

# Mortal Kombat Trilogy FAQ

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Mortal Kombat Trilogy - The N64 FAQ version 5.20

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Update- Ultimate Kombat Kode is now known!!!

Plus, 5 new undiscovered kombat kodes!!!

"Uppercut Recovery" was listed twice.

01. Legend
02. Options
03. Finishers
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-- 01. Legend

B-high punch(HP)

A-low punch(LP)

Camera Up-high kick(HK)

Camera Right-low kick(LK)

Camera Left or R-block(BL)

Camera Down or L-run(RN)

Movement: F-forward B-back D-down U-up

BASIC ATTACKS:

HP-high jab

LP-low jab

tap HP/LP-punch pummel

HP(close)-Inclose combo starter

LP(close,not in corner)-throw

(jump)HP/LP-jump punch, can link into combo

(crouch)HP-uppercut

(crouch)LP-low jab

HK-hard kick

LK-medium kick

(jump)HK/LK-jumpkick

HK/LK(close)-knee/combo starter

(crouch)HK-ducking medium

(crouch)LK-ducking short

B+HK-roundhouse

B+LK-sweep

U+HK/LK-vertical kick, can link into combo

BL-block

(crouch)BL-low block(must be used for sweeps)

(jump)BL-air throw for certain characters

U/B or U or U/F-jump

D-crouch

B or F-retreat/advance

F+hold RN-run forward

F+tap RN-fake run

## -- 02. Options

Random select:

Player 1:U+start while on Noob

Player 2:U+start while on Rain

2-on-2 Kombat:

Each side selects 2 fighters. When one loses, the second jumps in like an endurance round.

3-on-3 Kombat:

Same,except each side selects 3 fighters.

8-man tournament:

Each side selects 4 fighters. There are a total of 7 one-round fights.

Beware, you may have to use one of your opponent's selections later in the battle. Winner selects prize from Shao Kahn's Treasures.

Stage select: Up+start on Sonya.

Select stages after fighters have been chosen.

Extra endurances: Down+Start on Kano.

You will hear a laugh and have a much different ladder in the 1-player game.

Options: Up+start on Kombat Mode selection screen.

Includes options to enable/disable TIMER,AGGRESSOR,BLOOD,and KOMBOS.

## -- 03. Finshers

When you succeed in draining your opponents' lifebar, it will say "FINISH HIM/HER" and you will have about 5 seconds to input a finishing kode. (If some involve tapping up, hold BL to keep from jumping!)

FATALITY-do these at the right distance.

FRIENDSHIP-must not use BL on winning round or they will not work.

Do Reptile's and Scorpion's up close.

BABALITY-Same as friendship. Can be done anywhere

Babality reversal: Opponent can press and hold HP+LP+HK+LK as baby appears.

They will turn back and explode instead for a FATALITY.

PIT-Do up close on these stages:

Scorpion's Lair / PIT III / Subway / Bell Tower / Dead Pool / Kombat Tomb

HIDDEN: The Pit - simply D+HP

Secrets:

At Scorp's Lair, hold BL on both sides to see Dan the whoopee man say "Crispy!"

Hold both LPs to hear Kahn say "Crispy."

At Tomb, hold D on both sides to have other player fall off spikes.

At Dead Pool, hold D to hear a voice.

MERCY-On round 3 only! (RN) for 3 seconds,D,D,release RN.

Brings them back to life. Must be used before doing an ANIMALITY

ANIMALITY-Do from right distance after having called MERCY.  
Fatality with an animal.

BRUTALITY-The coolest finisher and also the hardest! Stand close and tap out the lengthy button sequence. Complete it and they churn out about 15 more hits ending with an exploding uppercut! Don't do these too fast or else they won't work.

-- 04. Moves/Kombos

( )=hold/release + also works from jump

A note about AGGRESSOR: When lit(blocked hits build it up quickly), your hits and combos do 50% more damage! A 23% kombo will do 34%!

(This is marked by shadow trails, you should see Kameleon when she's lit!)

RAIN:

Lightning:B,B,HP

Blue bubble:D,F,HP (B/D/F/U to move)

Power Kick:B+HK

Combos:

(3):Lightning,PowerKick,uppercut(20%)

(3):PowerKick,D+LP,uppercut(33%)

(4):HP,HP,LP,HP(22%)

(4):K,HK,LP,HP(23%)

(6):Bubble,bubble,bubble,bubble,powerkick,uppercut(45%)

(5):Lightning,HP,bubble,HP,jumpkick(25%)

(5):Jump,HP,HP,HP,LP,HP(31%)

(6):K,HK,LK,HK,B+HK,uppercut(34%)

(6):Bubble,HP,bubble,HP,jumpkick,sweep(37%)

(7):Cross kick,lightning,HP,bubble,HP,jumpkick,sweep(43%)

(8):K,HK,LK,HK,B+HK,LP,LP,jumpkick(37%)

(9):Jump,HP,HK,HK,LK,HK,B+HK,LP,jumpkick,sweep(50%)

Upside Down Uppercut :F,F,D+HP(close)

Lightning strikes twelve!:D,D,B,F,HK(1/2 screen)

Friendship(water flowers):F,F,F,LP

Animality(baby elephant) :BL,BL,RN,RN,BL(close)

Babality :F,B,B,HP

Pit :F,D,F,LP

Brutality :HP,HP,BL,LK,HK,BL,LK,HK,BL,HP,LP

Rain can't use bubble after 5 hits or.

powerkick after 4 hits nor lightning after 3 hits.

