

# Mortal Kombat II FAQ/Move List

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## Mortal Kombat 2 for Genesis

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## I. Introduction

"500 years ago, Shang Tsung was banished to the Earth Realm. With the aid of Goro he was able to unbalance the furites and doom the planet to a chaotic existence. By seizing control of the Shaolin tournament, he tried to tip the scales of order towards chaos. Only seven warriors survived the battles and Shang Tsung's scheme would come to a violent end at the hands of Liu Kang. Facing execution for his failure and the apperent death of Goro, Tsung convinces Shao Kahn to grant him a second chance."

This is the plot for Mortal Kombat 2, tying the first game and this one together. This FAQ contains a comprehensive move list, character bios, cheat codes, a pros and cons list for using each character, and some frequently asked questions for Mortal Kombat 2 for the Sega Genesis.

## II. Cheat Codes and Secrets

This game features a few extra cheat codes than it's predecessor, though less options are available through them. The cheats are performed on the character select screen unless otherwise notified here. Afterwards, we'll discuss the secret fights.

*Enter Test Mode:* Go to Options, and at the bottom of the menu will be the word "Done".

Highlight it, and press **Left, Down, Left, Right, Down, Right, LKeft, Left, Right, Right**. This will give you a few "Modes" to choose from to alter the game, including one-hit kills.

*Fergality:* In the third Test Mode menu, turn on "Oooh, Nasty!". Select Rayden and when you get to the Armory stage, beat your opponent.

At the "Finish Him!" prompt, press **Back, Back, Back**, and **Block** at any range. This will turn your opponent into Fergus McGovern, a programmer at Probe Entertainment!

*The secret Kombatants:* Smoke, Jade, and Noob Saibot

Jade is just a really fast, Green Kitana, and Smoke is a really fast, Gray Scorpion. Noob Saibot is also just like Scorpion, but blends into parts of the background in Goro's Lair. To fight these three, you have to meet special requirements as you play.

*To fight Jade:* In the fight before the question mark, you must use low kick only throughout the entire match, though moving around is allowed.

*To fight Smoke:* On the Portal Stage, keep performing uppercuts until Dan Forden cuts in with his "TOASTY!" scream, and hold down and press start while he does.

*To fight Noob Saibot:* Win fifty matches in a row.

*Play Pong!:* If you can win 250 matches in a row, you'll get to play Pong!

## III. Character Bios

**Liu Kang:** After winning the Shaolin tournament from Shang Tsung, Kang returns to his temples. He discovers his sacred home in ruins. His Shaolin brothers killed in a vicious battle with a horde of Outworld warriors. Now he travels to the dark realm to seek revenge.

**Johnny Cage:** After Shang Tsung's tournament, the martial arts superstar disappears. He follows Liu Kang into Outworld. There he will compete in a twisted tournament which holds the balance of Earth's existence-as well as a script for another blockbuster movie.

**Kung Lao:** A former Shaolin monk and member of the White Lotus Society, he is the last descendant of the great Kung Lao who was defeated by Goro 500 years ago. Realizing the danger of the Outworld menace, he joins Liu Kang in entering Shao Kahn's contest.

**Shang Tsung:** After losing control of the Shaolin tournament, Tsung promises his ruler Shao Kahn to shape events that will lure the Earth warriors to compete in his own contest. Convinced of this plan, Shao Kahn restores Tsung's youth and allows him to live.

**Baraka:** He led the attack against Liu Kang's Shaolin temple. Baraka belongs to a nomadic race of mutants living in the wastelands of Outworld. His fighting skills gained the attention of Shao Kahn, who recruited him into his army.

**Kitana:** Her beauty hides her true role as a personal assassin for Shao Kahn. Seen talking to an Earth Realm warrior, her motives have come under suspicion by her twin sister Mileena, but only Kitana knows her own true intentions.

