

Mortal Kombat Trilogy FAQ/Walkthrough

by DarkLink89

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This walkthrough was originally written for Mortal Kombat Trilogy on the PSX, but the walkthrough is still applicable to the N64 version of the game.

Mortal Kombat Trilogy FAQ/Move List 2.0
Sony PlayStation & Sega Saturn (August 25, 2005)
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If you think I have missed something (which I probably did) or you want something added to the FAQ, please contact me and let me know. I'll give you full credit for the new information.

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- GameFAQs (www.gamefaqs.com)
- GameSpot (www.gamespot.com)
- Neoseeker (www.neoseeker.com)

The following sites aren't allowed to host my FAQs in any way:

- 911 Codes (<http://911codes.com>)
- 9 Lives (www.9lives.ru/eng)
- Bean's Playstation Dimension (www.bean.dk/psx/index.htm)
- Cheat CC (www.cheatcc.com)
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- Square Haven (www.square-haven.net)
- Ultimate System (www.flatbedexpress.com)
- VideoGaming.net (www.videogaming.net)

Thanks to Michael Sarich from the Gamefaqs.com Message Boards for posting that list.

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If you press Ctrl+F you can activate the search feature. To use the search feature just type in the letters in the parantheses beside the section you want to go and press find next. Easy as pie!

1. INTRODUCTION: (itdt)

Hello and welcome to my Mortal Kombat Trilogy FAQ. I decide it to do a FAQ on Mortal Kombat Trilogy because I have always loved the game and it feels nice to know people are really reading your FAQ and sending you messages saying thanks for helping them in the game. This FAQ only covers the PlayStation and Saturn versions so if you are a Nintendo 64 owner, then you may want to check somewhere else.

This FAQ will include the movelist, finishing moves and other important stuff like kombat kodes and secrets from Mortal Kombat Trilogy so don't be expecting how to learn to do that 10 Hit Combo you always dream of since I won't be doing that here. If you want to learn how to do some killer combos, I recommend you take a look at PWXShock Combo FAQ. It explains stuff about combos a lot better than me or anyone else.

You can find it in here:

<http://www.gamefaqs.com/console/psx/game/197997.html>

Since that's out of the way, let's get on with the FAQ!

Have Fun!

2. UPDATES AND VERSION HISTORY: (uavh)

Version 1.0: FAQ is created and hopefully posted on the site.

version 1.5: Neoseeker (www.neoseeker.com) is now able to host this faq. I also fixed some spelling mistakes and I added the sites who aren't allowed to host this.

Version 2.0: I fixed some mistakes. I revamped the Kredits section and I also added a simple but useful search feature.

3. GAME STORY: (gmsr)

Thousands of years ago an order of the wisest men from the far east received visions of the dark realm known as the Outwolrd. It was a world ruled by chaos and a vicious emperor known as as Shao Khan

They learned that travel between Earth and the new found realm would someday be possible if the conditions were right, the conditions being the unbalancing of the furies - Negative and positive forces which keep our unstable universe from collapsing onto itself

Knowing that an Outworld invasion was imminent, the wise men appealed to the Elder Gods. It was for this reason the Elder Gods created the tournament called Mortal Kombat

For nine generations Mortal Kombat was rules by Outworld's finest warriors - Prince Goro. The Earth was on the brink of its destruction when a new generation of warriors were victorious in defending its realm.

The warrior monk, Liu Kang, would become the new champion. But his victory was short lived as he and his comrades find themselves lured into the Outworld to compete in a second tournament.

Little did they know that the tournament was merely a diversion. A scheme devised by the Dark Emperor to break the rules set forth by the Elder Gods and witness the reincarnation of his former Queen Sindel on the Earthrealm itself.

This unholy act gives Shao Kahn the power to step through the dimensional gates and reclaim his Queen, thus enabling him to finally seize the Earth.

These are the trilogy of events which comprise Shao Kahn's final attempt at taking the Earth.

4. KEY: (key1)

All the buttons you see on the machine are involved in the finishing moves(Low Punch, High Punch, High Kick, Low Kick, Block, Run).The joystick movements are also important to do some of the moves (Up, Down, Forward, Back)

Here are also some stuff you got to understand before reading the FAQ:

You grab the opponent by pressing Forward + Low Punch near the opponent.

