

Mortal Kombat: Deception Shao Kahn FAQ

by Elranzer

Updated to v1.2 on Sep 10, 2007

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

Shao Kahn FAQ

System: Gamecube

Author: Elranzer

Version: 1.2

Web: <http://www.picturetrail.com/elranzer>

E-mail: [faqs\(at\)elranzer\(dot\)com](mailto:faqs(at)elranzer(dot)com)

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| MKDK000 |

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This guide is a collective of all the information I could find about Shao Kahn, the baddest of the bad in the Mortal Kombat universe, now playable in the Gamecube version of Deception. It is by no means complete, a good FAQ never is, but it does contain everything I've learned about the character.

This guide, so far, is only to appear on www.gamefaqs.com until I decide to post it on others sites.

This FAQ is copyright 2005 to me, Elranzer (William Rozell). You may use it personally in any manner. Printing is encouraged. Any site other than GameFAQs must contact me before putting it on their site. This FAQ may not be used in any publications.

Version 1.2 - More unlisted Kombos discovered.

Version 1.1 - Added an unlisted kombo that was discovered.

Version 1.0 - FAQ is complete, as far as I can gather.

Version 0.5 - Fixed a few more errors.

Version 0.4 - New Kombos section added. Updated FAQ.

Version 0.3 - Removed Puzzle Kombat info. Updated Kodes and FAQ.

Version 0.2 - Fixed a several errors.

Version 0.1 - Pretty much just started. Added everything I could right now, plus I'm sure there's going to be some spelling mistakes. Definitely there will be updates to come.

A growing trend in newer game guides is the use of virtual page numbers. This has helped incredibly for readers to navigate rather lengthy guides. Just use your browser's FIND command (Ctrl + F for most) to type in the "page number" listed. They are listed only twice, in the Table of Kontents and their respective section, so you can leap directly to a section.

Kahn is introduced into MK: Deception with the Gamecube release of the

game. This changes a few storyline aspects of the game, as he was not originally planned for Deception and was perceived dead as far as the storyline went.

Place of Origin: Outworld

Alignment: Evil

Allies: Goro

Foes: Kitana, Raiden, Liu Kang

| BACK STORY

| MKDK201 |

Shao Kahn's story dates back to before the first Mortal Kombat game, a time when Shang Tsung was young and ran the Earthrealm tournament. He was Shang's superior and needed Earthrealm to lose ten consecutive Mortal Kombat tournaments to gain control of Earthrealm. During the tenth tournament, after nine consecutive loses, Earthrealm wins with the warrior Liu Kang and does not submit to Kahn.

Furious, Shao Kahn holds a second tournament in Outworld itself. With hopes that having "home field advantage" would help defeat Liu Kang, it again proved failure when Kung Lao's descendant helped the Earthrealm warriors defeat Shao Kahn. Not known to the Earth warriors, however, was an unholy plot underway during the events of the second Mortal Kombat tournament.

Shao Kahn's black priests had managed to arrange his late wife Sindel to be reborn in Earthrealm as opposed to Outworld. This loophole allowed Shao Kahn to enter Earthrealm (to reclaim his bride) but it was merely a plot to gain control of Earthrealm. Kahn had managed to claim the lives and souls of almost an entire city, except for a fighter known as Striker. This open gateway between Earthrealm and Outworld had let a warrior known as Noob Saibot gain the opportunity to allow his master, the fallen titan Shinnok, to escape his Netherworld prison and invade Earthrealm. Shinnok's invasion interrupted Shao Kahn's plans and Kahn fled into hiding.

The forth major tournament was held between the remaining Earthrealm warriors and Shinnok. Shinnok's high priest Quan Chi betrayed the titan which allowed his defeat at the hands of the spectral warrior Scorpion. However, on Scorpion's way back to Hell, he took Quan Chi with him. Kahn was free to regain control of Outworld.

Quan Chi somehow managed to escape Hell into Outworld, where he allied with the sorceror Shang Tsung. Together, they ganged up and killed both Liu Kang and Shao Kahn, and proceeded to gain control of the dragon king Onaga's invincible army. Little did they know that the phantom warrior Blaze had protected Onaga's egg well enough for it to hatch and the dragon king be reborn.

