortunately, Jax does not think it is so funny. He will punish you this time. Bo' Rai Cho's Flip Flop attack should shut him up.

Crush the crybaby 4 times with the Flip-Flop attack to complete this lesson.

Flip-Flop (Down, Back, B)

Konquest #7-----

Jax is quite angry with you and will no longer spar. That is acceptable. There are other warriors willing to assist in your training. The beautiful Princess Kitana will fill in.

Your next lesson will be to learn Bo' Rai Cho's Ground Stomp (Forward, Back, A). This move is unblockable and causes damage to those warriors who have their feet planted on the ground.

Attack Kitana with 2 Ground Stomps.

Ground Stomp (Forward, Back, A)

That was quite fun! Did you see the look on her face? Perform the Ground Stomp 4 more times.

Ground Stomp (Forward, Back, A)

Oh my, Kitana seems annoyed. Perhaps she does not feel the joy that you do when performing this exercise. Convince her that it is all in good fun by executing the Ground Stomp 3 more times successfully.

Ground Stomp (Forward, Back, A)

Konquest #8-----

Apparently, Kitana is more tolerant than Jax was. She will remain to aid you in your training. But I fear that she will regret her decision once she learns of your next lesson.

Master Bo' Rai Cho has never married. The next move that he will show you is the reason why. Most heroes impress the ladies with their combat skills. Master Bo' Rai Cho repulses them with his.

In a vulgar, but most effective maneuver, the young Bo' Rai Cho would vomit on the ground in front of his opponent. If his opponent stepped in the bile, he would slip uncontrollably. This moment of immobility would give Bo' Rai Cho a chance to attack.

Impress Kitana with Bo' Rai Cho's Puke Puddles 3 times.

Puke Puddle (Back, Forward, Y)

That was quite fun, indeed! Did you see the look on her face this time? As expected, she was unamused. Catch her with a Puke Puddle 4 more times.

Puke Puddle (Back, Forward, Y)

Konquest #9-----

Kitana has left the building. But Kung Lao has finished his meal and is ready for more endurance training. Your next session will encompass learning Style Branch combos.

Style Branch combos are like normal combos except that they change fighting styles during the attack. This first test starts in the Drunken Fist fighting style and goes into the Mi Zong fighting style.

Start in Drunken Fist (Y, Y, B, B, L)

Impressive! Now try that same combo but finish it with a Mi Zong attack.

Start in Drunken Fist (Y, Y, B, B, L, Y, Back + X)

Beautifully done! This next combo starts in Mi Zong and goes into the Jojutsu weapon fighting style.

Start in Mi Zong (Y, Y, L)

Excellent. But this next combo should prove to be quite a challenge. You must first start in the Drunken Fist style, change to the Mi Zong style, then finish in the Jojutsu weapon style.

Start in Drunken Fist (Y, Y, B, B, L, Y, L)

Konquest #10-----

Most impressive! You have learned much through your journey. You have mastered many fighting styles and have beaten many opponents. But there is one foe you still need to confront...

It is one thing to defeat a foe that does not share your thoughts. It is a completely different situation when confronting a foe that can anticipate your every move. Your final test will be to face a mirror image of Bo' Rai Cho. If you can win 3 out of 5 matches, you will have completed your training. Good Luck.

=====
===== Cyrax =====
=====

Konquest #1-----

Cyrax is both part man and part machine. His cybernetic implants give him the edge he needs to defeat the most deadly of foes. He has recently been stranded in Outworld, and must fight to stay alive as he travels with Nitara on a quest to find a mystical Orb.

Like Sub-Zero, Cyrax had once been a member of the Lin Kuei ninja clan. Although he had learned many forms of martial arts techniques. Ninjitsu was his preferred fighting style. You must understand the Way Of The Ninja if you are to complete your training.

Practice Cyrax's Ninjitsu basic high attacks.

- Straight Strike (B)
- Strong Elbow (Y)
- Double Fist Strike (Up + Y)
- Spinning Back Kick (A)
- Front Kick (X)

Very good. Next you will learn Cyrax's Ninja Strike (Back + B). It is a pop-up attack that allows Cyrax to pop his opponent into the air long enough to execute another attack.

Attack Sub-Zero with Cyrax's Ninja Strike.

Ninja Strike (Back + B)

Exceptional! Now you must attack Sub-Zero with the Ninja Strike and, before he hits the ground, attack him 2 more times with the Ninja

Strike to juggle him in the air.

Juggle (Back + B ... Back + B ... Back + B)

Cyrax's Ninjitsu fighting style utilizes fast and tricky low attacks. He uses them to keep his opponent guessing.

Attack Sub-Zero with Cyrax's Ninjitsu low attacks.

Low Punch (Down + B)
Low Palm Strike (Down + Y)
Shin Kick (Back + A)
Low Kick (Down + A)
Ducking Mid Kick (Down + X)

To distance himself from his opponents. Cyrax can Escape with a Ninjitsu Backflip (Z).

Execute 3 successful Backflip Escape moves while in the Ninjitsu fighting style.

Escape (Z)

Konquest #2-----

Cyrax was transformed into a cyborg by the Lin Kuei in an automation program that Sub-Zero defied. For that defiance, Sub-Zero became an enemy of the Lin Kuei and Cyrax was programmed to seek and destroy him as a traitor. One of the fighting styles Cyrax downloaded to defeat Sub-Zero was Sambo.

The fighting style Sambo, originally conceived as a means of unarmed crowd control for the police, is a form of wrestling developed by the Soviets in the early 1930s. Sambo is a distillation of over 20 folk arts native to the Soviet Union as well as Greco-Roman Wrestling, Judo, Jujutsu and free-style wrestling.

You will begin training in Cyrax's Sambo basic attacks.

Quick Jab (B)
Low Hook Punch (Down + B)
Straight Chop (Up + Y)
Backward Elbow (Back + Y)
Roundhouse (A)
Big Leg (X)

Cyrax also has a pop-up attack in the Sambo fighting style called the Hammerfist Strike (Back + B).

Execute Cyrax's Hammerfist Strike on the traitor, Sub-Zero.

Hammerfist Strike (Back + B)

Outstanding! Now you must attack Sub-Zero with the Hammerfist Strike and, before he hits the ground, attack him 2 more times with the Hammerfist Strike to juggle him in the air.

Juggle (Back + B ... Back + B ... Back + B)

Well executed! Cyrax has a ducking pop-up attack (Down + Y) in the

Sambo fighting style as well.

Initiate Cyrax's Rising Fist ducking pop-up.

Rising Fist (Down + Y)

Well done! Now execute the Rising Fist ducking pop-up and, while Sub-Zero is still in the air, juggle him with any attack in your database.

Rising Fist (Down + Y ... A)

Although Cyrax's Sambo fighting style only has a couple of low attacks, he takes full advantage of their strategic potential.

Attack Sub-Zero with Cyrax's Sambo low attacks.

Low Fist Strike (Down + A)

Low Shin Kick (Down + X)

In addition to punches and kicks, Cyrax can access his database to load his Sambo throw attacks. One such attack is called the Shoulder Toss (Y).

Execute 5 successful Shoulder Toss moves while in the Sambo fighting style.

Shoulder Toss (Y)

While using his Sambo fighting style, Cyrax can recharge his power cells by performing a Taunt (Z).

Execute 2 Taunts successfully to regain full charge.

Taunt (Z)

Konquest #3-----

One of the weapons Cyrax brings with him on his assignments is his Pulse Blade. You will now download the Pulse Blade training mission. Password... LK - 4D4 ... logging on... login successful... accessing requested files... downloading... download successful.

Click (A) to run the Pulse Blade basic training executable...

... loading Pulse Blade high attacks training mission pack... pbha.mk5 loaded... execute Pulse Blade high attacks on target Sub-Zero...

Cutting Blade (B)

Stomping Blade (Up + B)

Circling Swipe (Y)

Back Kick (A)

Knee Strike (X)

Twisting Edge (Down + A)

Thrusting Sword (Down + X)

... Pulse Blade high attacks training mission complete... loading Pulse Blade Lifting Blade pop-up attack training mission pack...

pblp.mk5 loaded...

... execute Pulse Blade Lifting Blade pop-up attack on target Sub-Zero...

Lifting Blade (Back + Y)

... performance meets required parameters... execute Pulse Blade Lifting Blade pop-up attack followed by 2 additional Pulse Blade Lifting Blade attacks while target Sub-Zero is still airborne...

Juggle (Back + Y ... Back + Y ... Back + Y)

... Pulse Blade Lifting Blade pop-up attack training mission complete
... loading Pulse Blade low attacks training mission pack... pbla.mk5 loaded...

... execute Pulse Blade low attacks on target Sub-Zero...

Sweeping Edge (Back + B)
Downward Stab (Down + B)
Low 2-Hit Strike (Down + Y)
Sweep Kick (Back + A)

... Pulse Blade low attacks training mission complete... loading Pulse Blade Impale training mission pack... pbi.mk5 loaded...

... IMPALE INSTRUCTIONS - Lodge Pulse Blade in target Sub-Zero... do not withdraw Pulse Blade... execute Pulse Blade Impale Attack...

Impale (Z)

Konquest #4-----

Cyrax was eventually reprogrammed by Sub-Zero to defeat Shao Kahn. Once the Emperor's attack on Earth was foiled, Cyrax had no further instructions and shut down in a barren desert. He was recovered by Special Forces agents Sonya Blade and Jackson Briggs who restored his soul through a dangerous technical procedure. He has since joined forces with them to protect Earthrealm from otherworldly threats.

By joining one attack to another in rapid succession, the human cyborg, Cyrax, can more effectively attack his foes. His training at the Special Forces proving grounds began with Ninjitsu combo training.

Ninja Strikes (B, B, B)
Stealth Blast (B, B, Y)
Yellow Doom (B, B, A)
Full Gore (B, B, Up + Y)

Practice Cyrax's Ninjitsu Cyborg Strikes pop-up combo.

Cyborg Strikes (B, B, Back + B)

Exceptional! Now you must attack Jax with the Cyborg Strikes once more and, before he hits the ground, juggle him with any attack.

Juggle (B, B, Back + B ... A)

Well done! Now expand upon your combo training by learning Cyrax's Style Branch combination attacks. A Style Branch combo starts with one style and changes to another style for added effectiveness. You will now learn Cyrax's Pain Killer Style Branch combo. It starts in Ninjitsu and goes into Sambo.

Pain Killer (B, B, Back + B, L)

Excellent! Now execute the Pain Killer combo and juggle Jax in the air with any attack you have learned.

Juggle (B, B, Back + B, L, ... A)

Konquest #5-----

Jax assigned Cyrax to the realm of Outworld. His mission was to scout out potential threats from that realm and report his findings to Jax back in Earthrealm. On one of his ports to Outworld, Cyrax was ambushed by a large reptilian creature. During the battle, the arm console that allowed him to traverse the realms was damaged. He was stranded in Outworld

Cyrax had not recognized the warrior he fought to be Reptile due to the lizard's strange metamorphosis from his previous form. He defended against Reptile's assault with his Sambo attack combinations, among other techniques, and eventually defeated him.

3 Step Rush (B, B, B)
Quicksand (B, B, X)

Practice Cyrax's Sambo Ketchup pop-up combo.

Ketchup (B, B, Back + B)

Exceptional! Now you must attack Reptile with the Ketchup combo once more and, before he hits the ground, juggle him with any attack you have learned.

Juggle (B, B, Back + B ... A)

Well done! Now expand your combo training by learning one of Cyrax's more advanced Sambo combination attacks.

Mustard (B, B, Back + Y)
? (B, B, Back + Y, Forward + Y, Up + Y)

Excellent! Now for a Branch Style combo that starts with Cyrax's Sambo fighting style and goes into his Pulse Blade fighting style.

Start in Sambo (B, B, Back + Y, Forward + Y, L)

Now repeat that last combo and finish it with any attack you have learned.

Start in Sambo (B, B, Back + Y, Forward + Y, L ... A)

Konquest #6-----

After Reptile scurried away in defeat, Cyrax was approached by a vampire woman named Nitara who had been watching the fight. She offered to return Cyrax to his Earthrealm home if he could retrieve for her a mystical orb from its hiding place. Nitara could not approach it herself, but Cyrax's Earthrealm technology would allow him to enter the harsh environment the orb had been concealed in.

One technological advancement of Cyrax's cybernetic systems is his Slice and Dice cutter (Back, Forward, X). This mechanism can cut through opponents even at a distance.

Attack Nitara with Cyrax's Slice and Dice cutter.

Slice and Dice (Back, Forward, X)

Well done! But that hurt Nitara a bit too much. This time she will not be so passive.

Slice and Dice (Back, Forward, X)

Konquest #7-----

When Cyrax had not reported back from Outworld at the pre-designated time, Jax knew something was wrong. He sent the new recruit Kenshi to search for Cyrax.

Another special attack made possible by Cyrax's bionic implants is his Spinkick (Down, Back, A). Cyrax is able to deal multiple blows by spinning on one leg and repeatedly smacking his opponent with the other.

Show Kenshi how the Spinkick attack works.

Spinkicks (Down, Back, A)

Well done! But Kenshi came here to rescue you, not to be insulted. This time he will not allow such an attack.

Spinkicks (Down, Back, A)

Konquest #8-----

Eventually, Agent Kenshi became stranded in Outworld as well when the Special Forces Outworld Investigation Agency was destroyed by a member of the Red Dragon clan. Jax and Sonya would have to find some other way to return both Kenshi and Cyrax to Earthrealm.

Perhaps one of the most versatile technological advancements in Cyrax's arsenal is his Detonator (Forward, Back, B). From a cavity within his chest, he can expel a timed bomb to blow his opponents to pieces. Attack Sonya.

Attack Sonya with short-range Detonator. FIRE IN THE HOLE!!!

Detonator (Forward, Back, B)

Cyrax's arsenal also has a long-range Detonator (Back, Forward, B), to be used against opponents who like to keep their distance.

Very explosive! See if you can hit Sonya from a further distance with a long-range Detonator. FIRE IN THE HOLE!!!

Detonator (Back, Forward, B)

Good shot! Now see if you can attack Sonya after she has been blown into the air by a Detonator blast. FIRE IN THE HOLE!!!

Juggle (Back, Forward, B ...)

You are indeed a demolitions expert. But now comes your final lesson with the Detonator. Detonate Sonya into the air and then juggle her with the Spinkick.

Juggle (Back, Forward, B ... Down, Back, A)

Konquest #9-----

Next, you will learn Cyrax's more advanced combos. You will spar against Johnny Cage. Cyrax has never liked any of Johnny Cage's movies and felt especially robbed of his eight bucks when he saw Johnny's film, NINJA MIME. Cyrax is not going to beat those eight dollars out of Johnny Cage's skull.

Perform Cyrax's Ninjitsu Pain Killer Style Branch combo and then juggle him with the Slice and Dice special attack.

Start in Ninjitsu (B, B, Back + B, L ... Back, Forward, X)

I guess that is WHAT HE GETS! Now perform Cyrax's Ninjitsu Pain Killer Style Branch combo and then juggle the prima donna with the Spinkick special attack.

Start in Ninjitsu (B, B, Back + B, L ... Down, Back, A)

Staying in character, Johnny seems to have miraculously come back to life! Now perform Cyrax's Style Branch combo beginning with the Sambo style, then into the Pulse Blade style, and then juggle him senseless with the Slice and Dice special attack.

In Sambo

(B, B, Back + Y, Forward + Y, L ... Back, Forward, X)

Now that is what I call entertainment! Finish him off with one final Branch Style combo that starts with Sambo, goes into pulse blade, and juggles the pretty-boy with the Spinkick.

In Sambo

(B, B, Back + Y, Forward + Y, L, Down, Back, A)

Konquest #10-----

Most impressive! You have learned much through your journey. You have mastered many fighting styles and beaten many opponents. But there is one oppoent you still need to confront...

It is one thing to defeat a foe that does not share your thoughts. It is a completely different situation when confronting a foe that can anticipate

your every move. Your final test will be to face a mirror image of Cyrax. If you can win 3 out of 5 matches, you will have completed your training. Good Luck.

=====
===== Drahmin =====
=====

Konquest #1-----

An Oni is a demon from the Netherealm. They are foul creatures consumed with hatred and possessed with the desire to inflict pain and suffering upon others. Drahmin is no exception. With his right arm completely encased within an iron club, he eagerly crushes his opponents to dust. You must learn to use this rage to your advantage.

The torturous environemtn of the 5th plane of the Nethrealm can twist any being into a vicious monster. Such is the story of Drahmin the Oni Tormenter. Once a mortal man, he was banished to this unforgiving realm and forgotten for ages. He is no longer the being he once was.

Drahmin and his Oni companion, Moloch, first encountered the sorcerer Quan Chi during a battle with Scorpion. Quan Chi pleaded with the two Oni to protect him. In return, he offered to release them from the Nethrealm.

Defend the sorcerer Quan Chi from the ninja spectre, Scorpion, with Drahmin's Nethrealm high attacks.

- Big Whack (B)
- Gut Smash (Y)
- Hooking Kick (X)
- Back Kick (Back + A)

While using his Nethrealm fighting style, Drahmin can execute 2 pop-up attacks. (A) and (Down + A). These moves can pop an opponent into the air long enough to execute another attack.

Attack Scorpion with Drahmin's Straight Kick and Rising Blast pop-up attacks.

- Straight Kick (A)
- Rising Blast (Down + A)

Attack Scorpion with his Nethrealm Straight Kick pop-up attack and then, while he is still in the air, attack him 2 more times with the Straight Kick to juggle him.

- Juggle (A ... A ... A)

Now attack Scorpion with Drahmin's Nethrealm Rising Blast pop-up attack and then, while he is still in the air, juggle him with any of Drahmin's attacks.

- Juggle (Down + A ... Y)

Drahmin stooped to slam Scorpion from below...

Attack Scorpion with Drahmin's Nethrealm low attacks.

Low Kick (Down + X)
Low Swipe (Down + B)
Low Strike (Down + Y)

While in his Netherealm fighting style, Drahmin tormented Scorpion with a Taunt (Z). This move rejuvenated Drahmin's netheressence by a small amount.

Execute 2 successful Taunts to regain full netheressence.

Taunt (Z)

Konquest #2-----

Drahmin and Moloch cast Scorpion away with their combined attack... but for how long? The ninja spectre gained strength from this realm with each passing moment. At the same time, Quan Chi's powers were fading the longer he remained. If Quan Chi had the means to free Drahmin and Moloch, he had to do it fast. Drahmin had no patience for broken promises. Especially the promise of freedom.

An Oni has a built-in rage that is difficult to suppress once unleashed. Drahmin had tapped into this rage when he fought Scorpion.

Quan Chi himself will face the wrath of an Oni if he does not release Drahmin and Moloch from the Nethrealm.

Practice Drahmin's Oni fighting style high attacks.

Iron Lunge (B)
Frontal Kick (A)
Sidekick (X)
Smashing Iron (Back + B)

While in his Oni fighting style, Drahmin can execute 2 pop-up attacks. (Y) and (Down + A). These moves can pop an opponent into the air long enough to execute another attack.

Attack Quan Chi with Drahmin's Crushing Chop and Rising Blast pop-up attacks.

Crushing Chop (Y)
Rising Blast (Down + A)

Attack Quan Chi with his Oni Crushing Chop pop-up attack and then, while he is still in the air, attack him 2 more times with the Crushing Chop to juggle him.

Juggle (Y ... Y ... Y)

Now attack Quan Chi with Drahmin's Oni Rising Blast pop-up attack and then, while he is still in the air, juggle him with any of Drahmin's attacks.

Juggle (Down + A ... B)

Drahmin utilizes a series of Oni low attacks which he uses to

crush knees and sweep kick.

Execute Drahmin's Oni low attacks on Quan Chi.

Low Swipe (Down + B)
Low Strike (Down + Y)
Sweep (Back + A)
Low Kick (Down + X)

While in the Oni fighting style, Drahmin can Shove (Z) a blocking opponent. This move is useful to push a blocking opponent away from you.

Shove your blocking opponent away from you 5 times.

Shove (Z)

Konquest #3-----

Quan Chi needed more information about the 5th plane of the Netherealm in order to devise a means of escape. The two Oni took him to an extremely ancient structure where Drahmin had seen tablets covered with unfamiliar writing.

The entrance to the site had been blocked by fallen stone debris. Drahmin smashed a larger blocks to pieces with his Iron Club and the three of them walked into the old roffless structure.

The strength of Drahmin's Iron Club attacks are tremendous.

Attack Quan Chi with Drahmin's Iron Club high attacks.

Head Smash (B)
Leaping Smash (Up + B)
Uppercut (Y)
Iron Strike (A)
Neck Jab (X)
Power Strike (Back + X)

While in his Iron Club fighting style, Drahmin can execute 2 pop-up attacks. (Back + Y) and (Down + A). These moves can pop an opponent into the air long enough to execute another attack.

Attack Quan Chi with Drahmin's Doom Chop and Rising Blast pop-up attacks.

Doom Chop (Back + Y)
Rising Blast (Down + A)

Attack Quan Chi with your Iron Club Doom Chop pop-up attack and then, while he is still in the air, attack him 2 more times with the Doom Chop to juggle him.

Juggle (Back + Y ... Back + Y ... Back + Y)

Now attack Quan Chi with Drahmin's Iron Club Rising Blast pop-up attack and then, while he is still in the air, juggle him with any of Drahmin's attacks.

Juggle (Down + A ... X)

Drahmin utilizes a series of Iron Club low attacks, which he uses to crush knees and sweep kick.

Execute Drahmin's Iron Club low attacks on Quan Chi.

Mid Swipe (Down + B)
Low Strike (Down + Y)
Iron Sweep (Back + A)
Low Kick (Down + X)

Konquest #4-----

As Quan Chi was reading from an old stone tablet, Scorpion smashed it to dust with a shot of his spear. Quan Chi called for protection and Drahmin and Moloch sprung into action once again.

One devastating blow Drahmin used to pummel Scorpion was his Super Uppercut (Down, Back, B)

Attack Scorpion with Drahmin's Super Uppercut.

Super Uppercut (Down, Back, B)

Scorpion shook off the pain and attacked Drahmin.

Super Uppercut (Down, Back, B)

Konquest #5-----

Quan Chi had fled down a corridor. In his bewilderment, Moloch loosened his grip on Scorpion just enough for the ninja to escape. Scorpion then chased after Quan Chi. Moloch and Drahmin were not far behind. Up ahead, they saw the sorcerer open some sort of portal and jump through. Scorpion followed, Quan Chi had indeed left them behind. But as they drew nearer to the mystical structure, it was clear to them that the portal had not yet closed. Moloch and Drahmin crossed through the void into Outworld.

Once in Outworld, Drahmin's putrid flesh began attracting insects from all around until he was surrounded by a swarm of Outworld Rotflies (Back, Forward, Y)

Practice hurling 3 Balls-O-Flies at your betrayer, Quan Chi.

Ball-O-Flies (Back, Forward, Y)

Quan Chi is disgusted by the Rotflies. He will dodge them if you attack again.

Ball-O-Flies (Back, Forward, Y)

Konquest #6-----

Moloch and Drahmin had emerged in Outworld next to a large circular stone disc that was lying on its side. Its shape was vaguely familiar to Drahmin. Suddenly there was a scent of mortal flesh in the air. It was Moloch who

smelled it first. The mortal had not noticed them until it was too late. The two Oni pounced on their prey.

The mortal was stunned by the first attack. Drahmin seized the moment and attacked the cyborg with a Propellar Clock pop-up attack (Forward, Forward, Y).

Attack the yellow mortal with Drahmin's Propellar Clock pop-up attack.

Propeller Clock (Forward, Forward, Y)

The mortal is quite resilient!

Attack it with the Propeller Clock pop-up attack and then, while it is still in the air, juggle it with the Ball-O-Flies attack.

Juggle (Forward, Forward, Y ... Back, Forward, Y)

The mortal's shell is tougher than you had thought!

Crack its shell with a Propeller Clock and then, while it is still in the air, Slam it with a Super Uppercut.

Juggle (Forward, Forward, Y ... Down, Back, B)

Even Moloch is impressed with the mortal's ability to withstand the attacks!

Attack it with the Propeller Clock pop-up and then, while it is still in the air, juggle it with another Propeller Clock pop-up attack.

Juggle (Forward, Forward, Y ... Forward, Forward, Y)

It seems the mortal has regained its health in some way. It is fighting back. Attack it with another Propeller Clock pop-up 4 times.

Propeller Clock (Forward, Forward, Y)

Konquest #7-----

Drahmin and Moloch were close to tasting mortal flesh when the prey they had been attacking spit out an enchanted object that burst into a loud fireball. The two Oni ran from the mortal for fear of another attack. They spent the coming months in the forests near a small town, eating mortals that wandered too close to the treeline.

Li Mei has wandered too close to the treeline!

Knock her out with 3 of Drahmin's Punching Bag Throws. You must be in the Oni or the Nethrealm fighting style to execute the attack.

Punching Bag Throw (Forward +Z)

The female mortal is still conscious!

Attack the mortal with another Punching Bag Throw and then, while

it is still in the air, juggle it with a Straight Kick in the Nethrealm fighting style followed by a Super Uppercut.

Juggle (Forward + Z ... A ... Down, Back, B)

The female mortal still lives!

Attack the mortal with another Punching Bag Throw and then, while it is still in the air, juggle it with a Crushing Chop in the Oni fighting style, followed by a Propeller Clock.

Juggle (Forward + Z ... Y ... Forward, Forward, Y)

The mortal has rejuvenated it's health somehow! Throw it 4 times with the Punching Bag Throw.

Punching Bag Throw (Forward + Z)

Konquest #8-----

Indeed you are most fortunate. You will now have the honor of participating in The Trial Of Blood!

Make Sonya bleed 40 pints of blood before she defeats you or time runs out.

Konquest #9-----

Your might will now be tested. Shatter this gemstone to prove that you are the strongest Oni in the Nethrealm.

Press A rapidly to raise the bar in the meter, you have 10 seconds to do so.

Konquest #10-----

Most impressive! You have learned much through your journey. You have mastered many fighting styles and beaten many opponents. But there is one opponent you still need to confront.

It is one thing to defeat a foe that does not share your thoughts. It is a completely different situation when confronting a foe that can anticipate your every move. Your final test will be to face a mirror image of Drahmin. If you can win 3 out of 5 matches, you will have completed your training. Good Luck.

=====
===== Frost =====
=====

Konquest #1-----

The mysterious Lin Kuei Frost has powers and abilities that closely resemble

those of Sub-Zero. Her past is not known, but her moves are becoming legendary. Although she is still in training herself, she will make an excellent subject for study on this journey.

The name Tong Bei, or Tong Bei Quan, can be translated as 'Fist of The Spreading Power From The Back'. Like Frost's mysterious history, the origin of this fighting style is unclear. Frost used Tong Bei to win the recent Lin Kuei recruiting tournament.

With the former Lin Kuei member Cyrax as your sparring partner, practice the Tong Bei basic attacks that Frost used to win the tournament.

Cold Strike (B)
Slapping Palm (Y)
Icy Maul (Back + Y)
Cutting Gut Kick (A)
Frosty Kick (X)
Power Kick (Up + A)

Very good. Frost's Tong Bei fighting style has 3 different pop-up attacks. These attacks allow her to pop an opponent into the air long enough to execute another attack.

The first one is called Ice Crusher

Ice Crusher (Up + B)

Excellent! Now you must learn another of Frost's winning pop-up attacks.

This one is called Winter Winds.

Winter Winds (Up + X)

Exceptional! Now you must practice Frost's final Tong Bei pop-up attack.

The last one is called Northern Light.

Northern Light (Up + Y)

The legendary warrior and Grand Master of the Lin Kuei clan, Sub-Zero, has noticed your exceptional skills. Impress him further by juggling Cyrax with a pop-up combo in Frost's Tong Bei fighting style.

You will start with the Ice Crusher, juggle him with the Winter Winds, and then juggle him again with the Northern Lights pop-up attack before he hits the ground.

Juggle (Up + B, Up + X, Up + Y)

Excellent. It is no surprise that Frost was the victor of the Lin Kuei tournament. Now you must practice Frost's Tong Bei low attacks.

Falling Strike (Down + B)
Low Rising Strike (Down + Y)
Low Poke (Down + A)

Frozen Elbow (Down + X)
Thrusting Low Kick (Back + X)
Low Roundhouse (Back + A)
Corkscrew Strike (Back + B)

While in the Tong Bei style. Frost can slide herself backward.
This Escape maneuver allows her to put distance between herself and her opponent.

Execute 2 successful Escapes to quickly get yourself out of harm's way.

Escape (Z)

Konquest #2-----

Grand Master Sub-Zero was impressed with your Tong Bei fighting skills, and will now train you in the fighting of Yuan Tang. For the remainder of your training, you will refer to him as 'Sifu'

Yuan Yang Quan, or Mandarin Duck Fist, is a martial art rarely seen outside of China. Although not much is known about Yuan Yang as a whole, many Chinese styles have adopted its kicking methods, which were reputed to be very effective.

Sifu Sub-Zero will now begin with your Yuan Tang basic training.

Open Hand Strike (B)
Upward Strike (Down + B)
Dual Duck Strike (Y)
Thrusting Roundhouse (A)
Duck Leg Strike (X)
Strong Fist (Forward + B)

Well done. Now Sifu will test what you have learned. Attack him with the Yuan Yang basic attacks.

Open Hand Strike (B)
Upward Strike (Down + B)
Dual Duck Strike (Y)
Thrusting Roundhouse (A)
Duck Leg Strike (X)
Strong Fist (Forward + B)

You have passed your first test. Now Sifu will instruct you on the nuances of pop-up attacks. These attacks allow you to pop an opponent into the air long enough to execute another attack.

Execute the Yuan Yang Lifting Head Kick pop-up attack 3 times on Sifu.

Up + A ... Up + A ... Up + A

Most impressive. Now Sifu will instruct you as you learn the Yuan Yang low attacks.