You can stop a Grab by pressing Back + Block when the opponent is close to you

Some combinations involved pressing two buttons at once, I will mark this ones with a + sign(Ex. Block+ Run)

There are 3 different ways to perform a Finishing Move which I will describe below:

In one you just have to do a joystick combination and press a button at the end(Ex. Forward, Forward, Forward, Low Punch)

Another type is that you have to hold a button and quickly input the joystick or button combination that follows and end the combination by releasing the holded button (Ex. Hold Low Punch{Forward,Forward,Forward}release Low Punch).

The third type is the one you have to input a button combination in which it doesn't involve the joystick in any way (Ex. Block,Block,Run,Run,Low Punch)

You also have to check some different stuff before performing a Finishing Move. You gotta check the distance you'r standing in first. There are five types of

distances which I will describe below:

Close: You have to be beside your opponent

Sweep: Get close to your opponent and take 2 steps backwards

Outside Sweep: Move more than two steps back but no more than jumping distance.

Jumping: Get close to your opponent and do 1 jump backwards

Full Screen: You gotta be standing on the other side of the screen

The distance will be marked with an asterisk (Ex. *Close*) If a move doesn't have a distance beside it, it means it can be done anywhere (Ex. Liu Kang)

Some of the moves involved jumping or moving distances(Ex. Liu Kang).

In order to do this attacks or finishers easier, I recoment holding Block when performing them.

The Agression Meter is at the bottom of the screen and once it fills up, you will be able to deal more damage to the opponent.

5. FINISHING MOVES INTRODUCTION: (fmi)

In Mortal Kombat Trilogy there are 7 types of Finishing Moves which I will describe briefly below:

FATALITY:-----

Ah! The most memorable part of Mortal Kombat! In a Fatality you kill your opponent in a really gruesome way.

In order to perform a Fatality you must defeat your opponent and when the annoucer says the infamous FINISH HIM/HER perform the combination listed for the character you are using.

STAGE FATALITY:-----

This type of Fatality can only be perfomed on 7 stages(The Pit, The Dead Pool, Kombat Tomb, Shao Kahn's Tower(Also known as the Belltower, The Pit III, The Subway and Scorpion's Lair).

In order to perform this fatalily defeat your opponent on one of the selected stages and perform the button combination. All Stage Fatalities are performed in the Close position. The Pit Fatality only requires an uppercut to perform it but the button combination also works too.

FRIENDSHIP:-----

The Friendship is a finishing move which involves not killing your opponent but doing something nice for them.

In order to perform a Friendship Move, you have to fight your winning round WITHOUT using Block, I repeat Without using Block. Then after you defeat your opponent perform the button combination.

All Friendships can be done in any position excluding a few ones(Ex. Reptile)

BABALITY:-----

The Babality is a move that involves turning your opponent into a baby.

In order to perform a Babality, you must fight your winning round without using Block and after you defeat your opponent perform the button combination
All Babalities can be done in any position you want.

MERCY:-----

The Mercy is not actually a Finishing Move but something that helps your opponent. A Mercy gives your opponent a little bit of health back so you can defeat them again, BE CAREFUL though since your opponent may do an incredible comeback on you (not pretty).

In order to do a Mercy you have to win on your third round and perform the following combination: Hold Run(Down, Down) Release Run.

Alternate Method: Hold Run 2 seconds (Down, Down) Release Run. Try this method if you can't get the above one to work.

ANIMALITY:-----

The Animality is a finishing move in which you killed your opponent by transforming into an animal.

In order to perform an Animality you must defeat your opponent on the 3rd round and then perform a Mercy. After you perform the Mercy, defeat your opponent again and perform the button combination as listed.

BRUTALITY:-----

When you defeat your opponent on the winning round, you have to perform the Brutality combo listed on the opponent. After a lot of hits the opponent will explode. It make take a few tries to get it down but you know what they say, "Practice make perfect". All Brutalities are done in the Close position.

6. MOVE LIST AND STORIES: (mlas)

The most important part of the FAQ, the Move List is finally here:

The list is in Alphabetical Order to make it a lot easier to navigate since there are a lot of playable characters in this game

Baraka:-----

Baraka was sent to quell the uprising of a renegade race in Outworld's lower regions. After his victorious battle, the Nomanic warrior returned to fight on the side of villainy. Under the guidance of Shao Kahn, Baraka will once again pose a formidable threath to his Earthen counterparts.

