

Mortal Kombat: Deception GCN Move List

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

Mortal Kombat: Deception

GameCube Move List

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Credits/Contact (CCO)

Key (1A)

D = Down
U = Up
B = Back
F = Forward
+ = and
, = then
A =A
(B) =B

X =X

Y =Y

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### How to do a Finisher/Hara-Kiri

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While most people call them Fatalities, I like to call them Finishers.

To do a Finisher, follow these 5 easy steps

1. Beat your oponent untill it tells you to finish him/her.

2. Get to the right distance

(close) = stand right next to your oponent

(sweep) = stand close and then press back twice

(far) = stand about all the way across the screen

3. Change to the "Fatality" style

4. Punch in whatever the guide tells you to for that specific fatalitiy

5. Watch and Enjoy

to do a Hara-Kiri follow these steps

1. Get your face mashed in by your oponent untill it tells them to finish you off.

2. Punch in your Hara-Kiri before your oponent can finish you.

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### Ashrah (MFH01)

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Special Moves

Heavenly Light = D,B+(B)

Lightning Blast = D,F+(B)

Spin Cycle = D,U+A

Nature's Torpedo + F,F+X

Finishers and Hara-Kiri

Finisher 1 - D,D,U,U,y (close)

Finisher 2 - F,D,F,D,y (sweep)

Hara-Kiri = U,D,U,U,Y

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### Baraka (MFH02)

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Special Moves

Flying Shard = D,B+(B)

Mutant Blades = F,F+A

Chop Chop Blades = D,U,A

Finishers and Hara-Kiri

Finisher 1 = F,U,D+Y (close)

Finisher 2 = F,D,B,F+Y (sweep)

Hara-Kiri = D,B,U,B+X

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### Bo'Rai Cho (MFH03)

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Special Moves

Puke = B,F+Y
Monkey Flip = D,B,(B)
Belly Bash = F,F+X
Earthquake = D,U+A

Finishers and Hara-Kiri

Finisher 1 = D,U,F,F+Y (sweep)
Finisher 2 = U,B,F+A (sweep)
Hara-Kiri = B,B,F,F+Y

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Dairou (MFH04)  
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Special Moves

Tombstone drop = F,B,D+(B)
Stealthy Shadows = U,D+A
Iron Leg = D,B+Y

Finishers and Hara-Kiri

FINISHER 1 = D,U,B,B+(B) (sweep)
FINISHER 2 = D,D,B+A (close)

Hara-Kiri B,B,B,D,(B)

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Darrius (MFH05)  
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Special Moves

Tricky Blast = B,F+Y
Twisty Kick = B,F+X
Chest Cruncher = B,F+(B)
Target Practice D,F+A

Finishers and hara-kiri

Finisher 1 = U,D,B,F+A (sweep)
Finisher 2 = D,F,F,U+(B) (close)

Hara-Kiri B,F,F+Y

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Ermac (MFH06)  
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Special Moves

Mystic Float = D,U+A
Mystic Bomb (during Mystic Float) D+A
Dive Kick (during Mystic Float) F+A
Telekinetic Throw = F,B+Y
Telekinetic Slam = B,D,B+X
Hado-Energy = D,B+(B)

Finishers and Hara-Kiri

Finisher 1 = D,B,B,D+A (sweep)
Finisher 2 = B,D,B,D+X (sweep)
Hara-Kiri = D,U,U,D+A

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Goro (MFH07)  
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Special Moves

Ultimate Force = D,B+(B)
Spinning Slaps = D,F+Y
Tremor Pound = U,D+A
Leaping Stomp = D,U+A

Finishers and Hara-Kiri

Finisher 1 = B,B,F,F+A (sweep)
Finisher 2 = F,B,F,B+(B) (close)
Hara-Kiri = U,F,F,B,X

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Havik (MFH08)  
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Special Moves

Torso Spin = D,B+Y
Diving Corpse = B,D+Y
Crackling Legs Projectile = B,F+(B)
Head Snap = B,F+A
Corpse Taunt = F,B+X

