

Mortal Kombat Special Forces FAQ/Walkthrough

by The Night Flier

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MORTAL COMBAT: SPECIAL FORCES

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INTRODUCTION

Welcome to the complete walkthrough of the game Mortal Combat: Special Forces. Many people have asked me why I wasted my time in writing a walkthrough of such a useless game. That's right, USELESS game. This game is such a joke, it's really like a cruel April fool's trick played on us. The only reason why I did write an FAQ on it is because I was forced to (I lost a bet and this was the price I had to pay). And what a price it was!

I have finished the walkthrough and will not be updating it again. If you have any additional info, or want to help me advance, please mail me at night_007_flier@yahoo.com and I will give you credit right here in this FAQ! Just remember to type the game's name in the subject field while mailing.

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LEGAL MATTERS

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night_007_flier@yahoo.com

NOTE: A lot of people have helped me with this FAQ, giving me hints, codes, help, etc. If anything in this document is ripped of from someone else's work, then please mail me. I will remove the offending item at once and give you the e-mail of the guy who sent it to me.

I also want to add that the views expressed about this game in this FAQ are entirely mine and are in no way connected to this website or the manufacturers of the game.

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GAME REVIEW

This game comes under the genre action/adventure. It's for the platform Playstation and is basically a one-player, third person fighting game. Its manufacturer is Midway. Maybe you can find answers on why they made such a hair-tearing game in their website www.midway.com

Info:

Genre - Action/Adventure
Players - 1
Discs - 1
Design - Midway interactive
Release - 29/6/2000

Review scores:

Presentation: 4/10

I am sure that most of us expected a lot from the mighty Mortal Kombat

franchise. But sadly, this game fails to deliver... anything. You play Jax and you have to go through numerous levels filled with bad guys. If you like action based games, then you may like this, although I seriously doubt it.

Graphics: 5/10

The video and graphics are passable, if not indigestible. What they really lack is size and quality. All the players, including your character are the size of an insect. The sluggishly rendered backdrops are nothing but an eyesore. On top of that, all the levels are dark and murky. While they give an aura of mystery in the first few levels, it really gets irritating later. The only plus point is that the games FMV sequences are not bad.

Audio: 4/10

The audio does not have much to say for itself. The music gets bland and monotonous after sometime. The special sound effects are good, as when you crush the enemies' bones, but even that becomes annoying after some time.

Gameplay: 3/10

Ok, the scores keep getting lower and lower. The only thing you have to do in this game is to pass level upon level filled with baddies, as you chase Kano. That pretty much sums up the entire storyline. The only real innovation in this game is the combos, which will be awarded to you as you gain more experience. But even they exert a lot of pressure on your game controller to pull off properly.

Replay value: 2/10

I am sure that no one in their right mind will play through this game the second time. It's more boring than watching a hyper active moth. But if you play the entire game once, you can activate the cheats if you play for the second time.

Overall: 4/10

This game sucks. What more can I say? It's not even worth the disc it was burnt on. I would really advise you to rent this game, even if you are a huge fan of the Mortal Kombat series. If you are not, choose from the wide variety of other Playstation games available. Avoid this like plague at all costs.

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DEFAULT CONTROLS

- L2: Draw Weapon
- L1: Look
- R2: Turbo
- R1: Block
- Cross: Low Punch/Action
- Square: High Punch
- Triangle: High Kick
- Circle: Low Kick

Select: Inventory
Start: Pause/Quit Menu

You can climb by pressing triangle + the directional buttons. Firing with the guns is L1 + Square.

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STARTING SCREEN

In the starting screen you will see two options, START GAME and OPTIONS. In the options screen, there are four options, CONTROLLER CONFIGURATION, SOUND CONFIGURATION, GAME SETTINGS and LOAD GAME. You can change the default settings in the first three and load any previously saved games in the last.

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MANUAL STORY

The following story and information are the ones given in the game manual:

INTRO:

One of the earliest stories that established the Mortal Kombat universe was the relationship between Jax and Kano. Jax, a Special Forces agent, was hot on the trail of career criminal Kano, when he was led into the Mortal Kombat tournament.

Kano represented the criminal underworld and Mortal Kombat was a supernatural event that caused all of these things to collide. But, we've only hinted at their shaded past. What events caused Jax to despise Kano so much? How did Kano himself come to be involved with Shang Tsung? Why is Jax so bent on stopping Kano's gang? Is it the Black Dragon?

There's a story to be told here and one that will allow new elements of gameplay, while remaining true to the myths that make up the Mortal Kombat universe.

BIOS:

1. Jax's Bio

Jax has a new mission. It's a mission he's always wanted to undertake, and the disdain for his nemesis Kano is much too great to ignore any longer.

Kano represents the criminal underworld and Mortal Kombat was a supernatural event that caused the chasm between these two powerful rivals.

Jax will be forced into hand-to-hand combat, as well as vicious gun battles as he hunts down Kano. Join Jax in his search for Kano, destroying his henchmen along the way. Get ready, another battle has

just begun.

2. No Face's Bio

Due to his vast knowledge of explosives and incendiary devices, be prepared for an explosive battle.

3. Tasia's Bio

Beware of this Ninja Master. She's as deadly as she is beautiful.

4. Jarek's Bio

One of Kano's most trusted allies, Jarek is quick, mean and full of surprises.