**Mileena:** Serving as an assassin along with her twin sister Kitana, Mileena's dazzling appearance conceals her hideous intentions. At Shao Kahn's request, she is asked to watch for her twin sister's dissension. She must put a stop to it at any cost.

**Rayden:** Watching events unfold from high above, the thunder god realizes the grim intentions of Shao Kahn. After warning the remaining members of the Shaolin tournament, Rayden soon disappears. He is believed to have ventured into Outworld alone.

**Jax:** His real name is Maj. Jackson Briggs, leader of a top U.S. special forces unit. After receiving a distress signal from Lt. Sonya Blade, Jax embarks on a rescue mission. One that leads him into a ghastly world where he believes that Sonya is still alive.

**Sub-Zero:** Thought to have been killed in the Shaolin tournament, Sub-Zero mysteriously returns. It is believed that he travelled into the Outworld again to attempt to assassinate Shang Tsung. To do so he must fight his way through Shao Kahn's tournament.

**Scorpion:** The Hell-spawned specter rises from the pits, after learning of Sub-Zero's return, he again stalks the ninja assassin-following him into the dark realm of Outworld where he continues his own unholy mission.

**Reptile:** As Shang Tsung's personal protector, the elusive Reptile lurks in the shadows stopping all those who would do his master harm. His human form is believed to disguise a horrid reptilian creature whose race was thought extinct millions of years ago.

## IV. Controls

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**X** = High Punch

**A** = Low Punch

**Z** = High Kick

**C** = Low Kick

**Y** = Block

**B** = Block

**Start** = Block

## V. Move List

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### Reptile

**Force Ball** - Back, Back, High Punch+Low Punch

**Acid Spit** - Forward, Forward, High Punch

**Turn Invisible** - Hold Block, and press Up, Down, Down, then High Punch.

**Slide** - Press Low Kick, Low Punch, Block, and Back all at the same time

**Fatality 1** - From far away, press Back, Back, Down, Low Punch

**Fatality 2** - Turn invisible, then press Forward, Forward, Down, High Kick

**Babality** - Down, Back, Back, Low Kick

**Friendship** - Back, Back, Down, Low Kick

**Pit Fatality** - Down, Forward, Forward, Block

### Scorpion

**Hand Spear** -Back, Back, Low Punch

**Teleport Punch** -Down, Back, High Punch

**Air throw** -Press Block in mid-air

**Fatality 1** -Hold Block, and press Down, Down, Up, Up, High Punch

**Fatality 2** -While close, hold High Punch, and press Down, Forward, Forward, Forward.

**Fatality 3** -While away, hold Block, and press Up, Up, High Punch

**Babality** -Down, Back, Back, High Kick

**Friendship** -Back, Back, Down, High Kick

**Pit Fatality** -Down, Forward, Forward, Block

## **Sub-Zero**

**Ice ball** - Down, Forward, Low Punch

**Ice Puddle** - Down, Back, Low Kick

**Slide** - Press Low Punch, Low Kick, Block, and Back at the same time

**Fatality 1** - While away, press Forward, Forward, Down, High Kick. Once the enemy is in a deep freeze, get close and press Forward, Down, Forward, Forward, High Punch (first part can be repeated to extend fatality time)

**Fatality 2** - Go as far back as you can to the edge of the screen, and then hold Low Punch, and press Back, Back, Down, Forward.