Low Winged Strike (Down + Y)
Grounded Duck (Down + A)
Tripping Strike (Back + X)

Konquest #3-----

Sifu Sub-Zero is quite enthusiastic about your progress and will now advance your training beyond that of an average warrior. He has noticed that you possess a similar freezing ability to his own, and will train you to harness that power.

By flash-freezing water vapor, Sifu Sub-Zero can form intricate solid objects. One such object is his Kori Blade. Sifu will help you discover if you in fact possess the mental concentration to perform this effect as well.

It seems that Sifu's years of experience, and enchantment from the Dragon Medallion, allow him to form a much larger weapon than you are capable of creating. No matter. Two smaller weapons can be just as effective as one large weapon.

Attack your Sifu with these Double Dagger basic attacks.

Gut Stab (B)
Stamping Blade (Up + B)
Dual Lunge (Y)
Side Kick (A)
Pop Kick (X)

You will now be tested. Sifu will spar with you. Attack him with the Double Dagger basic attacks you have learned.

Gut Stab (B)
Stamping Blade (Up + B)
Dual Lunge (Y)
Side Kick (A)
Pop Kick (X)

You have passed the test, and will now learn low attacks with your Double Daggers.

Low Stagger (Back + B)
Low Strike (Down + B)
Low Stab (Down + Y)
Low Chop (Down + A)
Low Moon Strike (Down + X)

Again, you will be tested. Attack Sifu with the Double Dagger low attacks you have just learned. He will defend himself this time.

Low Stagger (Back + B)
Low Strike (Down + B)
Low Stab (Down + Y)
Low Chop (Down + A)
Low Moon Strike (Down + X)

Exceptional. Sifu would like to assess your ability to perform a pop-up attack with your Double Daggers.

Perform the Lifting Daggers pop-up attack and, before Sifu hits the ground, attack with a pop-up kick.

Lifting Dagger (Back + Y ... X)

Well done! Now for an effective, yet very tricky weapon attack called an Impale. This move lodges your weapons into your opponent's body to constantly drain life. Once you have successfully Impaled your opponent, however, you are no longer able to use that weapon.

Impale Sifu with your Double Daggers. This will be the end of your basic Double Dagger training, as Sifu will need medical attention should you pass the test.

Impale (Z)

Konquest #4-----

Very well done! It seems you have the ability to control your freezing powers. Good. You will now expand your training to encompass your ability... to freeze.

Sifu Sub-Zero has dressed his wounds from your last lesson, and will continue to train you.

Sifu has the ability to freeze his opponent solid. He would like to see if you have this ability as well. Freeze Sifu Sub-Zero...

Funnel your Fa Jing through your hands and try to freeze Sifu.

Ground Ice (Down, Back, A)

Most interesting! It seems your freeze attack travels along the ground! Sifu surmises that this must mean it only affects an opponent whose feet are placed upon the ground. Let us test this theory... in kombat.

Freeze Sifu Sub-Zero 3 times before time runs out.

Ground Ice (Down, Back, A)

Konquest #5-----

Although Sifu Sub-Zero was frozen, he was not injured in any way. He is used to the cold. What he is not used to is the speed at which you are learning to harness your freezing powers. You will now speed up your training and learn the Icy Slide move Sifu had perfected many years ago. Sifu Sub-Zero has progressed beyond such novice moves, but he will teach you this basic maneuver.

Focus your Fa Jing through your feet, and slide underneath Sifu to trip him up.

If you indeed have this ability, you should be able to execute 3 Slide moves before time runs out.

Slide (Down, Forward, X)

Incredible! It seems you have the gift! Now for your test.

Attack Sifu with the Icy Slide 3 times before time runs out.

Slide (Down, Forward, X)

Konquest #6-----

Too much practice in one area is not good. Sifu Sub-Zero will now switch to a different lesson to better round out your training. You will study attack combinations. By combining attacks, a warrior can more effectively kombat his or her opponent.

Practice these Tong Bei combos on Sub-Zero.

Shiver (B, Y)
Spring and Autumn (A, A)

You have learned these first combos well. Now for your test. Attack Sifu with the combos you have just learned. He will not make it easy for you.

Shiver (B, Y)
Spring and Autumn (A, A)

Excellent. Now for some more advanced combos.

Chills (B, B, Back + Y)
Harmony (Y, Y, Up + Y)
Crazy Monkey (B, B, Y, Up + X)
? (B, B, Y, Y, Up + Y)

Once again, you will be tested by Sifu Sub-Zero. Attack him with the combos you have just learned.

Chills (B, B, Back + Y)
Harmony (Y, Y, Up + Y)
Crazy Monkey (B, B, Y, Up + X)
? (B, B, Y, Y, Up + Y)

Konquest #7-----

Sifu Sub-Zero believes that you can handle training at a quicker pace. The next lesson will include combos from both the Yuan Tang and the Double Daggers fighting styles.

You will begin with combos in the Yuan Yang fighting style. Begin.

Mandarin Duck Fists (B, Y)
Deadly Decoy (X, X, A)
Waterfall (X, X, Forward + B)

Sifu will now test you. Perform the combos you have just learned. He will be quite hard on you this time.

Mandarin Duck Fists (B, Y)
Deadly Decoy (X, X, A)
Waterfall (X, X, Forward + B)

Very well done! Sifu Sub-Zero will now push you to your limits with these more advanced Yuan Yang combos.

- ? (X, X, Up + A)
- ? (B, B, Up + A)
- ? (X, X, B, Y)
- ? (X, X, B, B, Up + A)

Now for your Yuan Yang advanced combo test. Perform the combos you have just learned on Sifu Sub-Zero.

- ? (X, X, Up + A)
- ? (B, B, Up + A)
- ? (X, X, B, Y)
- ? (X, X, B, B, Up + A)

Your Yuan Yang combo training is complete! You will now begin Double Dagger combo training. Remember to focus your Fa Jing through your hands to form the daggers themselves.

- Cold Feet (A, A, A)
- Frozen Storm (B, B, B, B)

Enough practice. Now for the test. Attack Sifu with the Double Dagger combos you just learned.

- Cold Feet (A, A, A)
- Frozen Storm (B, B, B, B)

Well done! Now as a surprise test, Impale Sifu Sub-Zero before time runs out.

Konquest #8-----

Indeed you are most fortunate! Your main training is complete! While Sub-Zero bandages his wounds from your surprise test, you will participate in an unofficial Trial of Blood!

The unsuspecting Sonya Blade is en route to meet with Sub-Zero. Practice all you have learned to make her bleed 50 pints of blood before she defeats you or time runs out.

Konquest #9-----

Raiden has arrived with disturbing news for Sub-Zero. The sorcerers Quan Chi and Shang Tsung have formed an alliance in Outworld. He has requested Sub-Zero's help in defeating them. If Sub-Zero accepts, your training will abruptly end. Frost must prove herself skilled enough to accompany Sub-Zero on his journey and continue her training.

Prove that you are a skilled warrior by performing some Style Branch combos on Raiden. A Style Branch combo switches from one fighting style to the other. These start in the Tong Bei style and go into the Yuan Yang style.

- Start in Tong Bei (B, B, Y, Y, L, X, A)
- Start in Tong Bei (B, B, Y, Y, L, X, B, Y)

Sifu Sub-Zero is pleased with your execution of those first two Style Branch combos and believes that you are skilled enough to

learn 3 more.

Start in Tong Bei (B, B, Y, Y, L, X, Up + A)
Start in Tong Bei (B, B, Y, Y, L, X, Forward + B)
Start in Tong Bei (B, B, Y, Y, L, X, B, B, Up + A)

Sub-Zero is impressed that you learned to do a Style Branch combo on your own. Show him that you know even more, by executing these combos that start in the Yuan Yang fighting style and go into the Double Dagger fighting style.

Start in Yuan Yang (B, B, L, B, B, B, B)
Start in Yuan Yang (X, X, B, B, L, B, B, B)

Raiden is beginning to accept you as a possible ally in the fight to save Earthrealm. If only you knew how to Style Branch all three of your styles into one long combo. Ha! You will show them that your skills are indeed worthy of their quest.

Perform a Style Branch combo that starts in Tong Bei, goes into Yuan Yang, and finishes with the Double Daggers.

Start in Tong Bei (B, B, Y, Y, L, X, B, B, L, B, B, B)

Raiden is impressed. But you must pass this one test before he will believe you can handle yourself against the Deadly Alliance. You must Impale him with your Double Daggers. If you do, he will allow Sub-Zero to bring you along.

Konquest #10-----

Most impressive! Sub-Zero has taught you well. You have mastered many fighting techniques, and have even passed Raiden's test. You are indeed the greatest warrior in the Lin Kuei clan. But there is one opponent you will need to confront...

It is one thing to defeat a foe that does not share your thoughts. It is a completely different situation when confronting a foe that can anticipate your ever move. Your final test will be to face a mirror image of Frost. If you can win 3 out of 5 matches, you will have complete your training. Good Luck.

=====
===== Hsu Hao =====
=====

Konquest #1-----

The Red Dragon operative Hsu Hao's strength is his ability to concentrate on one objective at a time. He is not easily distracted and lives to serve the will of his clan. This characteristic may be a side effect of his cybernetic heart. Without ambition, there can be no distraction. All that remains is duty.

With a history of over 2000 years, Shaui Chiao is the oldest martial art in China. The Red Dragon clan have adopted it as a standard fighting style for entry-level recruits. Although Hsu Hao was already an accomplished martial

artist, he was still required to learn Shuai Chaio once he joined their secretive organization.

Mavado was in charge of training Hsu Hao. With his heart removed and replaced with a cybernetic life support apparatus. Hsu Hao made for an excellent student who was extremely focused.

Practice Hsu Hao's Shuai Chiao high attacks with Mavado.

Single Hand Strike (B)
Lunging Palm (Back + B)
Uppercut (Y)
Crouching Chop (Down + Y)
Front Snapkick (A)
Rising Knee (X)

Mavado will test what you have learned. See if you can attack him with the Shuai Chiao high attacks he just taught you.

Single Hand Strike (B)
Lunging Palm (Back + B)
Uppercut (Y)
Crouching Chop (Down + Y)
Front Snapkick (A)
Rising Knee (X)

You have passed your first test. Now you must learn the Shuai Chiao low attacks.

Low Wing Strike (Down + B)
Shoulder Lunge (Forward + Y)
Crouching Sweep (Down + A)
Sweep (Back + X)
Low Kick (Down + X)

For your second test, you will attack Mavado with the low attacks you have just learned.

Low Wing Strike (Down + B)
Shoulder Lunge (Forward + Y)
Crouching Sweep (Down + A)
Sweep (Back + X)
Low Kick (Down + X)

You are of a single-mindedness that makes for enhanced learning capabilities. Mavado will see how well you can switch to another mode of attack and still retain that concentration.

Throw Mavado by grabbing his feet and tossing him into the air.

Throw (Forward + Z)

Konquest #2-----

You have completed your Shuai Chiao training and will now begin the second style required of new recruits. Wrestling may not be a particularly flashy martial art, but it is very effective.

Mavado will teach you Wrestling high attacks.

Rising Neck Strike (Down + B)
Strong Hook Punch (Y)
Spinning Backfist (Back + Y)
Straight Kick (A)
Front Kick (X)

You will now be tested. Attack Mavado with the Wrestling high attacks you just learned.

Rising Neck Strike (Down + B)
Strong Hook Punch (Y)
Spinning Backfist (Back + Y)
Straight Kick (A)
Front Kick (X)

Most impressive. Mavado has never had a pupil who learned as fast as you have. He will now extend your Wrestling training to include low attacks.

Low Jab (Down + Y)
Low Kick (Down + A)
Low Shin Kick (Down + X)

Now that you know the Wrestling low attacks, you will be tested once again.

Attack Mavado with the Wrestling low attacks you just learned.

Low Jab (Down + Y)
Low Kick (Down + A)
Low Shin Kick (Down + X)

Mavado sees much promise in you. He will teach you wrestling throws, but only because he thinks you can handle it. He will not, however, make it an easy lesson.

Back Breaker (B)
Shoulder Toss (Back + B)

A useful Wrestling move is the Reversal. This attack will allow you to stop an opponent's attack long enough to counter with your own attack.

Counter Mavado's attack with a Reversal move.

Reversal (Z)

Konquest #3-----

Once Hsu Hao had completed his basic training of the required fighting styles, he was allowed to choose a weapon style from a vast collection of blades in the Red Dragon arsenal. Hsu Hao chose the Sun-Moon Blades.

Like Mavado's hookswords, the Sun-Moon Blades are a double-weapon fighting style. Mavado will teach you the basic high attacks of this unusual weapon style.

Downward Circling Sword (Back + B)

Twisting Sword (Y)
Rising Strike (Down + Y)
Upward Circling Sword (Back + Y)
Gut Strike (A)
Push Strike (Forward + A)
Edge Stab (X)
Rising Chop (Down + X)

Now defend yourself against Mavado with the Sun-Moon high attacks you have just learned.

Downward Circling Sword (Back + B)
Twisting Sword (Y)
Rising Strike (Down + Y)
Upward Circling Sword (Back + Y)
Gut Strike (A)
Push Strike (Forward + A)
Edge Stab (X)
Rising Chop (Down + X)

Next, Mavado will teach you the Sun-Moon low attack basics.

Cutting Sword (Down + A)
Piercing Low Strike (Down + B)

Mavado will test you on your Sun-Moon low attack knowledge. Do not disappoint him. If you pass this final test, you will become a full member of the Red Dragon and receive your first assignment.

Cutting Sword (Down + A)
Piercing Low Strike (Down + B)

Konquest #4-----

Hsu Hao completed his training and Mavado gave him the first assignment. He was to infiltrate the Special Forces by posing as a former member of a secret Chinese military group. From the inside, the Red Dragon clan could keep track of the Special Forces as well as covertly feed them information about their rival clan, the Black Dragon. The Special Forces would be unwittingly destroying the Black Dragon for Mavado's clan.

Hsu Hao impressed the Special Forces with his fighting skills and was commissioned as a free agent. He slowly gained the trust of the organization for his help in the capture of Black Dragon clan members.

Attack the Black Dragon member, Kano, with Hsu Hao's Cyrus Stomp 2 times.

Cyrus Stomp (Back, Forward, A)

Kano won't go down without a fight, but you must capture him to gain the trust of the Special Forces. Apply your boots to his head 3 more times to knock him out.

Cyrus Stomp (Back, Forward, A)

Konquest #5-----

Hsu Hao's track record gained notoriety within the Special Forces. He seemed to have a 6th sense about the Black Dragon and brought down many of their members. This ability was exploited to its fullest potential by Jax and Sonya, whose special task it was to deal with that criminal organization. They regularly included Hsu Hao in their operations.

Kano has escaped from a Special Forces prison truck. Bring him in with Hsu Hao's Khan Klap attack.

Khan Klap (Back, Down, B)

Kano is getting his second wind. Blow him away again with his Khan Klap attack.

Khan Klap (Back, Down, B)

Konquest #6-----

Although the Black Dragon was seemingly destroyed, Mavado felt that it would serve the Red Dragon best if Hsu Hao remained under cover until further notice. He was eventually asked by the Special Forces to remain with Jax and Sonya's group to start up the Outerworld Investigation Agency. Kenshi also joined the Agency around this time.

Practice your Shuai Chiao combos with Special Forces agent Kenshi.

Bottle Opener (Y, Y)
Bone Crusher (B, B, A)

Now spar with Kenshi, using those same Shuai Chiao combos.

Bottle Opener (Y, Y)
Bone Crusher (B, B, A)

Show Kenshi Hsu Hao's more complicated combos.

Asylum (B, B, Back + B)
Chaos (B, B, Y, Y)

Kenshi is impressed. He wants to practice countering those last combos.

Asylum (B, B, Back + B)
Chaos (B, B, Y, Y)

Konquest #7-----

Hsu Hao's new orders came when his superior, Mavado, instructed him to destroy the Outerworld Investigation Agency's ability to travel to Outworld. Once this task was accomplished, he was then to rendezvous with Mavado in that realm to receive further instruction.

Before parting, Mavado would like to see what you have learned since your time amongst the Special Forces.

Show him a Wrestling combo that you have developed.

Insanity (Back + Y, Back + Y)

Mavado is intrigued with this new move. He will test you unofficially to see how effective it is in kombat.

Insanity (Back + Y, Back + Y)

Konquest #8-----

Mavado is impressed that you have continued practicing the Red Dragon fighting styles he taught you. He would like to see more before parting.

Show Mavado the new Sun-Moon attack combos you have developed.

The Khan (B, Forward + A)
Lost Dragon (X, Forward + A)
Setting Sun (Back + B, Back + Y)

Most impressive! But Mavado will need to see those combos put to the test. He will try to defeat you this time.

Red Dragon Returns (B, Forward + A)
Lost Dragon (X, Forward + A)
Setting Sun (Back + B, Back + Y)

Konquest #9-----

Hsu Hao gained access to a small, but very powerful, explosive device and made his way to the underground chamber that housed the inter-realm portals used by the Outerworld Investigation Agency. He powered-up the portal to Outworld and activated the explosive device with a short countdown just as Jax came barreling down upon him.

You must escape from Jax. Use a Style Branch combo that starts with the Shuai Chiao style, then goes into Wrestling, and then finish with your Sun-Moon blades.

Shuai Chiao (B, B, Y, L, Back + Y, L, Back + Y)

Jax was not sure what you were up to, but now that he knows your intentions, he will do his best to stop you.

Use the combo again.

Shuai Chiao (B, B, Y, L, Back + Y, L, Back + Y)

Make Jax BLEED!!! Once you have drained Jax of enough blood, toss a grenade at the main control panel and jump through the portal to Outworld to meet up with Mavado for further orders.

Konquest #10-----

Most impressive! You have learned much through your journey. You have mastered many fighting styles and beaten many opponents. But there is one opponent you still need to confront...

It is one thing to defeat a foe that does not share your thoughts. It is a

completely different situation when confronting a foe that can anticipate your every move. Your final test will be to face a mirror image of Hsu Hao. If you can win 3 out of 5 matches, you will have completed your training. Good Luck.

=====
===== Jax =====
=====

Konquest #1-----

As na operative of the Special Forces, Jax had developed many special moves that gave him the edge he needed to destroy the Black Dragon. Now that the Red Dragon has infiltrated and destroyed his hidden Special Forces base, Jax must refocus his energy on this new threat to peace.

Jax's newly designed cybernetic arms offer better range of motion and and faster recoil, allowing for a move he calls the Piston Punch. This move utilizes rapid multiple strikes that push his opponent back, rendering them momentarily helpless.

As a member of the Red Dragon, Hsu Hao was responsible for the destruction of the Outerworld Investigation Agency; a branch of the Special Forces designed to protect Earth from invasion.

Hsu Hao has much to answer for. Practice Jax's Piston Punch attack 3 times before time runs out.

Piston Punch (Down, Forward, B)

You are an excellent student. But now you must use what you have learned in kombat.

Hit Hsu Hao with Jax's Piston Punch 3 times before he defeats you or time runs out. But take heed, Hsu Hao will not make it easy for you.

Piston Punch (Down, Forward, B)

Konquest #2-----

Excellent! You have mastered the Piston Punch technique. But the road to your destiny is long traveled. There is much more to be learned.

This next trial pits you against Mavado, another member of the Red Dragon Clan.

You must learn to harness your Fa Jing, or Inner Power. Jax has learned to focus his Fa Jing into a powerful earth-shaking move he calls the Ground Pound.

Practice Jax's Ground Pound move 3 time sbefore time runs out.

Ground Pound (Forward, Forward, Down, A)

Again, you have proven to be a quick study. But let us see how you fare in Kombat.

Hit Mavado with Jax's Ground Pound 3 times before he defeats you or time runs out.

Ground Pound (Forward, Forward, Down, A)

Konquest #3-----

Most impressive! You have completed yet another trial. Let us move on to Jax's third special attack, his Machine Gun.

Jax's Machine Gun attack is a great strategy for keeping an opponent away from you. In this next trial, you will practice on Quan Chi.

Attack Quan Chi with Jax's Machine Gun special move 3 times before time runs out.

Machine Gun (Back, Forward, X)

Now you understand. Your skills are improving. But let us see how well you handle yourself against a moving opponent.

Hit Quan Chi with Jax's Machine Gun special move 3 times before he defeats you or time runs out.

Machine Gun (Back, Forward, X)

Konquest #4-----

You have mastered each of Jax's special attacks. Now has come the time to combine their strengths.

There will be no practice round this time. You must prove to Reptile that you are the superior warrior.

Attack Reptile with Jax's Piston Punch, Ground Pound, and Machine Gun moves before he defeats you or time runs out.

Piston Punch (Down, Forward, B)

Ground Pound (Forward, Forward, Down, A)

Machine Gun (Back, Forward, X)

Konquest #5-----

You bring honor to Earthrealm. You have successfully proven your mastery of Jax's special attacks. Your next lesson will be to learn one of Jax's martial arts fighting styles.

Muay Thai, or Thailand kickboxing is one of the oldest martial art forms. Muay Thai's origin, along with much of Thai history, was lost during the invasion of the Burmese army.

Practice these Muay Thai moves.

Forward Foot Push (X)

Straight Punch (Y)

Roundhouse (Up + A)

Spinning Strike (Back + B)

Low Swing Punch (Down + Y)
Farewell Knee (A)

Very well done. Now you must master attack combinations. Utilizing combos will greatly increase the damage done to your opponent.

Practice these Muay Thai combos before your time runs out.

Boot Kamp (A, A, X)
I'm Gonna Get Ya (Y, Y, Up + A)
Jax Special (Y, Y, Back + B, Y)
What You Get (Y, Y, X)
Get Some Sucka (Back + B, Y)
Rush N Hook (Y, Y, B)

Excellent. I have chosen my student well. Let us now see how much you have learned.

Execute these Muay Thai commands on Shang Tsung before he defeats you or before time runs out.

Boot Kamp (A, A, X)
I'm Gonna Get Ya (Y, Y, Up + A)
Jax Special (Y, Y, Back + B, Y)
What You Get (Y, Y, X)
Get Some Sucka (Back + B, Y)
Rush N Hook (Y, Y, B)

Konquest #6-----

You are indeed worthy of the warrior's virtue. Now that you have mastered some of Jax's Muay Thai combos, let us move on to another of Jax's fighting styles, Judo.

In 1882 Judo was developed in Japan by Jigoro Kano. It is a descendent of Japanese jujutsu with an emphasis on self-defense and sport competition.

The Judo philosophy is maximum efficiency with minimum effort. A kombatant using Judo will try to use his opponent's energy and weight against him by controlling his center of gravity.

Judo is known for its throwin techniques. Throws are used to attack opponents who defend excessively.

Perform these Judo moves before the time runs out. Remember, every obstacle can be overcome.

Perform a Suplex (B)
Perform a Leg Trip Throw (Y)
Now do a regular throw (Forward + Z)

Excellent. Now you must expand your training by mastering a few Judo combos.

Groundwork (X, X, A)
Metal Fury (X, X, Back + Y)

I am indeed impressed! Now execute these combos and throws on Kano once more before he defeats you or before time runs out.

Groundwork (X, X, A)
Suplex (B)
Metal Fury (X, X, Back + Y)
Leg Trip Throw (Y)
No Mans Land (X, X, L, X)

Konquest #7-----

Indeed you are most fortunate. You will now have the honor of participating in The Trial of Blood!

Make Drahmin bleed 50 pints of blood before he defeats you or time runs out.

Konquest #8-----

Excellent! Now you must learn Jax's weapon style, the Tonfa.

The Tonfa was originally the handle from a hand-operated grain mill used on farms.

As early as 1477, there were bans on the use of weapons in Okinawa. The Okinawans began underground training in unarmed and armed kombat.

Hit Scorpion 9 time swith the Tonfa before time runs out.

Spear Hand (B)
Double Strike (Forward + B)
Scissor Sweep (Down + Y)
Scissor Strike (A)
Uppercut Strike (Down + A)
Roudnhouse Elbow (X)
Low Back Hand (Down + X)
Tonfa Sweep (Back + X)
Downward Strike (Y)

Konquest #9-----

Now that you have learned the basic combos, let's learn some of his combos that change from one style into another style.

Try this combo that starts in Muay Thai and goes into Judo.

Start in Muay Thai (Y, Y, L)

Now execute that combo one more time, but this time add none more hit.

Start in Muay Thai (Y, Y, L, X)

Now add a final blow that finishes the combo we just learned.

Start in Muay Thai (Y, Y, L, X, Back + Y)

Now execute one of Jax's combos that spans all 3 of his styles.

Konquest #10-----

It is one thing to defeat a foe who does not share your thoughts. It is a completely different situation when confronting a foe who can anticipate your every move.

Your final test will be to face a mirror image of Jax. If you can win 3 out of 5 matches, you will have completed your training. Good Luck.

=====
===== Johnny Cage =====
=====

Konquest #1-----

The Hollywood movie star Johnny Cage is more concerned with flash than with substance. Even with this lack of discipline, his moves are still quite effective. Although Johnny Cage chooses fighting styles that offer the best screen presence, you must learn them to round out your training.

One of the classic Hollywood fighting styles is Karate.

Johnny Cage first used Karate in his 1998 film, 24 KARATE GOLD, in which he played a Secret Service agent.

Try some of these high attacks he used in the movie.

- Lunge Punch (B)
- Knife-Hand Chop (Y)
- Front Thrust Kick (A)
- Side Thrust Kick (X)
- Side Elbow Strike (Back + B)

A crowd pleaser in the movie was his Knife Hammer Strike (Forward + Y). This move allowed him to pop an opponent into the air long enough to execute another attack.

Try attacking your opponent with the Knife Hammer Strike while using the Karate style.

Knife Hammer Strike (Forward + Y)

Try attacking your opponent with the Knife Hammer Strike and, while he is still in the air, attack him 2 more times with the Knife Hammer Strike.

Forward + Y ... Forward + Y ... Forward + Y

The Cutting Kick (Up + A) is a 3D attack. Johnny Cage used it to catch a charging bad guy off guard. Attack your opponent with a few Cutting Kicks.

Cutting Kick (Up + A) (x4)

Most impressive. Johnny Cage's Flip Kick (Up + X) works well against a jumping opponent. Try attacking your opponent with Johnny Cage's Flip Kick while using the Karate style.

Flip Kick (Up + X)

Johnny Cage can execute his Flip Kick (Up + X) a second time while he is still in the air. You should only perform a second Flip Kick if the first one connected successfully. If you miss or your opponent blocks it, you will be defenseless as you drop to the ground.

See if you can complete a Double Flip Kick on your opponent while using the Karate style.

Double Flip Kick (Up + X, Up + X)

Excellent. You are learning quickly. Let us move on to the Karate low attacks. These attacks are quite effective, however they do not have much reach. Johnny Cage uses Karate low attacks in close proximity to his opponent.

Now it is your turn. Hit your opponent with Karate low attacks.

Low Hook Punch (Down + B)
Low Palm Strike (Down + Y)
Low Jabbing Punch (Down + A)
Low Kick (Down + X)
Leg Sweep (Back + X)

While using the Karate fighting style, Johnny Cage can Shove (Z) a blocking opponent away from you.

Shove your blocking opponent away from you 5 times.

Shove (Z) (x5)

Konquest #2-----

Another more flashy fighting style is Jeet Kune Do.

Johnny Cage used Jeet Kune Do in his first film, NINJA MIME. The movie was a flop in the US, but a huge success in France.

Try executing some of these Jeet Kune Do high attacks that he used in the movie.

Leading Straight Punch (B)
Duck N Jab (Y)
Stepping Snapkick (A)
Side Kick to Face (X)
High Hooking Kick (Up + X)

A memorable scene in NINJA MIME entailed Johnny Cage using his Knuckle Fist pop-up (Back + B) ... silently... against a very rude man. This move allowed him to pop his opponent into the air long enough to execute another attack.

Try attacking your opponent with the Knuckle Fist pop-up while

using the Jeet Kune Do style.

Knuckle Fist (Back + B)

Try attacking your opponent with the Knuckle Fist pop-up and, while he is still in the air attack him 2 more times with the Knuckle Fist pop-up.

Back + B ... Back + B ... Back + B

Excellent. You are learning quickly. Let us move on to the Jeet Kune Do low attacks. These attacks are quite effective, however they do not have much reach. Johnny Cage uses Jeet Kune Do low attacks in close proximity to his opponent.

Now it is your turn. Attack your opponent with Jeet Kune Do low attacks.

Hook Fist (Down + B)
Low Knuckle Fist (Down + Y)
Low Punch (Down + A)
Side Kick to Knee (Back + A)
Low Kick (Down + X)
Sweeping Kick (Back + X)

While in the Jeet Kune Do fighting style, Johnny Cage can Taunt (Z) his opponent. This move is not only intimidating, but it also rejuvenates some of Johnny Cage's health.

Try executing 2 successful Taunts to regain full health.

Konquest #3-----

Now for your weapon training. You will train with the Nunchaku.

The Nunchaku is a close kombat weapon based fighting style that relies heavily on the high frequency of its attacks.

Johnny Cage first used the Nunchaku in his Oscar winning film, HWAAAAA!! Johnny played the villain opposite the great Chinese Jack of Hong Kong theater. Execute some of these high attacks he used against Channie.

Reverse Shoulder Swing (B)
Overhand Strike (Back + B)
Stepping Cross Swing (Y)
Underhand Strike (A)
Rising Swing (Down + A)
Double Thrust Strike (Forward + A)
Side Kick (X)
Roundhouse Kick (Back + X)

In the final battle of the movie, Johnny Cage used his Nunchaku pop-up attack he calls the Cross Back Strike (Back + Y). This move allowed him to pop an opponent into the air long enough to execute another attack.

Try attacking your opponent with the Cross Back Strike while using the Nunchaku style.