Blade Spark: Down, Back, High Punch

Blade Swipe: Back + High Punch

Blade Fury: Back, Back, Back, Low Punch

Blade Spin: Forward, Down, Forward, Block (Keep pressing BLK to cont spinning)

Standard Combo: High Punch, High Punch, Back + High Punch,
Forward + High Punch

Blade Decapitation: Back, Back, Back, High Punch *Sweep*

Blade Impale: Back, Forward, Down, Forward, Low Punch *Sweep*
Friendship: Down, Forward, Forward, High Kick
Babality: Forward, Forward, Forward, High Kick
Vulture Animality: Hold High Punch (Forward, Back, Down, Forward)
Release High Punch *Sweep*
Brutality: High Punch, High Punch, High Punch, Low Punch, Low Punch, Block,
High Kick, High Kick, Low Kick, Low Kick, Block
Stage: Low Kick, Run, Run, Run, Run

Classic Sub-Zero:-----

Thought to have been vanquished in the Shaolin Tournament, Sub-Zero mysteriously returns. It's believed this secretive member of the Lin Kuei, a legendary clan of Chinese "ninjas", has returned to again attempt an assassination of Shang Tsung. To do so, he must fight his way through Shao Kahn's tournament.

Ice Freeze: Down, Forward, Low Punch
Ground Freeze: Down, Back, Low Kick
Slide: Back+ Low Punch+ Low Kick + Block
Standard Combo: High Punch, High Punch, Low Kick, Back + High Kick
Forward + Low Kick

Spine Rip: Down, Down, Down, Forward, High Punch *Close*
Ice Spike: Down, Forward, Forward, Forward, High Punch *Close*
Friendship: Down, Back, Back, Forward, Low Kick *Close*
Babality: Down, Forward, Forward, High Kick
Brutality: High Punch, Low Punch, High Punch, Block, Low Kick, Low Kick,
High Kick, High Kick, High Kick, Low Punch, High Punch, Low Punch
Stage: Forward, Down, Forward, Forward, High Punch

Cyrax:-----

Cyrax is unit LK-4D4. The 2nd of three prototype cybernatic ninjas built by the Lin Kuei. Like his counterparts his last programmed command is to find and terminate the rogue ninja, Sub-Zero. Without a soul, Cyrax goes undetected by Shao Kahn and remains a possible threat against his occupation of Earth.

Net: Back, Back, Low Kick
Far Bomb: Hold Low Kick(Forward, Forward, High Kick) Release Low Kick
Close Bomb: Hold Low Kick(Back, Back, High Kick) Release Low Kick
Teleport: Forward, Down, Block *can also be done on air*
Air Throw: Down, Forward, Block when opponent on air and you on ground
Press Low Punch to throw
Standard Combo: High Punch, High Punch, High Kick, High Punch
High Kick, Back+ High Kick

Helichopper: Down, Down, Up, Down, High Punch
Self-Destruct: Down, Down, Forward, Up, Run *Close*
Friendship: Run, Run, Run, Up
Babality: Forward, Forward, Back, High punch
Shark Animality: Up, Up, Down, Down *Close*
Brutality: High Punch, High Kick, High Punch, High Kick, High Kick,
High Punch, High Kick, High Punch, High Kick, Low Kick, Low Punch
Stage: Run, Block, Run

Ermac:-----

An enigma to all who come into contact with him, Ermac's past remains

shrouded in mystery. It's believed that he exists as a life force brought together by the souls of extinguished Outworld warriors. Shao Kahn has managed to take possession of these souls, and use them to fight on the side of tyranny

Green Fireball: Down, Back, Low Punch

Teleport Punch: Down, Back, High Punch *can also be done on air*

Telekinetic Slam: Back, Down, Back, High Kick

Standard Combo: High Punch, High Punch, Back+ Low Punch, High Punch, Low Kick

Decapitation: Run, Block, Run, Run, High Kick *Close*

Telekinetic Slams: Down, Up, Down, Down, Down, Block *Sweep*

Friendship: Forward, Forward, Forward, High Punch

Babality: Down, Down, Back, Back, High Punch

Frog Animality: Forward, Forward, Back, Back, Low Kick *Close*

Brutality: High Punch, High Punch, Low Punch, Block, High Kick, Low Kick,
Block, High Punch, Low Punch, Low Kick, High Kick

Stage: Run, Run, Run, Run, Low Kick

Goro:-----

Goro, a 2000 year old half human/dragon, remains undefeated for the past 500 years. He won the title of Grand Champion by defeating Kung Lao, a Shaolin fighting monk. It was during this period that the tournament became corrupted as it fell into the hands of Shang Tsung.