**Babality** - Down, Back, Back, High Kick.

**Friendship** - Back, Back, Down, High Kick

**Pit Fatality** - Down, Forward, Forward, Block

## **Kung Lao**

**Throw Hat** - Back, Forward, Low Punch

**Teleport** - Down, Up

**Spin attack** - Press Block, Up, Up, Low Kick

**Diagnal Kick** - Down, High Kick

**Fatality 1** - At sweep distance, press Forward, Forward, Forward, Low Kick.

**Fatality 2** - All the way back at the edge of the screen, hold Low Punch and press Back, then Forward.

**Babality** - Back, Back, Forward, Forward, High Kick

**Friendship** - Back, Back, Back, Down, High Kick

**Pit Fatality** - Forward, Forward, Forward, High Punch

## **Kitana**

**Slice with fan** - Hold back and press High Punch

**Flying Punch** - Down, Back, Up, High Punch

**Fan toss** - Forward, Forward, High Punch and Low Punch at the same time

**Fan Lift** - Back, Back, Back, High Punch

**Fatality 1** - Get close, and press Block, Block, Block, High Kick

**Fatality 2** - Gets close, hold Low Punch, and press Forward, Forward, Down, and Forward

**Babality** - Down, Down, Down, Low Kick

**Friendship** - Down, Down, Down, Up, Low Kick

**Pit Fatality** - Forward, Down, Forward, High Kick

## **Liu Kang**

**Bicycle Kick** - Hold Low Kick for 4 seconds, then release

**Low Fireball** - Forward, Forward, Low Punch

**High Fireball** - Forward, Forward, High Punch

**Super Kick** - Forward, Forward, High Kick

**Fatality 1** - Get away, and do a 360 on the D-Pad

**Fatality 2** - Get close, and press Down, Forward, Back, Back, High Kick

**Babality** - Down, Down, Forward, Back, Low Kick

**Friendship** -Forward, Back, Back, Back, Low Kick

**Pit Fatality** - Back, Forward, Forward, Low Kick

## Rayden

**Shoot lightning** - Down, Forward, Low Punch

**Flying Thunder God** - Back, Back, Forward

**Shocker** - Hold High Punch for 3 seconds, walk up to opponent, and let go when you're touching them

**Teleport** - Down, Up

**Fatality 1** - Get close after holding Low kick for 6 seconds, let go, and continuously press Low Kick and Block together until the end result is met :)

**Fatality 2** - Hold High Punch for 8 seconds and get close, then let go

**Babality** - Down, Down, Up, High Kick

**Friendship** - Down, Back, Forward, High Kick

**Pit Fatality** - Hold Block, press Up, Up, Up, and then press High Punch

**Fergality** - On Armory Stage with "Oooh, Nasty" turned on, press Back, Back, Back, Block

## Shang Tsung

**Fire Skulls** - (*Fire One*) Back, Back, High Punch. (*Fire Two*)- Back, Back, Forward, High Punch. (*Fire Three*)-Back, Back, Forward, Forward, High Punch.

**Fatality 1** - Hold Block, press Up, Down, Up, Low Kick

**Fatality 2** - Hold Low Punch for 30 seconds. You'll have to do so for the latter part of the match to pull this off. Make sure to be at sweep distance!

**Fatality 3** - At Sweep distance, hold High Kick for two seconds and let go

**Babality** - Back, Forward, Down, High Kick

**Friendship** - Back, Back, Down, Forward, High Kick

**Pit Fatality** - Hold Block, press Down, Down, Up, Down.

*You can turn into the following 10 characters*

**Sub-Zero** - Forward, Down, Forward, High Punch (his original fatality from MK1!)

**Scorpion** - Hold Block, then press Up, Up (and yet another!)

**Liu Kang** - Back, Back, Forward, Forward, Block

**Reptile** - Hold Block, press Up, Down, High Punch

**Rayden** - Down, Back, Forward, Low Kick

**Kung Lao** - Back, Down, Back, High Kick

**Baraka** - Down, Down, Low Kick

**Jax** - Down, Forward, Back, High Kick

**Johnny Cage** - Back, Back, Down, Low Punch

**Mileena** - Hold High Punch for 3 seconds

## Mileena

**Shoot Sais** - Hold High Punch for 2 seconds

**Teleport Kick** - Forward, Forward, Low Kick

**Roll on Ground** - Back, Back, Down, High Kick

**Fatality 1** - Get close, press Forward, Back, Forward, Low Punch

**Fatality 2** - Get close, and hold Low Kick for two seconds, and let go

**Babality** - Down, Down, Down, High Kick

**Friendship** - Down, Down, Down, Up, High Kick

**Pit Fatality** - Forward, Down, Forward, Low Kick

## Jax

**Energy Blast** - Down, Back, High Kick

**Ground Punch** - Hold Low Kick for 3 seconds, release when ready

**Gotcha Grab** - Forward, Forward, Low Punch (rapidly continue doing this combination once the grab connects for more damage)