Cross Back Strike (Back + Y)

Try attacking your opponent with the Cross Back Strike and, while he is still in the air, attack him 2 more times with the Cross Back Strike.

Back + Y ... Back + Y ... Back + Y

Excellent. You are learning quickly. Let us move on to the Nunchaku low attacks. Although these attacks are quite effective, like the Karate low attacks, they do not have much reach. Johnny Cage uses Nunchaku low attacks in close proximity to his opponent.

Now it is your turn. Hit your opponent with Nunchaku low attacks.

Bottom Swing (Down + B)
Low Knee Strike (Down + Y)
Low Foot Strike (Down + X)
Low Circular Swing (Back + A)

Konquest #4-----

You have exceptional talent. Let us see how you handle Johnny Cage's attack combinations.

In the Karate fighting style, Johnny Cage can link multiple attacks together to create an onslaught of damage to his opponent. You too must learn these combos if you wish to further your training. This first set is a sample from Johnny's 1989 classic, EXITING THE DRAGON OF DEATH.

Bone Breaker (A, X)
Smash TV (Y, X)
Big Blast (B, B, X)
Closing Credits (B, B, Back + B)
Chopping Hands (B, Y, Forward + Y)

Excellent! You have mastered the first set of Johnny Cage's combos. Let us now begin a set from his appearance on the TV series WU SHU where Johnny played a martial arts cowboy in search of inner peace.

Cutting Hands (Y, A, X)
The Foot Sword (A, A, A)
Cameo (B, Y, A, X)
Prequel (Y, A, A, A)
? (B, B, Up + X, Up + X)
? (B, Y, A, A, A)

In the climactic fight scene of WU SHU, Johnny Cage's character, Jesse Wong, used a Style Branch combo called the Out Take. In this combo, Johnny started with two Karate attacks, changed to Jeet Kune Do style, and finished with a Jeet Kune Do attack.

You must now master the Out Take combo.

Out Take (B, B, L)

Konquest #5-----

Quite exceptional! Now let us see how you handle Johnny Cage's Jeet Kune Do and Nunchaku attack combinations.

Johnny Cage only knows a few combos in the Jeet Kune Do fighting style. Let us start with them.

Straight Blast (B, B)
Spotlight (Y, Y, X)

Johnny Cage uses the Sticky Legs and the Outer Gate combos to keep his opponent guessing. Each one starts the same, but one ends in a high kick and the other ends in a sweep move.

Let us see how quickly you can master the Sticky Legs and Outer Gate combos.

? (Y, Y, A, A, X)
? (Y, Y, A, A, Back + X)

Most impressive. Your skills are indeed improving. Now you shall move on to another Style Branch combo. In his movie, WHO'S THAT?, Johnny Cage played a lone security guard in a department store. In one sequence, he used his Runner Up combo to deal with some punk teenagers. The combo starts in the Jeet Kune Do fighting style and ends in the Nunchaku fighting style.

You must now perform the Runner Up combo. Start with the Jeet Kune Do fighting style.

Runner Up (Y, Y, A, A, L)

Impressive! Perhaps your destiny lies in Hollywood. Let us move on to some Nunchaku combination attacks Johnny Cage has used in other movies.

Flowing Strikes (B, B, B, B)
Gentle Spirit (B, B, A, A)
Living Legend (B, B, Y, Back + Y)

Konquest #6-----

You have successfully proven your mastery of Johnny Cage's fighting styles. In your next lessons you will learn his special attacks.

Johnny Cage has reworked his classic Johnny Uppercut move (Back + Z). It is not only an effective anti-air attack, but it also allows him to slide under projectiles and some high attacks.

You must now attack your opponent with 3 Johnny Uppercuts.

Johnny Uppercut (Back + Z)

That was most excellent. Now for a real challenge. Attack your opponent with 6 Johnny Uppercuts. Keep in mind that you can use it to slide underneath projectiles.

Konquest #7-----

Very well done. Next you will practice Johnny Cage's projectile attack.

In 1991, Johnny Cage was a contestant on the hit game show, Celebrity Smash TV. In the final round, he threw his Forceball (Down, Back, B) at Mutoid Man and won the game. Johnny Cage donated all his prize money to charity.

The Cage Forceball works well against opponents who persistently stay out of attack range. You must now attack your opponent with 6 Forceballs as he tries to back away from you.

Forceball (Down, Back, B)

That was most excellent. Now for a real challenge. Attack an AGGRESSIVE opponent with 6 Forceballs.

Konquest #8-----

Very well done indeed! But do not let success go to your head. You may be learning Johnny Cage's fighting techniques, but you must not allow his over-confidence to control you. Breathe deeply... much better. Now you will learn Johnny Cage's famed Shadow Kick.

Johnny Cage uses his Shadow Kick (Back, Forward, X) as a fast, medium-range attack to counter his opponent's missed attacks.

You must now attack your opponent with 4 Shadow Kicks.

Shadow Kick (Back, Forward, X)

That was most excellent! Now for a real challenge. Dodge your opponent's projectile and counter with a Shadow Kick. Repeat this move 3 times.

Shadow Kick (Back, Forward, X) while in battle.

You are getting good at this! Now see how you fare against an AGGRESSIVE opponent. Attack him with 4 Shadow Kicks

Shadow Kick (x4)

Konquest #9-----

You are indeed a warrior worthy of a made-for-TV movie. But you are not finished yet. You must now learn some of Johnny Cage's more flashy combos.

For your next test, you must perform Johnny Cage's Out Take style change combo followed by a Shadow Kick while your opponent is in the air.

Start in Karate (B, B, L, ... Back, Forward, X)

That was most excellent! Now for a similar challenge. You must perform Johnny Cage's Runner Up style change combo followed by a Shadow Kick while your opponent is in the air.

Konquest #10-----

Most impressive! You have learned much through your journey. You have mastered many fighting styles and beaten many opponents. But there is one opponent you still need to confront...

It is one thing to defeat a foe that does not share your thoughts. It is a completely different situation when confronting a foe that can anticipate your every move. Your final test will be to face a mirror image of Johnny Cage. If you can win 3 out of 5 matches, you will have completed your training. Good Luck.

=====
===== Kano =====
=====

Konquest #1-----

Kano has a knack for survival. Not only has he survived massive attacks from his enemies, but his lack of loyalty allows him to change sides to suit his goals. This mercenary has betrayed many who have called him ally. You must watch your back as you embark on this journey.

Meaning 'mind form', Xing Yi is a simple and practical style of kung-fu that originated in the San-Shih province of China. This is a northern Chinese system, which relies on short basic forms for training. This art has long been associated with Ba Gua beginning in the early 1900's, and the two are often taught together.

High atop a skyscraper, Kano faced off against Special Forces agent Sonya Blade during Shao Kahn's invasion of Earthrealm.

Find out how much she's missed you by applying Kano's Xing Yi basic high attacks to her pretty face.

- Straight Punch (B)
- Axe Strike (Y)
- Front Snap Kick (A)
- Rising Knee (X)
- Power Fist (Back + B)
- Tiger Strike (Forward + Y)
- Hopping Back Kick (Back + X)

Kano had kicked Sonya into one of the stone gargoyles on the roof of the skyscraper.

Try out Kano's pop-up attack called the Lifting High Kick.

- Lifting High Kick (Up + X)

OY! Not Bad! The Lifting High Kick pops Kano's opponent into the air long enough to attempt another attack.

Now juggle Sonya in the bristols with 3 Lifting High Kicks before she hits the ground.

Up + X ... Up + X ... Up + X

Sonya was on her knees, defeated. Kano grabbed a lock of her hair in his fist, and prepared to finish her. Suddenly, the wench sprung a leg grab flip attack, and sent Kano over the side to the street below. If only he had used a low attack right away.

Practice Xing Yi's low attacks.

Low Palm Strike (Down + B)
Eagle Strike (Down + Y)
Low Elbow Strike (Down + A)
Toe Strike (Down + X)

Kano lay severely injured, and would surely have perished had Motaro not seen the fight. The Centaur brought Kano back to Shao Kahn's fortress and revived him with magic.

Reversals of fate are not uncommon for Kano. Practice Kano's Reversal move when Sonya attacks.

Reversal (Z)

Konquest #2-----

Like the Special Forces agent, Jackson Briggs, Kano is skilled in martial arts fighting techniques that specialize in throwing an opponent to the ground. The style Kano uses most is Aikido.

Aikido is a Japanese martial art developed in the first half of the 20th century by the founder of the Black Dragon clan, Morihei Uyeshiba. Through Aikido, Uyeshiba developed extraordinary self-defense skills. He could take down and pin opponents of much greater size.

Practice Kano's basic Aikido throws on his largest enemy, Jax.

Heaven and Earth Throw (B)
Breath Power Throw (Y)
Normal Throw (Back + Z)

Jax is quite angry now. He says he won't allow you to throw him again.

Prove the yank wrong. Attack him with the Aikido attacks you have just learned.

Heaven and Earth Throw (B)
Breath-Power Throw (Y)
Normal Throw (Forward + Z)

You've got him knackered! Now practice Kano's Aikido high attacks!

Side Kick (A)
Frontal Kick (X)
Crescent Kick (Back + A)

Now hit him low with Kano's Aikido low attacks. You gotta get close for these ones. Go on! Kick him in the cobbles!

Low Frontal Punch (Down + B)
Low Toe Kick (Down + Y)
Low Side Kick (Down + A)
Low Step Kick (Down + X)
Knee Kick (Back + X)

While in his Aikido fighting style, Kano can perform a Neijin to power up his attacks.

Execute a Neijin and belt Jax with a powered up attack of your choice. Let 'im 'ave it!

Power-Up and Attack (Z)

Konquest #3-----

Although Motaro had rescued Kano, it was merely to imprison him so he could later face the wrath of Shao Kahn for his failure to defeat Sonya. But the Shokan warrior, Sheeva slew Motaro outside of Kano's cell. She was on her way to assassinate Shao Kahn as well when Kano offered his assistance if Sheeva let him out of his cage.

Kano and Sheeva proceeded to the throne room of Shao Kahn. When they arrived at the door, Kano suggested that he go in first to distract the Emperor. Kano would give the signal for Sheeva to enter and slay the preoccupied Shao Kahn. But Kano betrayed Sheeva and informed Shao Kahn of her assassination plot. When Kano called her in, Shao Kahn thrust a sword through her chest from behind.

Like the Red Dragon clan member, Mavado, Kano uses a double-weapon fighting style. Kano's Butterfly Knives have a 200-year history as part of the Shaolin system. Kano hates the Shaolin and uses the knives in his own way.

Mavado is a right jam roll! Attack him with Kano's Butterfly Knife high attacks.

Jut Do (B)
Twisting Sword (Y)
Biu Do (A)
Pek Do (X)
Downward Circling Sword (Back + B)
Upward Circling Sword (Back + Y)
Push Strike (Forward + A)
Rising Strike (Down + Y)
Rising Chop (Down + X)

Mavado's main goal is to wipe out all traces of the Black Dragon. Defend yourself against this Red Dragon bugger with the Butterfly Knife attacks you've just learned.

Jut Do (B)
Twisting Sword (Y)
Biu Do (A)
Pek Do (X)
Downward Circling Sword (Back + B)
Upward Circling Sword (Back + Y)
Push Strike (Forward + A)

Rising Strike (Down + Y)
Rising Chop (Down + X)

It seems Mavado will have a hard time eliminating the Black Dragon. Now practice Kano's Butterfly low attacks in him while he's still tired from your last thrashing.

Piercing Low Strike (Down + B)
Cutting Sword (Down + A)

Well done, but it seems like Mavado has gotten his second wind! Try those low attacks on him again!

Piercing Low Strike (Down + B)
Cutting Sword (Down + A)

Konquest #4-----

Impressed with Kano's loyalty even in the face of severe punishment or death, the Emperor Shao Kahn put him in charge of his armies in place of the slain Motaro. He ordered Kano to return to Outworld to bring reinforcements for the final attack on Earthrealm.

Another member of the Red Dragon is Hsu Hao. He's a right sherman as well. Knock him in the niagras with some easy Xing Yi combos.

Surefire (X, Y)
Casualty (X, A)
Honor and Disgrace (Y, Back + B)
Deadzone (B, B, Up + X)
Backlash (B, B, Back + X)

Hsu Hao didn't like that much. That suits you just fine. Use the same combos to really thrash him.

Surefire (X, Y)
Casualty (X, A)
Honor and Disgrace (Y, Back + B)
Deadzone (B, B, Up + X)
Backlash (B, B, Back + X)

Some Xing Yi combos require more skill. Practice these more advanced Xing Yi combos.

Five Element Fists (B, B, X, Y)
Seek and Destroy (B, B, X, A)
Three Powers (B, B, Y, Back + B)

That'll teach him... ooohhh... he hasn't had enough yet. Smack that toe-rag in the jacobs again if he don't know when to quit!

Five Element Fists (B, B, X, Y)
Seek and Destroy (B, B, X, A)
Three Powers (B, B, Y, Back + B)

Beauty! Noe for one of Kano's Style Branch combos called Maximum Damage. This combo begins with Kano's Xing Yi style and then goes into his Aikido style.

Maximum Damage (B, B, Y, L)

Let's show off for the ladies and finish Hsu Hao once and for all with the Maximum Damage combo once more.

Maximum Damage (B, B, Y, L)

Konquest #5

By the time Kano had garnered his troops for the final invasion, Shao Kahn had been overpowered and retreated to Outworld. Kano has remained in that realm serving his emperor since then.

Reptile also serves Shao Kahn in Outworld. He's been kissing up to the emperor for years. Make sure he doesn't take your position as general of Shao Kahn's armies.

Wallop him in the goskies... (does Reptile even HAVE goskies?)... with these Aikido combos!

2-Hit Doom (X, Back + A)
Underdog (X, X, A)
Total Karnage (X, X, Back + A)

Reptile was unsure why you had attacked him. But now that you have made your intentions clear, he will use his gator-like strength to destroy you.

Use the same combos you just learned to vogel him good.

2-Hit Doom (X, Back + A)
Underdog (X, X, A)
Total Karnage (X, X, Back + A)

Crikey! That croc won't be hunting in Outworld for a while! Now for one of Kano's Style Branch combos called Rise and Shine.

This combo begins with Kano's Aikido style and then goes into his Butterfly Knives.

Start in Aikido (X, A, L, Back + Y)
(X, X, A, L, Back + Y)

That was beauuuuutiful! But now, Reptile's primal fury is at a boiling point. You'll have to be quick this time.

Finish him with the Killing Time combo. Bonk his jibblies but good!

Start in Aikido (X, A, L, Back + Y)

Konquest #6-----

Princess Kitana had succeeded in separating her realm of Edenia from Outworld. To ensure Shao Kahn would never again have a chance to claim her world as his own, she led her army in a pre-emptive strike against the weakened Emperor. Kano's armies were overwhelmed, and it seemed to him that he may have joined the losing side.

Attack Kitana with Kano's Butterfly Knife combos.

Cutthroat (B, Forward + A)
Lost Dragon (X, Forward + A)
Ear to Ear (Back + B, Back + Y)

Kano's army repelled Kitana's first assault. Kano had proven to be an excellent general. Unknown to Kano, however, Kitana had allied with the Shokan armies, led by Prince Goro. Their combined forces attacked with intensified ferocity.

Defend yourself against Kitana with your Butterfly Knife combos!

Cutthroat (B, Forward + A)
Lost Dragon (X, Forward + A)
Ear to Ear (Back + B, Back + Y)

Konquest #7-----

Kano had once again repelled Princess Kitana's forces, but he did not know for how long he could hold them off. He went to personally inform Shao Kahn of the victory, but discovered the Emperor to be engaged in a spectacular battle with the two sorcerers Quan Chi and Shang Tsung. He stood behind a pillar and waited for the outcome of the battle.

Practice Kano's Cannon Ball attack while you wait to see who wins the battle between the Deadly Alliance and Emperor Shao Kahn.

Cannon Ball (Back, Forward, B) (x3)

Well done! Now for a more tricky move. Can you hit Quan Chi with Kano's Cannon Ball 3 times if he fights back?

Cannon Ball (Back, Forward, B)

Excellent! Now for target practice. Kano uses his Eye Laser to push aggressive attackers away. Push Quan Chi with the Eye Laser 3 times.

Eye Laser (Forward, Forward, Y)

That stung! Quan Chi didn't like that, but do it to him again 3 more times!

Konquest #8-----

At first it had seemed that Shao Kahn would emerge victorious, but the combined strength of Quan Chi and Shang Tsung proved to be too much for the weakened Emperor. The sorcerers had won, Kano then emerged from the shadows and pledged his allegiance to the Deadly Alliance.

Show Shang Tsung your special moves combos. Keep him in the air with 2 pop-up kicks, and finish with a Cannon Ball attack.

Up + X ... Up + X ... Back, Forward, B

Well done! Now try that same combo, but this time finish with a Eye Laser attack.

Chopping Strike (Y)
Pushing Hands (Forward + B)
Quick Uppercut (Back + Y)
Rising Uppercut (Down + Y)
Straight Kick (A)
Spinning Roundhouse (X)

Well done. Your next lesson will be to learn a Tai Chi attack called Rising Spade Hand (Back + B). This move allows Kenshi to pop an opponent into the air long enough to execute another attack.

Execute the Rising Spade Hand on Cyrax.

Rising Spade Hand (Back + B)

Try attacking Cyrax with the Rising Spade Hand and, while he is still in the air, attack him 2 more times with the Rising Spade Hand.

Back + B ... Back + B ... Back + B

Excellent. You are learning quickly. Let us move on to Tai Chi low attacks. These attacks are quite effective, however they do not have much reach. Kenshi uses Tai Cho low attacks in close proximity to his opponent.

Dual Fist Strike (Down + B)
Low Lean Kick (Down + A)
Low Spin Kick (Down + X)
Standing Sweep (Back + X)

While in the Tai Chi fighting style, Kenshi can Taunt (Z) his opponent. This move is not only intimidating, but it also rejuvenates some of Kenshi's health.

Execute 2 successful Taunts to regain full health.

Taunt (Z) (x2)

Konquest #2-----

Well done! Kenshi is descended from a line of long-forgotten warrior kings who resided in a region somewhere between Europe and China. Their people were comprised of a mixture of both cultures.

Your next lesson will encompass the basics of Kenshi's San Shou fighting style.

Hook Punch (B)
Face Strike (Y)
Side Kick (A)
Propelling Hook Kick (Back + A)
Snapping Roundhouse (X)
Spinning Roundhouse (Back + X)
Rising Elbow (Down + Y)

San Shou has 2 quick pop-up attacks: the Rising Toe Kick (Forward + A) and the Long Range Fist (Back + B). These moves allow Kenshi to pop his opponent into the air long enough to execute another attack.

Practice the Rising Toe Kick and the Long Range Fist on your sparring partner, Cyrax.

Rising Toe Kick (Forward + A)
Long Range Fist (Back + B)

Most impressive. Now for a challenge. Try attacking Cyrax with the Rising Toe Kick pop-up and, while he is still in the air, attack him 1 more time with the Rising Toe Kick pop-up.

Forward + A ... Forward + A

Likewise, try attacking Cyrax with the Long Range Fist pop-up and, while he is still in the air, attack him two more times with the Long Range Fist pop-up.

Back + B ... Back + B ... Back + B

Not bad... for a blind man. Let us move on to San Shou low attacks. Like Tai Chi, these attacks are also lacking reach. Begin.

Low Jab (Down + B)
Knee Knocker (Forward + Y)
Low Sweep (Down + A)
Shin Kick (Down + X)

While in the San Shou fighting style, Kenshi can power himself up by performing a Neijin (Z). A Neijin gives added power to his attacks for a short period of time.

Perform a Neijin without getting hit by Cyrax. Then execute a powered-up attack on him.

Konquest #3-----

You have mastered Kenshi's unarmed fighting styles, but now you must learn why he is referred to as the 'Sword Saint'. For many years, Kenshi roamed the East, challenging the master swordsmen of that region to sword duels. He desired to become the greatest swordsman in the world and slew many great warriors to prove his superiority. You will challenge Master Bo' Rai Cho of Outworld with Kenshi's Katana fighting style so that you may learn to be the best.

The Katana is the traditional Japanese long sword used by the Samurai. Modern martial art forms still in existence today are broadly referred to as Kenjutsu, Kendo, and Iaido. Kenshi's technique has both reach and above average speed.

Attack Master Bo' Rai Cho with Kenshi's Katana high attacks.

Crescent Blade Strike (X)
Reverse Stab (Y)
Charging Slash (Forward + A)
Upward Slash (Down + B)
Sweeping Blade (Down + X)
Edge Slash (Down + Y)
Piercing Blade (Down + A)

Well done, and many thanks for not slaying Master Bo' Rai Cho. You will now learn a very useful Katana attack called the Rising Slash (A). This move allows Kenshi to pop his opponent into the air long enough to execute another attack.

Practice the Rising Slash on Master Bo' Rai Cho

Rising Slash (A)

You indeed possess the code of the Bushido. Now you must expand on your pop-up training. Once again, attack Master Bo' Rai Cho with the Rising Slash pop-up and, while he is still in the air, attack him two more times with the Rising Slash pop-up.

A ... A ... A

While using his Katana, Kenshi can perform a Sidestep Swipe (Z). He uses this quick move first to dodge an attack, and then to counter with an attack of his own.

Evade Master Bo' Rai Cho with 5 successful Sidestep Swings.

Konquest #4-----

After defeating a master swordsman in Japan, Kenshi was confronted by an old Chinese man named Song who explained that, for a price, he could lead Kenshi to an ancient sword of historical importance. Although he was annoyed by the old man's persistence, Kenshi finally agreed to meet him at a remote location in China where the sword was located. He convinced himself that he should have a sword that reflected his greatness.

Next you will learn Kenshi's Tai Chi attack combinations. Utilizing combos will greatly increase the damage done to your opponent. Begin.

Empty and Full (B, B)

Play by Ear (Y, Y, Y, A)

Dark Fists (Y, Y, Y, B, B)

Excellent. This next quick knockdown combo is called Blind Justice.

Blind Justice (Back + Y, A)

Most impressive. Let us see how you fare with a more complicated attack combo. This pop-up combo is called Fading Light.

Fading Light (Y, Y, Y, Back + B)

Master Bo' Rai Cho is most impressed with your progress. Perhaps you will allow him to further your training once the Deadly Alliance is no more. But for now, you must execute a juggle combo.

Perform the Fading Light combo and then Juggle Master Bo' Rai Cho with any 2 attacks while he is still in the air.

Y, Y, Y, Back + B, Back + B, Back + B

Konquest #5-----

When Kenshi traveled to China to meet with Song, the old Chinese man guided him through an underground labyrinth, which led to a burial chamber. Song instructed Kenshi to lift the heavy stone lid from an altar-like structure. Song explained that Kenshi would find the sword hidden inside.

Master Bo' Rai Cho has suggested that you pick up the price and learn 2 combo sets in the same session.

First, you will practice his San Shou combos.

Don't Blink (X, X)
Natural Way (Y, B, A)
All Ears (Y, B, Back + A)

Excellent. Of course, Kenshi has mastered some Katana combos as well.

Moon Strike (X, X)
Day Break (B, Y)

Most impressive. Now execute a few pop-up combos while still in the Katana fighting style.

Rising Dragon (B, A)
Edge of Pain (X, B, B, A)

Splendid! Now prove that you are indeed the swordsman you claim to be. Perform these pop-up combos followed by any Katana strike you choose to juggle Master Bo' Rai Cho before he hits the ground.

Konquest #6-----

Upon opening the altar, the last thing Kenshi saw was a bright green blast. He stumbled back, blinded. The old Chinese man, Song, was in fact the sorcerer Shang Tsung who devoured the souls of the warrior kings that Kenshi had released. Shang Tsung left Kenshi to die in the labyrinth, but the sword he found inside the altar led him out by some other-worldly power.

Raiden is no stranger to Shang Tsung's treachery. He will assist you as you practice the Telekinetic Push that Kenshi's ancestral sword has made possible. This attack is fast, but it does little damage.

Telekinetic Push (Forward, Forward, Y)

Excellent. Now dodge Raiden's lightning projectile and then push him with your telekinetic powers. Repeat this attack 3 times.

Telekinetic Push 3 times while avoiding Raiden's lightning

Most exceptional. Now focus your telekinetic powers to push Raiden 3 times. But be warned, Raiden will not make it easy this time.

Konquest #7-----

More than a decade after betraying his warrior king ancestors, Kenshi had been spying on the activities of Shang Tsung in Outworld when he learned of the sorcerer's alliance with Quan Chi and their assassination of Emperor Shao Kahn. He relayed the information to Jax in Earthrealm, but upon returning to Outworld, he found that his portal beacon no longer received a signal. He was trapped in Outworld.

Kenshi's Telekinetic Toss hits twice and has good range, but it is slow to start and will leave you vulnerable. You will also take more damage than normal if you are struck while performing it.

Telekinetic Toss (Down, Back, X) (x3)

Excellent. Now dodge Raiden's lightning projectile and then toss him with your Telekinetic powers. Repeat this attack 3 times.

Perform the same move, but Raiden will constantly throw lightning at you.

Once again, you must focus your telekinetic powers to toss Raiden 3 times. And again, he will not make things easy.

Perform the same Telekinetic Toss move 3 times again.

Konquest #8-----

Kenshi sympathized with the plight of the enigmatic komatant, Ermac. The Outworld warrior spirits that had manifested themselves in the form of a ninja had been violated by Shao Kahn in much the same way that Kenshi's ancestors had been enslaved by Shang Tsung. Kenshi was taught the Telekinetic Slam by Ermac in return for freeing him from the control of the Emperor.

Kenshi's Telekinetic Slam lifts an opponent in the air and slams him to the ground. Execute the Telekinetic Slam 3 times before time runs out.

Telekinetic Slam (Back, Down, Back, B) (x3)

Excellent. Your powers are increasing. Now combine the slam with another attack. Execute the Telekinetic Slam on Raiden and then juggle him with a Tai Chi attack while he is in the air. Repeat this combo 3 times.

Back, Down, Back, B ... A

Now Raiden will test you. You must successfully execute the Telekinetic Slam 3 times to complete this lesson.

Konquest #9-----

You have finally caught up with the sorcerer Shang Tsung in Outworld! Now is the time to avenge the souls of your warrior king ancestors! Expand upon your combo training by learning Kenshi's Style Branch combination attacks and rain suffering upon the evil sorcerer who deceived you so many years ago!

First you must execute a Style Branch combo that begins with Kenshi's Tai Chi style and then goes into his San Shou style.

a few centuries later by an unnamed martial arts master.

Years ago, Kitana had used her skills of negotiation to bring about a truce between Prince Gor and Kung Lao.

Practice Kitana's Eagle Claw basic high attacks with Kung Lao.

Mid Eagle Claw (B)
Low Eagle Claw (Down + B)
High Eagle Claw (Back + B)
Side Finger Jab (Y)
Double Eagle Claw (Forward + Y)
Side Heel Kick (A)
Solar Plexus Kick (X)
Crouching Upward Strike (Down + X)
Front Toe Kick (Back + X)

Kitana's Eagle Claw Lifting Kick pop-up allows her to Pop her opponent into the air long enough to execute another attack.

Practice Kitana's Eagle Claw Lifting Kick pop-up.

Lifting Kick (Up + X)

Well done! Now execute Kitana's Lifting Kick pop-up attack and, while Kung Lao is still in the air, execute 2 more Lifting Kick pop-up attacks to juggle them.

Up + X ... Up + X ... Up + X

Excellent! Kitana uses her Eagle Claw low attacks to keep her opponent on edge. By alternating between her high and low attacks, her opponent never knows where her attack will come from next.

Practice Kitana's Eagle Claw low attacks with Kung Lao as your sparring partner.

Low Claw Swipe (Down + Y)
Chyun Teui (Back + A)
Claw Scratch (Down + A)

Kitana's Sidestep Claw 3D attack serves to confuse her opponent as well as inflict damage. It is also a very useful Dodge or Escape move.

Practice Kitana's Eagle Claw Sidestep 3d attack with Kung Lao.

Sidestep Claw (Up + Y)

While in that Eagle Claw fighting style, Kitana can Shove a blocking opponent. This move is useful to push away a blocking opponent.

Shove Kung Lao away from you 5 times.

Shove (Z)

Konquest #2-----

Princess Kitana was at war with the Emperor of Outworld, Shao Kahn. She had joined forces with Prince Goro of the Shokan and was effectively confronting

Kano's troops.

Although victory seemed attainable, Kitana did not know how long her troops could sustain the attack.

Ba Gua Zhang, translated to Eight Trigram Palm, is a relatively new Chinese martial art, having been developed in the late 1800's. Ba Gua Zhang was developed by Dong Hai-Chuan, a Taoist of the Lung Men (Dragon Gate) Sect. The circular movements of the art are attributed to the circular chanting meditation done by the Lung Men Sect. Starting in the early 1900's, Ba Gua Zhang has been associated with Hsing-1.

Execute Kitana's Ba Gua high attacks on Shao Kahn's general, Kano.

Ox Tongue Palm Strike (B)
Hooking Strike (Y)
Spinning Force Palm (A)
Stepping Side Kick (X)
Snake's Tail (Back + B)
Spear Hand Thrust (Back + Y)
Low Upward Palm (Down + X)

While in the Ba Gua fighting style, Kitana can do 2 pop-up attacks called Hammer Palm Strike and Horse Kick.

First you must learn Kitana's Hammer Palm Strike pop-up.

Hammer Palm Strike (Forward + A)

Good! Now execute Kitana's Hammer Palm Strike pop-up attack and then, while Kano is still in the air, execute the Hammer Palm Strike 2 more times to juggle him.

Juggle (Forward + A ... Forward + A ... Forward + A)

Next, you will try that same attack with the Horse Kick pop-up. Pop Kano into the air with Kitana's Horse Kick pop-up and then, while Kano is still in the air, execute the Horse Kick 2 more times to juggle him.

