

Mortal Kombat Trilogy Boss FAQ

by SquidGirl

Updated to v1.0 on Jul 10, 2001

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|           This guide is dedicated to Flowerpot, for no reason whatsoever.           |
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Mortal Kombat Trilogy: Boss FAQ
Written by Bananagirl
Version 1.0 - 7/04/01
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|           .:*~*:. Key .:*~*:.           |
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|
|           ">".....Forward                               |
|           "<".....Back                                   |
|           "^".....Jump                                  |
|           "v".....Duck                                  |
|           "HP".....High Punch                           |
|           "LP".....Low Punch                             |
|           "HK".....High Kick                             |
|           "LK".....Low Kick                             |
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| "RN".....Run |
| "BL".....Block |
| "D".....Down |
| "U".....Up |
| | |
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| .:*~*:. < 01. Disclaimer > .:*~*:. |
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Yo. Listen up, foo. This is my Mortal Kombat Trilogy Boss FAQ and all that, and I don't want you to steal it. So don't. You can print it out for personal use. But you can't print it out and sell it. You can put it on your site, but you have to ask first. I'll grant you permission. If you do it without my permission, I'll contact your host and/or ISP and have your site taken down. So watch it, foo. Anyway, don't put it anywhere without permission, don't take info from it, and don't say you did it. That's pretty much all there is to it.

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| .:*~*:. < 02. Email Policy > .:*~*:. |
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I don't want your filthy stuff, so don't send it. The only types of email I want from you are:

- Questions not found in either the game manual or this guide
- Additions to the guide that aren't in here
- Corrections

I don't want:

- Questions answered here or in the manual
- Additions that are useless or already here
- Viruses, forwards, chain letters
- Anything else like that

You only need to email me once. If I didn't want it the first time, I won't want it the second time, either. I'll reply, and although I'll try to answer ASAP, no guarantees. Got it? Good. Let's move on. But before we do, kindly check out the contact info. It gets a little more detailed than this, and you don't wanna make me mad... ^_~

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| .:*~*:. < 03. Introduction > .:*~*:. |
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Howdy, and welcome to my Mortal Kombat Trilogy Boss FAQ. I'm not exactly what you'd call an expert when it comes to fighting games, and I'm certainly not the best at fighting bosses, but I get the job done, so I suppose I'm capable of helping you. If I'm not, too bad. I'm helping you anyway. :P

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| .:*~*:. < 04. Fighting Motaro > .:*~*:. |
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"After having seen both of his Shokan henchmen beaten in the previous tournaments, Shao Kahn drafts a new type of warrior to do his dirty work: A Centaurian named Motaro. Motaro is a huge fighter, possessing a giant upper-body and the lower body of a horse. His powerful hooves can severly damage an opponent, along with his massive forearms."

Motaro is a powerful fighter, possessing 5 extremely dangerous attacks. They include a kick from his hind hooves, an uppercut, a basic punch, a tail whip, and a projectile shot-type thing. He also teleports and jumps, very rarely walking to get to where he wants to go.

To start off the fight, Motaro will do one of the first three attacks. To avoid this, jump backwards as soon as the fight begins, and with luck, he'll jump over your head. At this point, nail him with your uppercut. He'll fall down, but when he stands up again, he'll hit you. Try to avoid his attack by jumping or ducking. If he teleports, crouch down and wait for him to come close enough to grab you and knock your block off with his uppercut. Before he can, clip him in the jaw with one of your own, and get out of the way before he can retaliate. Follow this sequence throughout the rest of the battle, and you should be fine.

One thing to watch out for when fighting Motaro is the tail. When you crouch down to avoid one attack, he'll whip you, doing lots of damage. Between the whip, the uppercut, and the projectile, Motaro can quite easily kill you before you can get a single shot in. Watch out for that.

The best fighter for fighting Motaro, as I've found, is Reptile. But that's just me, so experiment and see what you can find.

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To fight as Motaro, enable Level Selection through the Blue question mark and choose Jade's Desert, Kahn's Tower, or the Wasteland after selecting your character. Before the fight begins, hold B+LK+HK, and your current fighter will turn into Motaro.

Special Moves
 777777777777777777777777
 Grab: >, >, >, HP

Teleport: v, <, HP

Projectile: LK

Finishing Move
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 Head Rip: Close - >, >, >, HK

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"The last opponent you face is the ever-powerful Shao Kahn. Kahn is tired of having the tournaments fall out of his hands, so this time, he comes prepared with some new and devastating attacks. Shao Kahn is very well rounded now, and

should be approached with much caution."

Kahn is a vicious brute with 4 attacks. They include a projectile, a hammer uppercut, a charge on the ground, and a charge through the air. He also laughs and taunts you as you sit on the ground bleeding. Nice guy, eh?

Prepare to get the snot beat outta ya. Shao Kahn has no mercy, and if you aren't prepared, you will die quickly. Wait for him to do his air charge and thwack him with an uppercut, then pounce on him and combo for all your worth. If your character has a projectile, use this whenever possible to keep him away from you. With luck, you'll take him out and that will be the end of it.

Chances are, he'll do his charge quite frequently, so be prepared to jump out of the way, because this move is hard to block. When he does it, he'll be frozen for a second, so try to jump over his head, then pummel him as he lands.

The best character for fighting Shao Kahn seems to be Sheeva, but again, try experimenting, as what's good for me might not be good for you.

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|           .:*~*:. < 07. Fighting As Shao Kahn > .:*~*:. |
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To fight as Shao Kahn, enable Level Select through the Blue question mark and select the Rooftop, Pit 3, or Kahn's Kave. Hold D+LP before the fight begins, and your character will transform into Shao Kahn.

Special Moves

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Projectile: >, v, >, LK

Charge: >, >, HP

Air Charge: v, v, >, HK

Hammer Blow: >, <, <, HP

Laugh: v, v, RN

Taunt: BL, ^, ^, RN

Finishing Moves

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Hammer Fatality: Sweep - >, >, <, HP

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|           .:*~*:. < 09. Copyright/Contact Info > .:*~*:. |
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Also contact me if you have any questions, comments, suggestions, praise, cookies, requests, pants, or anything else of the sort.

In short, this is mine. Not yours. Mine. Don't touch it. Don't take it. Don't pretend you did it. Don't post it without permission. Don't flame me. Don't email me with a question about the game in general. And that's just about it.

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|           .:*~*:. < 10. Credits/Thanks > .:*~*:. |
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Thanks to:

Flowerpot, for talking to me at 1 a.m. and all that.
A lotta other people for a lotta other things.

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