In a failed effort between the Deadly Alliance and Raiden to defeat Onaga, Quan Chi and Shang Tsung were killed. However, it turned out that the Shao Kahn that was thought killed was merely a clone. The real Shao Kahn emerged from hiding and partnered with an old ally, Goro, to overthrow Onaga. The dragon king is not the extent of Kahn's troubles, however, as his old archnemesi, Liu Kang, had risen back from the dead to protect Earthrealm once again.

Bio 1: "My defeat at the hands of the Earthrealm warriors had left me weakened, and my dominance in Outworld was waning. Kitana's forces were closing in. It was only a matter of time before they would overrun my stronghold. Using a powerful magical item retrieved long ago by my minions, I created a clone of myself to draw my enemies' attention while I escaped into the wilds. When I have regained my strength, I will destroy all who have opposed my rule."

Bio 2: "Though I had gone to great lengths to ensure my old nemesis Onaga could never be revived, I have discovered that he has indeed returned from beyond death, as his holy men had prophesied. He now commands the Tarkatan Horde, a vicious fighting force once loyal to me. When I have killed Onaga and regained control of Outworld, they will pay for their treason with their lives!"

Scene 1: "Shao Kahn had regained his strength, and he and Goro marched boldly to the Dragon King's throne room, slaying all who stood in their way. Like an echo of their battle ages ago, Shao Kahn and Onaga fought with a fury fueled by intense hatred. Knowing the Dragon was too powerful to defeat in mere kombat, Shao Kahn blasted Onaga with his war hammer, causing him to hurtle into Goro's poisoned blades. Onaga had fallen victim to Shao Kahn's treachery once more."

Scene 2: "With Onaga defeated, Shao Kahn reclaimed Outworld once again. His army of shokan decimated what remained of Kitana's armies and the Tarkatan horde and scattered their survivors into the unknown. A new era had begun in the realm of Outworld. Long live the emperor Shao Kahn!"

Shao Kahn returns as a boss type character with a twist. He has a large array of moves and very few kombos. Shao Kahn is a good choice if you prefer lots of special moves rather than fighting styles and kombos. If you want to use kombos, his only link kombos exist in the Liu He fighting style, although you could link a Change Style kombo up with the Power Strikes from Tai Tzu. Most of Kanh's kombos are juggles, so if you are good at juggling, use them. Don't forget to Ridicule regularly!

TAI TZU

LUI HE

Crushing Chest Punch:	1	Stone Knuckle:	1
Smashing Fist:	B + 1	Low Knee Hand:	D + 1
Low Punch:	D + 1	Spear Hand Chop:	2

Head Knocker:	2	Hammer Uppercut:	D + 2
Burning Palms:	B + 2	Fast Sidekick:	3
Rising Fury:	D + 2	Shin Trip:	B + 3
Stomach Kick:	3	Twisting Foot Strike:	D + 3
Twisting Leg Trip:	B + 3	Snapping Sidekick:	4
Crouching Low Kick:	D + 3	Raor Heels:	D + 4
Power Kick:	4	Rushing Fists:	1,1
Thigh Cruncher:	F + 4	Destructive Hands:	1,1,1
Quick Low Kick:	D + 4	Ruler of Outworld:	1,1,3
Power Strikes:	1,CS	Face Scaper:	3,3
(Unlisted):	3,CS,3	Invader:	1,1,B+3
		Double Tap Knee:	4,4
		I Win:	1,1,3,3
		(Unlisted):	1,1,CS
		(Unlisted):	3,CS

WRATH HAMMER

Face Cutter:	1
Raging Uproar:	B + 1
Blunt End:	D + 1
Screaming Hammer:	2
Dizzyness:	F + 2
Power Swing:	D + 2
Hammer Stopper:	3
Low Hammer Hit:	F + 3
Shin Destroyer:	D + 3
Power Kick:	4
Krazy Swing:	B + 4
Cheap Shot:	D + 4

| SPECIAL MOVES | MKDK302 |

Explosive Blast:	D,F,1
Uplifting Knee:	B,F,3
Charging Spikes:	F,F,2
Emperor's Shield:	D,B,1
Ridicule:	D,U,1

| FINISHING MOVES | MKDK303 |

Fatality 1:	D,U,U,F,2 (Sweep)
Fatality 2:	B,F,D,F,2 (Close)
Hara Kiri:	D,U,U,D,1

| KAHN'S KOMBOS | MKDK304 |

Note: An Air Juggle "finisher" can be any regular or special move
 Note: Special Moves are marked in paranthesis such as (B,F,1)