Finishers and Hara-Kiri

Finisher 1 = D,F,F,U+Y (close)
Finisher 2 = F,F,F,B+A (sweep)
Hara-Kiri = F,U,U,U+Y

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Hotaru (MFH09)  
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Special Moves

Grasshopper = D,F+X
Lava Burst = D,B+(B)

Finishers and Hara-Kiri

Finisher 1 = F,U,B,D+(B) (sweep)
Finisher 2 = D,F,B,F+Y (close)
Hara-Kiri = U,B,B,B+Y

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Jade (MFH10)  
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Special Moves

Vanishing Winds = B,F+(B)
Blazing Nitro Kick = B,F+X
Razor-Rang = D,B+A
Dodging Shadows = B,F+Y

Finishers and Hara-Kiri

Finisher 1 = B,F,U,F+(B) (sweep)

Finisher 2 = B,F,F,F+Y (close)

Hara-Kiri = F,F,F,B+Y

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Kabal (MFH11)

Special Moves

Raging Flash = ,B,F+X

Plasma Blast = D,F+(B)

Nomad Touch = D,B+Y

Finishers and Hara-Kiri

Finisher 1 = F,U,U,U+A (close)

Finisher 2 = U,U,D,D+Y (close)

Hara-Kiri F,U,U,D+Y

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Kenshi (MFH12)

Special Moves

Telekinetic Slam = B,D,B+(B)

Telekinetic Toss = D,B+X

Tele-Fury = B,F+A

Mind-Warp = D,B+A

Finishers and Hara-kiri

Finisher 1 = F,F,B,B+Y (sweep)

Finisher 2 = U,F,B,F+Y (sweep)

Hara-Kiri = D,B,B,F+X

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Kira (MFH13)

Special Moves

Black Dragon Ball = B,F+X

Kiss of Death = B,F+(B)

Night Shade = D,F+(B)

Finishers and Hara-Kiri

Finisher 1 = B,F,F,B+X (far)

Finisher 2 = U,F,D,B+A (sweep)

Hara-Kiri = F,B,U,B+A

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Kobra (MFH14)

Special Moves

Windmill Kick = D,B+X

Burning Fist = D,F+Y

Tele-Punch = D,B+Y

Chi-Blast = D,F,(B)
Crouching Chi-Blast = D,B+(B)

Finishers and Hara-Kiri

Finisher 1 = D,B,F,D+X (close)
Finisher 2 = F,B,F,F+Y (close)
Hara-Kiri = U,U,B,B+Y

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Li Mei (MFH15)

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Special Moves

Nova Blast = D,B+(B)
Carnival Spin = F,D+A
Flying Furry = F,F+Y
Flipping Heel Kick = D,B+X

Finishers and Hara-Kiri

Finisher 1 = F,F,F,F+(B) (sweep)
Finisher 2 = U,B,F,F+X (sweep)
Hara-Kiri = U,D,U,D+A

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Liu Kang (MFH16)

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Special Moves

Hight Flying Kick = F,F+X
Low Fireball = F,F+(B)
High Fireball = F,F+Y
Bicycle Kick = D,F+A

Finishers and Hara-Kiri

Finisher 1 = B,B,B,F+Y (sweep)
Finisher 2 = F,F,U,U+A (sweep)
Hara-Kiri = D,D,D,U+A

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Mileena (MFH17)

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Special Moves

Rolling Thunder = B,D+X
Soaring Sai = D,F+Y
Kick From Above = F,F = X

Finishers and Hara-Kiri

FINISHER 1 = F,F,D,D+(B) (sweep)
FINISHER 2 = U,U,F,F+A (far)
Hara-Kiri = B,D,F,B+(B)

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Nightwolf (MFH18)

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Special Moves

Spirit Arrow = D,B+(B)
Rhino Charge = F,F+X
Lightning = D,U (B)
Reflector = B,F+Y