5. Tremor's Bio

He's the guardian of the Gateway. His powerful style, coupled with his blind loyalty to Kano makes him a deadly adversary.

5. Kano's Bio

Yes, Jax's longtime nemesis is a ready and capable opponent. Kano will use any means necessary to dispatch Jax, his hated rival.

NOTE: I will explain how to defeat these bosses in the walkthrough.

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BARS, AMMO & WEAPONS & ENEMIES

BARS:

When you start the game, you will notice two bars in the top left hand of your screen. The white coloured one is the health bar, while the blue one is for your special moves. Whenever you perform one of Jax's special moves (the ones about which I will explain later), a little portion of the bar will get depleted. If it gets completely over, then you cannot perform any special moves. You can replenish the bar by performing combos.

Apart from your bars, you can see the enemies' health bar on the top right corner of your screen.

AMMO & WEAPONS:

You can find a variety of ammo here and there for your different guns. There is the 9mm clip for your machine gun, which is your standard weapon. Then you can find sniper cartridges for your sniper rifle. It is extremely useful for killing enemies who hasn't seen you yet and are a long distance away. You can find shells for the shotgun, which is a powerful weapon but has a long reload time.

Then of course, come the more powerful guns. The grenade launcher and rocket launcher are very, very powerful and are superb for taking out a bunch of bad guys. But their ammo, grenades and rockets respectively, are hard to find. So try to save the ammo for the bosses.

P.S: You can also use the detonator as a weapon.

ENEMIES:

The enemies in this game have A.I that is similar to the I.Q of a village idiot. There aren't much variety of them either and at most places, they are quite easy to kill, except in some areas where you will be heavily outnumbered. Avoiding them will be the best idea. The only real challenges to this game are the bosses, who are quite formidable. I have given more details about them in the walkthrough.

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SPECIAL MOVES & COMBOS

Jax has 4 special moves, which you can do by pressing the R2 button and while holding it, pressing any of the 4 kick and punch buttons. Remember, you can perform the moves only if the blue bar is at least partially filled.

The default buttons for the special moves are:

R2 + Cross = Ground Smash
R2 + Square = Hard Ground Smash
R2 + Triangle = Flaming Power Punch
R2 + Circle = Power Punch

The combos are a series of buttons that you have to press to perform a chain of punches and kicks. The more the combos you do, the more the blue bar gets filled, consequently enabling you to do more special moves. The only thing is, you can't perform any combos at the starting of the game. You have to obtain them by gaining experience points. More you advance into the game, the more the experience points you get. I have listed below all the combos and the experience needed to get them.

COMBO
NAME
EXPERIENC
E
BUTTONS

GIT
SOME
SUKA
253
X,X, TRIANGLE
SUPER
UPPERCU
T
2428
X,X,X,SQUARE, TRIANGLE
TAKIN
OUT THE
TRASH

7215
TRIANGLE, TRIANGLE, X
BEAR
HUGGER
12215
SQUARE, SQUARE, SQUARE, TRIANGLE, CIRCLE
CHUMP
CHANGE
17727
SQUARE, SQUARE, CIRCLE
SMASH
22215
CIRCLE, CIRCLE, SQUARE
THE
SHOCKER
28576
TRIANGLE, TRIANGLE, TRIANGLE, CIRCLE, X
GRAND
SLAM
33636
CIRCLE, CIRCLE, CIRCLE, X, SQUARE
SPINAL
CRUSHER
38336
CIRCLE, TRIANGLE, X, X, TRIANGLE, TRIANGLE, CIRCLE, CIRCLE
E
GOTCHA
42104
TRIANGLE, CIRCLE, CIRCLE, X, X, CIRCLE, SQUARE

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COMPLETE WALKTHROUGH

So finally, the walkthrough is upon us. I just have one more thing to add. Try your best to complete the game as much as possible by yourself. Only in the most 'WHAT THE @\$!* MOMENTS' should you use this walkthrough. Otherwise the game is just plain gonna be unbearable.

So without much further ado, let the game begin ...

The Beginning:

Before the game starts, you will see an FMV that starts with a close-up of Kano. Then you will see the wall of the Special Forces prison explode and Kano and his Black Dragon members escape through it. A van full of cops takes off after them.

Then Jax will receive a transmission from his assistant, Gemini:

Gemini - Jax, we have an urgent situation that demands your attention.

Jax - What's the problem, Gemini?

Gemini - We have a breakout at the Special Forces maximum-security facility. A group of highly dangerous superhuman criminals have escaped

the compound and are at large. The list of escaped prisoners is as follows: No Face, Tasia, Jarek and Tremor. They are apparently hiding out in an abandoned warehouse on the south side of town. There is something else you should know - the prisoners received help from an outside source.

Jax - It has to be Kano.

Gemini - You guessed it.

Jax - Gemini, tell operations eta sixty seconds to the warehouse. Inform Lt. Sanchez not to infiltrate the warehouse until my arrival.

Gemini- Affirmative. Oh wait, hold on Jax... I have a transmission from Lt. Sanchez... I'll patch it through.

Lt. Sanchez - Jax, we have just arrived at the location and we are awaiting your orders.

Wait a minute... what the?????!!!(Gunshots and screams can be heard)
It's a trap!! Let's get the hell outta... (The transmission gets interrupted).