Juggle (Up + X ... Up + X ... Up + X)

Well done! Now for Kitana's basic Ba Gua low attacks. Kitana utilizes these attacks to confuse her opponent.

Dragon Palm Strike (Down + B)
Low Snapping Palm (Down + Y)
Low Lifting Palm (Down + A)
Swinging Sweep (Back + X)

To quickly distance herself from her opponent, Kitana can escape with a Ba Gua Backflip.

Execute 3 successful Ba Gua backflips to escape from Kano.

Escape (Z)

The base camp of Kitana's military forces was hidden in a valley on the eastern side of the Outworld plains. Further to the East were the Vampire people. Occasionally, lookouts would spot a female vampire watching the camp from a rocky outcropping. All attempts to capture the vampire proved to be futile.

Kitana is renowned throughout Edenia for her proficiency in the Steel Fans fighting style.

Attack the vampire, Nitara, with Kitana's Steel Fans high attacks.

Hooking Fan (B)
Fan Swipe (Y)
Fan Smash (Forward + Y)
Piercing Kick (A)
Neck Thrust (X)
Chest Strike (Forward + B)

Kitana can perform a pop-up attack on her opponents with her Steel Fans called the Sky Strike.

Attack Nitara with the Steel Fans Sky Strike pop-up attack.

Sky Strike (Back + Y)

Execute the Steel Fans Sky Strike pop-up attack and then, while Nitara is still in the air, execute 2 more Steel Fans Sky Strike pop-up attacks.

Juggle (Back + Y ... Back + Y ... Back + Y)

Attack Nitara with Kitana's Steel Fans low attacks.

Low Swipe (Down + B)
Low Stab (Down + Y)
Downward Strike (Down + A)
Low Poke (Back + X)
Upward Strike (Down + X)

Adding versatility to Kitana's Steel Fans fighting style, the Sidestep Swing acts as both an evasive move and an offensive move.

Practice Kitana's Sidestep Swing attack on Nitara. But be warned, Nitara will fight back.

Sidestep Swing (Z)

Kitana can Impale her Steel Fans into her opponent to slowly drain life force. Once the Steel Fans are impaled, however, she cannot retrieve them and can no longer fight in the Steel Fan style.

Impale Kitana's Steel Fans into Nitara.

Impale (Back + Z)

Konquest #4-----

The combined forces of Kitana and Gor made one last push against Kano's troops but were unsuccessful in breaching his line of defense. Though Kano's army

was fewer in number than the united armies of Edenia and the Shokan, it seemed as though they were being strengthened by some unseen force. Tragically, near the end of that skirmish, Prince Goro was fatally injured. His men brought him back to the encampment where Kitana stayed by his side until he passed.

By combining multiple strikes into one long attack, Kitana can more effectively combat her opponents. Attack Kano with Kitana's Eagle Claw combos before time runs out.

Shooting Star (X, A)
Walking Fists (Y, B)
Pucker Up (X, Up + X)

Well done! But Kano is not defeated yet. Execute these more advanced combos to defeat him.

Faceplant (B, X, Back + B)
III Eagle (B, X, X, Forward + Y)
Broken Talon (B, X, A)

Konquest #5-----

Much to Kitana's disbelief, Kano's forces retreated. Word started to spread that the Emperor, Shao Kahn, had been slain by unknown assassins. It seemed as though Kitana had won.

Attack Kano with Kitana's Ba Gua combo 2 times before time runs out.

Art of Overkill (B, A, Forward + A)

Kano is far from surrendering. You must utilize Kitana's more advanced Steel Fan combos to defeat him.

Princess Blast (A, A)
Kirin Smash (A, Forward + B)
Bootlicker (Y, Y, Y)
Forgotten (B, B, Back + Y)
Royal Pain (Y, Y, Forward + B)
Forever (Y, Y, Y, Forward + Y)
Edenia Rush (Y, Y, Y, Back + X)

Konquest #6-----

While returning to the portal back to Edenia, Kitana happened upon Kung Lao, who was traveling alone. It was through Kung Lao that she learned of the Deadly Alliance and the death of Liu Kang at the hands of Shang Tsung. It seemed that her return home would have to wait.

Practice Kitana's Pretty Kick with Kung Lao to prepare for the battle to come.

Pretty Kick (Up, A)

Kung Lao will put you to the test this time and fight back.

Pretty Kick (Up, A)

Konquest #7-----

As Kitana's army was breaking camp, there was a loud ruckus of kombat from the northern flank. A reptilian creature was angrily attacking her men. Though her soldiers were able fighters, they were no match for the savage creature, and were easily taken down. Kitana had to move quickly to prevent further harm and destruction.

Kitana immobilized the beast with her Fan Lift move. Attack the reptilian creature with Kitana's Fan Lift 3 times.

Fan Lift (Back, Forward, B)

The reptilian creature has now focused its attention on you. Levitate it with Kitana's Fan Lift 3 more times.

Fan Lift (Back, Forward, B)

Konquest #8-----

The reptilian creature had fled to the East, and Kitana's camp was secure once more. She gave her military commanders orders to remain at the camp until she returned from an excursion with Kung Lao. They were both in need of special martial arts training from the Outworld master, Bo' Rai Cho.

Once they had found Bo' Rai Cho, he trained them in the fighting techniques they wished to learn. Kitana's training encompassed Style Branch attack combos. When she learned to combine her fighting styles into one long attack combination, her combative effectiveness increased.

Practice the Style Branch combo called Lost Love that started in Kitana's Eagle Claw fighting style and ends in her Ba Gua fighting style.

Start in Eagle Claw (X, X, L, A, Forward + A, L)

Now Master Bo' Rai Cho will test what you have learned. Execute the Lost Love Style Branch combo again.

Start in Eagle Claw (X, X, L, A, Forward + A, L)

Konquest #9-----

Kitana and Kung Lao finally confronted the Deadly Alliance in Shang's Palace. While Kung Lao faced off with Shang Tsung, Kitana engaged Quan Chi in Mortal Kombat. The battle was intense.

Kitana had never confronted an opponent quite like Quan Chi before and had to call upon all her martial arts training to defeat him.

Win 2 out of 3 matches in a duel to the death.

Konquest #10-----

Most impressive! You have learned much through your journey. You have mastered many fighting styles and beaten many opponents. But there is one opponent you still need to confront...

It is one thing to defeat a foe that does not share your thought. It is a completely different situation when confronting a foe that can anticipate your every move. Your final test will be to face a mirror image of Kitana. If you can win 3 out of 5 matches, you will have completed your training. Good Luck.

=====
===== Kung Lao =====
=====

Konquest #1-----

Kung Lao is the descendent of the first mortal to ever defeat Shang Tsung in Mortal Kombat. With the help of his fellow Shaolin monk, Liu Kang, he has protected Earthrealm from the forces of evil. But when Kung Lao discovered the dead body of Liu Kang, he had but one objective: to avenge his death and bring the murderer to justice!

It was the Thunder God, Raiden, who informed Kung Lao that the sorcerer Shang Tsung had slain Liu Kang and consumed his soul.

Mantis was developed in 1600 by Wang Lang in the Ming Dynasty in Northern China. Wang Lang based this martial art on observations he made of a preying mantis fighting a cicada.

The Mantis fighting style is known for its quick and accurate attacks.

Strike Kano with Kung Lao's basic Mantis attacks.

Drilling Punch (B)
Double Mantis Strike (Back + Y)
Power Forcing Fist (Y)
Leg Sprouting Kick (A)
Chest Piercing Kick (X)

You are an excellent student. Now for your next lesson. Mantis Single Leg Soaring Kick is a pop-up hit that allows the attacker to repeatedly strike his opponent before he hits the ground.

Attack Kano with the Mantis Single Leg Soaring Kick.

Single Leg Soaring Kick (Up + X)

Try attacking Kano with the Single Leg Soaring Leg and juggle him twice with the Single Leg Soaring Kick before he hits the ground.

Up + X ... Up + X ... Up + X

Excellent. I have chosen my student well. Now you must learn the Mantis low attacks and sweeps. Use them to keep your opponent on the defensive.

Try attacking your opponent with Mantis low attacks and sweeps.

Seven Star Hit (Down + X)

Toppling Hit (Back + A)
Ward Off Punch (Down + A)
Low Thrusting Palm (Down + B)
Leg Squatting Kick (Back + X)

Very well done. Let us now study taunts. While in the Mantis fighting style, Kung Lao can taunt his opponent. This move will not only intimidate Kung Lao's opponents, it will rejuvenate his health as well.

Use Kung Lao's taunt to rejuvenate yourself back to full health.

Taunt (Z)

Konquest #2-----

You bring honor to the Shaolin Temple. You have successfully proven your skill with Kung Lao's Mantis style. Your next lessons will be to learn another of Kung Lao's martial arts fighting styles.

Kung Lao is a master of the fighting style Shaolin Fist.

Around the year 539 AD, a holy man named Ta Mo developed an exercise program for his fellow monks. The program included several Indian fighting techniques. Over time, this exercise program grew into a Kung Fu fighting style.

Like any great structure, fighting skill is built brick by brick. You must first learn these basic Shaolin attacks before continuing further.

Roundhouse Strike (A)
Attack the Heart (Back + B)
Curved Hook Punch (Y)
Backfist Strike (Back + Y)
Front Kick (X)

A very powerful attack in Shaolin Fist is the Fore Knuckle Fist. Hit Kenshi 3 times.

Fore Knuckle Fist (Forward + Y)

Well done young master. It is now time to apply Shaolin Fist's low attacks. Use these techniques to keep your opponent on the alert.

Attack Kenshi with Kung Lao's Shaolin low attacks.

Palm Heel Strike (Down + Y)
Sweeping Blade Kick (Back + X)
Low Axe Palm (Down + B)
Low Double Backfist (Down + A)

You are indeed worthy of a warrior's virtue. While in the Shaolin Fist fighting style, Kung Lao can perform a Neijin to power up his attacks for a short period of time.

Execute a Neijin, and strike Kenshi before time runs out.

Power-Up and Attack (Z)

Konquest #3-----

Excellent! Your training in the art of Shaolin Fist is complete! Let us move on to Kung Lao's weapon style, the Broadsword.

Kung Lao has trained in the broadsword technique since his early teen years. You will begin your training today.

The Broadsword is known as the arm of foot soldiers and Manchurian officials. It is categorized as a short weapon and is designed for slashing rather than thrusting.

First, you must learn these basic broadsword attacks...

Cross Cutting Slash (B)
Twisting Body Strike (Forward + B)
Crushing Side Slash (Y)
Rising Slash (Back + A)
Half Moon Slash (X)

Well done. Now execute these low attacks...

Piercing Low Lunge (Down + B)
Low Stab (Down + A)
Spinning Low Slash (Down + X)

Rising Slash is a pop-up hit that Kung Lao uses to strike his opponent repeatedly before he hits the ground...

Hit Quan Chi with 3 Rising Slash Broadsword attacks.

Rising Slash (Back + A) (x3)

Kung Lao has mastered the ability to Impale his Broadsword into an opponent to slowly drain his life force. Once lodged into an opponent, Kung Lao's blade cannot be removed.

Impale Quan Chi with Kung Lao's Broadsword...

Impale (Z)

Konquest #4-----

You have successfully proven your mastery of Kung Lao's fighting styles. In your next lessons you will learn Kung Lao's Special attacks.

Kung Lao realized that he could not defeat Shang Tsung without additional training. The Outworld master, Bo' Rai Cho, had taught Liu Kang the flying kick he needed to defeat the sorcerer in the past. Kung Lao eventually located Bo' Rai Cho, who agreed to train him for the battle to come.

The move Bo' Rai Cho taught Kung Lao that would allow him to defeat Shang Tsung was the Whirlwind Kick.

Attack Bo' Rai Cho 3 times before time runs out.

Whirlwind Kick (Down, Back, X)

Hopefully you did not hurt the old master. Now you must use all your skill to attack Bo' Rai Cho 3 times with the Whirlwind Kick before time runs out.

Whirlwind Kick (Down, Back, X)

Konquest #5-----

You must now learn Kung Lao's trademark attack... his Hat Throw.

The rim on Kung Lao's hat is made of razor sharp steel. Kung Lao can throw the hat at an opponent to inflict damage from a distance.

Practice Kung Lao's Hat Throw 3 times before time runs out.

Hat Throw (Back, Forward, B)

You learn quickly! Now hit Quan Chi with Kung Lao's Hat Throw 3 times before time runs out.

Hat Throw (Back, Forward, B)

Konquest #6-----

Very well done. Now you must learn combinations. Utilizing combos will greatly increase the damage done to your opponent.

Practice these Mantis combos before your time runs out.

Lotus Petals (A, A)

18 Elders (B, B, B)

Well done! Let us see how you fare with some more complicated combos...

Cave Mantis (B, B, A, A)

Natural Death (B, B, Y, X)

Five Blessings (B, B, Y, Back + Y)

Konquest #7-----

Excellent! Now you must expand upon your training by mastering attack combinations in the Shaolin Fist fighting style.

These next Shaolin Fist combo lessons will work similarly to the Mantis combos lessons.

Practice these Shaolin Fist combos before your time runs out.

Double Kicks (X, A)

Shout Of Spirit (B, X, A)

Shaolin Faith (X, Forward + Y)

Well done! Let us see how you fare with some more complicated combos...

Rushing Buddha (Y, X, A)
Hurricane (B, X, X, Forward + Y)
Shaolin Beat Down (B, Y, X, A)
Enlightenment (B, X, X, A)

Konquest #8-----

Most impressive! You have mastered both the Mantis and the Shaolin Fist combos!

Now it is time to learn the combo system for Kung Lao's weapon, the Broadsword.

Practice these Broadsword combos before your time runs out.

Tiger Leaps Suddenly (Y, Forward + B)
Sharpen The Mind (Y, B)
Clouds Overhead (Y, Y)

Excellent! Now you must learn some more advanced Broadsword combos.

Onslaught (X, Down + X)
Rise And Shine (X, Forward + B)
Dao Strikes (Y, X, Down + X)
Phoenix Tail (Y, X, Forward + B)

Konquest #9-----

Well done! You have proven to be a master of Kung Lao's basic combos. Now you must learn to chain multiple styles together to form a longer, more powerful attack combo.

Try this combo that starts in Mantis and continues into Shaolin Fist.

Start in Mantis (B, B, B, L)

Execute that combo once more, but this time add one more strike.

Start in Mantis (B, B, B, L, X)

Now you must add some quick hits to finish the combo you have just learned.

Start in Mantis (B, B, B, L, X, A)

Now try this combo that chains all 3 of Kung Lao's styles.

Start in Mantis (B, B, B, L, X, X, L)

Impale Scorpion with Kung Lao's Broadsword...

Konquest #10-----

Most impressive! You have learned much through your journey. You have mastered many fighting styles and beaten many opponents. But there is one opponent you still need to confront.

It is one thing to defeat a foe who does not share your thoughts. It is a completely different situation when confronting a foe who can anticipate your every move. Your final test will be to face a mirror image of Kung Lao.

Win 3 out of 5 matches, and you will have completed your training. Good Luck.

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=====
=====                               Li Mei                               =====
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Konquest #1-----

Although quite young, Li Mei grew up in the presence of martial arts masters and can hold her own in a fight. When Kano's troops invaded her homeland under the banner of the Deadly Alliance, she fought bravely and bested many of Kano's men. She might have defeated Kano himself had Quan Chi not interfered.

Baji Quan is a 500 year old Chinese art meaning Eight Extremities Fist. Primarily a close-range style. Baji Quan uses all eight extremities such as the head, shoulders, elbows, hand, feet, back, hips, and knees. Baji Quan is actively being taught to the Taiwan Military Police.

The Baji Quan fighting style is characterized by its sudden release of explosive power, and both long and short-range techniques. Push Kano with these explosive attacks:

- Wing Arm (B)
- Upward Palm Strike (Forward + B)
- Thrusting Fingers (Y)
- Circling Hand Strike (Back + Y)
- Scraping Kick (A)
- Lifting Kick (X)
- Nailing Kick (Back + X)

Excellent. You are learning quickly. Let us move on to Baji Quan's low attacks. These attacks are quite effective, however they are only for close combat.

- Low Scooping Arm (Down + B)
- Scooping Arm (Down + Y)
- Low Kick (Down + A)
- Rising Elbow (Down + X)

While in the Baji Quan fighting style, Li Mei can Taunt her opponent. This move is not only intimidating, but it also rejuvenates some of Li Mei's health.

Konquest #2-----

Very well done. Now that you have mastered Li Mei's Baji Quan fighting style, you must advance to her second style, Lui He Ba Fa.

One of Li Mei's fighting styles is Lui He Ba Fa, or the Kung Fu system of six harmonies and eight methods.

Lui He Ba Fa was developed by Chen Tuan, a famous Taoist of the Later Choi or Sung Dynasty, who lived on Mount Hua in Shensi., China. The style was brought to Outworld by the martial arts master Bo' Rai Cho some 200 years ago.

The Lui He Ba Fa fighting style is famous for the utilization of one's entire body for spring-like power and movement like a swimming Dragon.

Kano's troops destroyed Li Mei's town and enslaved her people. She almost defeated him once. This is another chance to strike him down.

- Sideward Palm (B)
- Hammer Palm (Back + B)
- Heel Palm Strike (Up + B)
- Open Fist Strike (Y)
- Back Kick (A)
- Swinging Elbow (X)
- Lifting Knee (Back + X)

Magnificent! You are a quick learner. Now use the Lui He Ba Fa low attacks to keep Kano on the defensive.

- Halting Palm (Down + B)
- Low Jab Fist (Down + Y)
- Back Sweep (Down + A)
- Low Sideward Palm (Down + X)

While using the Lui He Ba Fa fighting style, Li Mei can shove a blocking opponent. A Shove is used to push a blocking opponent away from you.

Konquest #3-----

Excellent. You have defeated Kano with your expertise in the Lui He Ba Fa fighting style.

Now you will practice Li Mei's weapon style, the Sai.

Prior to 1870, the Sai was carried by special units of the Okinawan police. The Sai most likely migrated to Japan from China, Malaysia, or Idnia where it is also used.

The Sai weapon style is known for its lightning strikes, devastating jabs, and hook attacks. Attack Kano with some of these deadly techniques:

- Overhead Smash (Back + B)
- Forward Thrust (B)
- Gut Stab (Y)
- Rising Sai (Up + Y)
- Foot Spike (A)
- Side Swipe (X)

Excellent. Your mastery of Li Mei's Sai seems limitless. Now you must learn her Sai low attacks. Use them to keep Kano on the defensive:

- Low Swipe (Down + B)
- Low Thrust (Down + Y)

Knee Poke (Down + A)
Sweeping Sai (Back + X)
Hooking Stab (Down + X)

Li Mei has the ability to Impale her Sai into an opponent to drain his life force. This is a devastating tactic that can turn the duel to your advantage. Once lodged into an opponent, Li Mei's Sai cannot be removed.

Konquest #4-----

Indeed, you have proven that 'Sais' does matter. I believe it would now be appropriate to begin Li Mei's special move training.

This next trial pits you against Mavado, a member of the Red Dragon clan. He has never done anything to you, but you must fight him anyway.

You must learn to harness your Fa Jing, or Inner Power. Li Mei has learned to focus her Fa Jing into a lightning fast projectile she calls the Sparkler.

Sparkler (Down, Back, B)

Again, you amaze me with your talent. Let us see how well you do in combat. Hit Mavado with Li Mei's Sparkler move 3 times before he defeats you or time runs out (60 seconds):

Sparkler (Down, Back, B)

Konquest #5-----

Excellent! You have begun to harness your Fa Jing, and have mastered Li Mei's Sparkler move. In this next lesson, you will further your special move training and learn to fly.

Reptile will be your sparring partner.

Li Mei has learned to channel her Fa Jing into a powerful special move she calls the Flying Fists. Practice Li Mei's Flying Fist 3 times before time runs out:

Flying Fists (Forward, Forward, Y)

Again, you have proven to be a quick study. But let us see how you fare in combat. Attack Reptile with Li Mei's Flying Fists 3 times before he defeats you or time runs out.

Konquest #6-----

You have indeed soared to new heights! Remember the Flying Fists well, for it will prove most useful in combat.

Your next opponent will be the sorcerer Quan Chi, enslaver of your race. He and Shang Tsung have forced your people to build a palace fortress, under threat of death. They have used Kano's loyal army to maintain their control over its construction.

Li Mei's Kartwheel kick causes a deadly strike to the top of her opponent's head. Practice Li Mei's Kartwheel kick 3 times before time runs out:

Kartwheel (Down, Back, X)

Once again you impress me. Your skills are improving. But let us see how well you handle yourself against a moving opponent. Attack Quan Chi with Li Mei's Kartwheel kick 3 times before he defeats you or time runs out.

Konquest #7-----

Impressive! Your execution of the Kartwheel kick is unparalleled.

Quan Chi had seen Li Mei's fighting skills during the attack on her town, and recognized her formidable warrior spirit. He greatly desired to transplant her soul into one of the mummified soldiers, and offered to release her people if she could win the Deadly Alliance tournament. The tournament was to be held in the palace once its construction was completed. Li Mei accepted the challenge to free her people.

Li Mei's Klock Kick causes a massive uppercut to her opponent. Practice the Klock Kick 3 times before time runs out (40 seconds):

Klock Kick (Forward, Down, A)

Very impressive! The execution of your technique is improving. But let us see how well you handle yourself against Quan Chi in combat. Attack Quan Chi with the Klock Kick 3 times before you are defeated or time runs out (60 seconds):

Klock Kick (Forward, Down, A)

Now destroy Quan Chi with all of Li Mei's special attacks before he defeats you or time runs out (60 seconds):

Sparkler (Down, Back, B)
Flying Fists (Forward, Forward, Y)
Kartwheel (Down, Back, X)
Klock Kick (Forward, Down, A)

Konquest #8-----

Very well done. Now you must learn attack combinations. Utilizing combos will greatly increase the damage done to your opponent.

Perform these basic Lui he Ba Fa combos on the ninja spectre, Scorpion, before time runs out (99 seconds):

Lost Rose (Y, X)
Pink Dragon (A, A)

Very impressive! Your technique improves with each new lesson! Let us see how well you master these more complicated combos.

Extreme Fist (B, B, B)
Explosive Strength (B, B, Back + X)

Rejuvenation (B, B, Y, X)
Coiled Dragon (B, B, A, A)

Konquest #9-----

Well done! You have proven yourself a master of Li Mei's basic combos. Now you must learn how to chain a combo from one style to another. This type of attack is called a Style Branch combo.

Try this Style Branch combo that starts with Li Mei's Lui He Ba Fa style and goes into the Sai:

Start in Lui He Ba Fa (Y, Back + B, L)

Now execute this more complicated Style Branch combo that starts with Li Mei's Lui He Ba Fa style and goes into the Sai:

Start in Lui He Ba Fa (B, B, Y, Back + B, L)

Very good. Now execute this more complicated Style Branch combo that chains all 3 of Li Mei's fighting styles together. You must start in the Baji Quan fighting style.

Start in Baji Quan (X, X, L, Back + B, L)

Take out your frustration, and Impale Scorpion with Li Mei's Sai.

Impale (Z)

Konquest #10-----

Most impressive! You have learned much through your journey. You have mastered many fighting styles and beaten many opponents. Bt there is one opponent you still need to confront...

It is one thing to defeat a foe that does not share your thoughts. It is a completely different situation when confronting a foe that can anticipate your every move. Your final test will be to face a mirror image of Li Mei. If you can win 3 out of 5 matches, you will have completed your training.

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Mavado
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Konquest #1-----

The Red Dragon member, Mavado, is much more skilled and disciplined than Kano, his counterpart in the Black Dragon. His excessive training with the Red Dragon has led him to develop a long-forgotten fighting technique known only to that clan. This technique utilizes ropes with hooks on the ends to propel him in battle.

You will begin your training studying Mavado's Long Fist basic attacks. You will spar wityh the Red Dragon member, and Mavado's subordinate, Hsu Hao.

Execute Long Fist's high attacks.

Flat Punch (B)
Long Straight Fist (Y)
Heel Kick (A)
Ducking Fist (Down + A)
Cutkick (X)

Practice Mavado's Long Fist Crane Strike pop-up attack (Back + Y). This move allows Mavado to pop his opponent into the air long enough to execute another attack.

Execute Mavado's Crane Strike pop-up attack.

Crane Strike (Back + Y)

Well done. If you continue at this pace, you may in fact become a Red Dragon. Now try the Crane Strike pop-up again, and then juggle Hsu Hao with 1 more attack of your choice while he is still in the air.

Back + Y ... A

Very good. Now for another pop-up attack. This one is a 3D pop-up called the Spinning Crane (Back + X). Mavado can use this move to dodge his opponent and pop him up in the air from the side.

Attempt the Spinning Crane

Spinning Crane (Back + X)

Let us test your mettle. Attack Hsu Hao with the Spinning Crane to pop him into the air, and then juggle him with 2 more Spinning Crane.

Back + X ... Back + X ... Back + X

Impressive! Now you must move on to Mavado's Long Fist basic low attacks.

Ducking Claw (Down + B)
Low Strike (Down + Y)
Floor Kick (Down + X)
Knee Strike (Back + B)

While in the Long Fist stle, Mavado can Shove (Z) a blocking opponent and break the block.

Hsu Hao will block. You must break his block 5 times with the Shove technique.

Shove (Z) (x5)

Konquest #2-----

The Red Dragon clan has existed for centuries as a secretive criminal organization. In the last century, many of the more reckless members became dissatisfied with the restraints the code of the Red Dragon placed upon them and broke away to form their own gang, the Black Dragon. Since then, it has been the Red Dragon's number one priority to eliminate their former brothers.

It was thought that the Black Dragon had been completely destroyed until one member resurfaced... Kano.

Another fighting style Mavado has learned since joining the Red Dragon is Wing Chun.

Practice Mavado's Wing Chun high attacks on Kano.

Outside Whip Punch (B)
Hammerfist (Y)
Sidekick (A)
Front Heel Kick (X)

Excellent. Now practice Mavado's Wing Chun low attacks.

Low Punch (Down + B)
Low Whip Jab (Down + Y)
Shin Kick (Down + A)
Sweep Kick (Down + X)

While in the Wing Chun fighting style, Mavado can utilize a Red Dragon technique called the Dragon Tongue. This maneuver allows Mavado to Escape from an opponent by shooting red ropes with hooks on the end at the floor behind him. Mavado then quickly pulls himself backward and out of harm's way.

Execute Mavado's Dragon Tongue Escape move 3 times.

Escape (Z) (x3)

Konquest #3-----

Like the Black Dragon thug, Kano, Mavado uses a double-weapon fighting style. It is rumored that Mavado acquired his Hookswords from the former Black Dragon member, Kabal after a vicious battle. Even though Kabal had only been a member of the Black Dragon for a short time, Mavado had sworn to eliminate him.

Kano had heard of Kabal's apparent demise at the hands of Mavado. He would have killed the Red Dragon warrior had he not been trapped in Outworld all this time.

Show the fool Kano he is no match for Mavado's basic Hooksword high attacks.

Chest Strike (B)
Downward Hook Strike (Y)
Twin Overhead Strike (Back + Y)
Stepping Chest Strike (X)
Upward Cross Strike (Down + X)
Twin Overhead Slam (Back + A)
Dual Hook Strike (Forward + X)

Well done. Now show Kano your prowess with Mavado's basic Hooksword low attacks.

Low Reverse Blow (Down + B)
One Hook Sweep (Down + Y)

Scissors Swipe (Down + A)
Low High 2-Hit (A)

Kano is unimpressed. Prove to him the superiority of the Red Dragons' fighting techniques with Mavado's 3D Hooksword low attack called the Sidestep Swing.

Kano will not be so passive this time...

Sidestep Swing (Z)

Konquest #4-----

The Red Dragon is known by criminal organizations to place a priority on stealth rather than brute force. Mavado is no exception. In his quest to destroy the Black Dragon clan, Mavado ordered his subordinate, Hsu Hao, to pose as a member of the Chinese secret military and 'aid' the Special Forces in capturing or killing Black Dragon members. The Special Forces would therefore be doing the Red Dragons' work for them.

Combining strength with fighting skill has made the Red Dragon a powerful organization. The Red Dragon are not known to the Special Forces, but they soon will be.

Show Jax just how powerful Mavado's Long Fist Blast attack combo is.

Longfist Blast (B, B, Y)

Now show Jax Mavado's Long Fist Forklift pop-up combo.

Forklift (B, B, Back + Y)

Now we will see how skilled you really are. Execute Mavado's Long Fist Forklift pop-up combo and, while Jax is still in the air, juggle him with the entire Longfist Blast combo.

B, B, Back + Y ... B, B, Y

Konquest #5-----

Mavado was approached by the Outworld sorcerers, Quan Chi and Shang Tsung, who requested the aid of the Red Dragon. They needed to destroy the Special Forces' techno portals to hinder their ability to travel to Outworld. In return, they offered the Red Dragon sanctuary during the coming invasion. Mavado accepted their offer and instructed his subordinate, Hsu Hao, to complete the task.

Impress Quan Chi with your Red Dragon training. Perform these Wing Chun combos.

Mavado Surprise (X, A)
Lin Wan Kuen (B, B, B)
Determination (Y, X, A)
Storm Kicks (X, X, A)
Empty Shadow (B, B, Up + B)
Rolling Hands (B, Y, X, A)
Red Dragon (Y, X, X, A)

? (B, Y, X, X, A)

He is indeed impressed and wishes to see more. Perform Mavado's Hooksword combos.

Kabal's Torment (X, X, Y)
Hook N Bash (X, X, Back + Y)
? (X, X, Back + A)
Blazing Fury (Y, X, X, Y)
? (Y, X, X, Back + Y)
? (Y, X, X, Back + A)

Now execute Mavado's Wing Chun into Hooksword Style Branch combo. Remember, you must begin the attack from the Wing Chun fighting style.