Fireball: Back, Back, Back, Low Punch

Spinning Punch: Back, Back, Forward, High Kick

Grab & Punch: Forward, Forward, High Punch

Taunt: Down, Down, Low Kick

Goro doesn't have any Finishing Moves.

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 becomes a cyborg assassin. From that day forward his human form would be only a memory.

Spear: Back, Back, Low Punch

Teleport Punch: Down, Back, High Punch *can also be done on air*

Air Throw: Block while in air

Standard Combo: High Punch, High Punch, High Kick, Back + High Kick

Teleport Decapitation: Run, Block, Run, Run, High Kick *Outside Sweep*

Soul Possession: Forward, Forward, Back, Run *Outside Sweep*

Friendship: Down, Forward, Forward, Forward, Run

Babality: Down, Back, Back, Forward, High Punch

Porcupine Animality: Forward, Forward, Forward, Back, High Kick *Sweep*

Brutality: High Punch, Low Kick, Low Kick, High Kick, Block, Block, Low Punch,
Low Punch, High Punch, High Punch, Block.

Stage: Forward, Up, Up, Low Punch

Jade:-----

When the renegade Princess Kitana makes her escape into the unknown regions of Earth, Jade is appointed by Shao Kahn to bring her back alive. Once a close friend of the Princess, she is faced with the choice of betraying her friend or disobeying her Emperor.

Boomerang: Back, Forward, Low Punch
High Boomerang: Back, Forward, High Punch
Low Boomerang: Back, Forward, Low Kick
Returning Boomerang: Back, Back, Forward, Low Punch
Shadow Kick: Down, Forward, Low Kick
Projectile Invincibility: Back, Forward, High Kick
Standard Combo: High Punch, High Punch, Down + Low Punch, Low Kick,
High Kick, Low Kick, Back+ Low Kick

Staff Impale: Run, Run, Run, Block, Run *Close*
Staff Shaker: Up, Up, Down, Forward, High Punch *Close*
Friendship: Back, Down, Back, Back, High Kick
Babality: Down, Down, Forward, Down, High Kick
Cat Animality: Forward, Down, Forward, Forward, Low Kick
Brutality: High Punch, Low Kick, High Punch, Low Punch, High Kick, High Kick,
Low Kick, Block, High Punch, High Kick
Stage: Back, Forward, Down, Run

Jax:-----

After failing to convince his superiors of the coming Outworld menace,
Jax begins to covertly prepare for future battle with Kahn's minions.
He outfits both arms with indestructible bionic implants. This is a war
Jax is prepared to win.

Missile: Back, Forward, High Punch
Double Missile: Forward, Forward, Back, Back, High Punch
Speed Punch: Forward, Forward, High Kick
Grab and Punch: Forward, Forward, Low Punch(keep pressing Low Punch
for more punches)
Grab Slam: Grab the opponent and press High Punch repeatedly
Ground Smash: Hold Low Kick (4 seconds) Release Low Kick
BackBreaker: Block while in Air
Standard Combo: High Punch, High Punch, Down+ High Punch, High Punch,
Block, Low Punch, Back+ High Punch

Arm Slice: Hold Block(Up, Down, Forward, Up) Release Block *Close*
Giant Stomp: Run, Block, Run, Run, Low Kick *Full Screen*
Friendship: Low Kick, Run, Run, Low Kick
Babality: Down, Down, Down, Low Kick
Lion Animality: Hold Low Punch(Forward, Forward, Down, Forward)
Release Low Punch *Close*
Brutality: High Punch, High Punch, High Punch, Block, Low Punch, High Punch,
High Punch, High Punch, Block, Low Punch, High Punch
Stage: Down, Forward, Down, Low Punch

MKII Jax:-----

No Available Story for this character.