In the next scene, Jax arrives at the warehouse and sees the van blown up and the Special Forces Agents dead. He lifts his arms up to the sky and says, "Kano, you're going to pay for this".

LEVEL ONE: THE WAREHOUSE

You start outside of the warehouse. Directly to your left are two guards. Take them out quickly or else another guard will appear and they will gang up on you. After killing the guards, go up and then turn right. You can now see a garbage bin. Pull it out by pressing the X button and up direction. Now go inside the space to find a free life. Now go back out and enter the warehouse door.

This room has some 4-6 guys scattered around the place. But they won't gang up on you, so don't sweat. You should have gotten your new combo, so try it out on these guys. Go right and climb (triangle + up) the trailer to get the small medipack. Get off the trailer, go left and climb the ladder. Follow the grating around and grab the medium medipack. Climb down the ladder you came up from and head towards the center of the room till you see an elevator on your left. You can't use it right now because the power is out. Go to the end of the passageway then turn left. Go down the stairs where you will be met by a guard. Go in between the boilers and grab the Power Room Key. Then go into the small passage in front of you and go into the room on your left. Take the 9mm clip. Then head back up using the stairs. Back out of the passage and go right. You should see a room presently on your left. Go inside it and take your machine gun.

Yahoooooooooooo! Go out of the room and advance forwards. Go down the metal stairs and take out the three orange idiots. Go forwards through the door, which leads to the Power Room. Go left and hit the power switch. This is your first checkpoint (If you die in the remainder of

this level, you will start from here).

Go back out and go to the elevator you first saw. Go up to the 4th floor. Take the 9mm clip on the floor and kill the guy who appears but be careful! There's a guard with a gun here. Shoot him quickly, and then take the ammo he leaves behind. Advance and kill the two guards here. Take the large medipack on the corner of this room. Now go to the next room. You will find some guards and some detonators. If you look closely, you will see a big crack in the wall front of you. You don't need to blast it unless you want to see what the detonators can do. Just place one on the crack and stand back or else you will get hurt. Then go through the wall and you will be back near the elevator. For those who chose not to blast the wall, go back all the way you came from, back to the elevators. Then go to the third floor.

When you get off from the elevator, you will be greeted by some guards. Use your combos, as they gang up on you. Then you will notice a crack on the wall next to you. Place a detonator there and stand back so you won't get caught in the explosion. Then go all the way to the end of the passageway, till you get a Security Key. Exit and go back to the elevator. Then go down and you will see some more guards. There is a crack on a wall here too. Blast it and take a large med pack. Then go forwards till you reach a large door. Open it with the Security key.

Kill the guards here and hit the fire alarm. This is your second checkpoint. Now go back towards the elevator taking out some guards along the way. Go to the second floor now.

Get off the elevators and you will find yourself in a room full of, ... well, more rooms. Most of these rooms are empty, but one of them holds a 9mm clip and another one a medium medipack. Needless to say, there will be some guards around here. After getting the stuff from the rooms, head right till you reach a room with wooden floors. There is a guard with a machine gun here, so be careful. Use a medium medipack if you are low on health. Then take the guy out and then collect his ammo. Go to the door on you see and climb up the stairs. Kill the enemies here and go forwards, killing all the enemies you see. Take the medium medipack lying on the floor and enter the double door on your right. Now you meet face to face with No Face (hyuck hyuck), the first boss of the game.

No Face:

This idiot keeps throwing grenades at you. Keep dodging him and don't get too close, or he will toast you with his flame-thrower. Let him throw all the grenades and sweep left and right with his flame-thrower. Then he will pause for a second and start running around. At this moment, run in and perform your combos, as well as your special moves. Keep repeating this process till you kill him. Also before killing him, take the medipack that is in this room. Then exit through the door in front of you.

AAAIIIIIPPPPEEEYAHEEEEEEE! You have just officially completed the first level! (It isn't such a great achievement and you won't feel any real sense of pride and satisfaction, but hey, you DID complete it).

Save the game and go to the next level.

By now, you should have contacted Gemini.

Gemini - Jax, I was trying to get through to you... are you all right?

Jax - Yeah, I'm OK. I just had a little fire to snuff out. (A picture of No Face appears with an X over it and says No Face status: TERMINATED.) What's the situation back at Head Quarters?

Gemini - (While the following is being said a Black Dragon logo comes up and beside it says: The Black Dragon: wanted for: terrorism, smuggling, extortion, murder.) Well Jax, the deal is these bad boys have more in common than we thought. Turns out that they were all card-carrying members of Kano's little club, the Black Dragon. Isn't that the gang that gave you so much trouble some time ago? (While the following was being said, a Black Dragon logo appears and some writing beside it says The Black dragon: wanted for terrorism, smuggling, extortion and murder).

Jax - Sure was... any sign of the escapees?

Gemini - No, our troops have swept the area, but they seem to have slipped by us. We were hoping you would be able to track them down. Being the man on the inside...

Jax - There is an exit ahead of me - I'll see where that takes me. I'll update you when I can.

Gemini - Be careful you don't scratch those big metal arms of yours... Gemini out.

LEVEL TWO: THE SEWERS

NOTE: From now on, I won't tell from where each and every enemy is going to come out from. I will only make a mention of those who are exceptionally tough to kill. So stay on your toes. I am also not going to be that detailed anymore, so find out the doors and keys I mean by exploring the area yourself.