Start in Wing Chun (B, Y, X, L)

Quan Chi is amazed with your disciplined fighting prowess. It reminds him much of his own fighting ability. Represent the Red Dragon with Mavado's Wing Chun to Hooksword Style Branco combo and finish with another Hooksword attack.

Start in Wing Chun (B, Y, X, L, X, Back + A)

Konquest #6-----

In addition to destroying the Special Forces' inter-realm technology, Shang Tsung had one more request. If Mavado could eliminate the Earthrealm spy that Kano had spotted in Outworld, Mavado could name his price. Shocked to find that Kano still lived, Mavado requested the chance to face Kano in Mortal Kombat as payment for slaying the Earthrealm spy. Mavado then traveled with Shang Tsung and Quan Chi to a celestial portal where he had to defeat a representation of his greatest adversary.

In order to traverse into Outworld, Mavado had to defeat a representation of the sorcerer Shang Tsung. He began his attack with his Grappling Hook Strike.

Execute Mavado's Grappling Hook Strike 4 times.

Grappling Hook Strike (Forward, Forward, A)

The double of Shang Tsung had merely been studying Mavado's moves and began to fight back.

Attack Shang Tsung's double with the Grappling Hook Strike 4 more times.

Grappling Hook Strike (Forward, Forward, A)

Shang Tsung's double learned quickly and Mavado's Grappling Hook Strike was no longer effective. Mavado had to switch his attack to his Change Sides Hook 3D escape move.

Trick the double with Mavado's Change Sides Hook 3D escape 3 times.

Change Sides Hook (Down, Up, Y)

Again, Shang Tsung's double learned to counter Mavado's moves. Trick the double with Mavado's Change Sides Hook 3D escape 4 times.

Konquest #7-----

The Hunt for the Special Forces Spy... Part 1

Mavado traversed to Outworld with Shang Tsung and Quan Chi and parted ways to search for the man they believed to be a spy from Earthrealm's Special Forces. Surprisingly, the first agent he encountered was Sonya Blade. Mavado had no idea how she had gotten to Outworld after Hsu Hao had destroyed the Special Forces base, but he knew he would have to eliminate her in order to continue his search in secret.

Defeat Sonya Blade to continue your quest and obligation to Quan Chi and Shang Tsung.

Konquest #8-----

The Hunt for the Special Forces Spy... Part 2

Mavado defeated Sonya Blade and continued the hunt for the Special Forces spy that the Deadly Alliance felt to be a danger to their regime. It was not long before he was ambushed by Jax. Jax was in pursuit of Mavado's subordinate, Hsu Hao, for destroying the Special Forces base, when he recognized the mark of the Red Dragon on Mavado's back. Although Mavado was not the man he sought Jax had no problem butting heads with another member of this new and mysterious clan.

Defend yourself against the brute force of Jax.

Konquest #9-----

The Hunt for the Special Forces Spy... Part 3

After a grueling battle, Mavado finally defeated Jax. He continued his quest for the Earthrealm spy and finally discovered him in a town located high in the mountains. The spy was in fact the swordsman, Kenshi. The two warriors squared off and prepared for Mortal Kombat.

Eliminate the Earthrealm spy, Kenshi. Once you have eliminated him, you will have earned the privilege of destroying Kano in the name of the Red Dragon.

Konquest #10-----

Most impressive! You have learned much through your journey. You have mastered many fighting styles and you have located and beaten the Special Forces spy, Kenshi. Yet there is one opponent you still need to confront...

It is one thing to defeat a foe that does not share your thoughts. It is a completely different situation when confronting a foe that can anticipate your every move. Your final test will be to face a mirror image of Mavado. If you can win 3 out of 5 matches, you will have completed your training. Good Luck.

=====
===== Nitara =====
=====

Konquest #1-----

The vampire, Nitara first manipulated Reptile into destroying the console on Cyrax's arm, which rendered the cyborg stranded in Outworld. She then manipulated Cyrax to retrieve a mysterious Orb hidden somewhere in that realm. Although Nitara relies on deception to attain her goals, her fighting styles are very direct, as you will soon discover.

Nitara's first fighting style is the Leopard style, which is known for its cruel and cunning attacks.

The Leopard style is one of the most vicious and crafty of the animal fighting styles. Not as strong as the Tiger style, but it is superior in its swiftness and jumping ability. The techniques simulate those of a Leopard, stressing the importance of free movement and quick actions.

Like Nitara, Scorpion is a creature of the darkness. See how you fare against him as you practice her Leopard techniques.

Paw Strike (B)
Switching Paw (Y)
Spinkick (A)
Front Kick (X)
Front Rising Paw (Down + B)
Soaring Paw (Back + Y)

Very well done. You hit him like a bomb. Nitara's Leopard style also has a set of low attacks. She uses these moves to keep her opponents guessing.

Sweep Kick (Back + A)
Step Kick (Down + A)
Low Kick (Down + X)
Low Jab (Down + Y)

A powerful Leopard attack that Nitara uses to put distance between herself and opponents is the Dual Claw Push. With one massive hit, Nitara can send her opponent sailing across the arena.

Attack the Ninja Spectre Scorpion with the Dual Claw Push twice.

Dual Claw Push (Up + B)

Well done. Next, you will practice a useful Leopard attack called the Lifting Strike, which allows Nitara to pop her opponent into the air long enough to execute another attack.

Attack Scorpion with the Lifting Strike, and then juggle him in the air with 3 more Lifting Strikes before he hits the ground.

Back + B ... Back + B ... Back + B

The Deadly Lifting Strike allows Nitara to pop an opponent into the air long enough to execute another attack.

Try juggling Scorpion with the Lifting Strike, and while he is still in the air, attack him with the Dual Claw move.

Back + B ... Up + B

While in the Leopard style, Nitara can flap her wings to propel herself backward. This Escape maneuver allows her to put distance between herself and her opponent.

Try to execute 3 successful Escapes, and get yourself out of harm's way.

Konquest #2-----

You have fought well against Scorpion, and have learned much about the Leopard fighting style. But you must not stop there if you wish to complete this journey. You must learn another of Nitara's fighting styles.

As you train in the fighting art of Fu Jow Pai, your opponent will be the creature Reptile. Nitara saw in Reptile a fool to be exploited. She deliberately led him away from his master Shao Kahn both to gain his trust, and to allow the sorcerers Quan Chi and Shang Tsung to perpetrate their assassination plot. Had Reptile been at the Emperor's side, they would never have succeeded.

Fu Jow Pai was originally 'Hark Fu Moon', or Black Tiger System. It was renamed by Grand Master Wong Bil Hong to 'Fu Jow Pai of Hoy Hong Temple'. The teachings of Black Tiger Claw Kung Fu has been passed down through the ages without any written documentation, making it difficult to compile its history.

In order to master Nitara's next art of Fu Jow Pai, you must first learn the basic techniques.

Straight Claw (B)
Upward Paw (Y)
Back Kick (A)
Roundhouse (X)
Tiger Strike (Back + Y)

A useful Fu Jow Pai attack, called the Lifting Kick, allows Nitara to pop her opponent into the air long enough to execute another attack.

Execute this devastating attack 3 times on Reptile.

Lifting Kick (Up + X)

Excellent. You are learning quickly. Let us move on to Fu Jow Pai's low attacks. Practice these low attacks on Reptile.

Tiger Scratch (Down + Y)
Spinning Low Kick (Down + A)
Shin Kick (Back + X)
Low Toe Kick (Down + X)
Knee Strike (Back + B)

By channeling energy from a crystal necklace through her Fu Jow Pai

style, Nitara is able to perform a Neijin. A Neijin allows Nitara to increase the power of her attacks for a limited period of time.

Execute a Neijin and strike Reptile with a powered-up attack.

Konquest #3-----

Excellent! Your training in the art of Fu Jow Pai is complete! Let us move on to Nitara's weapon style, the Kama.

The Kama is farm implement used for rice harvesting. It was adopted as a weapon in China, Okinawa, and Japan when vampire invaders from Outworld were witnessed using similar weapons. In China and Japan, the Kama was often used in conjunction with a chain to encircle opponents. The Okinawans preferred to use two Kama together. The Kama is one of the five principle weapons of the Okinawa art of Kobudo Kobujutsu.

Nitara uses this traditional vampire weapon to viciously tear open her opponents. You must learn her techniques to further balance your fighting skills. You will spar with Cyrax. Through careful manipulation, Nitara had coerced Reptile to destroy Cyrax's arm console, preventing the cyborg ninja from returning to Earthrealm.

Welcome Cyrax to Outworld with a few devastating Kama attacks.

Dual Overhead Strike (B)
Hook Swipe Knockdown (X)
Low Cross Strike (A)
Charging Overhead (Back + X)
Scissor Swipe (Forward + B)

Excellent. Nitara was suspiciously present immediately after Cyrax defeated Reptile. She made him an offer to return him to his home realm, if he would aid her in retrieving a mystical object that bound her realm to the realm of Outworld.

Now you must offer Cyrax some of Nitara's Kama low attacks.

Low Rising Swing (Down + B)
Backhand Swing (Down + Y)
Low Sweeping Slice (Down + A)

Very well done. A useful Kama attack, called the Rising Swing, allows Nitara to strike an opponent while in mid-air.

Attack Cyrax in mid-air with the Rising Swing attack 3 times to continue further.

Rising Swing (Back + Y)

Konquest #4-----

Most impressive! You have mastered Nitara's three fighting styles. Now you must train in the dark arts of the vampire special attacks.

The Vampire nation has existed for eons, and has traveled to many realms to feed on the blood of lesser species. Earthrealm has been an excellent source of food, but its sun emits a form of radiation that is quite harmful to

vampires. As a result, vampires can only traverse to that realm for brief periods of time, and only to the hemisphere opposite the sun.

One attack used often by vampires is the Blood Spit. By regurgitating previously consumed blood, Nitara can hurl the bewitched liquid at her opponent from a distance.

Practice the Blood Spit 3 times on the Outworld master Bo' Rai Cho, a man who is no stranger to vomit.

Blood Spit (Forward, Back, Y)

That blood attack was quite obscene. The Bloody Spit is in your genes. Bo' Rai Cho attacks this bout. Spit 3 times 'fore time runs out.

Blood Spit (Forward, Back, Y)

Well done! But you have only begun to harness the true nature of a vampire.

Vampires must consume the blood of others to survive. It has been this way since before recorded vampire history. If Nitara feels her life force diminish during a battle, she can rejuvenate her health by extracting a small amount of blood from her opponent, leaving him weaker.

Master Bo' Rai Cho has much blood to spare. Practice Nitara's throw on him 2 times.

Suck his blood! (Forward + Z)

Indeed you are most agile. Now try her throw 2 more times while Bo' Rai Cho is moving.

Suck his blood! (Forward + Z)

Konquest #5-----

That was very bloody! Wipe the crimson elixir from your face before you begin the next lesson.

An effective special attack used by the vampire elite is the Unicorn Kick. Although the name sounds most frightening to a vampire, it is not so intimidating to others. The kick itself, however, is indeed something to fear.

Practice Nitara's Unicorn Kick against Quan Chi 3 times before time runs out.

Unicorn Kick (Back, Down, X)

You are indeed learning at a pace that kills. Use the Unicorn Kick against Quan Chi 3 times more. This time, the sorcerer will be well prepared.

Unicorn Kick (Back, Down, X)

Konquest #6-----

Nitara's realm had been merged with Outworld by Shao Kahn ages ago, and the two worlds have been combined into one, forming a more powerful empire. Attack combinations work in much the same way. By utilizing combos in your fighting routines, you will increase the damage done to an opponent.

Exercise these lethal Leopard combinations on the God of Thunder before time runs out.

Leopard at Dawn (B, B, Up + B)
Leopard at Rest (B, B, Back + B)

Excellent! Let us move on to some more intricate combos.

? (B, B, B, Y, X)
? (B, B, B, Y, Up + B)

You have done well. Now you must apply the combos you have learned in Mortal Kombat. This time, Raiden will unleash the perfect storm.

Leopard at Dawn (B, B, Up + B)
Snow Leopard (B, B, B, Y, X)
Leopard at Rest (B, B, Back + B)

Konquest #7-----

Your skills are most impressive! You have mastered the Leopard combination attacks. Now you must add to your combo training. You will learn Nitara's Fu Jow Pai combos.

Exercise these destructive Fu Jow Pai combos before time runs out.

Bloodshed (A, A)
Vampire Bash (B, B, B)
Wandering Claws (B, B, Y)
Black Tiger (B, B, B, A, A)

Excellent, young mistress of darkness! But let us see how you fare against one of the top agents of the Special Forces, Jax.

Bloodshed (A, A)
Vampire Bash (B, B, B)
Wandering Claws (B, B, Y)
Black Tiger (B, B, B, A, A)

Konquest #8-----

You have successfully completed the combo systems of Leopard and Fu Jow Pai.

You will now begin combo training in the Kama weapon style.

Practice these Kama attack combinations before your time runs out.

Bloodbath (B, X)
Treacherous Edge (A, X)
Kama Fury (Back + X, Back + X)

Crucified (Back + X, Back + Y)

Well done. Now you must repeat those very same combos. And this time, Kano is out to get you.

Bloodbath (B, X)
Treachorous Edge (A, X)
Kama Fury (Back + X, Back + X)
Crucified (Back + X, Back + Y)

Excellent! You have learned well. Now for a more intense attack. Nitara has a devastating combo called Bloodlust.

The Bloodlust combo allows Nitara to strike high, then low, then high again. It is a perfect strategy against opponents who block excessively. Perform the Bloodlust combo twice on Kano. Unleash your appetite for his destruction.

Bloodlust (B, A, X)

Konquest #9-----

Now that you have mastered all of Nitara's styles and combos, it is time that you practiced combining attacks from different styles into one long combo. This type of attack is called a Style Branc combo.

Scorpion will be your opponent during this lesson. This first style change combo starts in the Leopard style, and goes into the Fu Jow Pai style.

Start in Leopard (B, B, B, L)

Good. Now execute that same combo one more time, but this time add one more hit between the eyes.

Start in Leopard (B, B, B, L, B)

Your attacks were so powerful, it looked as though Scorpion might black out from the force of the blows.

Next you will try 2 different ways to finish the previous combo.

Start in Leopard (B, B, B, L, B, Y)
(B, B, B, L, B, B, A, A)

You are a vampire worthy of your heritage. But the final test of this lesson is at hand. You must now perform a Style Branch combo that utilizes all three of Nitara's fighting styles.

Start in Leopard (B, B, B, L, B, B, A, L)

Konquest #10-----

Most impressive! You have learned much through your journey. You have mastered many fighting styles and beaten many opponents. But there is one opponent you still need to confront...

It is one thing to defeat a foe that does not share your thoughts. It is a

completely different situation when confronting a foe that can anticipate your every move. Your final test will be to face a mirror image of Nitara. If you can win 3 out of 5 matches, you will have completed your training. Good Luck.

=====
===== Quan Chi =====
=====

Konquest #1-----

The sorcerer Quan Cho is as vile as they come. His kombat skills come from a great understanding of sorcery, rather than from actual training or practice. You will have to learn the hard way. The first of Quan Chi's styles that you must learn is Tang Soo Do.

Tang Soo Do is a relatively modern Korean martial art developed by Hwang Kee. It is a combination of several arts, which Hwang Kee studied during his life. These arts included Soo Bahk Do (Korean), Tae Kyun (Korean), Tang Method (Northern Chinese), and Southern Chinese (unspecified).

Scorpion had brutalized Quan Chi while they were both stranded in the 5th plane of the Netherealm. The ninja spectre drew strength from that realm, whereas Quan Chi's sorcery weakened.

Quan Chi had to rely on his most basic of attacks to fend off Scorpion's assaults:

- Open Palm (B)
- Forward Open Palm (Y)
- Front Ball Kick (A)
- One Knuckle Fist Punch (Back + X)
- Downward Elbow (Back + B)

Excellent. Let us move on to Tang Soo Do low attacks. Quan Chi uses these attacks in close proximity to his opponent.

- Knee Chop (Down + B)
- Low Spearhand (Down + Y)
- Low Parallel Punch (Down + A)
- Sweeping Knife Hook (X)
- Low Foot Strike (Down + X)

Well done. Quan Chi has a knack for reversing his fortunes. What seems like a devastating blow eventually turns to his advantage. Call it his sorcerer's luck. This dark fortune also applies to his fighting ability. When an opponent strikes. Quan Chi can perform what is called a Reversal to get the upper hand.

- Reversal (Z - 3 times)

Konquest #2-----

Now you understand the power of dark fortune. It seemed that Quan Chi had been trapped in the Netherealm to be forever tormented by the ninja spectre Scorpion. But fate turned to Quan Chi's favor when two Oni, Moloch and Drahmin, presented to him ancient information regarding his amulet.

This new information, enscribed on tablets, detailed the amulet's purpose and how to control it. Quan Chi used the information to escape from the Netherealm through a cloaked Realm Gateway without his Oni companions.

Quan Chi emerged in Outworld to find himself inside a large stone structure. He felt his powers returning and used them to decipher the hieroglyphs on a large sacrophagus. He was amazed to discover that he had stumbled upon the tomb of the long-forgotten Dragon King and his undefeatable army.

As Quan Chi's magical strength returned, he slowly regained the fighting prowess drained from him during his time in the Netherealm. The fighting style Escrima was one of his first skills to reappear.

Pinasaka (B)
Backhand Strike (Y)
Chest Strike (A)
Rising Knee Strike (X)
Deadly Palm (Back + A)
Straight Fist (Forward + Y)

Eeexcellent! Quan Chi's Escrima style utilizes a pop-up attack called the Lightning Strike. This move allows him to pop his opponent into the air long enough to execute another attack.

Lightning Strike (Back + B - 3 times)

Low attacks:

Pintok (Down + B)
Piercing Elbow (Down + A)
Cutting Elbow (Down + X)

The next of Quan Chi's Escrima techniques to return to him was his Neijin. For a short period of time, a Neijin gives Quan Chi extra attacking power to wreak added damage upon his opponents.

Neijin (Z)

Konquest #3-----

Quan Chi has regained enough strength to wield his Double Broadswords. Although this technique was similiar to the single broadsword, Quan Chi considered the more advanced use of two weapons to be quite advantageous in kombat. They also proved to be advantageous in freeing himself from the tomb to search for the sorcerer, Shang Tsung.

Practice these Double Broadsword techniques that Quan Chi has used to slay countless infidels foolish enough to oppose him.

Piercing Thrust (B)
Deceiving Strike (Y)
Dual Blade Swing (Back + Y)
2-Hit Strike (A)
Dual Side Slash (X)

Low attacks:

Double Edged Blow (Down + B)

Winged Strike (Down + Y)
Half Moon Slice (Down + A)
Circular Slash (Down + X)

Konquest #4-----

By the time Quan Chi had reached the rumored abode of Shang Tsung, his Special Attacks had regained full strength. And just in time, it would seem, as Quan Chi was soon confronted by none other than Scorpion. The imbecile ninja must have somehow escaped the Netherealm through the same portal as Quan Chi, but had emerged elsewhere in Outworld. The two adversaries battled furiously, but Quan Chi gained the upper hand when he cast his Skull Fireball at the unsuspecting Scorpion.

Quan Chi can focus his Fa Jing into a foul skull spectre and propel it at his opponent. This attack is painful, but it also serves to intimidate the weak-minded.

Destroy Scorpion with 3 Skull Fireballs before time runs out
(40 seconds):

Skull Fireball (Down, Back, B)

Although Quan Chi thought he had defeated Scorpion with his Skull Fireball, the ninja had only been feigning death, and sprung a surprise attack with his spear. Reeling from the pain inflicted by the Skull Fireball, the enraged ninja proved to be much more aggressive this time.

Strike Scorpion down with 3 more Skull Fireballs before he defeats you or time runs out (60 seconds):

Skull Fireball (Down, Back, B)

Konquest #5-----

Although Quan Chi had blasted Scorpion with his Skull Fireball multiple times, he finally resorted to his Rising Star kick, and sent Scorpion flying backward into a moat of acid that surrounded the courtyard.

A short time later, Shang Tsung emerged from a doorway to applaud his fellow sorcerer's victory. Shang Tsung had not interfered with their battle, and had remained inside his home until the kombat had ceased. Scorpion's demise in the acid bath led Shang Tsung to believe that Quan Chi had defeated Scorpion with a lucky shot.

The Special Attack that had sent Scorpion hurling into the acid bath is called the Rising Star kick. It is a pop-up attack that can also be used to dodge projectiles.

Quan Chi tried to propose an alliance with Shang Tsung, but Shang Tsung did not believe that Quan Chi was a worthy ally. Show Shang Tsung the Rising Star special move that Quan Chi used to defeat Scorpion.

Rising Star (Back, Down, X)

Shang Tsung believes that the Rising Star kick is indeed fast

enough to hit an average warrior, but he laughs at the idea that it could defeat an aggressive opponent such as the ninja spectre, Scorpion. Show the infidel that you are a warrior worthy of a Deadly Alliance.

Konquest #6-----

Shang Tsung was impressed with Quan Chi's fighting abilities and agreed to listen to his proposal for an alliance between the two sorcerers. Quan Chi began by explaining that he could provide an endless supply of souls for Shang Tsung to consume in return for Shang Tsung's assistance in reviving the Dragon King's undefeatable army. Their combined efforts would strengthen both sorcerers. Shang Tsung would achieve immortality, and Quan Chi would obtain military power.

Just as Shang Tsung and Quan Chi will combine their efforts to become a stronger power, you must now learn to combine your moves to create more powerful attacks.

Practice these Tang Soo Do combos before time runs out (60 seconds):

Face Breaker (Y, Y)
Path Maker (A, A)
Nightfall (Back + B, X)
Rushing Palm (B, B, B)

Do you feel the power behind the attack combos? The more moves you combine, the more powerful the attack becomes. Practice these more advanced combos.

Walking Dead (Back + B, A, A)
Running Stream (Y, A, X)
Internal Power (B, B, A, A)
Strong Wind (B, B, Y, Y)
Green Mountain (B, B, Y, A, X)

Konquest #7-----

Quan Chi had discovered that the amulet he stole from the Elder God, Shinnok, was in fact a key to manipulate inter-realm portals. Quan Chi pledged to unlock a portal to the Heavens to allow Shang Tsung to feed from the limitless souls of that realm. In return, Shang Tsung agreed to transplant the souls of defeated warriors into the mummified remains of the Dragon King's army. With a handshake to seal the unholy pact, the Deadly Alliance was formed.

Quan Chi can also combine attacks in the Escrime fighting style. Practice these Escrima combos before time runs out (60 seconds):

Double Pinasaka (B, B)
Rushing Knee (X, X)

Most impressive! You will serve the Deadly Alliance well. Let us see how you fare with some more advanced Escrima combos.

De Cadena (A, B, Back + B)
Ice Pick (Y, X, X)
Hit and Run (A, B, B)
Slitting Hand (A, B, Forward + X)

Well done, my pupil. Now you must prove yourself by mastering Quan Chi's Double Broadsword combo.

Doom Blade (A, X)

Konquest #8-----

Indeed you are most fortunate. You will now have the honor of participating in The Trial of Blood!

Make Raiden bleed 50 pints of blood before he defeats you or time runs out (40 seconds).

Konquest #9-----

In order for their plans of realm domination to take root, Quan Chi and Shang Tsung needed to eliminate the only two beings capable of stopping them. The first was the Emperor of Outworld, Shao Kahn.

Shao Kahn had been weakened by his defeat during the Earthrealm invasion, and Princess Kitana's military forces were causing an incredible strain on his remaining power. Under the pretense that they would aid the failing Emperor, they gained entrance to his throne room and sprung their attack. In a spectacular battle of brute strength and magic, Shao Kahn was defeated.

Now, dark acolyte, you must learn to combine Quan Chi's fighting styles into longer, more powerful attack combinations.

Begin this combo that starts with the Tang Soo Do fighting style and changes into the Escrima fighting style.

Start in Tang Soo Do (B, B, Y, A, L)

Well done! Now you must expand upon that combo by adding one more strike in the Escrima style.

Start in Tang Soo Do (B, B, Y, A, L, X)

Most impressive! But to prove once and for all that you are worthy of the Deadly Alliance, you must perfect this next combo that chains all three of Quan Chi's fighting styles into one long combo.

It begins with Tang Soo Do, switches to Escrima, and finished with the Double Broadsword.

Start in Tang Soo Do (B, B, Y, A, L, X, L)

Konquest #10-----

Most impressive! You have mastered Quan Chi's fighting styles, special moves, and combo attacks! You will be a great asset to Quan Chi and Shang Tsung. But there is one more test you must pass before serving the Deadly Alliance. There is one more foe you must confront...

After slaying the Emperor, Shao Kahn, Quan Chi and Shang Tsung attempted to travel to Earthrealm by way of a celestial portal known only to sorcerers

and deities. Although Quan Chi could reveal the cloaked portal with his amulet, he could not use the artifact to control it. To earn the right to pass, each sorcerer would have to defeat a representation of his greatest adversary. For Quan Chi, that challenge came in the form of himself.

=====
===== Raiden =====
=====

Konquest #1-----

The Thunder God, Raiden, is mentor to all the heroes of Earthrealm. He is ageless, wise, and can harness the wrath of thunder itself. Raiden will make an excellent subject for study on this journey.

Raiden had been elevated to the status of Elder God after the war with Shinnok. But when he could not convince the other Elder Gods to prevent Shang Tsung and Quan Chi from awakening the Dragon King's sleeping army, he relinquished his status and returned to Earthrealm. The first of Earth's heroes he warned of the coming danger was Kung Lao.

You will now study one of Raiden's many fighting styles. Nan Chuan consists of attacks that are most effective at short to middle range. Nan Chuan contains a greater number and variety of hand techniques, and fewer leg techniques. Practice these Nan Chuan high attacks.

Lightning Jab (B)
Backfist Chop (Y)
Stepping Snap Kick (A)
Hop Side Kick (X)
Low Chin Strike (Down + X)
Uppercut (Back + B)
Thunder Chop (Back + Y)
Dual Thunder Palms (Forward + Y)

Kung Lao will now challenge you. Attack him with Raiden's Nan Chuan high attacks.

Lightning Jab (B)
Backfist Chop (Y)
Stepping Snap Kick (A)
Hop Side Kick (X)
Low Chin Strike (Down + X)
Uppercut (Back + B)
Thunder Chop (Back + Y)
Dual Thunder Palms (Forward + Y)

Excellent. Now for Raiden's Nan Chuan low attacks.

Low Double Palm Strike (Down + B)
Low Elbow Strike (Down + Y)
Shin Strike (Down + A)
Hook Leg Knockdown (Back + A)

The Shaolin monk, Kung Lao, will challenge your knowledge of Nan Chuan low attacks.

Low Double Palm Strike (Down + B)

Low Elbow Strike (Down + Y)
Shin Strike (Down + A)
Hook Leg Knockdown (Back + A)

Raiden's movements are as fast as lightning. He can even stop an opponent's blow by grabbing the attacking limb. This move gives Raiden an opportunity to counter with his own attack. Catch Kung Lao's attack with Raiden's Reversal move.

Reversal (Z)

Konquest #2-----

The second of Earth's heroes to be visited by Raiden was Jax. The Outerworld Investigation Agency had just been destroyed, and with it, any mortal means for traversing into Outworld. Raiden instructed Jax to meet with the other heroes on the old island fortress of Shang Tsung in the Lost Sea.

Jujutsu is a term used to refer to unarmed Japanese combat. There are more than 750 documented varieties of Jujutsu. Raiden has mastered them all.

Practice Raiden's Jujutsu high attacks.

Open Hand Strike (B)
Bent Wrist Strike (Y)
Front Snap Kick (A)
Front Thrusting Kick (X)
Bearhead Chop (Back + B)
Diagonal Fist (Down + Y)
Thunder God Palm (Forward + Y)

This time, Jax will fight back. Attack him with Raiden's Jujutsu high attacks.

Open Hand Strike (B)
Bent Wrist Strike (Y)
Front Snap Kick (A)
Front Thrusting Kick (X)
Bearhead Chop (Back + B)
Diagonal Fist (Down + Y)
Thunder God Palm (Forward + Y)

Very well done! Next you will learn Raiden's Jujutsu low attacks. 3 of them are sweeps.

Low Palm Strike (Down + B)
Back Sweep (Down + A)
Front Sweep (Down + X)
Sweep (Back + A)

Let us see how you fare when Jax is no longer so passive. Attack him with the Jujutsu low attacks again.

Low Palm Strike (Down + B)
Back Sweep (Down + A)
Front Sweep (Down + X)
Sweep (Back + A)

Raiden can harness the invisible power of the wind to Shove a blocking opponent away from him. Push Jax 5 times with Raiden's Shove move.

Shove (Z)

Konquest #3-----

Johnny Cage was in the middle of a movie shoot when Raiden appeared to request his assistance in Outworld. At first, Johnny Cage had thought Raiden was merely the actor who was playing Raiden in his current movie project. But when he noticed the 'movie Raiden' eating doughnuts at the catering table, he knew his old friend had truly returned from The Heavens.

Raiden had always relied upon his staff in unpredictable circumstances. It is a source of great fighting power. Practice Raiden's Staff high attacks.

Overhead Strike (B)
Upward Strike (Y)
Leaping Strike (A)
Reverse Thrust (X)
Reverse Side Strike (Back + B)

Johnny Cage is not afraid to die. He will now kombat your Staff high attack skills.

Overhead Strike (B)
Upward Strike (Y)
Leaping Strike (A)
Reverse Thrust (X)
Reverse Side Strike (Back + B)

Exceptional. Now you must learn Raiden's Staff low attacks.

One Handed Poke (Back + A)
Low One Handed Poke (Down + B)
Low Strike (Down + Y)
Sweeping Strike (Down + A)
Sweeping Swing (Down + X)

Johnny Cage will see how well you have learned Raiden's Staff low attacks.