Finishers and Hara-Kiri

FINISHER 1 = B,F,B,F+(B) (far)
FINISHER 2 = D,F,D,U+Y (sweep)
Hara-Kiri = U,U,U,U+A

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Noob-Smoke (MFH19)  
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Special Moves

Death From Above = F,F+A
Dark Shadows = D,B+A

SMOKE ONLY

Smokeycut = F,F+X
Stinkey Cloud = U,D+(B)
Dark Assassin = D,B+Y

NOOB ONLY

We Live = D,B+Y
Darkness = U,D+(B)

Finishers and Hara-Kiris

Noob's Finisher = B,F,B,F+X (sweep)
Smoke's Finisher = U,D,D,F+Y (sweep)
Hara-Kiri = D,U,U,D+X

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Raiden (MFH20)  
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Special Moves

Lightning Bolt = D,B+(B)
Lightning Dash = F,F+X
Teleport = D,U+A
Shocking Touch = F,F+Y

Finishers and Hara-Kiri

Finisher 1 = B,D,F,D+(B) (sweep)
Finisher 2 = U,D,F,F+(B) (far)
Hara-Kiri = F,U,U,B+(B)

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Scorpion (MFH21)  
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Special moves

Spear = B,F(B)
Hellfire = D,B+Y
Backflip Kick = F,B+A
Teleport Attack = D,B+A

Finishers and Hara-Kiri

Finisher 1 = F,D,F,F+(B) (sweep)

Finisher 2 = F,B,F,B+(B) (close)

Hara-Kiri = D,D,U,B+(B)

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Shao Kahn (MFH22)

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Special Moves

Explosive Blast: D,F+(B)

Uplifting Knee: B,F+A

Charging Spikes: F,F+Y

Emperor's Shield: D,B+(B)

Ridicule: D,U+(B)

Finishers and Hara-Kiri

Finisher 1: D,U,U,F,Y (Sweep)

Finisher 2: B,F,D,F,Y (Close)

Hara-Kiri: D,U,U,D,(B)

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Shujinko (MFH23)

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NOTE most of Shujinko's moves and finishers
have to be unlocked in konquest mode.

Special Moves

Icy Breeze = D,F+(B)

Flaming Fist = D,F+Y

Flying Jinko = F,F+X

Flip Scissor Kick = D,B+A

Spear = B,F+(B)

Slide = F,B+A

Opponent Slam = B,D,B+X

Finishers and Hara-Kiri

Finisher 1 = U,D,D,F+A (close)

Finisher 2 = B,U,F,F+(B) (close)

Hara-Kiri = D,B,D,B+A

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Sindel (MFH24)

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Special Moves

Banshee Scream = F,F+(B)

Star Screamer = F,F+A

Sliding Foot Grab = B,F+(B)

Finishers and Hara-Kiri

Finisher 1 = B,F,F,B+(B) (sweep)

Finisher 2 = U,U,B,F+A (sweep)

Hara-Kiri = F,U,U,D+X

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Sub-Zero (MFH25)

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Special Moves

Ice Clone = D,B+(B)

Freeze Ball = D,F+A

Cold Shoulder = B,F+X

Finishers and Hara-Kiri

Finisher 1 = F,B,D,F+Y (close)

Finisher 2 = B,D,F,D+(B) (sweep)

Hara-Kiri = D,U,D,U+Y

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Tanya (MFH26)

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Special Moves

Human Cannon Drill = F,F+Y

Air Fire Blast = D,F+Y

Surging Blast = D,B+Y

Split Flip Kick = D,B+X

Find Me = U,D+(B)

Finishers and Hara-Kiri

Finisher 1 = F,D,D,D+(B) (close)

Finisher 2 = U,B,F,U+Y (close)

Hara-Kiri = D,D,F,U+A

Credits/Contact (CCO)

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Jacob.Fielding@GMail.com. Use this to give me corrections if i missed something or something is wrong or anything like that. also if you want my permission.

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HAVE FUN.

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