The first part of your mission is to find access codes from computers and open a door. Start the sewers mission by going forwards and killing the armed guards. There will be a lot of them in this level. Advance, kill all the guards and take the sniper cartridge. Go all the way up till you see a computer. Take the medipack near it and access the computer. You will see a message, which in fact is a code (surprise, surprise). Don't worry if you forget it, it is in your inventory under messages. Then go down till you see a room. Enter it, clear it of all the baddies and access that computer for the second code. Then go back all the way to where you started from and near there is a door. You can open it now.

Climb the ladder and kill the green type of guy at the top. Get his ammo and the sniper rifle (man, I must tell you, this is one cool gun. My favorite, actually). Then access this computer and get the message. Go forwards.

Now, you will reach a point of the game where you will be covered by

fog, hence you can't see. Your objective is to reach a door that leads out of this place. You can do it by going left, or front. It's your choice. But my advice would be to explore the ENTIRE area, killing all the enemies. I am saying so because by this way, you can collect all the guys' ammo and there are also a lot of medipacks littered around the place. Good luck, whatever your choice.

Once you open the door, drop all the way down. Don't worry, it won't even damage you a bit. Go forwards and open the next door. Kill all the guys here and collect all the ammo. Go to the platform at the center of the room and activate the computer there. Now add the codes you got from the three computers you accessed before. The first message means 3, the second means 12 and the third means 9. Thus, enter 3129 in the computer and a sewer door will open. Go through it and you would have advanced to the second part of this level.

Now, you must find some keycards. Grab the sniper cartridges lying here and there.

Walk forward, and grab the two Sniper Cartridges. Continue forward and take the first left. Kill both of these guards and take their ammo. Continue left, then take the grating down toward the bottom of the screen.

Kill this guard too and grab the small Medi-Pack. Go back up toward the top of the screen, all the way to the door. Go inside the door. Kill the two guards inside with extreme prejudice; don't forget to take their ammo. Go forward and kill two more baddies. Then go left and kill yet another baddie.

Continue walking left as far as it is physically possible. Open the door, go in, and take out the guards. Grab the ammo he leaves behind and also nab the key card. Leave this room and go all the way to the right until you reach yet another door. Go inside the door and grab the shotgun shells. Leave the room and go back to the left. Take the first grating and go down toward the bottom of the screen again. Go back through that door and then to the right.

Continue right and then up to the next door. Go inside this door and move forward and go up left. Shoot the three-armed guards and steal their ammo.

Go to the left and grab the large Medi-Pack. Go back left and go up the grating to the top of the screen. Kill the guard and take his ammo. Go right, and then go up and to the right. Open the door and go inside.

Shoot the guard and grab his ammo too. Also, do not forget the key card in this room also. Go back out of the door and then go to the left. Go down, then to the left and then up until you get to the door. Open the door. This is the end of Part 2 of The Sewers. Get ready for Part 3!

Walk forward and go up the ramp all the way to the top of the ramp. Go inside the door. Kill the armed guard and take his ammo. Open the door on the right and go inside. Kill the guard, and take his shotgun! YESS! More new firepower. Go down toward the bottom of the screen and go to the far

right corner. Walk up the small stairs and to the right. Go inside the door. To the left, shoot the armed guard and take his ammo. Also, do not forget to grab the key card. Go back to the right and out of the room. Go up and cross the water, via the bridge. Go through the hole at the top of the room. Go inside the door and shoot the guard. Take his ammo. Then go to the door on the left. Go inside the door and go down the ladder. Open the next door and go in. Shoot the guard and steal his ammo. Go down toward the bottom of the screen and around to the right. Go up and kill the guard and take his ammo. Continue forward and climb up the wall on the left to grab the shotgun shells. Jump off the wall and continue upward and grab some more shotgun shells. Go back down to the bottom of the screen and go inside the door on the right. Go up the ladder and follow the grate around. And open the next door. Go in, and shoot the guard, take his ammo, and lets move on. Go up to the next door and open it and go in. Go to the right and then go down. Continue on to the left and go to the door at the top of the screen. Open the door and go in. Grab the key. Then backtrack by going right and then back up all the way to the top of the screen to the next door. Open the door and go inside. Kill the guard and take his ammo. Go around to the left. Grab the medium Medi-Pack and then go through the door at the bottom of the screen. Grab yet another key card. Backtrack to the right around to the left and then go in the door and back up the ladder.

Go back out onto the grate and access all three computers in order to move the bridges around. Go towards the bottom of the screen and out the door. Go to the right and into the first opening. Then go all the way across the bridge to the end. In this opening is the second boss:

Tasia:

Tasia is the second boss of the game. She is one of the easier bosses. After throwing her purple-exploding grenades, she will start to chase you. There's 4 orbs around her, one that will chase you. They will not hurt you, but they will stop you from moving for a second. It's not much of a problem unless she starting to throw her grenades. Anyways, when she starts to chase you, try to get to her by the gap between the three orbs. Open up a combo on her, then run away. She

will disappear, then reappear and start her pattern all over again. Repeat till you defeat her. The screen will blackout as she dies and you will contact Gemini.

Jax - Jax to Gemini-do you copy?

Gemini - Yes Jax, I'm here... any news?

Jax - Awwwhhh yeah... I just got in a close shave with a twin bladed honey. Too bad I had to take her out, though. That Tasia sure was a looker... (A picture of Tasia appears with an X over it and says Tasia status: TERMINATED.)