One Handed Poke (Back + A)
Low One Handed Poke (Down + B)
Low Strike (Down + Y)
Sweeping Strike (Down + A)
Sweeping Swing (Down + X)

Next you will learn one of Raiden's special Staff attacks. It uses both high and low attacks together.

2 Hit Swing (Z)

Konquest #4-----

Next, Raiden visited the new home of the reformed Lin Kuei to ask Sub-Zero

for his assistance. Sub-Zero was eager to help and prove that the new Lin Kuei was indeed a force for good.

Being the God of Thunder, Raiden commands all that is a storm. While in his Nan Chuan and Jujutsu fighting styles, he can electrocute and throw his opponents with the force of lightning. Practice his throw twice.

Throw (Forward + Z)

Another shocking attack that Raiden can perform in all three of his fighting styles is his Shocker. You must execute this move twice.

Shocker (Forward, Forward, B)

Sub-Zero has been training many of his new recruits, specifically Frost. He will test your shock value. Attack him with both of Raiden's electrifying attacks twice each.

Throw (Forward + Z)

Shocker (Forward, Forward, B)

Konquest #5-----

Sub-Zero had requested of Raiden that he allow his new recruit Frost, to accompany him to Outworld. At first, Raiden did not think that Frost was experienced enough as a warrior to take on the Deadly Alliance. But after testing her in kombat, he welcomed her assistance.

Show Frost Raiden's Lightning Dash twice.

Lightning Dash (Forward, Forward, X)

Now intimidate her with Raiden's Lightning Bolt.

Lightning Bolt (Down, Back, B)

Frost is unafraid and is challenging you. Attack her with Raiden's Lightning Dash and his Lightning Bolt twice each.

Lightning Dash (Forward, Forward, X)

Lightning Bolt (Down, Back, B)

Konquest #6-----

Raiden next approached Sonya Blade to ask for her help. She had already been in contact with Jax and had been informed of the destruction of their main base. She was quite ready to do whatever it would take to stop the threat that was about to befall Earth.

Raiden can combine his Nan Chuan moves into longer, more powerful attacks. Practice these Nan Chuan attack combos with Sonya Blade.

Thunder clap (B, B)

Electric Strike (Y, Back + B)

The Middle Way (Y, Back + Y)

Knowledge and Skill (B, B, A)

Butterfly Palms (B, B, Back + Y)

These next combos are some of Raiden's more advanced, and more effective Nan Chuan attack combos.

Finishing Touch (B, B, Y, A)
Natural Way (B, B, Y, Back + Y)
Wake the Dead (B, B, Y, Back + B)

Konquest #7-----

Once Earth's heroes had assembled on a beach of Shang Tsung's abandoned island fortress, Raiden appeared to them and explained in detail the events leading up to the formation of the Deadly Alliance. Although Kung Lao already known, the others were shocked to learn that their old friend and ally, Liu Kang, was dead.

Raiden will soon be making more allies in the coming struggle. Practice his Jujutsu combos with Special Forces operative, Cyrax.

Heavenly Strike (A, X)
Essence of Strength (B, B, A, X)

Cyrax will see if you have learned Raiden's Jujutsu combos. He will fight back this time.

Heavenly Strike (A, X)
Essence of Strength (B, B, A, X)

Another Jujutsu combo Raiden has perfected is Thunder God Fists. This combo ends by slamming his opponent's face into the ground. We shall see if you can do this combo as well.

Thunder God Fists (B, B, Back + B)

Cyrax is not going to take that lying down. He will make it harder this time.

Thunder God Fists (B, B, Back + B)

Konquest #8-----

Raiden had brought to the surface the sunken ship Shang Tsung had used to bring warriors to his island. The heroes boarded the ship and were taken to a remote spot in the Lost Sea. None mentioned the fact that there was no one steering the ship.

Another reluctant ally Raiden will meet during the coming battle is the rogue swordsman, Kenshi. Practice this vicious Staff combo with Kenshi. Try not to hit his face too hard.

Catching a Butterfly (X, X, X)

Kenshi did not see that coming. He will be more alert this time. Try that same combo again.

Catching a Butterfly (X, X, X)

Well done. Now test Kenshi's sight with this next Staff combo

called Dragon Wind.

Dragon Wind (X, X, Back + Y)

Kenshi has had enough with the blind jokes. He is... how you say?
... 'throwing down' this time.

Dragon Wind (X, X, Back + Y)

Konquest #9-----

The Thunder God raised his hand and an enormous storm formed in the air above the ship. Off to one side, a platform of some ancient design appeared from out of nowhere. Raiden explained that it was a celestial portal that could be used to traverse to Outworld. To earn the right to cross to the next realm, each komatant had to defeat a representation of his or her greatest adversary. For Raiden, that challenge came in the form of Quan Chi.

Raiden can perform Style Branch combos that change from one style to another. Attack Quan Chi with Raiden's Power Bolts Style Branch combo that starts in Nan Chuan and goes into Jujutsu.

Start in Nan Chuan (B, B, Y, L, B, Back + B)

Now hit Quan Chi with Raiden's Style Branch combo called Out Of Order. It starts in Nan Chuan and goes to Jujutsu.

Start in Nan Chuan (B, B, Y, L, B, A, X)

Pummel Quan Chi with Raiden's Style Branch combo called Fireworks. It starts in Jujutsu and goes into his Staff.

Start in Jujutsu (B, B, A, L, X, X)

This next one, called Sparky, also starts in Jujutsu and goes into the Staff.

Start in Jujutsu (B, B, A, L, X, Back + Y)

Now for a more complicated combo. This one called Black Thunder. Style Branches through all 3 of Raiden's main fighting styles. It starts in Nan Chuan, goes into Jujutsu, and finishes with the Staff.

Start in Nan Chuan (B, B, Y, L, B, A, L, X, X)

This next one should finish Quan Chi. It is called Chain Lightning and it uses all three of Raiden's main styles as well. It starts in Nan Chuan, goes into Jujutsu, and finishes with the Staff.

Start in Nan Chuan (B, B, Y, L, B, A, L, X, Back + Y)

Konquest #10-----

Most impressive! You have learned much through your journey. You have mastered many fighting styles and beaten many opponents. But there is one opponent you still need to confront...

It is one thing to defeat a foe that does not share your thoughts. It is a completely different situation when confronting a foe that can anticipate your every move. Your final test will be to face a mirror image of Raiden. If you can win 3 out of 5 matches, you will have completed your training. Good Luck.

=====
===== Reptile =====
=====

Konquest #1-----

The warrior known as Reptile has grown much stronger and more primal since his first appearance in the tournament. His physical appearance has morphed into something more animal than man. Like Reptile, you must connect with your instincts if you wish to complete this journey.

Hung Gar, or 'Tiger Fist', is the merging of Southern Shaolin fighting styles of Chinese kung fu. It is based on the movements of animals, such as the tiger and the crane.

During the invasion of Earthrealm, Reptile had been ordered by his master Shao Kahn to assassinate Princess Kitana. The style he attacked with was Hung Gar.

Attack Kitana with Reptile's basic Hung Gar moves.

- Scratching Claw (B)
- Chameleon Palm (Y)
- Dual Claw Strike (A)
- Lizard Smash (Back + A)
- Low Snap Kick (X)
- Spinning Roundhouse Kick (Back + X)

A very effective Hung Gar attack used by Reptile is his Double Claw Strike. Attack Kitana with the Double Claw Strike 3 times.

- Double Claw Strike (Back + B)

Excellent. Now strike Kitana with Reptile's Hung Gar low attacks.

- Low Paw Attack (Down + B)
- Low Claw Strike (Down + Y)
- Forward Strike (Down + A)
- Mid Roundhouse Kick (Down + X)

Kitana is resisting your attack! While in his Kung Gar fighting style, Reptile can break her block as well as push her away by executing a Shove.

Break Kitana's block with Reptile's Shove move 5 times.

- Shove (Z)

Konquest #2-----

After Shao Kahn's defeat in Earthrealm, Reptile returned to Outworld to protect his master. His main duty has been to seek and destroy any possible

threats to Shao Kahn's rule. Reptile has slain many would-be rulers before they had a chance to gain momentum against the Emperor.

The latest threat to Shao Kahn is the united forces of Princess Kitana and Prince Goro. The weakened Emperor has ordered Reptile to deliver a message to the sorcerer Shang Tsung. The Emperor demanded the sorcerer's services in defending against Edenia and the Shokan. At first, Shang Tsung did not recognize Reptile. It had been some time since he had seen him, and Reptile had changed much in appearance.

Shang Tsung's body language is one of aggression. Use Reptile's primal reflexes to attack him first with these Crab basic attacks.

Upward Elbow Strike (B)
Spinning Elbow Strike (Back + B)
Ridge Hand Swipe (Y)
Dual Uppercut (Back + Y)
Spinning Back Kick (A)
Mid Hook Kick (X)

Shang Tsung is defending himself against your attack. Spring into action! Do not hesitate to bring him down if you must.

Upward Elbow Strike (B)
Spinning Elbow Strike (Back + B)
Ridge Hand Swipe (Y)
Dual Uppercut (Back + Y)
Spinning Back Kick (A)
Mid Hook Kick (X)

Shang Tsung will not expect these Crab low attacks.

Low Punch (Down + B)
Low Dual Uppercut (Down + Y)
Low Snap Punch (Down + A)
Low Hook Kick (Down + X)

The mammal is smarter than you thought. He is now anticipating your Crab low attacks.

Low Punch (Down + B)
Low Dual Uppercut (Down + Y)
Low Snap Punch (Down + A)
Low Hook Kick (Down + X)

Reptile's primal reflexes give him the ability to intercept an attack to immobilize his opponents. This move is called a Reversal.

Counter 3 of Shang Tsung's attacks with Reptile's Reversal move.

Reversal (Z)

Konquest #3-----

Eventually, Shang Tsung began to recognize Reptile's fighting moves, and ceased his aggressive posture. Reptile calmed down and delivered Shao Kahn's orders, Shang Tsung was to report to the emperor's palace fortress immediately. His duty fulfilled, Reptile departed to return to his master's side. Shortly after leaving, his keen senses picked up the scent of blood and the sound of

battle coming from Shang Tsung's residence.,

He raced back to that location to find the sorcerer Quan Chi standing before Shang Tsung. His keen hearing picked up their conversation. They were planning an assassination of his master, Shao Kahn. Angry acidic drool seethed from between Reptile's teeth to the ground below...

Reptile's saliva has long been feared by his enemies. Its corrosive properties make for a most formidable weapon. As a long-distance attack, Reptile can spit the acid at his opponent. He imagined covering the sorcerers in the substance...

Spit at Quan Chi 3 times with his acidic drool before time runs out.

Acid Spit (Back, Forward, B)

Reptile's anger was all-consuming, and he imagined himself in a heated battle with the pasty sorcerer.

Hit Quan Chi 3 more times with Reptile's Acid Spit.

Acid Spit (Back, Forward, B)

Konquest #4-----

Reptile knew he was no match for both sorcerers at once. He decided he could best serve his master Shao Kahn if he could warn him of the impending attack. As he made his way to Shao Kahn's Fortress, he was intercepted by a vampire woman brandishing a weapon that seemed vaguely familiar.

The weapon was a Kirehashi... an ancient weapon of Reptile's extinct race. The vampire called herself Nitara, and offered the weapon to him as an offering of friendship. With a hiss, Reptile ripped the sword from her hands and began swinging it at imaginary foes.

Imagine practicing Reptile's Kirehashi basic attacks on this strange vampire woman.

Blade Chop (Down + Y)
Downward Slash (B)
Circular Swing (Back + B)
The Cutter (Up + B)
Side Slash (Y)
Spinning Slash (Back + Y)
Upward Slash (A)
Mid Lunge (X)
Blade Smash (Back + X)

Nitara did not understand why Reptile was swinging his blade at her. She defended herself.

Blade Chop (Down + Y)
Downward Slash (B)
Circular Swing (Back + B)
The Cutter (Up + B)
Side Slash (Y)
Spinning Slash (Back + Y)
Upward Slash (A)
Mid Lunge (X)

Blade Smash (Back + X)

Reptile's imagination ran wild with the attack possibilities this new weapon presented. He tried attacking low.

Low Lunge (Down + B)
Low Poke (Down + A)
Spinning Blade (Down + X)
Low Swipe (Back + A)

Nitara continued to defend herself, not understanding the reason for Reptile's unwarranted attacks.

Low Lunge (Down + B)
Low Poke (Down + A)
Spinning Blade (Down + X)
Low Swipe (Back + A)

Reptile fantasized impaling Nitara with the Kirehasi Blade. He imagined the blood spewing from the open wound.

Impale Nitara with Reptile's Kirehasi Blade.

Impale (Z)

Konquest #5-----

Reptile snapped out of his combative trance and stopped his attack on Nitara. He accepted her gift of the ancient Raptor weapon readily. Nitara's presence had a soothing effect on Reptile. She claimed to have information that would help his master Shao Kahn in the battle with Kitana's forces. Reptile knew he could trust her. He could sense no deceit.

Nitara led Reptile across the plains of Outworld to the hidden location of Kitana's military encampment. If Reptile could get this information to Shao Kahn, the Emperor could send Kano's troops to smash them in a surprise attack. He had to get back to Shao Kahn immediately.

Reptile can travel vast distances quickly by curling up and rolling. In his zeal to help his master, he zipped back and forth fervently, flipping Nitara into the air.

Trip up Nitara with Reptile's Lizard Ball move 3 times.

Lizard Ball (Forward, Down, X)

Again, you have proven to be a quick study. But let us see how you fare in combat.

Nitara tried to evade Reptile's Lizard Ball as best she could, but Reptile flipped her up 3 more times before he finally left for Shao Kahn's Fortress.

Lizard Ball (Forward, Down, X)

Konquest #6-----

When Reptile finally arrived in Shao Kahn's throne room, he was devastated

to find the Emperor lying dead on the floor. Judging by the smell of magic in the air, he realized that Quan Chi and Shang Tsung had already sprung their attack. He imagined the battle that had killed his master and fantasized about aiding him in battle.

Execute these Hung Gar attack combos on the mammal, Shang Tsung.

Lazy Lizard (B, Y)
Internal Strikes (A, Y)

Shang Tsung is fighting back! Use those same combos to defeat him!

Lazy Lizard (B, Y)
Internal Strikes (A, Y)

Unleash your fury with these more advanced Hung Gar combos. Shang Tsung will not know what hit him.

Wise Tiger (B, A, Y)
Iron Thread (B, A, X, Back + B)

The fight with Shang Tsung would have been epic! Attack him with the more advanced Hung Gar combos again!

Lazy Lizard (B, Y)
Internal Strikes (A, Y)
Wise Tiger (B, A, Y)
Iron Thread (B, A, X, Back + B)

Konquest #7-----

Reptile believed that his master's death was his fault. He should have returned to the fortress much sooner. In anguish over his failure, he wandered Outworld aimlessly, until he once again came across Nitara. Feeling the need to redeem himself, he pledged his life to her service. This time, he would not fail. He would protect his new master well.

Express your anger over Shao Kahn's death by performing these Crab combos. Punish Shang Tsung!

Boiling Water (Back + B, A)
Crab Crawls On Sand (B, B, A)
Claws of Fury (B, B, B)

Nitara has no idea why you continue to assault her. She has no other choice but to defend herself.

Boiling Water (Back + B, A)
Crab Crawls On Sand (B, B, A)
Claws of Fury (B, B, B)

Pull out your Kirehashi Blade and cut down Quan Chi with these combos to help ease the pain.

Dead End (Y, Y)
Reptilan Slice (A, A)

Now Nitara is really angry. She gave you that weapon, and now you are using it against her? She will not stand for that.

Dead End (Y, Y)
Reptilan Slice (A, A)

The emotional pain is too great! Your Kirehashi combos have become more intense!

Shredder (Back + Y, Y)
Rip Tore (B, Back + Y, Back + Y)

Nitara does not understand why you keep referring to her as Quan Chi or Shang Tsung. Perhaps you are hallucinating. Until she can assess the situation, she must take what you dish out!

Shredder (Back + Y, Y)
Rip Tore (B, Back + Y, Back + Y)

You cannot escape the thought that you failed your master! Your anguish has reached a fevered pitch! Impale the traitor Shang Tsung with your Kirehashi Blade!!

Impale (Z)

Konquest #8-----

Fortunately for the vampire Nitara, Reptile's Kirehashi Blade was not made of wood. She pulled the weapon from her body, and tried to calm him down. However, Reptile's imagination was out of control by that time. Instead of Nitara, he now saw Kitana before him. If he had not wasted time to inspect Kitana's military encampment, he would have been in the throne room to defend his master.

It's all Kitana's fault! Make her bleed! Spill 80 pints of her blood before she defeats you or you come to your senses.

Konquest #9-----

Nitara forgave Reptile for his uncontrolled bout. Shao Kahn would have killed him for it. Nitara was indeed a master worth fighting for. Her first command was to attack an Earthrealm invader. She instructed Reptile to weaken the outsider by biting his armguard. The battle from that point on would be easy.

Attack the Earthrealm invader with 2 of Reptile's Style Branch combos. These combos start in the Hung Gar fighting style and go into the Crab fighting style.

Start in Hung Gar (B, A, X, L, B, A)
Start in Hung Gar (B, A, X, L, B, B)

Reptile bit the arm of his opponent, but the damage made no difference. The invader did not seem weakened. Reptile attacked with another Style Branch combo that started with the Crab fighting style and changed into his Kirehashi Blade.

Start in Crab (B, B, Back + Y, L)

Still, the invader would not fall. Reptile made use of all his

fighting skills and executed a Style Branch combo that started with Kung Gar, changed to Crab, and finished with his Kirehashi Blade.

Start in Hung Gar (B, A, X, L, B, Back + Y, L)

None of his attacks brought Nitara's enemy down. Reptile had one more attack left. He needed to impale the invader with his Kirehashi Blade.

Impale the Earthrealm invader with Reptile's Kirehashi Blade.

Impale (Z)

Konquest #10-----

Reptile hit the Earthrealm invader so hard that his ribcage burst open. Reptile paused for a moment to flex his leathery muscles in victory. But before he could belt a triumphant scream, a great monster with many teeth came whirling outward from inside his defeated foe's chest. Unable to comprehend this new danger, Reptile fled in fear.

He wandered again aimlessly, realizing that he had failed another master. He was angry with himself and let his imagination run wild. He imagined that standing before him was his true enemy...

=====

===== Scorpion =====

=====

Konquest #1-----

The ninja spectre Scorpion utilizes the forces of the Netherealm to combat his foes. Although he takes no sides in the battle against the Deadly Alliance, his primary goal is to destroy the sorcerer Quan Cho for slaying his family and clan. Scorpion is nearly unstoppable and will not rest until he has exacted his revenge. There is much to be learned from his unrelenting determination.

The first of Scorpion's styles you must learn is Hapkido.

Hapkido has a mix of both powerful and quick attacks. Try a few of these attacks against Scorpion's old nemesis, Sub-Zero.

- Back Hand Strike (B)
- Face Strike (Back + B)
- Axe Kick (A)
- Snap Kick (X)
- Backside Kick (Back + X)

A useful Hapkido attack called the Front Thrust Kick, allows Scorpion to pop his opponent into the air long enough to execute another attack.

Front Thrust Kick (Up + X)

Try attacking Sub-Zero with the Front Thrust Kick, and while he is still in the air, attack him 2 more times with the Front Thrust Kicks.

Front Thrust Kick (Up + X) (x3)

Excellent. You are learning quickly. Let us move on to the Hapkido low attacks and sweeps. These attacks keep your opponent on the defensive.

Knee Knockdown (Forward + A)

Hop Sweep (Back + A)

Back Sweep (Down + A)

Front Sweep (Down + X)

While in the Hapkido fighting style, Scorpion can Taunt (Z) his opponent. This move is not only intimidating, but it also rejuvenates some of Scorpion's health. Try executing 2 successful Taunts to regain full health.

Konquest #2-----

You have successfully proven your mastery of Scorpion's Hapkido fighting style. Your next lesson will be to learn another of his martial arts fighting styles.

You will now begin training with Scorpion's basic Pi Gua attacks:

Ridge Hand (B)

Stepping Heel Kick (A)

Knife Hand Chop (Back + B)

Double Knife Hand Chop (Back + X)

Wing Chop (Forward + Y)

Scorpion's Pi Gua fighting style utilizes fast and tricky low attacks. He uses them to keep his opponent on the defensive. Try attacking Quan Chi with Pi Gua's low attacks:

Chest Strike (Down + Y)

Low Heel Kick (X)

Low Knife Hand Strike (Down + X)

Spear Hand Sweep (Back + Y)

While using the Pi Gua fighting style. Scorpion can Shove (Z) a blocking opponent. He uses this move to push a blocking opponent away. Shove your blocking opponent away from you 5 times.

Shove (Z)

Konquest #3-----

Excellent! Your training in the art of Pi Gua is complete! Let us move on to Scorpion's weapon style, the Ninja Sword.

Scorpion's Ninja Sword fighting style utilizes speed and reach. Try attacking your opponent with Scorpion's Ninja Sword high attacks:

Crescent Blade Attack (X)
Reverse Stab (Y)
Charging Slash (Forward + A)
Upward Slash (Down + B)
Sweeping Blade (Down + X)
Edge Slash (Down + Y)
Piercing Blade (Down + A)

A very useful Ninja Sword attack is the Rising Slash. This move allows Scorpion to pop his opponent into the air long enough to execute another attack.

Rising Slash (A)

Try attacking your opponent with the Rising Slash and while he is still in the air, attack him 2 more times with the Rising Slash.

Rising Slash (A) (x3)

Very impressive! Now you must learn a more strategic move, the Sidestep Swing (Z). This quick jump to the side, followed by a sword slash, has a very good chance of hitting an opponent while he is in the middle of an offensive attack. Execute a Sidestep Swing 5 times successfully against your opponent.

Konquest #4-----

Very well done! Now you must learn attack combinations. Utilizing combos will greatly increase the damage done to your opponent.

You will begin your lesson with Hapkido basic combos:

Flowing Water (Y, Y, B)
Inner Power (Y, Y, X)

Some combos in Scorpion's Hapkido fighting style end in a pop-up. This pops his opponent into the air long enough for him to execute another attack. Now you must execute these combos that end in a pop-up... flawlessly.

Liftoff (X, Up + X)
Burning Soul (Y, A, Up + X)

You have learned the first part of this lesson. Now you must learn to attack your opponent while he is still in the air. Use a pop-up combo and, while Quan Chi is still in the air, hit him again.

Juggles (X, Up + X ...)
Juggles (Y, A, Up + X ...)

Very impressive! Scorpion also has a low combo that starts with a low hit and then sweep kicks his opponent. You may begin Scorpion's sweep combo.

Sinking Leaf (Forward + A, Back + A)

In order to break free from Drahmin and Moloch, Scorpion executed a Hapkido combo that pushed the two Oni away from him. He then chased after Quan Chi to prevent him from escaping the Netherealm.

You must learn these combos as well.

Lethal Legs (X, Back + X)
Doombringer (Y, A, Back + B)

Konquest #5-----

You are close to mastering the fighting skills of a tortured spectre! Now you must learn the attack combinations using Scorpion's Pi Gua and Ninja Sword fighting styles.

Scorpion's Pi Gua fighting style is based on single solid hits, but it has a few combos to round it out. Begin the Pi Gua combo lesson.

Stone Breaker (Back + B, A)
Falling Tree (Y, Y, A)
Rushing Ridge Hand (Y, Y, B)

I am most proud of you. Next you will learn Scorpion's combo attacks in the Ninja Sword fighting style.

Moon Strike (X, X)
Turning Dragon (B, Y)

You have learned basic Ninja Sword combos well. Now you will master some more advanced combo attacks. Execute these Ninja Sword combos:

Rising Dragon (B, A)
Demon Slice (X, A)
Edge of Pain (X, B, B, A)

Very impressive! Now you must take it a step further. You must use the Ninja Sword pop-up combos you have already learned and then attack with any Ninja Sword swing to juggle Sub-Zero before he lands on the ground.

Konquest #6-----

You will now peer into a world unknown to mortals! You will learn the special moves of a Hellspawn spectre.

Scorpion's Backflip Kick is used to prevent an opponent from approaching. It also works well as an anti-air attack.

Attack Sub-Zero with Scorpion's Backflip Kick 4 times:

Backflip Kick (Back, Forward, A) (x4)

Very impressive! Now you must take it a step further. Sub-Zero will not be so accommodating this time. Attack him with the Backflip 4 times.

Backflip Kick (Back, Forward, A) (x4)

Konquest #7-----

You have mastered the first of Scorpion's special attacks. It is time you learned yet another.

Although Scorpion's Summon Hellfire special attack is useful against defensive or blocking opponents, it can be dodged and leaves him vulnerable to attack.

Melt Sub-Zero with Scorpion's Summon Hellfire attack.

Summon Hellfire (Down, Back, Y)

Konquest #8-----

Now for Scorpion's trademark attack.... the Spear.

Scorpion can hurl a roped spear across the arena to impale his opponent and pull him closer for a free unblockable hit. That hit can be whatever attack he chooses, but it is most effective when it is the first strike in a combo.

Catch Shang Tsung twice with Scorpion's spear.

Spear (Back, Forward, B)

That must have been msot painful for Shang Tsung. But not as painful as your next lesson will prove to be. Now impale him with Scorpion's Spear and when he is standing near you stunned, execute a Backflip Kick attack as your unblockable free move.

Spear, Backflip Kick (Back, Forward, B, Forward, Back, A)

That will most likely leave a mark. This, however, will leave some charring. Impale Shang Tsung with Scorpion's spear and, while he is standing near you stunned, execute a Front Thrust Kick in the Hapkido style as your unblockable free move, followed by the Summon Hellfire before he hits the ground.

Combo (Back, Forward, B, Up + X, Down, Back, Y)

Konquest #9-----

You have already mastered some of Scorpion's basic combos. You must now expand upon that training by learning his Style Branch combination attacks.

First you will learn a Style Branch combo that begins with Scorpion's Hapkido style and then goes into his Pi Gua style.

Start in Hapkido (Y, Y, L)

Next you will execute a Style Branch combo that starts in the Hapkido style, goes into the Pi Gua style, and then continues with 2 more hits, while still in the Pi Gua style.

Start in Hapkido (Y, Y, L, Y, A)

Now try the same Style Branch combo starting from the Hapkido style, going into the Pi Gua style, and then continuing with 2

more hits ending in the Ridge Hand high chop move in the Pi Gua style.

Start in Hapkido (Y, Y, L, Y, B)

Now execute a Style Branch combo that begins in Scorpion's Pi Gua style and goes into his Ninja Sword fighting style.

Start in Pi Gua (Y, Y, L)

Konquest #10-----

Most impressive! You have learned much through your journey. You have mastered many fighting styles and beaten many opponents. But there is one opponent you still need to confront...

It is one thing to defeat a foe that does not share your thoughts. It is a completely different situation when confronting a foe that can anticipate your every move. Your final test will be to face a mirror image of Scorpion. If you can win 3 out of 5 matches, you will have completed your training. Good Luck.

=====
===== Shang Tsung =====
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Konquest #1-----

The Sorcerer Shang Tsung is cursed to consume the souls of defeated warriors in order to stay alive. From these souls he attains greater strength and ability. It could be said that his fighting skill is the culmination of those he has conquered. We shall see if you can master his fighting ability through practice alone.

The history of Shang Tsung's Snake fighting style is hard to trace historically because it is incorporated into so many Chinese fighting systems. Shang Tsung absorbed this fighting style by consuming the soul of a Shaolin monk.

The Snake fighting style consists mainly of fast-jabbing, short-ranged high attacks.

Attack the Shaolin monk, Kung Lao, with Shang Tsung's basic Snake high attacks.

- Bai She Tu Xin (B)
- Cross Fang (Back + B)
- Viper Strike (Y)
- Gut Buster (Back + Y)
- Qing She Chu Dong (Up + Y)
- High Snapkick (A)
- Mid Kick (X)
- Eagle Pecking (Back + X)

Shang Tsung's Snake low attacks strike like a viper.

Practice Shang Tsung's Snake basic low attacks.

Low Palm (Down + B)
Twin Fang (Down + Y)
Quick Bite (Down + X)
Twin Cobra (Down + A)

While in the Snake fighting style, Shang Tsung can distance himself from his opponents with a backflip Escape (Z)

Execute 3 successful backflip Escape moves while in the Snake fighting style.

Konquest #2-----

Shao Kahn had sent orders to Shang Tsung, commanding the sorcerer to aid him in the battle against the united forces of Edenia and the Shokan. The message was delivered by Reptile. At first, Shang Tsung did not recognize Reptile, for he had morphed into something more primal than in years past. Shang Tsung mistook Reptile for an assassin and braced for an attack.

Shang Tsung posed himself in the Crane Style stance. Reptile perceived this to be offensive move. A battle ensued.

Attack the assassin with Shang Tsung's fighting style high attacks.

Chin Punch (B)
Crane Neck (Down + B)
Strong Knee (Back + Y)
Backfist (Down + Y)
Flapping Wing (A)
Hop Sidekick (Back + A)
Low Peck (Down + A)
Spinning Sidekick (X)
Spinning Crane Kick (Up + X)

During the fight, Shang Tsung used a Crane pop-up attack Y on the assassin. This attack allowed Shang Tsung to pop Reptile into the air long enough to execute another attack.

Attack the assassin with the Crane Wing pop-up attack!

Crane Wing (Y)

Now attack the assassin with the Crane Wing pop-up attack and, while he is still in the air, attack him 2 more times with the Crane Wing pop-up attack.

Y ... Y ... Y

Shang Tsung can sweep kick an opponent while in his Crane style.

Sweep kick the assassin 3 times!

Sweeping Crane (Down + X)

While in the Crane fighting style, Shang Tsung can also perform a Reversal (Z). This move allows Shang Tsung to catch an opponent's attacking limb in mid-strike long enough for him to counter with a strike of his own.