**Quadra-slam** - Low Punch and High Punch at the same time while close

**Mid-air grab** - Press Block while in mid-air and touching the opponent

**Fatality 1** - Get close, hold Low Punch, and press Forward, Forward, Forward

**Fatality 2** - Sweep distance, press Block, Block, Block, Block, Low Punch

**Babality** - Down, Up, Down, Up, Low Kick

**Friendship** - Down, Down, Up, Up, Low Kick

**Pit Fatality** - Up, Up, Down, Low Kick

## Johnny Cage

**Lob high energy ball** - Down, Back, High Punch

**Lob low energy ball** - Down, Forward, Low Punch

**Shadow Kick** - Back, Forward, Low Kick

**Shadow Uppercut** - Back, Down, Back, High Punch

**Groin Punch** - Hold Block and press Low Punch

**Fatality 1** - Get close, press Down, Down, Forward, Forward, Low Punch

**Fatality 2** - Get close, press Forward, Forward, Down, Up

**Babality** - Back, Back, Back, High Kick

**Friendship** - Down, Down, Down, Down High Kick

**Pit Fatality** - Down, Down, Down, High Kick

## Baraka

**Slice and Dice** - Back, Back, Back, Low Punch

**Blade Slice** - Back, High Punch

**Blade Spark** - Down, Back, High Punch

**Fatality 1** - Get close, press Back, Forward, Down, Forward, Low Punch

**Fatality 2** - Get close, hold Block, press Back, Back, Back, Back, High Punch

**Babality** - Forward, Forward, Forward, High Kick

**Friendship** - Hold Block, Up, Up, Forward, Forward, High Kick

**Pit Fatality** - Forward, Forward, Down, High Kick

## VI Character Pros and Cons

This is a list of sorts, part strategy, to explain what attacks work well against certain opponents based on various things such as special move cool down times, and other factors.

### Sub-Zero

#### Pros:

-His ice puddle is great for tripping up anyone, especially the AI. It can take you a long way through the roster, especially if you're close enough to the point where the puddle will spawn right under them.

-Shooting his iceball causes him to duck, low enough to hit Scorpion and Smoke if they shoot their hand-spears, as well as Liu Kang if he does a super kick.

-His iceball can thankfully freeze Kintaro and Shao Kahn, which will give you a ton of breathing room.

-Johnny Cage's Shadow Kick leaves him right open for a freeze.

-If Rayden does his Flying Thunder God attack, Sub-Zero ducks to the perfect height to freeze him.

#### **Cons:**

-When shooting the iceball, Sub-Zero can easily be taken out with a well-placed jump-kick, remember to use this on the AI as well.

-The same applies for his ice puddle, because the animation takes so long.

-Jax has an extremely powerful ground-game, and his ground punch will stop Sub-Zero in his tracks.

-Since Johnny Cage's green ball now has an arc, if he's far enough away, it can connect with Sub-Zero before the iceball hits Johnny.

-This attack, like all other projectiles, will go right through Jade if she goes momentarily invincible.

## **Scorpion**

#### **Pros:**

-His teleport punch can get you out of a cornered position and give you the upper-hand while the enemy is turning around for a well placed hand-spear

-The hand-spear can stop Liu Kang's bicycle kick, as well as paralyzing him like normal.

-If Baraka does his Slice and Dice attack, he's way open for a free hit from the hand-spear, same applies to Kitana and her fan lift attack.

-If Scorpion is far enough away, Johnny Cage also leaves himself wide open if he uses the shadow kick or shadow uppercut, the same applies to Shao Kahn's shoulder charge.