Energy Wave: Forward, Down, Back, High Kick
Air Energy Wave: Down, Forward, High Kick
Gotcha Grab: Forward, Forward, Low Punch(keep pressing Low Punch
for more punches)
BackBreaker: Block while in Air
Ground Smash: Hold Low Kick (3 seconds) Release Low Kick
Grab Slam: Grab the opponent and press High Punch repeatedly
Head Smash: Hold Low Punch(Forward, Forward, Forward)Release Low Punch *Close*
Friendship: Down, Down, Up, Up, Low Kick

Babality: Down, Up, Down, Up, Low Kick
Brutality: High Punch, High Punch, Block, High Kick, Low Punch, Low Punch,
High Punch, Block, High Kick, High Kick, High Punch
Stage: Up, Up, Down, Low Kick

Johnny Cage:-----

Killed in a battle with an Outworld Extermination Squad, Johnny Cage's life came to a tragic end. But the celulloid superstar manage to cheat death when his path to the afterlife is blocked by the merger of Earth and the Outworld. His soul takes possession of its body once again, and enables Cage to rejoin his friends to battle for Earth's survival.

High Forceball: Forward, Down, Back, High Punch
Low Forceball: Back, Down, Forward, Low Punch
Shadow Uppercut: Back, Down, Back, High Punch
Shadow Kick: Back, Forward, Low Kick
Red Shadow Kick: Back, Back, Forward, High Kick
Standard Combo: High Punch, High Punch, Low Punch, Down + High Punch

Decapitation: Down, Down, Forward, Forward, Low Punch *Close*
Backbreaker: Down, Down, Forward, Forward, Low Kick *Close*
Friendship: Down, Down, Down, Down, Low Kick
Babality: Forward, Back, Back, High Punch
Kangaroo Animality: Down, Forward, Forward, High Kick *Close*
Brutality: High Punch, Low Kick, High Kick, Low Punch, High Punch, High Kick,
High Kick, High Punch, High Punch, Low Punch, High Punch
Stage: Down, Back, Forward, Forward, Block

Kabal:-----

As a chosen warrior his identity is a mystery to all. It's believed that he is the survivor of an attack by Shao Kahn's Extermination Squads. As a result he is viciously scarred and kept alive only by artificial respirators and a rage for ending Shao Kahn's conquest.

Flash Spin: Back, Forward, Low Kick
Fireball: Back, Back, High Punch *can also be done on air*
Saw Slice: Back, Back, Back, Run
Standard Combo: Low Kick, Low Kick, High Punch, High Punch,
High Kick, Back + High Kick

Head Inflation: Down, Down, Back, Forward, Block *Sweep to Jump Distance*
Mask Removal: Run, Block, Block, Block, High Kick *Close*
Friendship: Run, Low Kick, Run, Run, Up
Babality: Run, Run, Low Kick
Rhino Animality: Hold High Punch(Forward, Forward, Down, Forward)
Release High Punch *Close*
Brutality: High Punch, Block, Low Kick, Low Kick, Low Kick, High Kick,
Low Punch, Low Punch, Low Punch, High Punch, Low Punch
Stage: Block, Block, Block, High Kick

Kano:-----

Kano is thought to have been killed in the first tournament. Instead he's found alive in the Outworld where he once again escapes capture by Sonya. Before the actual Outworld invasion, Kano convinces Shao Kahn to spare his soul. Kahn needs someone to teach his warriors how to use Earth's weapons. Kano is the man to do it.

Knife Throw: Down, Back, High Punch
Knife Uppercut: Down, Forward, High Punch
Cannonball: Hold Low Kick(3 seconds)
Vertical Cannonball: Forward, Down, Forward, High Kick
Psycho Cannonball: Forward, Down, Forward, Low Kick
Grab & Shake: Down, Forward, Low Punch
Air Throw: Block while in Air
Standard Combo: High Punch, High Punch, High Kick, Low Kick,
Back + High Kick

Skeleton Rip: Hold Low Punch(Forward, Down, Down, Forward)
Release Low Punch *Close*

Laser Eye: Low Kick, Block, Block, High Kick *Outside Sweep*

Friendship: Low Kick, Run, Run, High Kick

Babality: Forward, Forward, Down, Down, Low Kick

Spider Animality: Hold High Punch(Block, Block, Block)
Release High Punch *Close*

Brutality: High Punch, Low Punch, Block, High Punch, Block, High Kick,
Low Kick, Block, High Kick, Low Kick

Stage: Up, Up, Back, Low Kick

MK1 Kano:-----

No Available Story for this character.