Gemini - Uh, Jax... the mission, remember? If you can manage to concentrate for a little bit, Jax, I've got some news for you. It turns out that the Black Dragon has tried to put on a respectable face... One of the thugs let it spiel that the Black Dragon is using one of the corporate buildings downtown as a cover for their base of operations, but he won't say which one...

Jax - Well, Tasia sure wanted to stop me from going any further, so I've got a feeling I must be very close to their hideout... I'll contact you the next chance I get. Jax out.

LEVEL 3 - THE TOWERS

Your first mission is to find the keypad codes to gain access to the elevator leading to the main office. Okay. Exit the room heading down and look for a car on your left. Walk up to it and check it's license plate. The access codes come from the license plates, so check each car. After getting the license plate, head down, then run all the way left to the door on the lower left. In the upper left corner is a switch to open the garage door. Do so. Now walk out of the room and check the cars in the nearby parking lot. Now go through the garage door and head left, then check the two cars in the nearby parking lot. Ahead of you is a door which needs an access code, but you are missing a license plate. Go right, then head down to find the last car.

Now come back and enter the code 82931. This should open the door. In front of this door is a car, so check that, then head left. There should be another car on the lower part of the screen; check that as well. The

last one in this place is ahead, and right beside it is a large medipak.

Now head back and go up the parking lot, checking the last car in this whole place. Be careful, this is the first guy to have a machine gun in

this level. At the dead end is the place to input the access code, which is 97482. Go in there, and look for a small yellow room. Go in there to get a red key.

Head back the last two garage doors you opened via access codes, then go right to a room where it has a bunch of glass windows. Open the door, then go straight and press X at the elevator to exit this part of the level. In this next mission you are to go up a gold elevator after meeting a special agent. Note, in this part of the level, the enemies are usually armed, so be careful. Go up the stairs, then beat up the

guard at the desk. Now head up. On your left is the golden elevator you will exit this part of the level with. Keep going straight till you end up with a door on your left. Open it, then head down the room where there is a rug. There is the C Room Key. Now get out of here, and go right, then go down, and head downstairs.

There's nothing on your left, so go right. Go past the lockers, then go down the dark hall. Keep turning directions, and follow it. You will eventually come up to a door near the end on your right, so go in there to find a free life and a BR key. Go all the way back and head up stairs, and go left, till you see the first door. Go in there, then head left to find a computer. Press X, then check your inventory/message screen. There's a red-haired agent downstairs waiting for you, so go back downstairs towards the lockers. She will lead you to a certain locker, which when opened will contain a SP key. Now go back upstairs and go all the way left inside the room you opened earlier till you see another door. Open that and inside on the lower left is a large medipak and a rocket launcher.

Now head back near to the beginning of the level and ahead, on the right of the desk, is a door. Open it so you can reach the computer to grant access to the golden elevator. Now go there, which I showed you where earlier, to exit this part of the level. Now you are to find Jarek and kill him. Head down and exit through the door on your right. Now keep heading right till you find a fenced gate. Open it, and climb the ladder ahead of you. Keep going straight till you see a branch to the right, then head that way. Climb down the ladder, then head left and pick up the detonator over. Next, you are going to detonate some windows. Go to first person view, and look for a crack on a window. Detonate it, then jump down the ladder. You should find a medium medipak. Now climb back up the ladder and go right to the next set of windows. Put a detonator on the same place you did the last one, and move. Climb down the ladder and here you will find a bronze key on your lower right. Go back up the ladder and get back to the main straightaway. Keep going straight till you see another branch to the right. Go that way and head down the ladder, then proceed left. You will find a small medipak.

Now go down to get your detonator. Detonate the glass set on the right, and in there is a medium medipak. Now head back to the main part of the platform, and keep heading straight till you reach a dead end. Go and open the door to your left. Access the computer, then head right to open the gate. Now you will have to face the next boss:

JAREK:

He is also pretty easy. First he will throw four sets of blades. Next he will either motion you to bring it or throw a fire orb. If he tells you to bring it, just keep pressing X at him, but don't do it too long or he'll start punching back. He'll do his pattern over again, and eventually it will take longer for him to tell you to bring it. Just

repeat the process and he will fall.

Now you will contact Gemini:

Jax - Gemini, I have just transmitted my location coordinates to you via the Black Dragon's com-link. Have you received them yet?

Gemini - That's affirmative on the pickup location, Jax, and it's about time! What's it take for a girl to get a phone call? Did you happen to run into any more of Kano's henchmen?

Jax - Nothing I couldn't handle-Just some punk with a sharp toy. (A picture of Jarek appears with an X over it and says Jarek status: TERMINATED.) Gemini, I'm going to upload the coordinates from a map I found. Seems like Kano is up to something big... I'm gonna have to take a little trip and meet up with him at the lost city of Sin Kiang.

Gemini - ETA on air transport pickup is five minutes. Next time Jax, don't wait so long to make contact. I was getting a little worried... a woman doesn't like to be kept waiting. Gemini out.