#### **Cons:**

-All projectiles take higher priority over the hand-spear, so if someone throws a projectile while you use the hand-spear, you will be hit and they won't be stunned.

-Rayden's Flying Tunder God attack will go right under Scorpion's hand-spear.

-Hand-spear is fairly slow, giving Kintaro a huge window of time to teleport stomp you.

## **Reptile**

#### **Pros:**

-Reptile can turn invisible, giving you a large upper hand. Fight as you normally would with him this way, you're guaranteed to get blocked and dodged far less.

-Reptile can use the Force Ball to not only deal damage, but to fling the character in his direction so that an easy uppercut can be performed on your opponent.

-Acid spit, like all projectiles, takes priority over Scorpion's hand-spear.

#### **Cons:**

-Is extremely vulnurable after shooting a Force Ball, begging to be hit by a jump kick or Scorpion's hand-spear

-Sometimes the AI feels like being godly and will read your moves, regardless of invisibility.

-Invisible just means you can't be seen, not invincible, so you still have to be careful. make sure to be keen on your own placement or you may lose yourself!

## **Jax**

#### **Pros:**

-He has an amazing ground-level game and can throw people off with that ground punch attack.

-Jax thankfully has a projectile attack, which will knock enemies out of the mid-air, often good for exposing an invisible Reptile because of the range.

-The projectile fire can also knock down a mid-bicycle kick Liu Kang, and takes priority over Smoke and Scorpion's hand-spear attacks.

-Jax's multi-slam is capable of an incredible amount of damage if it connects, which is pretty easy to do, as is the Gotcha-Grab. They're both quite similar.

-If executed at the proper time, he can stop Kitana's flying punch with his projectile

-His mid-air grab can be useful for oppoents who like to spam attacks from the sky such as jump-kicking.

-The ground punch attack will stop Mileena's ground roll right in it's tracks.

#### **Cons:**

-The ground punch is also his greatest weakness, as it will force an opponent into the air and a possible jump kick while Jax is vulnerable, if they don't stay on the ground.

-His projectile has a decent range but can still be jumped over for a jump kick.

-He is one of the characters without a real stunning or cheap ability, so a slightly higher level of skill is required to use him effectively, especially against Shao Kahn and Kintaro.

## Kung Lao

### Pros:

- Teleporting is a bit easier than Rayden, and sends him flying up into the air, making it easy to kick on the way up and back down.
- Kung's hat can be thrown and it has quite the rate of speed, being one of the fastest projectile weapons in the game.
- Kung Lao's spin will draw in enemies close to him and do some damage, which can be much better than a block if timed correctly.
- Using the diagonal kick can be great for mind games against your opponent as you fly back first, and then come down at a 45 degree angle with a kick.

### Cons:

- Timing and proximity are really important for the spin attack, otherwise you run the risk of getting hit by a projectile.
- While the teleport can be useful, it's best not spam it, lest your opponent duck and uppercut you right out of the sky.
- His repertoire against the two final enemies of the game is really limited in terms of using attacks to gain the upper hand. You'll have to not rely so much on special attacks and a little moreso on luck to defeat them.
- Kung Lao's hat throw has an extremely long cool down time, leaving him open if your opponent happens to jump over it or duck under it.

## Kitana

### Pros:

- Her fan lift will grant you total control of your opponent for a few seconds, use this to set them up for an uppercut.
- Like some other characters, her sister included, she can fire her projectiles in the air to help her aerial game.
- Kitana's flying punch will knock down whichever opponent decides to jump to high into the air for a jump kick, this a great attack to catch your enemies off-guard with.
- Kitana has a game-breaking combo in this game. Corner your opponent, use the fan lift attack, jump into the air with a regular kick, fall back down and \*immediately\* follow up for a forward jump kick, then a mid-air fan throw. Your enemy will be wondering what happened as they never got to touch the ground :). Yes, this works even on Kintaro and Shao Kahn.