Counter the assassin's attack with a Reversal move while in the Crane style!

Reversal (Z)

Konquest #3-----

Shang Tsung finally recognized Reptile and ceased his attack. Reptile gave him Shao Kahn's orders to report to the Emperor's fortress, and then he departed. Moments later, there was a ruckus in the outside courtyard. Shang Tsung emerged from his domicile to find that the sorcerer Quan Chi had just defeated Scorpion in a short but heated battle. Quan Chi explained that the ninja spectre had been lying in wait for Shang Tsung.

If Quan Chi had not been there to intervene, Shang Tsung would surely have been attacked by the ninja spectre, Scorpion. Against such a powerful foe, Shang Tsung would have needed to draw his Straight Sword.

Attack Scorpion with Shang Tsung's basic Straight Soward high attacks.

- Front Swipe (B)
- Lifting Swing (Up + B)
- Rising Slice (Y)
- Lunge (Forward + Y)
- Back Hand Lunge (Up + Y)
- Foot Sword (A)
- Cross Strike (Back + A)
- Chest Strike (Down + A)
- Spinning Slice (X)
- Sweeping Strike (Down + X)

To keep his opponents on the defensive, Shang Tsung uses a series of Straight Sword low attacks.

Attack Scorpion with Shang Tsung's basic Straight Sword low attacks.

- Shin Slash (Down + B)
- Low 2 Hit Swipe (Down + Y)
- Low Stab (Back + X)

In order to insure Scorpion's defeat, Shang Tsung would have had to impale the ninja spectre. By stabbing Scorpion and not retrieving the blade, Shang Tsung would have slowly drained Scorpion's netheressence.

Impale Scorpion with your Straight Sword.

Impale (Z)

Konquest #4-----

Quan Chi had come to Shang Tsung with an offer to form an alliance. He explained in detail how the two sorcerers could greatly benefit each other if they joined forces. Shang Tsung was no fool He understood the risks involved with Quan Chi's proposal. But after come convincing from his fellow sorcerer, he readily agreed. The first act of the Deadly Alliance would be to eliminate

Shao Kahn. Shang Tsung made use of Shao Kahn's mandate to return to his fortress as a means to get within striking distance.

An attack Shang Tsung used while he and Quan Chi fought the Emperor, Shao Kahn, was his Fireball. One variation is the Straight Fire. Practice this attack on Quan Chi 3 times.

Straight Fire (Down, Back, B)

Hit Quan Chi 3 times with Shang Tsung's Straight Fire fireball again. Quan Chi will not be standing still this time.

Straight Fire (Down, Back, B)

Another fireball attack Shang Tsung used against Shao Kahn was his 3D Fire. Practice the long-range version of this attack on Quan Chi.

3D Fire Far (Back, Forward, B)

Well done. Now try to hit Quan Chi with the shorter-range of Shang Tsung's 3D Fire attack.

3D Fire Close (Forward, Back, B)

Konquest #5-----

After defeating the Emperor of Outworld, Shao Kahn, the two sorcerers traveled to Earthrealm by way of a celestial portal known only to sorcerers and deities. To earn the privilege of crossing over the void, each sorcerer had to combat a representation of his greatest adversary. For Shang Tsung, the opponent came in the form of Quan Chi.

Attack Quan Chi with Shang Tsung's Snake attack combos to earn the right to pass.

Twisting Python (Y, Y)
Spiritual Snake Tail (Y, A)

The Quan Chi double did not fall from your first attack. Try these more advanced Snake combos.

Rattlesnake (B, B, A)
Hissing Strikes (B, B, Y, A)
Snake Eyes (B, B, Y, Back + B)

Konquest #6-----

Shang Tsung and Quan Chi had traveled to Earthrealm to seek out Shang Tsung's nemesis, Liu Kang. By disguising himself as Kung Lao, Shang Tsung was able to approach Liu Kang while he was practicing his meditation katas. In the fight that ensued, Shang Tsung had almost lost to Liu Kang's might. From out of nowhere, Quan Chi threw the Shaolin monk off balance with a surprise attack... and gave Shang Tsung the moment he needed to kill Liu Kang.

The Elder God, Raiden, had witnessed the battle from The Heavens and decided to return to Earth to combat the Deadly Alliance. Attack Raiden with these Crane fighting style combos.

Crazy Wings (A, A, Y)
3 Hit Wings (A, A, A)
Triple Chin Punch (B, B, B)
Sidewinder (A, A, X)

Well done! Let us see how you fare with some more complicated combos.

? (B, B, B, Up + X)
? (A, A, A, B, B, B, Up + X)

Konquest #7-----

Shang Tsung and Quan Chi left Liu Kang's body where it lay to complete their next task... to locate the Red Dragon clan member, Mavado. They had use of his clan's talents and offered his clan asylum from the coming invasion of Earthrealm, should he complete the task they proposed. Mavado accepted their offer on behalf of his clan and followed the two sorcerers back to Outworld.

Practice Shang Tsung's Straight Sword attack combos with Mavado.

Deadly Blade (B, B)
Ancient Strike (X, Y)
Soul Sucker (Forward + Y, B)
Pain (A, Back + A)
Master's Edge (X, Y, A, Back + A)

Shang Tsung has mastered the ability to Impale his Straight Sword into an opponent to slowly drain his life force. Once lodged into an opponent, Shang Tsung's blade cannot be removed.

Impale Shang Tsung's Straight Sword into Mavado.

Konquest #8-----

Some time after Shang Tsung, Quan Chi, and Mavado had returned to Outworld. Shang Tsung made a pact with two Oni from the Netherealm. He kept them in a chamber in the lower levels of his new palace and fed them mortals to keep them satisfied. In the event that Quan Chi betrayed Shang Tsung, he would release the vengeful Oni upon him.

By linking multiple fighting styles together into one long combo, Shang Tsung can more effectively combat his opponents.

Practice Shang Tsung's Style Branch combos on the Oni, Drahmin. This one starts in the Snake style and goes into the Crane style.

Cold Blooded (B, B, Y, L)

Execute that same combo on Drahmin. This time, he will fight back.

Cold Blooded (B, B, Y, L)

Next, attack Drahmin with some Style Branch combos that begins with the Crane style and go into the Straight Sword.

Start in Crane (B, B, B, L)
Start in Crane (A, A, A, B, B, B, L)

Execute those same combos on Drahmin. This time, he will fight back.

Start in Crane (B, B, B, L)

Start in Crane (A, A, A, B, B, B, L)

Konquest #9-----

Shang Tsung has survived for centuries by stealing the souls of warriors. Once Shang Tsung has preformed his Soul Steal move, it is said that he absorbs some of his victims' attributes as well maintains his youth.

Regain full health by stealing some of Quan Chi's life force 3 times.

Soul Steal (Down, Back, A)

Quan Chi believes that you have betrayed him! The Deadly Alliance is no more! In retribution for your insolence, Quan Chi has cast a life-drain spell on you!

You must steal some of his life force 5 times to stay alive!

Soul Steal (Down, Back, A)

Impale the infidel Quan Chi with Shang Tsung's Straight Sword!

Impale (Z)

Konquest #10-----

Most impressive! You have learned much through your journey. You have mastered many fighting styles and beaten many opponents. But there is one opponent you still need to confront...

It is one thing to defeat a foe that does not share your thoughts. It is a completely different situation when confronting a foe that can anticipate your every move. Your final test will be to face a mirror image of Shang Tsung. If you can win 3 out of 5 matches, you will have completed your training. Good Luck.

=====
===== Sonya =====
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Konquest #1-----

Sonya Blade was part of a Special Forces unit assigned to kombat international criminal organizations. She and her partner, Jackson Briggs, had tried to warn the U.S. government of the impending threat from the realm of Outworld, but their words fell on deaf ears. It was not long before the unprotected realm of Earth fell under invasion from the Emperor of Outworld, Shao Kahn.

Kenpo is a western variation of Japanese Karate. It was originally introduced to the Hawaiian Islands as Kenpo Jujutsu and was later adapted into what is now called Kenpo or Kenpo Karate.

Practice Sonya's basic Kenpo high attacks on her Special Forces partner, Jax:

Knife Hand-Strike (B)
Spinning Elbow Strike (Back + B)
Eye-Gouger (Y)
Knife Hand Chop (Back + Y)
Standing Uppercut (Up + Y)
Back Kick (A)
Rising Axe Kick (X)
Shovel Kick (Back + X)

One of Sonya's attacks that you just learned, the Rising Axe Kick, can pop an opponent into the air long enough to execute another attack. Juggle Jax in the air with 3 Rising Axe Kicks:

Rising Axe Kick (X) (x3)

Well done! This time start with the Standing Uppercut and finish with 2 Rising Axe Kicks:

Up + Y ... X ... X

Excellent! Now to learn Sonya's Kenpo low attacks:

Double Hammer Fist (Down + B)
Low Punch (Down + Y)
Leg Sweep (Back + A)
Low Heel Kick (Down + A)
Low Step Punch (Down + X)

While in the Kenpo fighting style, Sonya can power-up her attacks by performing a Neijin . This boost in offensive power only lasts for a short period of time. Execute a Neijin and hit Jax with a powered-up strike of your choice.

Z + any attack button

Konquest #2-----

During Shao Kahn's invasion of Earthrealm, Sonya faced off with a Black Dragon member known as Kano atop a high building. She had dealt with Kano before, and she was intent on making this encounter the last. After Kano had dealt her a devastating blow, she feigned defeat to draw Kano in. When he was in position, she hurled him over the side of the building to the street below. She later reported Kano's death to the Special Forces.

The Japanese occupation of Korea from 1910 through the end of WWII influenced Tae Kwon Do through the introduction of Shotokan. Initially taught to the military, Tae Kwon Do is the Korean equivalent of Karate, with more emphasis placed on kicking.

Attack Kano with Sonya's basic Tae Kwon Do high attacks:

Side Kick (B)
Hook Kick (Back + B)
Double Hammer Fist (Down + B)
Downward Axe Kick (Y)

Twin Fist Punch (Down + Y)
Spinning Heel Kick (A)
Rolling Strike (Down + A)
2-hit Axe Kick (X)

Kano is no push-over. He hates the Special Forces as much as Sonya despises the Black Dragon. He will make you work for it this time.

All of the moves above while Kano is moving.

Now you must learn Sonya's Tae Kwon Do low attacks:

Ankle Smash (Back + A)
Nitro Kicks (Back + X)
Spinning Back Kick (Down + X)

Kano was caught off guard that time. He knows you will be attacking low and will be ready for you. Attack him once again with Sonya's Tae Kwon Do low attacks.

All of the low attack moves above while Kano is moving.

During her fight with Kano, Sonya had turned his attack against him by performing a Reversal. This move allowed her to catch Kano's attacking limb and counter with her own move. Counter Kano's attack with Sonya's Reversal move.

Reversal (Z)

Konquest #3-----

After Shao Kahn had been defeated, Sonya and Jax discovered the cyborg ninja Cyrax immobilized... caught in an instructional loop. They brought him to the Special Forces tech labs and restored his humanity. To show his gratification for releasing him from a digital nightmare, Cyrax pledged his services to the Special Forces and currently reports to the Outerworld Investigation Agency.

Kali Sticks is a martial art of the Philippines. The jungle environment on those islands has naturally led to the development of fighting techniques which utilize sticks and or long knives.

Practice Sonya's Kali Stick high attacks with Agent Cyrax.

Straight Snap Strike (B)
Overhead Strike (Forward + B)
Circular Strike (Y)
Spinning Strike (Back + A)
Wrist Snap Strike (X)
Chin Jab (Down + X)
Circular Power Strike (Back + B)
Stick Smash (Z)

Cyrax will now spar with you. Attack him with the Kali Sticks high attacks once again.

All of the moves above while Cyrax is moving.

Now to practice Kali Sticks low attacks training.

Low Snap Strike (Down + B)
Low Scissors Swipe (Down + Y)
Low Swinging Strike (A)
Low Strike (Down + A)

Cyrax will test you once again. Attack him with the Kali Stick low attacks you have just learned.

All of the moves above while Cyrax is moving.

Konquest #4-----

When the rogue swordsman, Kenshi, joined the Special Forces Outerworld Investigation Agency, his first assignment was to locate the missing agent Cyrax who had been reported missing in Outworld.

Sonya was intrigued by Kenshi's ability to sense an opponent without the use of his eyes. Test his awareness. Attack him with Sonya's Fly Kick move.

Fly Kick (Forward, Forward, A)

Excellent. This time, Kenshi will test YOUR ability to use that move in kombat.

Fly Kick (Forward, Forward, A) (x3)

Very skillful execution! Now you must attack Kenshi in the Kenpo fighting style with 2 Rising Axe Kicks and finish the assault with Sonya's Fly Kick.

X ... X ... Forward, Forward, A

Konquest #5-----

While on assignment demolishing ancient inter-realm portals in the East, Sonya received a distressing message from Jax that that the Outerworld Investigation Agency had been completely destroyed by an accomplice of Shang Tsung and Quan Chi. A new threat from Outworld was imminent. But without their inter-realm portals, Jax and Sonya had no means to prevent the attack.

Unless the warriors Sonya and Jax can find a way to travel to Outworld, they can kiss Earthrealm goodbye. Practice Sonya's Kiss of Death special attack.

Kiss of Death (Down, Back, B)

Jax is not interested in Sonya's misplaced affections. He will resist the Kiss Of Death attack this time.

Kiss of Death (Down, Back, B) (x3)

Konquest #6-----

Sonya was visited by the God of Thunder, Raiden. He asked for her aid in

the coming fight against the Deadly Alliance. Sonya agreed to join her old friend and ally, but she expressed concern that all inter-realm portals on Earth were now destroyed. Raiden instructed her to meet with the other heroes on the old island fortress in the Lost Sea where he would address this issue.

By linking attacks together, Sonya Blade can more effectively defeat her opponent. Practice these Kenpo combos with Raiden.

Conscious Mind (A, A)
Cutting Edge (B, A, A)
Big Guns (B, B, X)

Now for the real test. You will spar with a Thunder God using the Kenpo attack combinations you have just learned.

All of the above moves while Raiden is moving.

Konquest #7-----

Sonya arrived on Shang Tsung's abandoned island fortress and was greeted by one of her allies against evil, Kung Lao. He seemed depressed, but would not offer an explanation. The two of them sparred on the beach to pass the time as they waited for the other warriors that Raiden would have contacted.

Practice Sonya's Tae Kwon Do attack combinations with Kung Lao.

Clearness Of Mind (X, X)
Take Out (Back + A, A)

Kung Lao will now practice his fighting styles with you. Use the attack combinations you just learned to defend yourself.

All of the moves above while Kung Lao is moving.

Expand upon your training with these extra Tae Kwon Do combos.

Peaceful World (B, B, Down + A)
Special Forces (X, Back + A, A)

Test the effectiveness of those combos by sparring with Kung Lao.

All of the moves above while Kung Lao is moving.

Konquest #8-----

By late afternoon, a small boat, apparently formed of ice, floated to shore. It was the Lin Kuei ninja, Sub-Zero, and his warrior-in-training Frost. Sonya was not excited to see Frost. Her first meeting with the new Lin Kuei recruit was not a pleasant one. Sonya had a score to settle.

As Frost disembarks, attack her with Sonya's Kali Stick combos.

Multi-Level Strikes (Y, X, A)
Furious Blows (X, Y, X)

Frost was caught off guard, but now she will show the superiority of Lin Kuei training.

All of the moves above while Frost is moving.

Frost fights well, but she will fall to these Kali Sticks combos.

Show-Off (Y, X, Back + A)
The Live Hand (X, Y, Back = A)

Frost's desire to impress her Sifu, Sub-Zero, has impaired her judgment. She will not stop until you have been defeated.

All of the moves above while Frost is moving.

Konquest #9-----

By nightfall, the remaining Earthrealm warriors had arrived. Raiden then appeared and transported the heroes to a celestial portal to Outworld. To earn the right to pass into Outworld, each warrior had to defeat a representation of his or her worst adversary. Sonya had thought it would be Frost, but to her surprise, it was a stranger with an image of a red dragon on his back.

Defeat the stranger with Sonya's Style Branch combos. These attack combinations give Sonya added combative effectiveness by linking moves from different styles together. This one starts in Tae Kwon Do and goes into Kali Sticks.

Blitzkrieg (Back + X, L)

The spectral opponent has gotten more aggressive. He will not be so easily defeated this time.

Blitzkrieg (Back + X, L)

You must adjust your technique and perform a different, more powerful Style Branch combo. This one starts in the Kenpo style, goes into Tae Kwon Do, and finished with the Kali Sticks.

Start in Kenpo (B, B, L, X, L)

That attack consued your mysterious opponent but he has adapted and will be quite a challenge this time.

Start in Kenpo (B, B, L, X, L)

Konquest #10-----

Most impressive! You have learned much through your journey. You have mastered many fighting styles and beaten many opponents. But there is one opponent you still need to confront...

It is one thing to defeat a foe that does not share your thoughts. It is a completely different situation when confronting a foe that can anticipate your every move. Your final test will be to face a mirror image of Sonya. If you can win 3 out of 5 matches, you will have completed your training.

Good Luck.

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===== Sub-Zero =====
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Konquest #1-----

Sub-Zero has found that the Lin Kuei Dragon Medallion has greatly improved his normal fighting abilities. In addition, it has enhanced his freezing powers in unexpected ways. You must learn Sub-Zero's enhanced fighting styles if you wish to seek enlightenment.

The first of Sub-Zero's fighting styles that you will need to master is his Shotokan style.

Shotokan is a style of Karate, which has its roots in Okinawa. Historically, Okinawa enjoyed a great trade economy, which exposed the locals to martial arts from many lands. Master Funakoshi Gichin founded Shotokan karate in 1936 in Tokyo. It is more linear, and can be a very aggressive and devastating style.

Many years ago, Sub-Zero had been hunted by his fellow Lin Kuei, Cyrax, for challenging and eventually leaving the clan.

Let us begin the Shotokan high attacks lesson with the cyborg ninja Cyrax.

Spear Hand Strike (B)
Forward Elbow Strike (Back + B)
Sword Hand Strike (Y)
Rising Thrust Kick (A)
Side Snap Kick (Forward + A)
Thrust Kick (X)

In a battle with Cyrax, Sub-Zero used an attack called the Mountain Punch. This attack allowed him to pop Cyrax into the air long enough to execute another attack.

Practice the Mountain Punch attack on Cyrax.

Mountain Punch (Back + Y)

Try attacking Cyrax with the Mountain Punch and, while he is still in the air, attack him 2 more times with the Mountain Punch.

Back + Y ... Back + Y ... Back + Y

Excellent. You are learning quickly. Let us move on to the Shotokan low attacks. Let us see how you fare against this cyborg ninja.

Lower Knee Strike (Down + B)
Lower Dual Punch (Down + Y)
Low Sweep Kick (Down + A)
Low Shin Kick (Back + X)

Very well done. Sub-Zero's Shotokan fighting style also utilizes an Escape move that allows him to quickly put distance between

himself and his opponent.

Execute 3 successful Escapes from Cyrax

Escape (Z)

Konquest #2-----

You bring honor to Earthrealm. You have successfully proven your mastery of Sub-Zero's Shotokan style. Your next lessons will be to learn another of Sub-Zero's martial arts fighting styles, the Dragon style.

The Dragon style is a southern Chinese style that imitates the movements of the mythological beast. The main attacking parts of the Dragon are its claws and tail, which are mimicked by the hands and legs of the practitioner. The Dragon is a symbol of power and strength.

Like any great structure, fighting skill is built brick by brick. You must first learn the basics of the Dragon style before continuing further.

Practice these Dragon style attacks on a real-life dragon, Reptile..

Back Knuckle Strike (B)
Upper Lunge Punch (Back + B)
Sun Fist (Y)
Roundhouse Kick (A)
Front Stomp Kick (X)
Wheel Turning Kick (Up + X)
Uppercut (Down + Y)

Sub-Zero's strength has increased greatly since donning the Dragon Medallion. Using the medallion's energy, he has developed a very powerful move called the Dragon Attack.

Execute 3 Dragon Attack moves on Reptile

Dragon Attack (Back + Y)

Excellent. You are indeed a warrior worthy of the Lin Kuei. Let us move on to the Dragon low attacks.

Ducking Dual Claws (Down + B)
Mid Claw Swipe (Down + X)
Low Claw Strike (Down + A)

By channeling energy from the medallion through his Dragon fighting style, Sub-Zero is able to perform a Neijin. A Neijin allows Sub-Zero to increase the power of his attacks for a limited period of time.

Execute a Neijin and strike Reptile with a powered-up attack.

Power-Up and Attack (Z)

Konquest #3-----

Excellent! Your training in the art of Dragon is complete! Let us move on to

Sub-Zero's weapon style, the Kori Blade.

The Dragon Medallion has amplified Sub-Zero's freezing abilities, or Kori, in such a way that he can form complex objects out of solid ice from surrounding water vapor. One such object is his Kori Blade.

You must first learn to instantly form a Kori Blade. From there, you will practice Kori Blade basic moves.

Attack the Netherealm Oni Drahmin with these moves.

Overhead Swing (B)
Spinning Slash (Back + B)
Overhead Smash (Up + B)
Blade Lunge (Y)
Low Swipe (Back + Y)

Unlike some warriors, Sub-Zero mixes kicks with his weapon attacks. Perform these Kori Blade kick attacks.

Back Kick (X)
Sweep Kick (Back + X)

The Stomp Kick is an attack Sub-Zero uses in his Kori Blade style that pops his opponent into the air long enough to execute another attack.

Attack Drahmin with a Stomp Kick to juggle him. Then, while he is still in the air, follow up with any strike from the Kori Blade before he hits the ground.

Stomp Kick (A) ... A

Sub-Zero has the ability to Impale his Kori Blade into an opponent to drain his lifeforce. This is a devastating tactic that can turn a duel to his advantage. Once lodged into an opponent, his blade cannot be removed.

Impale Drahmin with Sub-Zero's Kori Blade

Impale (Z)

Konquest #4-----

Now that you have mastered Sub-Zero's main fighting styles, you must learn his special attacks.

Sub-Zero has trained many years to hone his natural ability to freeze. This trait has been passed down through many generations of his family line. But with the power of the Dragon Medallion amplifying this ability, his Kori attacks are more powerful than ever.

Sub-Zero's Freeze projectile attack has become legendary throughout the realms of Earth and Outworld. It is an excellent means for stopping his opponents in their tracks.

Practice attacking Nitara with 2 Freeze projectile attacks before time runs out.

Freeze (Down, Forward, B)

Vampires are cold-blooded. Nitara will recover. She will not be such an easy target this next time.

Execute the Freeze projectile 2 times before Nitara defeats you.

Freeze (Down, Forward, B)

In addition to the Freeze projectile, Sub-Zero also has a charge attack in his arsenal called the Cold Shoulder. It is a quick dashing attack that knocks your opponent backwards.

Practice the Cold Shoulder against Nitara 2 times before time runs out.

Cold Shoulder (Back, Forward, X)

Nice work, but vampires like Nitara can be nimble targets. She will not let you attack her this time.

Execute the Cold Shoulder 2 times before Nitara defeats you.

Cold Shoulder (Back, Forward, X)

Now try to combine these 2 icy attacks. Freeze Nitara, then follow up with a Cold Shoulder. Execute this 2 times.

Down, Forward, B ... Back, Forward, X

Konquest #5-----

Excellent! You have mastered Sub-Zero's classic Freeze projectile attack. But to become Lin Kuei, you have much more to learn.

An interesting new attack the medallion has unlocked for Sub-Zero is his Ice Shaker attack. Both offensive and defensive, this attack surrounds him with a super-chilled barrier that flash-freezes any opponent within range.

Many years ago, Sub-Zero's brother was manipulated by the sorcerer, Quan Chi to retrieve for him an amulet from its hiding place in Earthrealm. The sorcerer later framed Sub-Zero's brother for the death of Scorpion's family and clan, which led to his demise at the hands of the enraged ninja spectre, Scorpion.

Quan Chi has much to answer for. Freeze him using Sub-Zero's Ice Shaker attack 3 times before time runs out.

Ice Shaker (Back, Down, Y)

Well done. However, it was not enough to chill Quan Chi's already-cold heart. This time, he will not allow you the satisfaction of revenge.

Freeze Quan Chi with Sub-Zero's Ice Shaker attack 3 times before time runs out.

Konquest #6-----

Very well done. Now you must learn attack combinations. Utilizing combos will greatly increase the damage done to your opponent.

Scorpion has hunted Sub-Zero for years. He believed that Sub-Zero murdered his family and clan. Now he believes Quan-Chi to be the true murderer, and will not harm Sub-Zero.

Practice these Shotokan combos on Scorpion before you face your real opponent.

2 Hit Trick (A, Y)
Peaceful Mind (A, Back + Y)
King's Crown (A, Forward + A)

Well done! Let us see how you fare with some more complicated combos...

Peaceful Mind (A, Back + Y)
King's Crown (A, Forward + A)
Iron Horse (B, Y, Back + Y)
Icy Pain (B, Y, X)
Cloud Hands (B, Y, Back + B)

Konquest #7-----

Excellent! Now you must expand your training by mastering a few combos from another style.

These next Dragon combo lessons will work similarly to the Shotokan combo lessons.

At one time, the Red Dragon clan would have been considered a potential ally of the Lin Kuei. But now that Sub-Zero has transformed the Lin Kuei into a force for good, the Red Dragon will pose a great threat.

Practice these Dragon style combos on the Red Dragon infiltrator, Hsu Hao.

Yielding Fire (B, A)
Dragon Dance (B, Back + B)
Ice Pop (B, B, Y)

Well done! Let us see how you fare with some resistance, and a few more complicated combos.

Dragon Dance (B, Back + B)
Silent Dragon (B, Y, A)
Twist of Tiger (B, Y, Up + A)
3 Hit Claws (B, Y, Back + Y)
Dragon Plays With 7 Stars (B, Y, X)

Hsu Hao is a powerful adversary. Apparently, those attacks did not intimidate him.

Use these Kori Blade combos to prove that the Lin Kuei are a force to be reckoned with.

Bitter Blade (B, Back + B)
Cut Up (X, X)

Konquest #8-----

Indeed you are most fortunate. You will now have the honor of participating in The Trial of Blood!

Make Shang Tsung bleed 80 pints of blood before he defeats you or time runs out.

Use Kori Blade in this battle.

Konquest #9-----

Your combo skills have improved greatly. Now you must expand your training further. You must learn to combine fighting styles to form more powerful attack combinations. Combining multiple styles into one combo is called a Style Branch combo. This method of attack can separate the truly skilled warriors from the truly unskilled warriors...

This first Style Branch combo begins with the Shotokan fighting style, and goes into the Dragon Style.

Start in Shotokan (B, Y, X, L)

Good. Now you will repeat that Style Branch combo, but this time you will add one more attack from the Dragon style.

Start in Shotokan (B, Y, X, L, Y)

Well done. Scorpion may rethink his vow not to kill you after such punishment.

Now that you have mastered the combo, practice some different ways to finish off the combo.

Start in Shotokan (B, Y, X, L, Y, Up + X)

Start in Shotokan (B, Y, X, L, Y, X)

Excellent. Even the Lin Kuei warrior, Frost, was unable to complete that combo. But now you must progress to learn the kind of attack combination that makes Sub-Zero a formidable foe.

You must combine all three of Sub-Zero's fighting styles into one long Style Branch combo.

Start in Shotokan (B, Y, X, L, Y, L)

Konquest #10-----

Excellent! You have learned much on this journey. You have honed your skills, as well as defeated your opponents. Now, one more task is at hand...

Defeating another foe is inconsequential. A warrior will have many opponents in his lifetime, but there is only one demon that poses the greatest threat.

To overcome one's own imperfections is the true way to inner peace. The ultimate opponent is one's own self. Your final test will be to face your doppelganger. Now you must win 3 out of 5 rounds to complete your training. Fight!

=====
 Krypt
 =====

The Krypt is an enormous room filled with 676 (120 in GameBoy Advance) koffins. Using the Koins you've earned, you can "purchase" koffins to open and reveal the hidden Kontent. Sometimes you'll discover big items like new characters or backgrounds to fight in, and other times you'll find something small or nothing.

Before you can enter the Krypt, you must enter your saved plater Kode created using the Player Profile option. The Krypt can only be accessed if you're using a Memory Card.

Once you've entered the Krypt, press the Control Pad Up, Down, Left or Right to move from koffin to koffin. Press the A button to open it. The number and Koin on the koffin indicate the amount of color-coded Koins you'll need to take to look inside.

Purchased items, such as sketches and photos, are saved to your profile name. You can view them using the Kontent option on the Main Menu.