REPTILE:

Orb:(slow):B,B,HP+LP

(fast):F,F,HP+LP

Spit:F,F,HP

Inviso:U,D,HK (repeat to reappear)

Run behind&punch:B,F,LK

Slide:B+LP+BL+LK

Combos:

(2):Jumpkick,slide(19/23%)

(3):Orb,uppercut,slide(25%) (opponent must be above head before uppercut)

(3):K,HK,B+HK(21%)

(4) :HP,HP,HK,B+HK (24%)  
(5) :HP,HP,D+LP,fast orb,uppercut (34%)  
(5) :Orb,HP,fast orb,uppercut,slide (33%)  
(5) :Jump HP,HP,HP,D+LP,sweep (33%)  
(6) :HP,HP,D+LP,fast orb,HP,spit (30%)  
(6) :Jump HP,HP,HP,D+LP,jumpkick,sweep (41%) (must be near corner)  
(7) :HP,HP,D+LP,fast orb,HP,jumpkick,sweep (40%)  
(7) :HP,HP,D+LP,fast orb,HP,HP,run&punch,uppercut (40%)

Tongue food:B,F,D,BL (2/3 screen)  
Acid loogie:F,F,U,U,HK (1/4 screen)  
Friendship (reptile-in-a-box) :D,F,F,B,HK (close)  
Animality (crazy monkey) :D,D,D,U,HK (close)  
Brutality :HP,BL,HK,HK,BL,HP,LP,LK,LK,BL,LP  
Babality :F,F,B,D,LK  
Pit :BL,RN,BL,BL  
Reptile can't use the orb after 4 hits.

STRYKER:

Grenade: (high) :D,B,HP  
(low) :D,B,LP  
Gun:B,F,HP  
Baton:F,F,HK  
Baton trip:F,B,LP  
Double Grenade (high) :F to D to B+HP  
(low) :F to D to B+LP

Combos:

(3) :K,LK,B+HK (19%)  
(3) :Jumpkick,gun,run in,baton throw (41%)  
(4) :K,LK,B+LP,B+HK (23%)  
(4) :K,HP,HP,LP (23%)  
(8) :Jump,HP,HP,HP,LP,jumpkick,gun,run in,uppercut,sweep (58%)  
(gun must push into corner)

Time Bomb:D,F,D,F,BL (close)  
Laser :F,F,F,LK (far)  
Friendship (crossing guard with baby wagon) :LP,RN,RN,LP  
Animality:RN,RN,RN,BL (1/4 screen)  
Brutality:HP,LP,HK,LK,HP,LP,LK,HK,HP,LK,LK  
Babality :D,F,F,B,HP  
Pit :F,U,U,HK

JAX:

Rocket:B,F,HP (two) :F,F,B,B,HP  
Blur punch:F,F,HK  
Gotcha grab:F,F,LP (tap LP)  
Earthquake:(LK)  
Quad throw:F+LP (close) (tap HP)  
Backbreaker:(jump)BL

Combos:

(3) :K,HK,B+HK (19%)  
(5) :HP,HP,BL,LP,B+HP (24%)  
(7) :K,HK,D+HP,HP,BL,LP,B+HP (33%)

Mincer:(BL)U,D,F,U (close)  
Giant :RN,BL,RN,RN,LK (far)

Friendship (jump rope) :LK,RN,RN,LK  
Animality (lion) : (LP)F,F,D,F (close)  
Brutality :HP,HP,HP,BL,LP,HP,HP,HP,BL,LP,HP  
Babality :D,D,D,LK  
Pit :D,F,D,LP

NIGHTWOLF:

Axe:D,F,HP  
Shoulder:F,F,LK / (red):B,B,F,HK  
Shield:B,B,B,HK  
Arrow:D,B,LP

Combos:

(3):Axe,jumpkick,sweep(24%) (on jumping opponent)  
(3):K,HK,B+HK(19%)  
(5):K,HP,HP,LP,HK(27%)  
(5):K,HP,HP,LP,D to F+HP(26%)  
(7):Jump HP,HP,HP,LP,D to F+HP,jumpkick,sweep(52%)

Lightning strike:B,B,D,HP(2/3 screen)  
Disappearance :U,U,B,F,BL(close)  
Friendship(juggling act):RN,RN,RN,D  
Animality :F,F,D,D(close)  
Brutality :HP,HP,HK,LK,LK,BL,BL,LP,LP,HP,HK  
Babality :F,B,F,B,LP  
Pit :RN,RN,BL

JADE:

Shuriken:B,F,LP (high):B,F,HP (low):B,F,LK  
(returning)(2-player only):B,B,F,LP  
Jade Kick:D,F,LK  
Defensive flash:B,F,HK

Combos:

(2):Jumpkick,Jade kick(21/27%)  
(3):Jumpkick,Jade Kick,HK(28%) (corner only)  
(4):HP,HP,D+LP,D+HP(22%)  
(4):K,HK,LK,B+HK(23%)  
(7):HP,HP,D+LP,LK,HK,LK,B+HK(25%)  
(9):(immediately after sweep in 2-player game)  
returning shuriken,jump,HP,HP,HP,D+LP,LK,HK,LK,B+HK(46%)

Shishkabob :RN,RN,RN,BL,RN(close)  
Shake em up:U,U,D,F,HP(close)  
Friendship(bounces on stick):B,D,B,B,HK  
Animality(krazy kat) :F,D,F,F,LK(close)  
Brutality :HP,LK,HP,LP,HK,HK,LK,BL,BL,HP,HK  
Babality :D,D,F,D,HK  
Pit :B,F,D+RN

NOOB SAIBOT:

Katatonic Blast:D,F,LP  
Mirror Image Throw:F,F,HP  
Teleport Slam:D,U

Combos:

(2):Slam,uppercut(14%)

(3) :Slam,HP,blast (10%)  
(4) :K,LK,LK,LK (23%)  
(4) :HP,HP,LP,HK (22%)  
(8) :Jump,HP,HP,HP,LP,HK,walk in,LP,Slam,uppercut (49%)  
(9) :Jump,HP,HP,HP,LP,HK,walk in,LP,Slam,run,HP,jumpkick (48%)  
(100%) :Slam,run,LP,walk,LP,slam,...repeat

Orbital :B,B,F,F,HK (1/2 screen)  
Slam,slam,slam:D,D,U+RN (close)  
Friendship (human bowling) :F,F,B,HP (full screen)  
Brutality :HP,LK,LP,BL,LK,HK,HP,LP,BL,LK,HK  
Animality (anteater) :B,F,B,F,HK (3/5 screen)  
Babality :F,F,F,LP  
Pit :D,F,BL  
Noob can't use katatonic blast after 4 hits.

