

Mortal Kombat: Deception Goro FAQ

by Elranzer

Updated to v1.0 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

Goro FAQ

System: Gamecube

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Version: 1.0

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| MKDG000 |

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This guide is a collective of all the information I could find about Goro, the Shokan warrior dating back from the first Mortal Kombat tournament. 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 1.0 - FAQ is complete, as far as I can gather.

Version 0.7 - Goro's Alt Bio location added.

Version 0.6 - Fatality #1 corrected. First user kontributions.

Version 0.5 - Added a new Kombos section.

Version 0.4 - Removed Puzzle Fighter info. Updated Kodes and FAQ.

Version 0.3 - Synced info with Shao Kahn FAQ. Fixed more errors.

Version 0.2 - Fixed a bunch of errors. Added VS Onaga info.

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.

Goro 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 stroyline went.

Place of Origin: Outworld

Alignment: Evil

Allies: Shao Kahn

Foes: Baraka, Kitana, Motaro

| BACK STORY

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Goro was the prince of the Shokan race. He has seven wives (but contrary to popular belief, Sheeva is not one of them). In an early Mortal Kombat tournament, Goro won it and became Shang Tsung's champion. To win the tournament, the challenger would have to defeat Prince Goro. Kung Lao's ancestor failed at this, and all hope was once lost that Earthrealm would be lost to Shao Kahn, Tsung's superior.

Mortal Kombat I is the tournament that would have been the final win for Kahn's forces to rule over Earthrealm, but Liu Kang surprisingly came and defeated Goro. Shang Tsung challenged Kang but still couldn't beat him. Goro was thought dead.

Fast forward to the forth tournament, where Shinnok invaded Earthrealm. Goro reappeared, with allegiance to Kitana's army, to help defeat the fallen titan as he was a threat to the Shokan race as well as men. This was not needed as Scorpion defeated Shinnok and took Quan Chi back to Hell with him.

When Quan Chi and Shang Tsung formed the deadly alliance, Kitana and Goro once again allied to try and defeat them. Goro was thought dead and Kitana held a royal funeral for him.

However, it was a false funeral. Goro was actually saved by an old ally, Shao Kahn. Kahn had no power anymore, as he was on the run from the Deadly Alliance, and now Onaga, who all thought Kahn had been killed, though only a clone of Kahn was killed. Kahn asked Goro for partnership to overthrow Onaga and gain control of Outworld again. In exchange, Kahn said he would save the Shokan race and banish the Centurian race. Goro agreed, and a new alliance between him and Kahn was formed.

| GORO'S BIOS

| MKDG202 |

Bio 1: "Kitana's army allied with my Shokan warriors in an attempt to destroy my old master, Shao Kahn. It was rumored that he was weakening and that our victory was inevitable. During the last battle against Kano's militia, however, I was attacked from behind by a shadow warrior, Noob Saibot. I do not know for how long I lay dying on the battlefield, but when I regained consciousness, I was greeted by the last person I expected to see..."

Bio 2: "Shao Kahn found me near death on the battlefield. Though he was not wearing his battle armor, I recognized his voice. It was truly him. He used what little power he had left to revive me. He asked me to join him once again and aid in destroying a rising power in Outworld. In return, he would give the Shokan

favored status and banish the Centaurs. I accepted his offer. I placed my royal seal on the disfigured corpse of a fallen Shokan warrior and together we fled into hiding to regain our strength for the coming battle."

| GORO'S ENDING

MKDG203

Scene 1: "Goro had regained control of his shokan army and fought to cleanse Outworld of the Dragon King's tarkatan horde. Though the tarkata are formidable adversaries, they were no match for an army of shokan, inspired as they were by regaining Shao Kahn's favor. Baraka's troops were quickly defeated."

Scene 2: "Goro had proven himself a powerful ally of the emperor. But Shao Kahn had given the shokan much in his return to power. Goro felt a gift of loyalty was in order. The Edenian military had been crushed and Kitana herself had been captured. Goro brought her before Shao Kahn and sacrificed her as an offering of fealty to the once and future emperor of Outworld."