LEVEL 4 - SINKIANG

Run forward and grab the Sniper Cartridge and the Rockets. Run back and to the main path. Walk forward and shoot the guard atop the pillar on your right. Shoot the guard with your Rocket Launcher. Walk forward and shoot the guard on the left in the same manner. Continue walking forward and kill the guard on the bridge. Move forward and kill the guard on the right. Continue walking forward and into the little hut. Grab the large Medi-Pack, and the Sniper Cartridges, and the Rockets. Exit the hut and then go to your left. Go forward and shoot the baddie on the bridge. Continue forward and kill the baddie on the right. Continue forward again and kill the baddie on the left. Continue forward into the next little hut. Grab the blue key and the medium Medi-Pack. Exit the hut and go left once again. Go forward and take out the sniper on the right. Walk forward again and kill the baddie on the left. Continue forward and grab the Rockets. Then kill the baddie on the right. Keep going forward shoot the sniper on the left. Move forward and shoot the sniper on the bridge. After he is dead, grab the medium Medi-Pack. Move forward and shoot the baddie. Grab the ammo he leaves behind and small Medi-Pack. Continue forward and down the hill to the door. Go inside the door.

Once you enter the hallways, get a weapon ready. Move forward and shoot the two guards. Look to your left. There is a crack in the wall.

Time for another Detonator. Go in the hole, and grab the emerald. Exit the hole and then continue forward. Look to your right for another crack in the wall. Place another Detonator on the crack. Walk inside the hole, and move the third and fourth pillars aside. Run down each passageway and push the pillars at the end of the passageways. Enter the rooms and hit the switch in each of the passageways. Exit the room and go back into the hallway. Go forward and look for yet another crack in the wall on the left. Blow open the wall with the

detonator. Inside is an altar. You will need this later.

Continue forward and open the door on the left. Grab the Grenade Launcher and the Grenades. Exit the room and continue on down the hallway. Kill the two baddies and take their ammo respectively. Continue forward and then into the opening on the right. Follow the hallway around into the room on the left. Access the computer to make the life go down. Exit the room and the hallway altogether, into the main hallway. Walk forward and into the opening on the left. Follow the hallway around to the doorway on the left. Go inside the door. Move the crates at the top of the screen and go into the hidden room to grab another Free Life. Exit this room and the hallway and go back into the main hallway. Walk forward and across the bridge. Open the door on the left and go in. Access this computer too. This computer will make the lift go back up. Exit this room and walk forward. Kill the guard and take his ever so precious ammo. Continue forward and grab the amethyst. Go back down and to the right. Make you way down the hall and kill the guard. Go left at the end of the hall and into the room and grab the blue key.

Continue to go left across the bridge. Grab the ruby and drop down the opening at the bottom of the screen. Go down this hallway and kill the next guard. Continue right and back into the main hallway. Go down and open the door on the right. Then go up to the Altar of Queen Eliza and place the emerald on top of the Altar. Exit this little room and head down the hall towards the bottom of the screen and go into the second room on the left. Go to the Altar of Princess Adrian and place the amethyst on the top of the Altar. Exit this small room and go up the hallway. Go into the second opening on the right and follow the hall around to the computer room.

Access the computer to put the damn lift back down. Exit the room and the hallway and go back to main hallway. Walk forward and into the opening on the left. Follow the hall around and into the room on the left. Walk up to the Altar of Queen Rhiana and place the ruby on top of the Altar. The announcer will then say "Excellent!" Exit this room and hallway and go back into the main hallway. Go up and run across the bridge. Continue walking forward until you get to a wall with the Mortal Kombat Dragon on it.

Go forward and climb on the last rock on the right. Climb up onto the ledge. Follow the ledge around to the opening in the wall. Go in and go to the right. Go up the ramp and grab the Snipe Cartridge. Shoot the guard and climb the wall on the right. Run down and grab the Rocket and large Medi-Pack. Drop down to the middle and kill the two guards, and take their shotgun shells after they are dead. Climb the wall on the left and grab the Grenades and the key. Drop down to the middle of the room and walk forward and up the ramp. Go into the room and kill the three guards by any means necessary. After that mess, go up the stairs on the right and access the computer to move the plank. Go into the room on the right and kill three more guards. Grab the Medi-Packs and then exit the room. Go back down the stairs. Then go up towards the portal and climb the plank. Go into the portal. When you arrive, you have to fight the 4th boss:

Tremor:

The easiest way to kill this &\$%* is to run around dodging his projectiles and then when you get a chance, just run in and beat his

ass with combos. The first time you get close to him, he will pound the ground, knocking you back. Bear it, and then just attack with combo after combo, until he is dead. After you beat him walk through the portal. Gemini will now contact you.

Gemini - What is your current status, Jax?

Jax - You're not gonna believe this... Kano has found an ancient gateway... it appears to be some sorta of portal into another dimension. God only knows where it's gonna take me.

Gemini - What? Are you out of your mind? Jax, you can't be thinking about going through that portal. It could be a trap... You might not be able to get back!

Jax - There is no time to wait Gemini! Knowing Kano, this must be a means to his dream of world domination... This is a risk that I've got to take.

Gemini - You must have a cast iron head to match your arms. This is clearly a suicide mission. We need to get our experts over there to assess the situation. This is one ride even you're not big enough for, hero-I can't let you go in there alone.

Jax - Gemini, I'm really touched by this show of concern. People are gonna start talking. You know.

Gemini - You are impossible! Don't you realize that our communications will be cut off? Our satellite systems weren't designed for inter-dimensional travel.