#### SONYA BLADE:

Rings:D,F,LP  
Leg Grab:D+LP+BL  
Fly punch:F,B,HP  
Bike kick:B,B,D,HK

#### Combos:

(2) :Jumpkick,leg grab (26%)  
(3) :K,HK,B+HK (19%)  
(4) :HP,HP,LP,B+HP (22%)  
(4) ;K,HP,HP,U+LP (23%)  
(5) ;K,HP,HP,LP,B+HP (27%)  
(6) :K,HK,HP,HP,LP,B+HP (31%)  
(6) :Jump,HP,HP,HP,U+LP,jumpkick,leg grab (38%)  
(7) :K,HK,HP,HP,U+LP,jumpkick,leg grab (38%)

Kiss of death:B,F,D,D,RN  
Purple bubble: (BL+RN)U,U,B,D (far)  
Friendship (flower garden) :B,F,B,D+RN  
Animality (eagle) : (LP)B,F,D,F (close)  
Brutality :HP,LK,BL,HP,LK,BL,HP,LP,BL,HK,LK  
Babality :D,D,F,LK  
Pit :F,F,D,HP

#### KANO:

Knife toss:D,B,HP  
Knife slash:D,F,HP  
Roll: (LK)  
    (upward) :F,D,F,HK  
    (psycho) :F,D,F,LK  
Choke:D,F,LP  
Air choke: (jump),BL

#### Combos:

(3) :K,LP,upward roll (22%)  
(3) :K,LP,walk in,uppercut (25%)  
(3) :K,D+LP,D+HP (19%)  
(3) :HP,HP,LP (18%)  
(4) :K,HK,LK,B+HK (23%)  
(5) :HP,HP,HK,LK,B+HK (26%)  
(7) :Jump,HP,HP,HP,D+LP,D+HP,walk in,HP,jumpkick,knife slash (50%)  
    (be near corner)

Skeleton removal:(LP)F,D,D,F(close)  
Eye beam :LP,BL,BL,HK(1/2 screen)  
Friendship(bubblegum):LK,RN,RN,HK  
Animality(spider) : (HP)BL,BL,BL(close)  
Brutality :HP,LP,BL,LP,HP,BL,HK,LK,BL,HK,LK  
Babality :F,F,D,D,LK  
Pit :U,U,B,LK

MILEENA:

Twin daggers:(HP) +  
Ball:B,B,D,HK  
Sky drop:F,F,LK

Combos:

(2):Ball,..daggers(14%),..jumpkick(17%)  
(3):K,HK,D to F+LK(16%)  
(4):HP,HP,U+LP,D+LP(22%)  
(5):(in corner),roll,jumpkick,roll,jumpkick,sweep(36%)  
(6):HP,HP,HK,HK,U+LK,U+HK(30%)  
(7):Jump,HP,HP,HP,HK,HK,D to F+LK,jumpkick(35%)

Bone spit:D,F,D,F,LP(close)  
Nail spit:B,B,B,F,LK(far)  
Friendship(looks in mirror and breaks it):D,B,F,HP  
Animality(skunk):F,D,D,F,HK(close)  
Brutality :HP,LP,LP,HP,BL,HK,LK,HK,BL,HP,LP  
Babality :D,D,F,F,HP  
Pit :D,D,D,LP

CLASSIC SUB-ZERO:

Ice:D,F,LP  
Pool:D,B,LK  
Slide:B+LP+BL+LK  
Ice image:D,B,LP +  
Ice storm:D,F,HP (near):D,F,B,HP (far):D,B,F,HP

Combos:

(2):Jumpkick,slide(19/23%)  
(3):K,B+HK,F+LK(19%)  
(5):HP,HP,LK,B+HK,F+LK(26%)  
(7):Freeze,jump,HP,HP,HP,D+LP,D+HP,jumpkick,slide(43%)  
(8):Freeze,push to 3/4 screen to corner,vertical kick,HP,HP,D+LP,D+HP,  
jumpkick,roundhouse,slide(53%)

Head rip :D,D,D,F,HP(close)  
Ice spike:D,F,F,F,HP(close)  
Friendship(snowman-in-a-box):D,B,B,F,LK(close)  
Brutality :HP,LP,HP,BL,LK,LK,HK,HK,LP,HP,LP  
Animality(Polar Bear) :B,B,F,D,LP(close)  
Babality :D,B,B,HK  
Pit :F,D,F,F,HP  
Sub can't use Ice or pool after 2 hits.  
Freeze them at 'DANGER' for a 'FROSTY!'

