

Mortal Kombat Trilogy Smoke Character FAQ

by KasketDarkfyre

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From: KasketDarkfyre@aol.com
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-Cyber Smoke/Human Smoke FAQ for Mortal Kombat Trilogy-

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-Section 1: Introduction-

I made this Character FAQ for those players that wish to just print out a short move listing for the two Smoke Characters in the Mortal Kombat Trilogy Game. The guide is split into two sections covering Cyber-Smoke, and then Human Smoke, their attacks, finishing moves, combos and then the ending movie.

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-Section 2: Cyber-Smoke-

Smoke, Unit LK-7T2, is the third prototype cyber-ninja built by the Lin Kuei. He tries to escape the Lin Kuei automation process with Sub-Zero but is captured. His memories are stripped away, leaving behind an emotionless killer. However, Sub-Zero believes that somewhere in this machine is a human soul trying to escape.

--Cyber-Smoke's Attacks--

Cyber-Spear: Back - Back - Low Punch

Smoke opens his chest, and shoots a spear forward, snagging his opponent and dragging them in

Teleport Punch: Forward - Forward - Low Kick

Smoke drops through the floor, only to appear the opposite side of his opponent, uppercutting them into the air

Invisibility: Up - Up - Run

*Smoke strikes his chest, and in a flash of flame, disappears from view. (Can be repeated to re-appear)

Air Toss: Block in Mid-Air

Smoke twists and whips his opponent from the air, into the ground

--Cyber Smoke's Finishing Moves--

Finishing Move 1: (Hold Block + Run) Up - Up - Forward - Down

Stops and drops his chest open, shooting bombs across the ground. The screen fades, to show an overview of the Earth, just before it explodes

Finishing Move 2: (Hold Block + Run)Down - Down - Forward -Up

Drops a bomb down the throat of his finished opponent, causing them to explode.

Animality: Down - Forward - Forward - Block

Turns into a giant bull, and rams his opponent off the screen

Brutality: High Punch - Low Kick - Low Kick - High Kick - Block - Block - Low Punch - Low Punch - High Punch - High Punch - Block - Block

Smoke gets brutal, clocking his opponent with several elbows, backfists and forward roundhouse kicks until his opponent explodes

Friendship: Run - Run - Run - High Kick

Smoke blasts a giant fog horn at his opponent

Pit Fatality: Forward - Forward - Down - Low Kick

--Cyber-Smoke's Combos--

First Combo: High Punch - High Punch - Back + High Kick (18%)

Second Combo: High Punch - High Punch - Low Kick - High Kick - Low Punch (26%)

Third Combo: Teleport Punch - Harpoon - High Punch - High Punch - Low Kick - High Kick - Low Punch (40%)

Fourth Combo: Jump Kick - Teleport - Hop Kick - AirToss (28%)

--Player Synopsis for Cyber Smoke--

Cyber-Smoke has many qualities that make him a top-notch player. His speed in the Teleport uppercut/Harpoon Combo, should place him at the top of the list. But, his speed is overlooked for the basic opponent stopping that

Sub-Zero holds.

Playing against Cyber Smoke, is fairly easy as long as you block his Teleport Uppercut, you can counter uppercut him into submission. Watch for cheap corner throws, which he'll constantly perform over and over until he wins the match.

--Cyber-Smoke's Ending Movie--

Smoke was once a friend and ally of Sub-Zero when they both tried to escape from being turned into machines by their ninja clan. But Smoke is captured and transformed into a cyborg with a mission to find and kill his own partner. But Smoke soon finds himself being persued by Shao Kahn's minions. He finds he still has a soul and his true mission if the destruction of the Outworld invaders.

He defeats Kahn and saves the world, but is forever trapped in his artificial body.

-Section 3: Human Smoke-

In his human form, Smoke was a lethal assassin working for the Lin Kuei. But when they decided to automate their ninjas, Smoke is caught in the middle. He became a cyborg assassin, whose human form would exist as a memory forever more.

--Human Smoke's Attacks--

The Spear: Back - Back - Low Punch

Whips a spear out, catching his opponent and dragging him in

Teleport: Half-circle Back - High Punch

Tossing a bomb to the ground, he disappears in a cloud of smoke. (Repeat to make Smoke re-appear)

Air Toss: Block

Smoke grabs his opponent from the air, and sommersaults the opponent into the ground

--Human Smoke's Finishing Moves--

Finishing Move 1: Forward - Forward - Back - Run

Smoke takes over his opponents body, causing them to explode

Finishing Move 2: Run - Block - Run - Run - High Kick

Smoke takes off his opponents head with an uppercut ala Johnny Cage

Animality: (1/2 Screen) Forward - Forward - Forward - Back - High Kick

Brutality : High Punch - High Punch - Block - Low Kick - High Kick - High Punch - High Kick - High Punch - High Kick - Low Punch

Out with the Axe, and his opponent is turned to a beaten sack of flesh

Friendship: Down - Forward - Forward - Forward - Run

*A No Smoking sign appears in front of Smoke, and his body stops smoking.

Stage Fatality: Forward - Up - Up - Low Punch

--Human Smoke's Combos--

First Combo: High Punch - High Punch - High Kick - Back + High Kick (23%)

Second Combo: High Kick - High Kick - Low Kick - Low Kick (23%)

Third Combo: Spear - High Punch - High Punch - High Kick - Back + High Kick (26%)

--Players Synopsis for Human Smoke--

He plays exactly as Scorpion does, use his teleport/spear combo at will, and decimate your opponents. One of his best combos, will be the jump kick, teleport punch, spear, 4 hit combo.

Playing against him, be sure to block his teleport attacks, and spear, and then rush him with whatever you've got. Sub-Zero, Scorpion, Reptile, and Cyber Smoke are best suited to take him out.

--Human Smoke's Ending Movie--

Before his transformation into a cybernetic ninja, Smoke was one of the Lin Kuei's finest ninjas. It was during this time that he came to know his greatest ally - Sub-Zero. When the Lin Kuei decided to automate their warriors, the two attempted to escape. While Sub-Zero successfully eluded capture, Smoke did not.

He would become a robotic nightmare, his soul trapped inside a living machine. In his human form Smoke was a fierce warrior. In his mechanical body he is even more lethal. But his true form is that of a human, one he'll know again only in dreams.

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