### Cons:

- If executed at a bad time, her flying punch will leave her open to an attack from behind, as well as many projectile attacks, so be sure to use it wisely.
- While the fan lift is quite useful, it leaves her totally open for almost anything, though it will stop Rayden's Flying Thunder God, Liu Kang's Bicycle Kick, and Johnny's Shadow Kick.
- Throwing the fan in mid-air can leave her open for an uppercut if the fan doesn't connect and your opponent hits the ground too early.

## Baraka

### Pros:

- At close range, his slice and dice attack can be extremely deadly to his foes. May God have mercy on the soul that gets cornered and gets this attack spammed at them.
- One of the slightly faster characters in the game, and can easily toy with his enemies by catching them off-guard with a quick blade swipe or blade spark.
- If you're not great with special moves, you may wanna play as this guy, as he's mostly a bare-bones fighter with cheap tricks up his sleeve if you decide to use them.

### Cons:

- An extremely low repertoire of special attacks makes him too much of a bare-bones fighter for those who like to use cheap special attacks.
- The slice and dice leaves him wide open for any projectile attack, much like Kitana's fan lift ability.
- He's almost as bad as Rayden when it comes to jumping and punching because he has really short arms, this just adds to his many limitations.
- Blade spark flies too high to hit Sub-Zero if he ducks to use his ice ball attack.

## Mileena

### Pros:

- Like Jax, she has a great ground-level game. Her roll ability flings her across the ground, tripping up the enemy. Works great on opponents with high projectiles like Scorpion and Baraka.
- Her air game is just as deadly. Her sais can be thrown in mid-air, and her teleport kick is sure to bring down an opponent who's tossing a projectile.
- Mileena's sais are throwable in the air, and thus can pull off a very similar combo to Kitana's.

### Cons:

-Her teleport kick can be pre-empted, and if blocked, she will be wide open until she hits the ground again.

-Kung Lao, Scorpion, and Rayden can teleport, giving them a large upper hand if she uses her ground roll to do so, being wide open for a projectile attack.

-Her sai sparks are fairly high, almost as high as Baraka's blade sparks. This allows Rayden to fly under it with Flying Thunder God and Sub-Zero to freeze her while in the animation.

## Johnny Cage

### Pros:

-His green energy ball that he lobs flies at an arc, which can knock enemies out of the air if placed right. Notably, it's great against Rayden's Flying Thunder God and Liu Kang's bicycle kick.

-If there was ever a move for a good laugh, it's Johnny's groin punch. It will also stun an enemy for a free hit, just like in the first game!

-Shadow Uppercut is even greater for enemies who feel like jumping out of range of the green energy ball.

-The Shadow Kick delivers a fairly swift blow to an opponent to knock them back, also useful if they're part-way in the middle of a jump.

### Cons:

-The Shadow Kick and Shadow Uppercut can easily be ducked under when expected and can be punished in a variety of ways, especially an uppercut.

-Because the energy ball has an arc, it can be ducked under and punished if the opponent is too close. You shouldn't find yourself in this situation too often though.

-Don't spam the groin punch, or the game (or human opponent if you're playing with a friend) will have no problem punishing you, as it leaves Johnny wide open.

## Shang Tsung

### Pros:

-Can turn into any one of the playable characters. Depending on who he turns into, refer to the other pros and cons in this list.

-Shang Tsung does have his own playstyle though, and it can take some mind games to use it to destroy your opponent depending on the difficulty level or skill of your friend.

-His flaming attack is extremely spamable and can deal great damage if you keep it up, so long as the enemy keeps falling for it without blocking it. Still, the triple flaming heads are difficult to work around.

-Depending on the character he's turned into at the end of the match, he can do their fatality.

### Cons:

-While his flaming skulls attack can do some major damage, it \*can\* be worked around (difficult as it may be), and this method becomes lost.

-For other cons, refer to the other characters as the flaming skulls are his only unique attack.

## Liu Kang

### Pros:

-The super kick is a fast, powerful attack that will send your enemy flying if it connects, flies over Sub-Zero's special attacks.