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| PLAYING AS GORO

| MKDG300 |
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Goro has two fighting styles and a weapon style, just like all of the other kombatant characters. However, he has lots of tricky kombos and is just good for pounding your opponent with sheer strength. He has all four of his moves from Trilogy and MK4/Gold, including Kintaro's stomp and the Trilogy-added Spinning Slap, which originally appeared as a glitch in MK1.

| FIGHTING STYLES

MKDG301

SHOKAN

KUATAN

Shokan Jab:	1	Dragon Hands:	1
Vicious Swing:	B + 1	Excessive Punch:	F + 1
Face Flat:	U + 1	Ducking Hook Punch:	D + 1
Low Punch:	D + 1	Damaging Fist:	2
Center Chop:	2	Kuatan Spin Kick:	3
Angry Slap:	B + 2	Quick Shin Attack:	B + 3
Uppercut Slap:	D + 2	Quick Uppercut:	D + 3
Chest Stomp:	3	Snuff Kick:	4
Low Shokan Kick:	B + 3	Tricky Poke:	F + 4
Low Creeping Kick:	D + 3	Low Cyclone:	D + 4
Pain Giver:	4	Swift Like The Wind:	2,2
Long Reach Poke:	D + 4	Rushing Madman:	2,1
Quick Death:	1,1	Rawr:	2,2,3
Killer Slap:	1,2		
Goro's Pain:	1,4		
Foot Planter:	2,4		
Gripping Death:	1,1,3		

DRAGON FANGS

Chest Slash: 1

Face Slash:	B + 1
Upward Cut:	U + 1
Low Thigh Cut:	D + 1
Quick Stomach Strike:	2
Four Arm Lifter:	U + 2
Uppercut:	D + 2
Face Knocker:	3
Knockdown Slap:	F + 3
Low Arm Swing:	B + 3
Low Tap:	D + 3
Chin Stun:	4
Power Slap:	F + 4
Low Stun Kick:	D + 4
Stomach Punches:	2,2
Face Crusher:	4,3
Flurry Claws:	2,2,1
Hands of Fury:	2,2,4

| SPECIAL MOVES

| MKDG302 |

Ultimate Force: D,B,1
 Spinning Slaps: D,F,2
 Tremor Pound: U,D,3
 Leaping Stomp: D,U,3

| FINISHING MOVES

| MKDG303 |

Fatality 1: B,B,F,F,3 (Sweep)
 Fatality 2: F,B,F,B,1 (Close)
 Hara Kiri: U,F,F,B,4

| GORO'S KOMBOS

| MKDK304 |

Note: An Air Juggle "finisher" can be any regular or special move,
 except for Spining Slaps.

Note: Special Moves are marked in paranthesis such as (U,D,3)

Shokan

1,1	2 Hits, 18%
1,2	2 Hits, 18%
1,4	2 Hits, 19%
1,1,3	3 Hits, 25%
(U,D,3)...B+1...(Finisher)	3 Hits, 17% - 20%
B+1...B+1...(Finisher)	3 Hits, 20% - 25%
(U,D,3)...B+1...1,1	4 Hits, 22%
(U,D,3)...B+1...1,2	4 Hits, 23%
(U,D,3)...B+1...1,4	4 Hits, 24%
1,2...B+1...(Finisher)	4 Hits, 25% - 27%
B+1...B+1...1,1	4 Hits, 27%
B+1...B+1...1,2	4 Hits, 29%
B+1...B+1...1,4	4 Hits, 29%
(U,D,3)...B+1...(D,F,2)	5 Hits, 23%
1,2...B+1...1,1	5 Hits, 29%

B+1...B+1... (D,F,2)	5 Hits, 29%
1,2...B+1...1,2	5 Hits, 30%
1,2...B+1...1,4	5 Hits, 30%
(U,D,3)...B+1...1,1,3	5 Hits, 29%
B+1...B+1...1,1,3	5 Hits, 35%
1,2...B+1... (D,F,2)	6 Hits, 30%
1,2...B+1...1,1,3	6 Hits, 34%

Kuatan

2,2	2 Hits, 19%
2,1	2 Hits, 20%
2,2,3	3 Hits, 24%
(U,D,3)...1... (Finisher)	3 Hits, 17% - 19%
(U,D,3)...1...2,2	4 Hits, 23%
(U,D,3)...1...2,1	4 Hits, 23%
2,1...1... (Finisher)	4 Hits, 27% - 28%
(U,D,3)...1... (D,F,2)	5 Hits, 23%
(U,D,3)...1...2,2,3	5 Hits, 26%
2,1...1...2,2	5 Hits, 31%
2,1...1...2,1	5 Hits, 32%
2,1...1... (D,F,2)	6 Hits, 31%
2,1...1...2,2,3	6 Hits, 33%