- G = Gold
- J = Jade
- O = Onyx
- S = Sapphire
- P = Platinum
- R = Ruby

#'s	GCN, PS2, XBX version	Type	Cost
AA	Quan Chi	Costume	1556 G
AB	Kung Lao	Sketch	186 G
AC	Li Mei	Character	424 P
AD	Moloch	Sketch	96 S
AE	MK2 Cabinet Security Panels	Extra	118 O
AF	Rip Off	Hint	313 P
AG	Deadly Alliance is Born	Sketch	258 S
AH	Shang Tsung	Sketch	66 G
AI	Quan Chi's Tattoos	Extra	277 O
AJ	38 Gold Koins	Koin	26 J
AK	Moloch	Sketch	432 G
AL	Shang Tsung's Palace	Arena	287 R
AM	Mavado	Sketch	192 P
AN	Pay Day	Hint	52 G
AO	57 Sapphire Koins	Koin	105 O
AP	Quan Chi's Throne	Extra	154 O
AQ	Scorpion	Sketch	226 R
AR	Nitara	Costume	2206 J
AS	Palace Exterior	Sketch	66 J
AT	Swamplands	Sketch	269 R

AU	Shang Tsung	Character	463 G
AV	Senate of the Elder Gods Test	Video	497 R
AW	88 Ruby Koins	Koin	76 G
AX	Quan Chi's Inner Sanctum	Extra	337 G
AY	Concept Characters	Sketch	258 P
AZ	Test Your Sight Concept	Sketch	442 R

BA	Lin Kuei Temple Concept	Sketch	264 O
BB	Sub-Zero's Medallion	Extra	326 R
BC	Giant Drummer Detail	Sketch	452 G
BD	Kano	Costume	1520 S
BE	Swamplands Sketch	Sketch	67 G
BF	120 Jade Koins	Koin	263 P
BG	Baphomet Sketch	Sketch	217 S
BH	Ultimate MK3 Arcade Marquee	Extra	116 J
BI	Sonya Concept Sketch	Sketch	167 J
BJ	Ghost Ship	Extra	178 P
BK	Drum Arena Details	Sketch	136 S
BL	Portal Sphere	Extra	145 J
BM	Character Concepts	Sketch	207 O
BN	The Grid: Guest Stars	Extra	720 O
BO	The Grid: Noob Saibot	Extra	305 P
BP	The Grid: MK Ninjas	Extra	426 G
BQ	Kitana	Costume	1327 G
BR	Fly Killer	Hint	451 O
BS	Mavado Sketches	Sketch	253 S
BT	Blood Energy Drink	Extra	291 S
BU	Reptile Skin Lotion	Extra	336 P
BV	Backstage: MK4 Commercial	Extra	371 S
BW	Backstage: MK4 Commercial	Extra	329 O
BX	Backstage: MK4 Commercial	Extra	212 P
BY	MK Gold Logo	Extra	183 G
BZ	MK4: Sonya and Tanya	Extra	381 P

CA	Shang Tsung's Palace Sketch	Sketch	218 O
CB	Octo Garden Sketch	Sketch	252 S
CC	Book of Destiny	Extra	376 J
CD	Shang Tsungs Soul Concept	Sketch	261 J
CE	Great Dragon Egg	Extra	174 J
CF	Female Character Concepts	Sketch	268 O
CG	JT: Johnny's Tapes	Hint	75 S
CH	92 Sapphire Koins	Koin	48 J
CI	Test Your Sight Concept	Sketch	271 J
CJ	Quan Chi Sketches	Sketch	272 R
CK	Wu Shi Academy	Arena	556 J
CL	492 Onyx Koins	Koin	332 G
CM	House of Pekara Concept	Sketch	244 G
CN	Cyrax	Scrt Chrctr	3003 P
CO	Kano's Cereal	Extra	192 R
CP	Carlos Pesina	Extra	172 R
CQ	Senate of Elder Gods Concept	Sketch	272 G
CR	Raiden Sketch	Sketch	294 P
CS	143 Ruby Koins	Koin	89 S
CT	Dragonfly Story	Extra	588 R
CU	Swamplands Sketch	Sketch	257 S
CV	71 Jade Koins	Koin	121 S
CW	Academy Promo Render	Sketch	226 R
CX	Scorpion Goes Back to Hell	Video	203 G
CY	Soul Cage Concept	Sketch	116 R
CZ	Hsu Hao Concepts	Sketch	362 O

DA	18 Sapphire Koins	Koin	72 R
DB	Soul Chamber Concept	Sketch	257 S
DC	MK3: Kung Lao vs Jax	Extra	838 O
DD	Lifeguard Sonya	Extra	355 G
DE	Character Concepts	Sketch	126 G
DF	Dan 'Toasty' Forden	Extra	286 P
DG	Sonya Blade	Character	57 J
DH	Shokan Warriors	Sketch	199 G
DI	Quan Chi on the Sax	Extra	254 S
DJ	98 Ruby Koins	Koin	186 P
DK	Johhny Cage	Costume	1460 R
DL	Scorpion Cloth Test	Video	230 P
DM	Acid Bath	Arena	428 O
DN	18 Jade Koins	Koin	234 S
DO	221 Onyx Koins	Koin	39 G
DP	Mortal Kombat 2 Print Ad	Extra	224 J
DQ	Smelly Feet	Hint	656 P
DR	Mavado Sketches	Sketch	273 S
DS	Nethership	Scrt Arena	1472 R
DT	Li Mei Sketch	Sketch	332 R
DU	MK3 Behind the Scenes	Extra	368 O
DV			257 R
DW	Cave Arena Concept	Video	157 R
DX	579 Ruby Koins	Koin	292 J
DY	Sword Sale	Hint	94 G
DZ			258 O

EA	The Lost Tomb	Arena	258 S
EB	Ed Boon	Extra	237 R
EC	Swamplands Sketch	Sketch	248 S
ED	949 Platinum Koins	Koin	633 P
EE	Mythologies Home Version	Extra	1200 P
EF	Quality Assurance: Chicago	Extra	267 G
EG	MK3 Arcade Marquee	Extra	74 P
EH	Reptile Sketch	Sketch	253 O
EI	Action Figures	Extra	512 S
EJ	Action Figures	Extra	547 J
EK	Action Figures	Extra	424 R
EL	Action Figures	Extra	434 P
EM	Action Figures	Extra	405 G
EN	Action Figures	Extra	246 O
EO	Action Figures	Extra	289 S
EP	Action Figures	Extra	166 J
EQ	Action Figure Vehicles	Extra	256 S
ER	Bo Rai' Cho	Character	527 P
ES	Mortal Kombat 3 Ultimate Print Ad	Extra	167 P
ET	Quan Chi's Face Texture	Sketch	86 O
EU	Dairou Drawings	Sketch	262 R
EV	Drum Arena	Arena	356 R
EW	Quan Chi's Chest Armor	Extra	286 P
EX	Sarna Test	Hint	243 O
EY	Cyrax Sketch	Sketch	254 P
EZ	Blood Stone Mine Concept	Sketch	412 P

FA	Cyrax Test Render	Sketch	263 G
FB	A Long Time Ago (Smash TV)	Sketch	248 R
FC	A Softer Side to Cyrax	Extra	310 S
FD	Portal Story	Extra	156 O
FE	Li Mei Sketch	Sketch	242 G

FF	MK1: Sub-Zero vs. Scorpion	Extra	1199 G
FG	Dragonfly Concept Render	Sketch	291 G
FH	House of Pekara Concept	Sketch	215 R
FI	Deadly Alliance Koins	Extra	262 P
FJ	MK3 Arcade Cabinet	Extra	179 R
FK	Bug Blaster	Extra	520 P
FL	Early MKDA Promo	Video	264 S
FM	Palace Exterior Sketch	Sketch	76 S
FN	1800 Jade Koins	Koin	93 J
FO	MK2 Characters	Extra	76 R
FP	Palace Exterior Sketch	Sketch	46 G
FQ	MK T-shirts	Extra	283 P
FR	MK Youth Clothing	Extra	401 G
FS	MK Sweatshirts	Extra	389 O
FT	MK T-shirts	Extra	126 S
FU			20 O
FV	243 Platinum Koins	Koin	83 P
FW	Unleash Hell	Hint	666 R
FX	Comic Book Art, 1 of 41	Extra	492 S
FY	Comic Book Art, 2 of 41	Extra	27 R
FZ	Comic Book Art, 3 of 41	Extra	136 O

GA	Comic Book Art, 4 of 41	Extra	572 G
GB	Comic Book Art, 5 of 41	Extra	458 J
GC	Comic Book Art, 6 of 41	Extra	412 G
GD	Comic Book Art, 7 of 41	Extra	74 S
GE	Comic Book Art, 8 of 41	Extra	277 R
GF	Comic Book Art, 9 of 41	Extra	124 P
GG	Comic Book Art, 10 of 41	Extra	63 J
GH	Comic Book Art, 11 of 41	Extra	418 P
GI	Comic Book Art, 12 of 41	Extra	100 S
GJ	Comic Book Art, 13 of 41	Extra	326 P
GK	Comic Book Art, 14 of 41	Extra	379 P
GL	Comic Book Art, 15 of 41	Extra	128 R
GM	Comic Book Art, 16 of 41	Extra	555 O
GN	Comic Book Art, 17 of 41	Extra	91 G
GO	Comic Book Art, 18 of 41	Extra	422 S
GP	Comic Book Art, 19 of 41	Extra	58 J
GQ	Comic Book Art, 20 of 41	Extra	532 J
GR	Comic Book Art, 21 of 41	Extra	599 O
GS	Comic Book Art, 22 of 41	Extra	185 G
GT	Comic Book Art, 23 of 41	Extra	307 R
GU	Comic Book Art, 24 of 41	Extra	134 S
GV	Comic Book Art, 25 of 41	Extra	507 P
GW	Comic Book Art, 26 of 41	Extra	264 R
GX	Comic Book Art, 27 of 41	Extra	88 O
GY	Comic Book Art, 28 of 41	Extra	351 P
GZ	Comic Book Art, 29 of 41	Extra	575 R

HA	Comic Book Art, 30 of 41	Extra	62 G
HB	Comic Book Art, 31 of 41	Extra	626 R
HC	Comic Book Art, 32 of 41	Extra	215 O
HD	Comic Book Art, 33 of 41	Extra	176 S
HE	Comic Book Art, 34 of 41	Extra	478 J
HF	Comic Book Art, 35 of 41	Extra	203 O
HG	Comic Book Art, 36 of 41	Extra	555 G
HH	Comic Book Art, 37 of 41	Extra	222 P
HI	Comic Book Art, 38 of 41	Extra	225 J
HJ	Comic Book Art, 39 of 41	Extra	637 O
HK	Comic Book Art, 40 of 41	Extra	138 G

HL	Comic Book Art, 41 of 41	Extra	145 S
HM	Bank Interior Sketch	Sketch	217 O
HN	Lung Hai Temple Sketch	Sketch	382 J
HO	Scorpion Preliminary Model	Sketch	402 J
HP	House of Pekara	Scrt Arena	2093 O
HQ	Sektor's Helmet	Extra	192 O
HR	Konquest Mode Concepts	Sketch	187 J
HS	Herman Sanchez	Extra	272 J
HT	Ice Palace Test	Video	462 J
HU	MK Pinball	Extra	435 R
HV	MK Gold Print Ad	Extra	306 J
HW	Fire Well Concept	Sketch	56 R
HX	38 Jade Koins	Koin	238 O
HY	Kenshi's Sword	Extra	408 S
HZ	Shang Tsung's Soulnado	Extra	526 O

IA	MK4 Logo	Extra	37 R
IB	Forest Sketch	Sketch	275 P
IC	MK Rock 'Em Sock 'Em	Extra	326 P
ID	Sub-Zero's Coffee Mug	Extra	340 J
IE	32 Pack of Adult Diapers	Extra	653 S
IF	River Front Concept	Sketch	195 R
IG	Lava Shrine Exterior Concept	Sketch	208 G
IH	Icy Vixen	Hint	567 J
II	Lava Shrine	Scrt Arena	1843 G
IJ	Quan Chi's Amulet	Extra	314 R
IK	Lava Shrine Priests	Sketch	503 P
IL	Dressed to Kill	Hint	207 G
IM	Church Concept	Sketch	227 G
IN	57 Gold Koins	Koin	37 S
IO	Phat!	Hint	244 O
IP	Halloween Masks	Extra	257 O
IQ	Fortress Exterior Sketches	Sketch	257 G
IR	91 Sapphire Koins	Koin	55 J
IS	Sub-Zero's Blade	Extra	244 R
IT	Character Concepts	Sketch	269 R
IU	Dairou Sketch	Sketch	342 J
IV	Frost	Scrt Chrctr	208 R
IW	Cyber Ninja	Hint	198 P
IX	MKDA Merchandise	Extra	265 S
IY	MK Gold Endings	Video	281 O
IZ	Jax Renderings	Sketch	201 O

JA	Kuatan Palace	Arena	105 G
JB	Programmers	Extra	392 S
JC	Frost Sketches	Sketch	287 G
JD	Swamplands Test Render	Sketch	305 J
JE	59 Ruby Koins	Koin	82 P
JF	Drum Arena Sketch	Sketch	332 R
JG	Jon Greenberg	Extra	272 J
JH	Hsu Hao Sketches	Sketch	271 G
JI	MK4 Print Ad	Extra	266 J
JJ	772 Sapphire Koins	Koin	402 G
JK	Li Mei Sketch	Sketch	291 J
JL	92 Gold Koins	Koin	168 O
JM	Shang Tsung Drawings	Sketch	218 S
JN	John Nocher	Extra	252 J
JO	MK2 Arcade Board	Extra	161 O
JP	John Podlasek	Extra	169 G
JQ	Kitana Sketches	Sketch	237 R

JR	Raiden	Costume	1685 R
JS	Dragonfly Render	Sketch	294 R
JT	Johnny Cage Videos	Extra	259 P
JU	Palace Interior Sketch	Sketch	266 P
JV	John Vogel	Extra	334 R
JW	Kano's Reminder	Extra	164 S
JX	Raiden Test Render	Sketch	167 G
JY	MK4 Home Version	Extra	183 S
JZ			25 J

KA	Swamplands Sketch	Sketch	412 O
KB	Elder God Hall Sketch	Sketch	247 J
KC	Dragonfly Test	Video	292 G
KD	Artists	Extra	342 J
KE	Nitara Sketch	Sketch	402 G
KF	Mavado	Character	128 J
KG	Edenia Golf Outfitters	Extra	608 J
KH	Can of Squid	Extra	382 P
KI	Kitana	Scrt Chrctr	2931 S
KJ	MK Baseball Caps	Extra	248 P
KK	MK4 Characters	Extra	694 S
KL	Cyrax Sketches	Sketch	202 P
KM	MK Strategy Guides	Extra	350 J
KN	15 Gold Koins	Koin	7 S
KO	Konquest Mode Concepts	Sketch	197 S
KP	Mongol Warrior	Hint	276 R
KQ	Alexander Barrentine	Extra	282 O
KR	Palace Grounds	Scrt Arena	4222 S
KS	216 Jade Koins	Koin	503 P
KT	Moloch Test Render	Sketch	275 O
KU	322 Platinum Koins	Koin	219 J
KV	Arena Concepts	Sketch	256 S
KW			257 S
KX	Li Mei	Costume	1406 S
KY	MK1: Cage vs. Kano	Extra	843 P
KZ	Character Concepts	Sketch	263 J

LA	Blood Particle Details	Sketch	56 R
LB	Game Play Wall Trick Ideas	Sketch	258 J
LC	Game Play Kicks and Dodges	Sketch	462 S
LD	Game Play Fatalities	Sketch	302 O
LE	Game Play Face Strikes	Sketch	312 P
LF	Game Play Special Moves	Sketch	305 G
LG	Game Play Throws	Sketch	195 R
LH	Game Play Fatalities	Sketch	165 J
LI	Game Play Throws	Sketch	135 S
LJ	Nitara's Crystal	Extra	134 G
LK	Wu Shi Academy Test	Video	268 O
LL	Reptile	Scrt Chrctr	3822 G
LM	Luis Mangubat	Extra	165 O
LN	Chrome Bling	Extra	306 O
LO	Deadly Alliance Website	Extra	329 O
LP	Sub-Zero Sketch	Sketch	442 R
LQ	MK1 Arcade Goro	Extra	477 S
LR	MKDA Box Art Concepts	Extra	176 G
LS	MKDA Box Art Concepts	Extra	157 S
LT	MKDA Logo Concepts	Extra	105 O
LU	MKDA Box Art Concepts	Extra	170 J
LV	MKDA Box Art Concepts	Extra	140 R
LW	Midway Creative Media	Extra	332 G

LX			147 P
LY	Mk4: Scorpion vs. Raiden	Extra	160 S
LZ	First Look	Hint	511 O

MA	Johnny Cage	Character	471 R
MB	Mike Boon	Extra	188 G
MC	Wu Shi Academy Sketches	Sketch	262 P
MD	Tools and Technology	Extra	80 O
ME	MKDA Print Ad	Extra	237 J
MF	102 Onyx Koins	Koin	58 J
MG	MK4 Road Tour	Extra	134 P
MH	MK4 Road Tour	Extra	83 G
MI	MK4 Arcade Debut	Extra	96 G
MJ			268 O
MK	MK1 Arcade	Extra	188 P
ML	Shang Tsung	Costume	1170 G
MM	Bridge Arena Concept	Sketch	215 R
MN	Portal	Arena	176 O
MO	Drahmin Sketches	Sketch	177 J
MP	MK Basketball Concept	Extra	314 G
MQ	412 Jade Koins	Koin	278 G
MR	Lung Hai Temple	Arena	412 R
MS	Outworld Concept Sketch	Sketch	253 P
MT	Mike Taran	Extra	227 G
MU	Sarna Ruins Concept	Sketch	218 S
MV	Hsu Hao Sketches	Sketch	372 P
MW	Hsu Hao	Scrt Chrctr	3317 J
MX	Palace Exterior Sketch	Sketch	302 P
MY	Moloch's Ball Sketches	Sketch	167 J
MZ	Assassin for Hire	Extra	383 S

NA	Sonya Sketch	Sketch	177 R
NB	House of Pekara Render	Sketch	287 J
NC	Nigel Casey	Extra	275 P
ND			212 S
NE	Jax Concept Sketch	Extra	270 R
NF	Scorpion Promo Render	Sketch	392 R
NG	252 Platinum Koins	Koin	63 S
NH	Hachiman Sketch	Sketch	147 O
NI	Kitana Sketches	Sketch	422 G
NJ	MK Lunch Time	Extra	326 G
NK	116 Onyx Koins	Koin	77 J
NL	Wu Shi Academy Monk	Sketch	252 G
NM	Scorpion Online Promo Image	Sketch	182 S
NN	Blaze Sketches	Sketch	452 J
NO	Kabal's Helmet	Extra	426 J
NP	Kitana Sketches	Sketch	422 G
NQ	Quan Chi Promo Render	Sketch	157 S
NR	Blood Thirsty	Hint	425 S
NS	Nick Shin	Extra	270 R
NT	Artic Hold	Extra	275 G
NU	Quan Chi's Fortress Sketches	Sketch	254 O
NV	Kenshi's Glass Eyes	Extra	290 G
NW	Night Wolf Render	Sketch	875 G
NX	Damnation Charcoal	Extra	365 S
NY	Brian Lebaron	Extra	281 S
NZ	The Mine Arena Concept	Sketch	446 G

OA	Movie Storyboards 1 of 8	Sketch	105 O
OB	Movie Storyboards 2 of 8	Sketch	248 P

OC	Movie Storyboards 3 of 8	Sketch	322 G
OD	Movie Storyboards 4 of 8	Sketch	288 R
OE	Movie Storyboards 5 of 8	Sketch	326 J
OF	Movie Storyboards 6 of 8	Sketch	412 S
OG	Movie Storyboards 7 of 8	Sketch	266 O
OH	Movie Storyboards 8 of 8	Sketch	224 P
OI	Midway Movie Group	Extra	263 J
OJ	Interactive Arena Concept	Extra	462 O
OK			326 J
OL	Evil Masters Sketch	Sketch	136 P
OM	177 Jade Koins	Koin	88 R
ON	Quan Chi Sketches	Sketch	227 J
OO	Mortal Kandies	Extra	274 O
OP	125 Gold Koins	Koin	24 J
OQ	MK4 Logo Treatment	Extra	95 S
OR	Alan Villani	Extra	450 P
OS			166 O
OT	222 Onyx Koins	Koin	47 O
OU	Back to School with MK	Extra	338 R
OV	Reptile's Lair Concept	Sketch	96 O
OW	Fallen Giants Arena Sketch	Sketch	422 S
OX	Koin 352 Gold Koins	Koin	352 R
OY	Blade Arena Test	Video	218 S
OZ	Ice Sword	Hint	243 P

PA	Lung Hai Temple Concept	Sketch	272 R
PB	6 Platinum Koins	Koin	12 G
PC	Football Raiden	Extra	20 S
PD	1056 Platinum Koins	Koin	461 R
PE	Kung Lao Render Test	Sketch	392 R
PF	Reptile's De-Evolution	Extra	343 R
PG	Paulo Garcia	Extra	442 R
PH	Bo' Rai Cho	Costume	1200 O
PI	Haunted Place	Hint	638 J
PJ	Drum Arena Details	Sketch	292 O
PK	475 Platinum Koins	Koin	157 P
PL	Dojo Concept Sketch	Sketch	382 G
PM	Kenshi Sketch	Sketch	253 P
PN	Blaze	Scrt Chrctr	684 O
PO	108 Gold Koins	Koin	71 R
PP	MK Gear	Extra	516 S
PQ	Lava Shrine Sketch	Sketch	283 S
PR	25 Sapphire Koins	Koin	11 P
PS	Moloch the Hobbyist	Extra	294 J
PT	Slaughter Yard Concept	Sketch	207 R
PU	267 Onyx Koins	Sketch	175 R
PV			206 S
PW	Sarna Ruins	Scrt Arena	2006 S
PX	Goro Statuette	Extra	493 O
PY	Backstage: MK Mythologies	Extra	316 R
PZ	Lava Shrine Sketch	Sketch	186 J

QA	Quality Assurance: Chicago	Extra	142 S
QB	Mavado Sketches	Sketch	272 J
QC	Lin Kuei Temple	Arena	216 P
QD	MK4 Arena Concept	Video	268 S
QE			346 G
QF	MKDA Hats and Shirts	Extra	311 R
QG	Lurking Lizard	Hint	251 R
QH	638 Onyx Koins	Koin	342 J

QI	Lung Hai Temple Sketch	Sketch	192 S
QJ			49 R
QK	Kenshi	Character	244 R
QL	MK3 Promo Art	Extra	488 S
QM	MK1 Characters	Extra	644 J
QN	147 Gold Koins	Koin	96 G
QO	Fan Art, 1 of 5	Sketch	1616 G
QP	Fan Art, 2 of 5	Sketch	1214 J
QQ	Fan Art, 3 of 5	Sketch	950 R
QR	Fan Art, 4 of 5	Sketch	512 S
QS	Fan Art, 5 of 5	Sketch	825 O
QT	MK1 Get Overe Here!	Extra	58 O
QU	MK4 Logo Designs	Extra	346 G
QV	Reptile's Past	Extra	318 G
QW	MK2 Arcade	Extra	233 R
QX	Hsu Hao	Costume	1518 J
QY	MKDA at E3 Expo	Extra	238 G
QZ	Quan Chi's Fortress	Arena	501 J

RA	Ex-God	Hint	268 G
RB	Robert Blum	Extra	253 P
RC	Midway Creative Media	Extra	272 R
RD	Mavado	Costume	1455 J
RE	MK3 Print Ad	Extra	107 S
RF	Swamp Bird Test Video	Video	135 J
RG	Sub-Zero Sketch	Sketch	187 G
RH	Bridge Arena Concept	Sketch	208 J
RI	28 Jade Koins	Koin	61 O
RJ	MKDA Print Ads	Extra	189 G
RK	Evolution of Kombat	Extra	1000 J
RL	159 Onyx Koins	Koin	5 R
RM	Kautan Palace Sketch	Sketch	182 O
RN	208 Gold Koins	Koin	203 P
RO	1 Ruby	Koin	27 G
RP	MK1 Test Your Might	Extra	31 S
RQ	Shang Tsung Sketches	Sketch	225 O
RR	Shang Tsung's Palace Sketch	Sketch	224 S
RS	Randy Severin	Extra	267 P
RT	258 Platinum Koins	Koin	374 G
RU	Lava Shrine Sketch	Koin	176 O
RV	MK Musik	Extra	307 S
RW	Shang Tsung's Palace Sketch	Sketch	262 R
RX			105 S
RY	Mavado Sketch	Sketch	274 O
RZ	437 Gold Koins	Koin	317 S

SA	Jax Briggs	Scrt Chrctr	3780 R
SB	Steve Beran	Extra	291 J
SC	Shawn Cooper	Extra	226 S
SD	Quality Assurance: San Diego	Extra	326 O
SE	Reptile's Sword	Extra	308 P
SF	Shang Tsung's Insouls	Extra	138 J
SG	97 Platinum Koins	Koin	94 R
SH	Sonya Blade	Costume	1834 R
SI	Tiamat Sketch	Sketch	292 S
SJ	MK4 Scorpion	Extra	353 O
SK	Jax Preliminary Model	Sketch	176 S
SL	Tools and Technology	Extra	117 S
SM	MKDA Print Ad	Extra	56 J
SN	Quan Chi	Character	175 G

SO	MKDA Promo Pieces	Extra	2 S	
SP			63 G	
SQ	Peptic Thunder	Extra	167 P	
SR	MK4 Goro vs. Cage	Extra	342 R	
SS	Kung Lao Dragon Sword	Extra	214 P	
ST	Sarna Ruins Test	Video	153 J	
SU	Kenshi's Story Sketch	Sketch	106 S	
SV	36 Sapphire Koins	Koin	145 R	
SW	Drahmin	Costume	1152 J	
SX	MK4 Arcade Marquee	Extra	215 O	
SY	Cyrax's Arm	Extra	486 O	
SZ	Kung Lao	Character	322 S	

TA	Todd Allen	Extra	177 R	
TB	Quan Chi's Fortress Sketches	Sketch	259 P	
TC	Palace Exterior Sketch	Sketch	135 O	
TD	172 Platinum Koins	Koin	118 R	
TE	Character Concepts	Sketch	261 G	
TF	MK4 Characters	Extra	470 J	
TG	Tony Goskie	Extra	262 G	
TH	Konquest Mode Concepts	Sketch	282 G	
TI	Nitara	Scrt Chrctr	4022 G	
TJ	Koin Sketches	Koin	259 S	
TK	Red Dragon	Hint	94 S	
TL	Acid Bath Sketch	Sketch	360 J	
TM	Hsu Hao Sketches	Sketch	251 R	
TN	Early MKDA	Sketch	211 R	
TO	Early MKDA	Sketch	316 J	
TP	Early MKDA Jax	Sketch	294 O	
TQ	Early MKDA Scorpion	Sketch	616 P	
TR	MKDA Promo Image	Sketch	392 J	
TS	Artists	Extra	352 O	
TT	Test Your Might Sketch	Sketch	147 P	
TU	98 Onyx Koins	Koin	197 G	
TV	Wu Shi Academy Sketches	Sketch	273 O	
TW	180 Gold Koins	Koin	129 R	
TX	Goro's Throne Sketch	Sketch	167 G	
TY	Baraka	Extra	390 G	
TZ	Animators	Extra	195 G	

UA	MK4 PC Version	Extra	205 J	
UB	Frost	Costume	1261 G	
UC	320 Onyx Koins	Koin	3 S	
UD	Drahmin Sketch	Sketch	252 G	
UE	Winged Transport	Hint	210 G	
UF	MK4 Liu Kang Fatality	Extra	371 G	
UG	67 Platinum Koins	Koin	245 O	
UH	Scorpion	Costume	1660 J	
UI	Cooking with Scorpion	Extra	270 P	
UJ	Goro on the Kit	Extra	225 S	
UK	45 Platinum Koins	Koin	35 O	
UL	Kai Sketch	Sketch	252 J	
UM	50 Gold Koins	Koin	33 P	
UN	MK4 Print Ad	Extra	152 S	
UO	MK Trading Cards	Extra	243 J	
UP	MK Trading Cards	Extra	406 R	
UQ	Undefeatable Army	Extra	185 R	
UR	Drahmin	Scrt Chrctr	6500 S	
US	32 Sapphire Koins	Koin	72 P	
UT	Bridge Arena Concept	Sketch	157 O	

UU			1214	J
UV	520 Sapphire Koins	Koin	256	J
UW	MKDA at E3 Expo	Extra	255	G
UX	Scorpion	Character	509	O
UY	MK Hits the Big Screen	Extra	359	J
UZ	107 Ruby Koins	Koin	78	O

VA	Shao Kahn's Armor	Extra	299	P
VB	Blaze Sketch	Sketch	116	R
VC	3 PT Staff, Butterfly Knives	Extra	209	J
VD	Aikido	Extra	152	R
VE	Baji Quan and Crab	Extra	173	G
VF	Basic Fighting Strikes	Extra	212	S
VG	Basic Fighting Strikes	Extra	362	O
VH	Broadswords	Extra	72	P
VI	Cudgel	Extra	184	J
VJ	Drunken Master	Extra	58	R
VK	Dragon and Eagle Claw	Extra	268	G
VL	Escrima and Crane	Extra	180	S
VM	Shuai Chiao and Shaolin Fist	Extra	198	O
VN	Hapkido and Nan Chuan	Extra	86	P
VO	Hookswords and Sai	Extra	247	J
VP	Hung Gar and Jujutsu	Extra	356	R
VQ	Jojutsu	Extra	241	G
VR	Judo	Extra	174	S
VS	Kali Sticks and Nanchaku	Extra	21	O
VT	Kama and Katara	Extra	405	P
VU	Karate	Extra	180	J
VV	Long Fist and Muay Thai	Extra	192	R
VW	Motion Capture Markers	Extra	162	G
VX	Pi Gua and Jeet Kune Do	Extra	248	S
VY	Praying Mantis, Lui He Ba Fa	Extra	35	O
VZ	Sambo	Extra	223	P

WA	Straight Sword	Extra	194	J
WB	Tai Chi	Extra	242	R
WC	Tae Kwon Do	Extra	156	G
WD	Tonfa	Extra	186	S
WE	Tong Bei and Yuan Yang	Extra	186	O
WF	Wing Chun and Snake	Extra	214	P
WG	Xing Yi and Tang Soo Do	Extra	186	J
WH	18 Ruby Koins	Koin	24	P
WI	Konquest Concept Sketch	Sketch	242	J
WJ	248 Sapphire Koins	Koin	165	G
WK	Frost Sketches	Sketch	76	P
WL	44 Jade Koins	Koin	22	G
WM			36	R
WN	Sub-Zero	Character	143	S
WO	Acid Buddha Detail	Sketch	270	R
WP	Drahmin Sketches	Sketch	247	R
WQ	78 Onyx Koins	Koin		