-The bicycle kick will carry him over Jax' ground punch attack, which will grant you a guaranteed connection.

-His low and high fireballs can be used for some great mind games against your opponent.

-Pressing either combination for the fireball attacks in mid-air will, like Mileena and Kitana, will launch a fireball in the air, which is great to throw off your enemies.

### Cons:

-Can be caught in Scorpion's hand-spear while performing the bicycle kick, setting you up for a free hit, so be careful when using it. Attacks that can also hit him mid-bicycle include Mileena's sais, Kitana's fans, Baraka's blade sparks, and Kung Lao's hat throw.

-While his fireball attacks are fast, his cool down time for them feel pretty drawn out, more-so than they really are because it's a very easy attack to see coming.

-His flying super kick can be countered by a well-placed jump kick or an uppercut. Kung Lao, Rayden, and Scorpion can also teleport right out of the way.

## Rayden

### Pros:

-His Flying Thunder God attack will go right under the high-attacking projectiles, such as Scorpion's hand-spear and Baraka's blade sparks.

-The teleporting ability works a bit faster than Kung Lao's and if done when your opponent shoots a projectile, you can perform any attack of your choice.

-His shocking attack works great for catching an opponent off-guard because a lot of people don't expect to see it coming. When close, the AI and most people tend to think you're going to perform the Flying Thunder God, so use this to your advantage.



-After shooting lighting, there's a recovery delay for the opponent, which will allow you to follow right up with Flying Thunder God with no recourse for you if performed fast enough.

#### **Cons:**

-While performing the Flying Thunder God, he becomes really vulnerable to quite a few attacks, such as Sub-Zero's ice ball, Reptile's force balls, and Kitana's fan.

-If teleporting is expected by the opponent, you'll often find yourself tripped up by a sweep kick, so use this ability wisely.

-Useful as the shocking attack is, you have to be really close to your opponent which can set you up for a free hit if you're not careful, especially if it's a fast acting stun attack.

## **VII. Frequently Asked Questions**

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### **Q. How do I do Rayden's Fergality?**

A. See the cheats section for how to turn on the Test Mode. Upon doing so, turn on "Oooh, Nasty". Use Rayden on the Armory stage, and if you win, press **Back, Back, Back, Block**.

### **Q. Some of the characters from the first game are gone, notably Kano and Sonya. What happened to them?**

A. Oh, they're in the game, just not playable. Pay attention to the background in Shao Kahn's arena.

### **Q. Noob Saibot? What kind of a name is that?**

A. Well, it's actually fairly clever. It is the last names of the co-creators of Mortal Kombat: Ed Boon and John Tobias, spelled backwards!

### **Q. Why does Shang Tsung look so young in this game?**

A. Please refer to his biography in the character bio section, your answer is there.

### **Q. What are Friendships, and why were they put in this game?**

A. In a response to the massive negative feelings from parents and politicians alike, they threw these in just to spite them. It's a parody on censorship.

### **Q. Who is Shao Kahn?**

A. Shao Kahn is the current emperor of Outworld, who won it by defeating Outworld's (then called Edenia) warriors in Mortal Kombat, just like he's been trying to do with Earth Realm.

### **Q. I see a question mark on the way up the tournament ladder. Who is that for?**

A. Please refer to section 2 about cheats and secrets, you'll find your answer there.

### **Q. What's with the guy popping up on the screen here and there, screaming "TOASTY!"?**

A. That is Dan Forden, one of the lead sound testers in the Mortal Kombat games back in the day. The phrase is an in-joke that has yet to be explained between him and the rest of the MK team.

## **VIII. Copyright and Legal Info**

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Thanks to Midway and the entire team of character actors for making this fantastic game! Much thanks also GameFAQs for hosting this FAQ. This FAQ was written by Richard Hull, (c) 2010. I hope that you've found this guide useful to help you gain that upper hand in one of the hardest Mortal Kombats to date!

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