Tai Tzu

(B,F,3)...B+1...(Finisher)	3 Hits, 18% - 23%
B+1...(B,F,3)...(Finisher)	3 Hits, 20% - 25%
3,CS,3	3 Hits, 23%
B+1...B+1...(Finisher)	3 Hits, 23% - 28%
(B,F,3)...B+1...1,CS	4 Hits, 24%

B+1...B+1...1,CS	4 Hits, 29%
1,CS...(B,F,3)...(Finisher)	4 Hits, 28% - 32%
1,CS...2...(Finisher)	4 Hits, 29% - 33%
1,CS...3,CS	4 Hits, 35%
(B,F,3)...B+1...3,CS,3	5 Hits, 24%
B+1...B+1...3,CS,3	5 Hits, 30%
1,CS...2...4,4	5 Hits, 31%
1,CS...2...3,CS	5 Hits, 35%
1,CS...2...1,1,1	6 Hits, 33%
1,CS...2...1,1,B+3	6 Hits, 33%
1,CS...2...1,1,3	6 Hits, 35%
1,CS...2...1,1,3,3	7 Hits, 36%

Lui He

3,3	2 Hits, 11%
2...(D,F,1)	2 Hits, 16%
2...(F,F,2)	2 Hits, 16%
2...(D,B,1)	2 Hits, 19%
3,CS	2 Hits, 19%
1,1,1	3 Hits, 13%
1,1,B+3	3 Hits, 13%
1,1,3	3 Hits, 15%
(B,F,3)...2...(Finisher)	3 Hits, 15% - 19%
2...(B,F,3)...(Finisher)	3 Hits, 15% - 20%
1,1,CS	3 Hits, 16%
2...2...(Finisher)	3 Hits, 17% - 21%
1,1,3,3	4 Hits, 17%
1,1,CS...(Finisher)	4 Hits, 18% - 22%
2...2...4,4	4 Hits, 19%
2...2...3,CS	4 Hits, 23%
2...2...1,1,1	5 Hits, 21%
2...2...1,1,B+3	5 Hits, 21%
2...2...1,1,3	5 Hits, 22%
1,1,CS...3...3	5 Hits, 25%
1,1,CS...3...(D,B,1)	5 Hits, 26%
2...2...1,1,3,3	6 Hits, 32%

Wrath Hammer

(B,F,3)...2...(Finisher)	3 Hits, 16% - 21%
(B,F,3)...3...(Finisher)	3 Hits, 18% - 22%
2...2...(Finisher)	3 Hits, 20% - 25%
3...2...(Finisher)	3 Hits, 22% - 27%
2...3...(Finisher)	3 Hits, 23% - 27%
3...3...(Finisher)	3 Hits, 25% - 28%

Any Style

(B,F,3)...(Finisher)	2 Hits, 15% - 17%
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The best thing you can do is switch to Liu He style and pound away with the link kombos. The "I Win" kombo seems to do the trick. Do not bother with the other styles or special moves. Juggle kombos do not work on Onaga and Lui He is the only style with non-juggle kombos. Don't forget to grab the six Kamidogu to create opportunities to whack Onaga.

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| FIGHTING AGAINST SHAO KAHN | MKDK400 |

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While Shao Kahn is not as strong as Onaga or Goro, he is stronger than the average fighter. He also has a slew of green forcefield attacks that cover charging forward (Charging Spikes), upwards (Uplifting Knee), and even backing away in defense (Emperor's Shield), so his grounds are pretty covered. On harder CPU levels, he uses these attacks more frequently. Attack Kahn when he's recovering from one of these moves.

| NORMAL CHARACTERS VS SHAO KAHN | MKDK401 |

Be prepared to take a hit from his green forcefield attacks if you decide to get close to him. Try to run and hit him with a kombo when he lands from an Uplifting Knee attack. Stay away when he has his hammer out, one smack from that will drain your life more than the average weapon does.

| SHAO KAHN VS SHAO KAHN | MKDK402 |

If playing as Kahn, you also have control of the green forcefield attacks. If he charges at you then hit him with the appropriate forcefield attack. Rapidly exchanging forcefield attacks between you and the CPU Kahn will go nowhere, however. It is best to switch to the hammer and pound him into oblivion.