KUNG LAO:

Hat blade:B,F,LP

Teleport:D,U / D,D,U (P or K to attack)

Suicide kick:Jump U,D+HK

Turbine:F,D,F,RN (tap RN, B/F to move)

Kombos:

(2):Suicide kick,sweep(21%)

(3):K,LK,HK(19%)

(3):HP,LK,B+HK(18%)

(6):Moving turbine,HP,HP,jumpkick,suicide kick,sweep(37%)

(7):HP,LP,HP,LP,LK,LK,B+HK(34%)

Hat Trick:F,F,B,D,HP(close)

Blender :RN,BL,RN,BL,D(anywhere)

Friendship(hat trick):RN,LP,RN,LK

Brutality :HP,LP,LK,HK,BL,HP,LP,LK,HK,BL,HP

Animality(cheetah):RN,RN,RN,RN,BL(close)

Babality :D,F,F,HP

Pit :D,D,F,F,LK

SEKTOR:

Missile: F,F,LP

(homing):F to D to B+HP

(double):B,B,F,LP

Teleport punch: F,F,LK +

Combos:

(2):K,HK(15%)

(3):HP,HP,D+LP(18%)

(4):HP,HP,HK,B+HK(22%)

(4):Homing missile,teleport,jumpkick,sweep(49%)

(5):HP,HP,HK,HK,B+HK(26%)

(7):Homing missile,jump,HP,HP,HP,D+LP,jumpkick,sweep(53%)

(7):Homing missile,jump,HP,HP,HP,D+LP,double missile(51%)

Flamethrower:F,F,F,B+BL(2/3 screen)

Smasher :LP,RN,RN,BL(1/3 screen)

Friendship(hammer game):RN,RN,RN,RN,D

Brutality :HP,HP,BL,BL,HK,HK,LK,LK,LP,LP,HP

Animality(bat):F,F,D,U(close)

Babality :B,D,D,D,HK

Pit :RN,RN,RN,D

Sektor can't use teleport punch after 2 hits

KITANA:

Fans:F,F,HP+LP +

Elevate:B,B,B,HP

Jet Punch:D,B,HP

Combos:

(4):Elevate,jumppunch,fans,jet punch(19%)

(4):HP,HP,B+LP,F+HP(25%)

(4):K,HK,LK,B+HK(23%)

(4):Jumpkick,fans,jumpkick,sweep(36%)

(5):Elevate,jumppunch,fans,jumpkick,sweep(25%)

(5):(back into corner),elevate,jumpkick,fans,jumpkick,HK(29%)

(6):Deep jumppunch,fans,run,HP,HP,B+LP,F+HP(35%)

Inflate kiss:RN,RN,BL,BL,LK(close)



Head chop :B,D,F,F,HK(close)  
Friendship(blow bubbles):D,B,F,F,LP  
Brutality :HP,HP,BL,HK,BL,LK,BL,LP,BL,HP,BL  
Animality(rabbit) :D,D,D,D,RN(1/4 screen)  
Babality :F,F,D,F,HK  
Pit :F,D,D,LK

#### ERMAC:

Inviso Slam:B,D,B,HK  
Teleport punch:D,B,HP +  
Fireball:D,B,LP

#### Combos:

(3):Slam,HP,HP,..fireball(25%),..teleport(22%)  
(3):Slam,HP,jumpkick,sweep(34%)  
(4):K,HK,LK,B+HK(23%)  
(5):HP,HP,B+LP,HK,LK(26%)  
(5):K,LP,slam,HP,jumpkick,sweep(32%)  
(6):Cross kick,teleport,slam,HP,jumpkick,teleport,sweep(41%)  
(7):Jump,HP,HP,HP,B+LP,D to F+LP,jumpkick,sweep(43%)  
(7):K,LP,jumpkick,teleport,slam,HP,jumpkick,sweep(44%)  
(7):Slam,HP,HP,jumpkick,teleport,slam,HP,jumpkick,sweep(55%)

Head punch :RN,BL,RN,RN,HK(close)  
Bloody slam:D,U,D,D,D,BL(1/3-2/3 screen)  
Friendship(turn into rabbit):F,F,F,HP  
Brutality :HP,HP,LP,BL,HK,LK,BL,HP,LP,LK,HK  
Animality(frog chomp) :B,B,F,F,LK(close)  
Babality :D,D,B,B,HP  
Pit :RN,RN,RN,RN,LK  
Ermac can't Slam or teleport after 5 hits.

#### SCORPION:

Spear:B,B,LP  
Teleport Punch:D,B,HP + (in front):D,F,HP +  
Air throw:(jump),BL

#### Combos:

(2):Jumppunch,front teleport(18%)  
(2):Spear,uppercut(26%)  
(3):HP,HP,U+LP(18%)  
(3):Cross kick,teleport,run,HK(27%)  
(4):HP,HP,HK,B+HK(24%)  
(4):K,HK,LK,LK(23%)  
(5):Spear,HP,HP,HK,B+HK(28%)  
(6):Teleport,spear,K,HK,LK,LK(22%)  
(6):Jumpkick,spear,HP,HP,HK,B+HK(29%)  
(7):Jumpkick,teleport,spear,HP,HP,HK,B+HK(33%)  
(8):Cross kick,teleport,front teleport,spear,HP,HP,HK,B+HK(37%)  
(9):(opponent must be in corner),jumpkick,HP,front teleport,  
HP,spear,HP,HP,HK,B+HK(39%)

Toasty! :D,D,U,HK(2/3 screen)  
Fiery Hand :F,F,B,LP(2/3 screen)  
Group assault:F,F,D,U,RN(close)  
Friendship(skull-in-a-box):B,F,F,B,LK(close)  
Brutality :HP,HP,BL,HK,HK,LK,HK,HP,HP,LP,HP  
Animality(penguin) :F,U,U,HK(close)

Babality :D, B, B, F, HP  
Pit :F, U, U, LP

CYRAX:

Net: B, B, LK  
Bomb: (LK), F, F, HK (near): (LK), B, B, HK  
Teleport: F, D, BL +  
Air throw: D, F, BL, LP to throw

Combos:

(3): K, HK, B+HK (19%)  
(3): HP, HP, LP (18%)  
(3): Throw, LP, net, uppercut (29%)  
(4): Throw, LP, jumpkick, sweep (31%)  
(6): HP, HP, HK, HP, HK, B+HK (30%)  
(7): Net, jump, HP, HP, HP, HK, HP, HK, B+HK (40%)

Helio slash :D, D, U, D, HP (anywhere)  
Last request: D, D, F, U, RN (close)  
Friendship (boogie down): RN, RN, RN, U  
Brutality :HP, HK, HP, HK, HK, HP, HK, HP, HK, LK, LP  
Animality (shark) :U, U, D, D (close)  
Babality :F, F, B, HP  
Pit :RN, BL, RN  
Cyrax can't use net after 3 hits.