Jax - Look, Gemini. There is no time to wait for backup. I got this far on my own, and I am right on Kano's heels. My sole concern is to stop him from executing his plan and to bring him to justice. Look, don't worry your pretty little head. I promise I'll bring you back something nice...

Gemini - Just make sure you bring yourself back, and we'll talk from there. Gemini out.

FINAL LEVEL - Outworld

Your mission for this part of the level is like that of the tomb part of Sinkiang. You are to find two stones for the two king tombs (King Kang and King Tsung...hmm...sound familiar?). The enemies on this part of the level are not armed. However, they are much stronger, and take a longer time to kill. Special moves will not kill them as easy this time either.

Go forward, then left, and kill the guards over at that area. At the very end of this area is the altars of King Kang and Tsung, as well as the end of this part of the level. Now head back, and go right.

There are two enemies over there. An easy tactic to kill the enemies in this level is to use the Super Uppercut combo on them and knock them off

the edge. There's an enemy on the very right of this platform, though it doesn't lead anywhere. Go down, towards the purple lighting. There will be a portal. After entering it, go left, then up to get the shotgun cartridges. Go to the center to receive a stone called the Dragon Eye. Go back and head left to a platform, and there is a medium medipak and a portal.

After going through the portal, head left, then up to get some rockets. Go back, and go right. Near this right is a chance to go down, so do so, but be careful you don't fall down. When you can't go down no further, go left. When you get to the square platform, go straight and keep going straight into the red portal. You will now land on a purple polygon figure. Go straight, then go left. When you get to the square, head down, and watch your step. In fact, this next part you will really need to watch it. On your left is a series of squares that are not aligned properly. Try to get in the center, and walk a straight left to get through. Sometimes you will have to align yourself with the next block. It's pretty easy to go through if you take diagonal steps also, but watch out, because the controls are kind of touchy. If you fall, you have a chance to land on a green turf, which when you follow through the place, ends you back at the purple polygon, which you'll need to start over. At the end is a portal, so walk through it. You will fall onto a small square area with

a fence. When you walk toward the upper part, it will ask you to move bridge. Do so, then step back into the portal, and make your way back through the unaligned blocks all the way to the beginning, and go right this time. An easier way is to fall off the blocks, but you risk a chance of missing the green turf if you're too far away. Anyways, head all the way right (it's a long one), and keep going right, crossing the bridge. Once you are at the other side, stop, and go down the ramp, then head left. Straight ahead is another dragon eye. Now go back all the way to the beginning (the intersection), and this time, go straight,

and walk into the portal. You are back at the other part of the level (where you were earlier). Cross the bridge, then go down. Head all the

way left, then go up where the two altars lie. Give them both the dragon eyes (Red Dragon Eye for Tsung and Purple for Kang), then go to the portal and press X to exit this part of the level.

Jump off the cliff you are on to get the large medipak below, and immediately head straight. In the next room at the upper right is a sniper cartridge, so get that. Keep going straight, and you will end up

at a intersection. The left is the end of this level, while the path ahead and on the right lead to power ups. If you are eager to beat this

part of the level, skip to the next paragraph. Go ahead and head forward. There's nothing on the left, so head for the right path. At the end of it is a large medipak. Now go all the way back to the three-

way intersection, this time heading right. Go down when you get the chance, as there's nothing when you keep going right. Head right, then go up the first path. Again, there is nothing on the second path. At the end of this platform is some rockets. Now head back to the main three-way intersection.

This time, go left, then head down. Go left, until you are half-way through the bridge. Jump down to the platform below you, then go down. Go left, then up the bridge, and at the end is some shotgun shells. Now go back, and head up. Go right, and when you get the chance, go down. Jump off the ledge and onto the portal. No, you haven't beat the level yet, but almost. Head straight to finish this part of the level.

In this last part of Outworld, I just want to forewarn you that these enemies are armed. Now, climb up the low wall on the right, then climb the wall ahead, then onto the pillar. Now go left, and climb up the next pillar. Head straight, then go right. Cross the bridge, and go up to the pillar to get a large medipak. While you are up here, you might as well snipe out the enemy on the level below. Now go back to the bridge, and jump down. Look for a path on the right, and take it. When you see a ladder, jump down it. Open the door below. Head right, and climb up the rocks heading up to the pillar to get the bronze key. Now go back, all the way up the ladder, and head left. Go inside the building, and climb up the ladders. You will eventually end up on top of the building, where you will find rockets and a medium medipak. Now go back down. Go forward. Before opening the door ahead of you, go right and get the sniper cartridges. Now open the door, and climb up the ladder. Near the lower edge is some more sniper cartridges, so pick those up. Now head left, then go down. You will see a ladder to climb down, and do so. Open the door, and continue left. Go up, then take a right, opening the door you see. Inside that room is a blue key, so pick it up.

Now head all the way back into the large building. If you forgot, reverse the directions I told you above. Exit this building, and take a right. This time, skip the ladder, and go all the way forward. Open the door and get the medium medipak. Now head, back, and take the nearest right. Keep going right, going up when you can no longer go right. On top of a near platform is a small medipak, so make sure to get that. Go left, and open the door when you see it. Climb up the ladder, and head left once again. Jump down unto the platform below you, and head into the portal to exit this last part of the level.