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| EXTRAS | MKDK500 |

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Some miscellaneous stuff involving Kahn, and Kahn-related things.

| SHAO KAHN KODES | MKDK501 |

For Action Replay MAX:

(M)

H6D7-C7JW-ZPHY3
1W3Z-V038-8W1TJ

Player 1 Always Shao Kahn

5WCW-EB12-FEP8N
EF46-TXRZ-B9KV6

Player 2 Always Shao Kahn

UPN3-G65B-5B9EE
UDFB-UC5E-Y202G

JS - C-5/Earthrealm - Shao Kahn's Alt Bio
SH - B-5/Earthrealm - Shao Kahn's Alt Costume

-
1. What is with the middle question mark box?
 - A. No one knows yet. Who knows what secrets the box holds in addition to being a random select. The addition of a box just for random select seems suspicious.

 2. Can I play Gamecube's Mortal Kombat: Deception online?
 - A. There's no online function. Since there is no broadband LAN ability either, don't expect a 3rd-party tunneling tool like what appeared for Mario Kart: Double Dash or Halo 1.

 3. Where can I see Goro, Onaga or Shao Kahn in Puzzle Kombat?
 - A. As soon as I get pics taken, they will always be posted at the web site stated at the top of this FAQ.

 4. Anything Shao Kahn-related for the hidden/glitch Koffin WQ?
 - A. Being the hidden/glitch Koffin WQ appears in the PS2 and Xbox versions of the game as well, I doubt they have anything to do with Kahn, if they have any kontent at all.

 5. Does Shao Kahn appear in the line-up in Arcade mode?
 - A. I'm sure he does, but I have not seen him yet. Contrary to popular speculation, he does not replace Noob-Smoke as the secondary boss.

 6. Didn't Shao Kahn die at the end of MK2?
 - A. No, the tournament was interrupted with the rebirth of Sindel in Earthrealm, leading into MK3.

 7. Didn't Shao Kahn die at the end of MK3?
 - A. No, the tournament was again interrupted, this time by the invasion of Shinnok, leading into MK4/Gold. Shao Kahn fled into hiding until Shinnok was defeated by Scorpion.

 8. Didn't Shao Kahn die in MK: Deadly Alliance?
 - A. Apperently, Quan Chi and Shang Tsung wound up killing only a clone of the emperor at the beginning of MK:DA. Shao Kahn was hiding until he sensed an oppertune time to rise to power again, with the aid of his old servant, Goro, who was also on the run.

 9. Does Kahn still appear in the Prison stage?
 - A. Yeah. They didn't bother to remove Goro or Kahn's 3D models for the Prison stage, even though they look a lot different.

 10. Does Shao Kahn appear in Konquest with a training mode?
 - A. I'm not sure yet. I haven't come across him yet in Konquest, if he's even there at all.

 11. Does Shao Kahn exist in Puzzle Kombat?
 - A. No. Unlike Onaga, Kung Lao, Liu Kang and others who do seem to have unlockable (with Action Replay) Puzzle Fighter models, it seems Midway did not bother to put in a Puzzle Fighter model for Kahn.

12. Does Havik's ending change now that Shao Kahn is playable?

A. No. I guess Midway was either too lazy to edit this, or you can assume Havik revives his clone.

13. Why does Shao Kahn have unlisted kombos?

A. I think it has something to do with hastily adding things to the Gamecube version. The person programmed the kombos obviously did not talk much to the person who listed them in the moves list.

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| FINAL WORDS | MKDK600 |

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These are some last thoughts involving credit where credit is due.

| THANKS | MKDK601 |

- Midway: for bringing us the sixth major Mortal Kombat
- Gnome Foundation: Gedit is a powerful tool for writing FAQs
- Hori: for providing the best controller for a Gamecube fighting game
- CjayC and GameFAQs: for hosting this FAQ for you to read
- The Kontributors: for reasons below

| CONTACTING ME | MKDK602 |

If you would like to submit new information, inform me of typos or wrong information, or anything else that would fit here, please don't hesitate to email me using the address at the top of this FAQ. You will be listed in the Kontributors section if I add anything you sent to me.

| KONTRIBUTORS | MKDK603 |

Randy Bastiampillai - Kahn's unlisted kombos

EOF