KABAL:

Time stop: B, F, LK  
Gas blast: B, B, HP +  
Roto-cutter: B, B, B, RN

Combos:

(3): K, LK, B+HK (18%)  
(3): HP, HP, D+HP (13%)  
(4): K, LK, HK, B+HK (24%)  
(4): HP, HP, HK, B+HK (19%)  
(4): HP, HP, D+LP, D+HP (17%)  
(6): K, LK, HP, HP, D+LP, D+HP (17%)  
(6): K, LK, HP, HP, HK, B+HK (18%)  
(6): Jump, HP, HP, HP, D+HP, jumpkick, gasblast (37%)  
(8): Time stop, K, LK, HP, HP, D+HP, jumpkick, gasblast (30%)

Inflato-head :D, D, B, F, BL (1/2 screen)  
Takes off mask: RN, BL, BL, BL, HK (close)  
Friendship (marshmallow roast): RN, LK, RN, RN, U  
Brutality :HP, BL, LK, LK, LK, HK, LP, LP, LP, HP, LP  
Animality (rhino) : (HP) F, F, D, F (close)  
Babality :RN, RN, LK  
Pit :BL, BL, HK  
Kabal can't use time stop after 2 hits.

SINDEL:

Vortex: F, F, F, HP  
Power vomit: F, F, LP (two): B, B, F, LP  
Flight: B, B, F, HK (BL to land)  
Air fireball: (jump) D, F, LK

Combos:

- (3):K, HK, B+HK (19%)
- (5):K, HP, HP, LP, HK (33%)
- (5):HP, HP, D+HP, double vomit (30%)
- (6):Jump, HP, HP, HP, D+HP, jumpkick, air fireball (43%)
- (7):Vortex, HK, HP, HP, D+HP, walk in, LP, double vomit (41%)

Scream :RN, BL, BL, RN+BL (close)

Hair spin:RN, RN, BL, RN, BL (1/3 screen)

Friendship (football):RN, RN, RN, RN, RN, U

Brutality :HP, BL, LK, BL, LK, HK, BL, HK, LK, BL, LP

Animality (queen bee):F, F, U, HP (anywhere)

Babality :RN, RN, RN, U

Pit :D, D, D, LP

SMOKE (robot):

Spear:B, B, LP

Inviso:U, U, RN (repeat to reappear)

Teleport Punch:F, F, LK +

Air throw:(jump), BL

Combos:

- (3):HP, HP, HK (18%)
- (3):HP, HP, LP (18%)
- (3):K, HK, LP (19%)
- (6):Spear, HP, HP, LK, HK, LP (31%)
- (9):HK, HK, LP, Spear, HP, HP, LK, HK, LP (33%)
- (9):meet in air, jumpkick, teleport, walk in, HP, spear, HP, HP, LK, HK, LP (63%)

End of the world:U, U, F, D (far)

Eat a bomb : (RN+BL) D, D, F, U (1/2 screen)

Friendship (horn):RN, RN, RN, HK

Brutality :HP, LK, LK, HK, BL, BL, LP, LP, HP, BL, BL

Animality (bull) :D, F, F, BL (far)

Babality :D, D, B, B, HK

Pit :F, F, D, LK

Smoke can't use teleport punch after 2 hits.

LIU KANG:

Fireball:F, F, HP + (low):F, F, LP

Flying Kick:F, F, HK

Bike kick:(LK) (shadow):(LK), F

Combos:

- (2):Jumpkick, flying kick (22%)
- (4):K, LK, HK, LK (22%)
- (5):HP, LK, LK, HK, LK (25%)
- (6):Jump, HP, HP, HP, B+LP, jumpkick, flying kick (27%)
- (7):HP, HP, BL, LK, LK, HK, LK (29%)
- (8):(near corner), jump, HP, HP, HP, B+LP, walk in, HP, jumppunch, fireball, flying kick (31%)

Inner fire :F, F, D, D, LK (anywhere)

MK1 machine drop:U, D, U, U+RN+BL (anywhere)

Friendship (picture show):RN, RN, hold RN, D

Brutality :HP, LP, HP, BL, LK, HK, LK, HK, LP, LP, HP

Animality (dragon) :D, D, U (1/3 screen)

Babality :D, D, D, HK

Pit :RN,BL,BL,LK

SHANG TSUNG:

Fireball: (1):B,B,HP (2):B,B,F,HP (3):B,B,F,F,HP

Upward fire:F,B,B,LK

HIS MORPHS (do fast):

Rain :RN,BL,LK

Noob Saibot:F,D,D,B,HK

Kitana :F,D,F,RN

Reptile :RN,BL,BL,HK

Scorpion :D,D,F,LP

Jade :F,D,D,BL

Mileena :RN,BL,HK

Ermac :D,D,U

Classic Sub-Zero:BL,BL,RN,RN

Cyrax :BL,BL,BL

Sektor :D,F,B,RN

Smoke(robot) :B,B,D,LK

Smoke(human) :BL,RN,LK

Sonya :D+RN+LP+BL

Kano :B,F+BL

Jax :F,F,D,LP

Kung Lao :RN,RN,BL,RN

Liu Kang :B to U to F to D

Nightwolf:U,U,U

Stryker :F,F,F,HK

Kabal :LP,BL,HK

Sheeva : (LK)F,D,F

Baraka :RN,RN,LP,BL

Sindel :B,D,B,LK

Rayden :BL,RN,BL

Cage :F,D,F,HP

Combos:

(3):K,HK,B+HK(19%)

(4):Upward fire,uppercut(36%)

(4):HP,HP,LP,B+HK(22%)

(5):K,HP,HP,LP,B+HK(27%)

(6):Upward fire,HP,jumpkick,sweep(48%)

(100%):(backed into corner),upward fire,hold D,HK,HK,HK,HK,etc.