Now, there will be a FMV where Kano and Jax will talk:

Kano - Well well well... If it isn't that pesky Special Forces grunt, come to seek revenge for all his troops. I'm quite impressed. You have managed to defeat all of my Black Dragon members. Pity, they were all looking forward to restarting out little gang. Little did they know they were only pawns to slows you down and in that respect they succeeded. You're too late Jax. I have already reached the Eye of Shitian, and soon, you will know its power. And, hahahaha, delicious irony. You shall be the first to serve me.

Jax - The only thing I'm gonna serve you is a steel fist to your face, you delusional

maniac. And after you get your pounding, I'm gonna haul your butt back to prison back home on Earth; Where you won't have the aid of this overgrown lightbulb. Sorry to burst your bubble Kano, but the only thing you're gonna lord over is a porcelain thrown in a four by four room.

Kano:

After the FMV you prepare for battle. Use all of your weapons. Try to dodge the knives, once again trying to get close to him. Be careful, because if you take your time, he'll cannonball you (you'll know what it is when you'll receive it). Once you get close, he is yours. Just mash on X as fast as you can. If you are running out of health, there is a large medipak on the lower right of the room. Kill him and then walk forward and stand underneath the levitating gem at the very top of the screen.

Now there is another FMV. Jax walked up to the Eye of Shitian and said, "I know exactly what I'm gonna do with this thing. He lifted it over his head and it let off a bright light. After the light disappeared, a portal opened. Jax then sent a transmission to Gemini.

Jax - Jax to Gemini, come in...

Gemini - Jax! Well, sounds to me like someone has made it all the way back home.

Jax - Awwwww yeeaaahhh...

***** THE END

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CHEATS -----

1. After you saved the game at the ending of the last level, you can access the cheat option in Game Settings. After you enable it, you can start a new game with all the combos and all the weapons with 999 ammo! But you won't get any extra medipacks here.
2. After turning the cheat menu on, start a new game. While playing, press X(3) and square(3). Both your bars will now get filled.
3. And for those who have Gameshark:

1
Infinite Special
300B4718
00FF

2
Maxed Out Exp
800B543C
FFFF
800B543E
07FF

3
Max Level/All Combos
800B5438
000A

4
Infinite Machine Gun Ammo
30118378
00FF

5
Infinite Detonators
30118382
00FF

6
Infinite Small Medipak
300B5380
00FF

7
Infinite Medium Medipak
300B5382
00FF

8
Infinite Large Medipak
300B5384
00FF

9
Infinite Health
800B4758
1835

10
Infinite Sniper Ammo
80118380
270F

11
Infinite Shotgun Ammo
8011837A
270F

12
Infinite Grenade Ammo
8011837C
270F

13
Infinite Rocket Launcher Ammo
8011837E
270F

14
No Health Enemy Bar (Instant Kill)
80166916
0000

15
Unlock Cheats

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Dear Readers,

Please contact me:

If you have any information that is not in this FAQ and you think is important, then please mail me with it. If I put it here, I will definitely give you credit right here in this FAQ.

If you have any doubts, then mail me too. I will answer every question that is not already answered in the walkthrough.

If you see this FAQ/walkthrough in any other site, please mail me at once and I will see that the guy who ripped off my work is properly punished. I have given only two sites permission to host this faqs and they are:

www.gamefaqs.com

www.neoseeker.com

If you spot any mistake or any information that is incorrect in this FAQ, mail me and tell me about it. I will be forever, grateful to you.

Also mail me if you have any suggestions on how to improve this page and if you have any ideas for any new sections.

My address (for the twentieth time) is night_007_flier@yahoo.com

Don't contact me:

If you are asking questions which are already answered in the walkthrough.

If you want me to send the walkthrough to you by e-mail.

If you want to send viruses, flame mails and hate mails. If you really want to send them, mail them to roxytheangel@hotmail.com (it is the mail of my friend).

If you want to send ads and chain mails. Send them to my friend too.

Dear Webmasters,

If you want to put this walkthrough on your site, then please mail me and ask me. I will definitely give you permission to do so, under four conditions:

1. You will not alter anything in this FAQ and especially not change my name.
2. You will NOT use it for making money.
3. You will not distribute it in any magazines, papers, books, etc.

4. You will not give it to any other website without my permission.

Note: Before sending me any type of mail, please write the name of the game in the subject field.

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AUTHOR'S NOTE

Okay, that brings us to end of the walkthrough. I know this may be asking too much from you but hope you had fun playing this game. The game didn't suck that much, it just didn't come up to the standard of the other Mortal Kombat games.

Also don't use the cheats. Finishing the game without them is much about the only sense of satisfaction or victory you will get.

And you may be wondering what bet I lost to my friends, which made me write this FAQ. Well, they challenged me to a fight like in the movie: Mortal Kombat and as you probably guessed it, I lost like BLOODY hell.

Thus, from personal experience, I am warning you, DON'T TRY TO FIGHT MORTAL KOMBAT STYLE. THE RISK IS JUST NOT WORTH THE GLORY.

Three Cheers.

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CREDITS

1. My friends for kicking my ass.
2. This site for posting this FAQ.
3. My family who thought I wasn't going crazy after all.
4. Most of all, ME!!!!

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Night_007_flier@yahoo.com

Other FAQs done by me:

- Dino Crisis
- Ninja: Shadow of Darkness
- Metal Gear Solid: Integral

"WHAT'S THE MATTER? CAN'T TALK WITH A GUN IN YOUR MOUTH?"

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