Dragon Fangs

4,3	2 Hits, 27%
2,2,4	3 Hits, 20%
2,2,1	3 Hits, 22%
(U,D,3)...U+1... (Finisher)	3 Hits, 16% - 21%
(U,D,3)...B+1... (Finisher)	3 Hits, 19% - 23%
U+1...U+1... (Finisher)	3 Hits, 21% - 27%
B+1...U+1... (Finisher)	3 Hits, 24% - 29%
U+1...B+1... (Finisher)	3 Hits, 24% - 29%
B+1...B+1... (Finisher)	3 Hits, 27% - 31%
(Juggle)...2,2	4 Hits, 21% - 31%
(Juggle)... (D,F,2)	5 Hits, 24% - 33%
(Juggle)...4,3	4 Hits, 26% - 35%
(Juggle)...2,2,4	5 Hits, 26% - 35%
(Juggle)...2,2,1	5 Hits, 28% - 36%

Any Style

(D,F,2) 3 Hits, 21%

 | GORO VS ONAGA

MKDG305

Any of Goro's fighting styles, including Dragon Claws, seem to be really effective against Onaga. Spinning Slaps also works well. Goro is big and strong enough to just walk up to Onaga and beat him to death. Be sure to collect the six Kamidogu to create opportunities to whack Onaga.

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 | FIGHTING AGAINST GORO

| MKDG400 |
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Goro is a boss character, for the most part. The definition of a boss character in MK games is a big, strong character with few kombos and

some gimmicky moves. Goro is no exception, and the key to easily defeating him is mastering how to avoid his moves.

| NORMAL CHARACTERS VS GORO | MKDG401 |

Fighting Goro, the thing you have to watch out for is the brute force of his normal punches and kicks. You also do not want to be caught in his throw move, his classic Chest Pound, which can shave off a good portion of your health in one swoop. Try to keep a distance and hit him with projectiles, or stun him and kombo him. Do not try to kombo him without stunning him or you risk getting chest-pounded.

| GORO VS GORO | MKDG402 |

If playing as Goro, you have the advantage of the brute strength in his regular punches and kicks. Just get up close and beat the snot out of him. If you keep at it, he won't have a chance to Chest Pound you.

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| EXTRAS | MKDG500 |
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Some miscellaneous stuff involving Goro, and Goro-related things.

| GORO KODES | MKDG501 |

For Action Replay MAX:

(M)

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

Player 1 Always Goro

DXJV-C4V6-AXVDP
G3CN-5GMT-GX1Q0

Player 2 Always Goro

2KY2-8ZVN-786ET
WJT6-J5QP-EAF8N

| GORO-RELATED KRYPT KOFFINS | MKDG502 |

OJ - E-7/Earthrealm - Goro's Alt Bio
PD - C-8/Earthrealm - Goro's Alt Costume

| FREQUENTLY ASKED QUESTIONS | MKDG503 |

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 Goro-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 Goro, if they have any kontent at all.

5. Does Goro 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 Goro die at the end of MK1?
 - A. According to the storyline up to MK4, yes. But they brought him back in MK4, this time on neutral side. In his (Kung Lao's) ending, he decides to side with Kitana, and the whole Shokan race joins on the side of good. According to MK4/Gold, he was merely "defeated" by Liu Kang in MK1, not killed.

7. Didn't Goro die somewhere in MK: Deadly Alliance?
 - A. According to Kitana's ending, yes. But in the Gamecube MK:D, they changed it so Goro put his emblem on a fallen Shokan warrior before he sided with Kahn. Kitana mistaken the battered Shokan as Goro only because it had the royal emblem on it. In Kitana's MK:DA ending, she now technically gave the funeral to a random Shokan, not Goro.

8. Is Goro really back to the evil side?
 - A. Technically, no. Both Goro and Shao Kahn are on the run, per say. Kahn is definitely evil, but at the moment has no power. Goro teamed up with Kahn only in hopes that their efforts could help save the Shokan race from Onaga. For the purposes of this game, they are helping each other because they were once allies and both have no political power anymore. His main concern, in every game, is the safety of the Shokan race. He's their ruler, afterall. Watch his ending for more details.

9. Does Goro 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 Goro 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 Goro 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 Goro.

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| FINAL WORDS | MKDG600 |

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

| THANKS | MKDG601 |

- 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 | MKDG602 |

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 | MKDG603 |

Rolando Figueroa - Fatality 1 correction and Spinning Slaps combos.

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