Spike slam : (LP)D,F,F,D(close)

Spirit lift:(LP)RN,BL,RN,BL(close)

Friendship(joust image from 1982):LK,RN,RN,D

Animality(king cobra) : (HP)RN,RN,RN(sweep)

Brutality :HP,BL,BL,BL,LK,HP,LP,LP,BL,BL,BL

Babality :RN,RN,RN,LK

Pit :U,U,B,LP

SHEEVA:

Fireball:D,F,HP

Stomp:D,U

Ground Stomp:B,D,B,HK

(2):Throw,HK(29%)

(4):K,HK,LK,B+HK(27%)

(7):HP,HP,LP,HK,HK,LK,B+HK(42%)

(8) : Jump, HP, HP, HP, LP, F+HP, walk in, LP, LP, fireball (48%)  
(100%) : Throw (into corner), hold D, HK, HK, HK, HK, etc.

Nail driver : F, D, D, F, LP (close)  
Skinned alive: (HK) B, F, F (close)  
Friendship (plate spin) : F, F, D, F, HP  
Brutality : HP, LP, BL, LK, HK, BL, HK, LK, BL, LP, HP  
Animality (scorpion) : RN, BL, BL, BL, BL (close)  
Babality : D, D, D, B, HK  
Pit : D, F, D, F, LP

#### BARAKA:

Electro-spark: D, B, HP  
Shredder: B, B, B, LP  
Head Swipe: B+HP  
Blade Spin: F, D, F, BL (tap BL, B/F to move)

The chop : B, B, B, B, HP (close)  
Blade lift: B, F, D, F, LP (close)  
Friendship (gift) : D, F, F, HK  
Brutality : HP, HP, HP, LP, LP, BL, HK, HK, LK, LK, BL  
Animality (buzzard) : (HP) F, B, D, F (close)  
Babality : F, F, F, HK  
Pit : LK, RN, RN, RN, RN

#### Combos:

(2) : (corner), shredder, sweep (36%)  
(4) : HP, HP, B+HP, F+HP (21%)  
(4) : K, HK, LK, B+HK (25%)  
(5) : K, HK, HP, B+HP, F+HP (27%)

#### RAYDEN:

Wall smash: B, B, F +  
Thunder!: D, F, LP (from behind): D, B, LP  
Teleport: D, U  
Shock hold: (HP) (2-player only)

#### Combos:

(3) : K, LK, B+HK (19%)  
(4) : K, HK, LK, B+HK (23%)  
(4) : HP, HP, LP, LP (27%)  
(4) : HP, HP, LP, F+HP (31%)  
(8) : Jump HP, HP, HP, LP, LP, walk in, HP, jumpkick, air wall smash (56%)

Body smoker : (LK) (close), tap BL+LK  
Killin' uppercut: (HP) for 3 seconds \*OR\* (BL) 3 seconds, HP  
Friendship ("Kidd Thunder") : D, B, F, HK  
Brutality : HP, HP, LK, LK, LK, HK, LP, LP, LP, BL, BL  
Animality (eel) : D, F, D, HK (1/2 screen)  
Babality : D, D, U, HK  
Pit : D, D, D, HP

#### JOHNNY CAGE:

Shadow Kick: B, F, LK (red): B, B, F, LK  
Fireball: F to D to B+HP (low): B to D to F+LP  
Shadow Uppercut: B, D, B, HP

Head punch :D,D,F,F,LP(close) (hold D+LP+BL+LK for three heads)  
Kick attack:D,D,F,F,LK(3/4 screen)  
Friendship(signs autograph):D,D,D,D,LK  
Brutality :HP,LK,HK,LP,HP,HK,HK,HP,HP,LP,HP  
Animality(kangaroo kick) :D,F,F,HK(1/3 screen)  
Babality :F,B,B,HK  
Pit :D,B,F,F,HK

Combos:

(2):Jump kick,shadow kick(22%)  
(4):HP,HP,LP,D+LP(17%)  
(5):K,LK,HK,LK,LK(27%)  
(6):(corner),above combo,HK(34%)  
(7):Jump HP,HP,HP,LP,D+LP,jumpkick,shadow kick(34%)  
(8):Jump,HP,HP,HP,LP,D+LP,jumpkick,roundhouse,LK(37%)(near corner)

SMOKE(human):

Code:Select robot Smoke and hold B+HP+HK+RN+BL until the round begins and Human Smoke appears in a puff. (You can also morph into him as Shang Tsung or put him on the selection screen through the cheat menu.)

Spear:B,B,LP

Teleport Punch:D,B,HP +

Air throw:(jump),BL

Combos:

(3):K,D+LP,D+HP(19%)(splits up often after K)  
(3):HP,HP,U+LP(18%)  
(4):HP,HP,HK,B+HK(23%)  
(6):Spear,K,LP,jumpkick,teleport,run,HK(39%)  
(6+throw):K,LP,spear,LK,LP,jumpkick,air throw(43%)  
(8):K,LP,walk in,HP,spear,HK,HK,LK,B+HK(31%)  
(9):K,LP,jumpkick,teleport,spear,HK,HK,LK,B+HK(40%)  
(10):(be in corner)K,LP,jumpkick,teleport,spear,K,LP,walk in,HP,jumpkick,sweep(53%)

Teleport punch:RN,BL,RN,RN,HK(1/2 screen)

Physical exam :F,F,B,RN(full screen)

Friendship(sign) :D,F,F,F,RN

Brutality :HP,HP,BL,LK,HK,HP,HK,HP,HK,LP,LK

Animality(porcupine needles):F,F,F,B,HK(1/2 screen)

Babality :B,B,F,RN

Pit :F,U,U,LP

Smoke can't teleport or spear after 5 hits.

KHAMELEON:

"I will be hard to see..."

To fight against her:

Be on the STAR BRIDGE in a 2-player game. When "toasty" man appears (after an uppercut or a full combo.), those who press DOWN+START at that time will go a single match against her in the Living Forest. Another method is to do the extra endurances code and select CHAMPION.

The first opponent will be Khameleon!

To play as her, access the MORE KOMBAT cheat screen and enable KHAMELEON and you can choose her from the select screen...

She will randomly change into either of the female

ninjas and then have their moves....

MOTARO:

Select (Jade's Desert/Wasteland/Kahn's Tower), hold B+HK+LK until match begins and you turn into Motaro. Only lasts 1 match!

Forearm smash :HP or LP  
Big leap :U/F  
Fireball : (LK)  
Grab and Smash:F,F,F,HP  
Teleport :D,B,HK  
Tail sweep :B+LK  
Lunge kick :B or F+HK or LK

Combo(2):Lunge kick,grab and smash(53%)

Fatality:F,F,F,HK(close)

SHAO KAHN:

Select(Kahn's Kave/Rooftop/Pit 3), hold D+HP+LP until fight begins and you turn into Kahn. Both players can be Kahn if they wish! This only lasts 1 match!

Shadow Ram :F,F,HP  
Victory Knee :D,D,F,HK  
Skull Cracker:F,B,B,HP  
Sunflower :F,D,F,LK  
Laugh :D,D,RN  
Verbal taunt :U,U,RN

Combo(2):Skull cracker,punch(43%)

Fatality:F,F,B,HP(1/2 screen)

PERMANENT BOSS TRICK: In a 2-player game, do your boss code on both Round 1 and 2. Don't have the other player continue and you will be able to use Kahn/Motaro in a 1-player game until you lose. They have no endings, though.

-- 05. Kombat Kodes

For 2-player games only. At "VS" screen, each player's BL,HK,and LK buttons set the boxes at the bottom center of the screen. Symbols will be referred to as numbers instead here.

0=dragon 1=MK 2=yin-yang 3="3" 4=question mark  
5=lightning 6=goro 7=rayden 8=shao kahn 9=skull

Left player controls slots #1,#2,#3 (camera left,up,and right buttons)  
Right player controls slots #4,#5,#6  
Tap button to go up 1 symbol, hold up to go down  
1 symbol(can go from 0 to 9 this way)  
BE QUICK YOU ONLY HAVE SIX SECONDS TO DO THESE!

Standard list:

000-033 or 033-000 PLAYER 1/2 HALF ENERGY  
000-707 or 707-000 PLAYER 1/2 QUARTER ENERGY  
788-322 FAST UPPERCUT RECOVERY  
044-440 NO POWER - One hit kills!  
300-300 Silent Kombat

100-100 THROWING DISABLED  
010-010 THROWING ENCOURAGED  
020-020 BLOCKING DISABLED  
205-205 WINNER FIGHTS SMOKE  
769-342 WINNER FIGHTS NOOB  
969-141 WINNER FIGHTS SHAO KAHN  
033-564 WINNER FIGHTS MOTARO  
444-444 or 460-460 RANDPER KOMBAT  
282-282 No Fear Message (outdated)  
987-666 Flipper message (outdated)  
123-926 Knowledge message (old)  
550-550 Wavenet UMK3 message  
999-999 Version number message  
448-844 "DON'T JUMP AT ME..."  
717-313 RAIN IS IN THE GRAVEYARD  
122-221 "SKUNKY!.."

004-400 Ed Boon message  
987-123 No powerbars  
688-422 Dark fighting  
985-125 Psycho kombat  
642-468 Play hidden game  
466-466 Unlimited running  
390-000 or 000-390 Player 1/2 does half damage  
390-390 INFLICT HALF DAMAGE  
321-789 SUPER RUN JUMPS  
040-404 "REAL KOMBAT"  
975-310 Health Recovery  
722-722 COMBOS DISABLED  
555-556 SPECIAL MOVES DISABLED  
024-689 SUPER ENDURANCE

\*NEW for MKT\*

484-484 Automatic kombos  
109-901 BLOODY KOMBAT  
202-808 "BABALITIES ARE REVERSIBLE!"  
123-321 WINNER FIGHTS KHAMELEON  
246-246 PLAY PONG  
\*added 7/11/07\*

345-987 WILLY WEST KOMBAT  
524-425 "PREPARE FOR MORTAL KOMBAT IV"  
246-975 "RAINS COUNTERPART IS SNOW"

For 2-on-2 and 3-on-3 ONLY:

022-220 EXPLOSIVE KOMBAT/THROWING DISABLED  
227-227 EXPLOSIVE KOMBAT

330-033 KOMBAT ZONE: JADE'S DESERT  
666-444 SCORPION'S LAIR  
091-190 BELL TOWER  
666-333 GRAVEYARD  
933-933 SCISLAC BUSOREZ  
880-088 SUBWAY  
343-343 THE ROOF  
820-028 PIT III  
004-700 KAHN'S KAVE  
002-003 RIVER KOMBAT  
050-050 NOOB'S DORFEN \*HIDDEN\*  
600-040 KOMBAT TEMPLE  
079-035 THE STREET



123-901 THE SOUL CHAMBER  
077-022 THE BRIDGE  
880-220 KAHN'S TOWER  
\*New for MKT\*  
222-222 DEAD POOL  
191-191 THE ARMORY  
919-919 THE PIT  
606-606 STAR BRIDGE  
101-010 THE TOWER  
007-007 THE PORTAL  
166-661 THE PIT II  
121-121 THE COURTYARD  
212-212 THE WASTELAND  
000-666 THE LAIR  
566-566 THE TOMB  
\*added 7/11/07\*  
543-345 LIVING FOREST  
137-246 PIT BOTTOM  
N/A HIDDEN PORTAL

-- 06. Secrets

CHEAT MENU "MORE KOMBAT":

At the story screen, tap C-down,B,A and you will hear a laugh.  
Up+start to options and you will see a second question mark icon.

PLAY AS KHAMELEON:At story screen,C-right,C-up,A,B,C-down,  
C-up,C-right, listen for "Khameleon."

SECOND CHEAT MENU:

At story screen, tap C-Up,C-right,C-down,A,B,B,B,A,A  
and you should hear "Hi Mom." Go to Options, red "?"

FREE PLAY:

At the story screen:  
D,D,U,U,F,F,B,B - you should hear a noise. Gives you an  
unlimited amount of continues in 1-player mode.

ULTIMATE KOMBAT KODE:

(Let the ending credits roll or use the shortcut...)  
At story screen, rotate F,D,B,U,F,D,B,U.  
B controls slot #1 / C-left slot #2 / C-up slot #3  
A controls slot #4 / C-down slot #5 / C-right slot #6

The code is 113840, which unlocks Human Smoke and Khameleon.

FAKE CODES?

These codes are given out on "SECRETS OF TRILOGY"  
"HP HK LK LP RN BL BL RN RN"  
"HK LK HP LP HK LK HP LP BL RN"  
(They are from a beta version that used a different button layout.)

Shao Kahn's Treasures:

Beat the game or finish the 8-man tourney:  
NOVICE 5/7  
WARRIOR 11/13  
MASTER 17/19

## TOURNAMENT 17

CHAMPION 23/24 (extra endurances)

Dragon : See character's ending  
MK : Hidden shooter game  
Yin-yang : Fight Ermac  
"3" : Fight Noob  
Question mark : Random select prize  
Lightning : Fatality 1  
Goro : Brutality Demo 2  
Raiden : Fatality Demo 7  
Shao Kahn : Fight Noob and Ermac  
Skull : MK2 Classic Kombat (Human Smoke, Classic Sub)  
Question mark : Mega Endurance Kombat  
Question mark : Old school Kombat (Rayden, Baraka, Cage)

### ROW 2:

Raiden : Past History (Pong-1972)  
MK : Male Ninja Kombat (Scorpion, Reptile, Ermac, ...)  
Dragon : Animality Demo 1  
Skull : Brutality Demo 1  
Goro : Friendship Demo  
"3" : Fight Khameleon  
Lightning : Fatality Demo 4  
Dragon : Animality Demo 2  
Yin-yang : Female Ninja Kombat  
Skull : Supreme Demo (long!)  
Goro : Space Invaders (new game!)  
MK : Secrets of MKT...

### Cheese tactics:

Ermac: Slam, uppercut, slam, uppercut, etc.

Sub-Zero: Jump, HP, HP, HP, D+LP, D+HP, jump forward, jump up, repeat..

### To play hidden games:

PONG: Reach BATTLE 50

LAND OF RELLIM: BATTLE 100

### To play Invaders from Space:

PIT I, 2-player game, round 1. In the rare event that something should fly across the moon, hit Z and listen for a bell!

(WINNING gets you 2 'secrets'.)

## -- 07. Glitches

Combo short-circuit: Many male fighters start a punch combo from a jump punch on a female ninja.... it will miss.

No Kombo with Kick: Sometimes your character will just do a regular kick when you want to start a kombo when in close.

Attacking Rayden as he is getting up will cause him to be discolored briefly.

Sometimes the CPU Cyrax will net you twice in a row, the CPU Motaro will throw 2 or 3 fireballs at once or do a very short jump.

### GAME CRASH:

If Khameleon appears when you're on the CHAMPION tower w/7 endurances,

the game will crash! It will also crash with if you morph into Cage after it says "FINISH HIM/HER"!

If Shang does a pit morphed as someone else, the game will glitch or crash(especially on Bell Tower)!

After doing PIT I fatality, your character is still controllable.

Try doing these for UNUSUAL results:

Jumpkick or uppercut/Any Shang Morph/Noob's tele-slam/Cyrax's bomb.

-- 08. Credits

Proto K - Ultimate Kombat Kode at last  
filouk (filouk@club-internet.fr) - new Kombat Kodes

CBlaney / Worknman / NoZeDive / CNL Games

New info from their pages

CBlaney-PIT II Kombat Kode

Lindsey@gain.mercer.edu:2 Kitana combos

PJ Pearce:Shortcut to UKK code

Jairo Silva:MORE KOMBAT cheat code

KIchamp:Reptile/Scorpion Combo

MkMas140:Lair Kombat Kode

Kiet Quach(hquach@flash.net):Human Smoke 10-hit

jrvh@brightok.net:Shang's pit glitches

Luis Boix:fixed brutalities

N64 CHEAT CENTER:Perm. Boss Trick

joeri@stack.nl: fixed the rest of the errors from 4.50

CAGE WINS... LEGALITY!

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MORTAL KOMBAT (c)1992-96 MIDWAY

Nintendo 64 (c)Nintendo PSX (c)Sony

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