Knife Throw: Hold Block (Back, Forward)

Cannonball: Hold Block (Rotate Control Stick 360- to the opponent)

Knife Spin: Back, Forward, High Punch (Keep pressing HP to continue spinning)

Standard Combo: High Punch, High Punch, High Punch, High Punch

Heart Rip: Back, Down, Forward, Low Punch *Close*

Babality: Back, Back, Down, Down, Low Kick

Brutality: High Punch, High Punch, Block, High Kick, High Kick, Low Kick,
High Kick, High Punch, High Punch, Low Punch, High Punch

Stage: Back, Forward, Forward, Block

Kintaro:-----

With Goro missing, Kintaro steps up to take his place as Supreme Ruler of Shao Kahn's armies. Stronger and more agile than his predecessor, he is enraged by Goro's defeat. Kintaro vows to take revenge on the Earth warriors responsible.

Fireball: Back, Back, Forward, High Punch

Teleport Stomp: Down, Up

Grab & Punch: Forward, Forward, High Punch

Taunt: Down, Down, Low Kick

Kintaro doesn't have any Finishing Moves.

Kitana:-----

Kitana is accused of treason by the high courts of the Outworld after murdering her evil twin Mileena. Shao Kahn appoints a group of warriors specifically to catch his daughter and bring her back alive. But Kitana must find a way to reach the newly crowned Queen Sindel first warn her of thier true past.

Fan Toss: Forward, Forward, Low Punch + High Punch *can also be done on air*

Fan Lift: Back, Back, Back, High Punch

Square Flying Punch: Down, Back, High Punch
Standard Combo: High Punch, High Punch, Back+ Low Punch,
Forward + High Punch

Fan Decapitation: Back, Down, Forward, Forward, High Kick *Close*
Kiss of Death: Run, Run, Block, Block, Low Kick *Close*
Friendship: Down, Back, Forward, Forward, Low Punch
Babality: Forward, Forward, Down, Forward, High Kick
Bunny Animality: Down, Down, Down, Run *Close*
Brutality: High Punch, High Punch, Block, High Kick, Block, Low Kick, Block,
Low Punch, Block, High Punch, Block.
Stage: Forward, Down, Down, Low Kick

Kung Lao:-----

Kung Lao's plan to reform the White Lotus Society comes to a halt when Shao Kahn's invasion takes the Earth by storm. As a chosen warrior Kung Lao must use his greatest fighting skills to bring down Shao Kahn's reing of terror

Hat Throw: Back, Forward, Low Punch
Teleport: Down, Up
Double Teleport: Down, Down, Up
Dive Kick: Down + High Kick *Only on air*
Spin: Forward, Down, Forward, Run (Keep pressing Run to keep spinning)
Standard Combo: High Punch, Low Punch, High Punch, Low Punch,
Low Kick, Low Kick, High Kick

Hat Slice: Forward, Forward, Back, Down, High Punch *Close*
Spin Cutting: Run, Block, Run, Block, Down
Friendship: Run, Low Punch, Run, Low Kick
Babality: Down, Forward, Forward, High Punch
Leopard Animality: Run, Run, Run, Run, Block *Close*
Brutality: High Punch, Low Punch, Low Kick, High Kick, Block, High Punch,
Low Punch, Low Kick, High Kick, Block, High Punch
Stage: Down, Down, Forward, Forward, Low Kick

MKII Kung Lao:-----

No Available Story for this character.

Hat Throw: Back, Forward, Low Punch
Teleport: Down, Up
Dive Kick: Down + High Kick *Only on air*
Spin: Up, Up, Low Kick (Keep pressing Low Kick to keep spinning)
Torpedo: Back, Back, Forward
Standard Combo: High Punch, Down + Low Punch, Down + Low Punch,
Down + Low Punch

Hat Decapitation: Hold Low Punch(Back, Back, Forward) Release Low Punch and aim for the neck of the opponent *Full Screen*
Friendship: Back, Back, Back, Down, High Kick
Babality: Forward, Forward, Back, Back, High Kick
Brutality: High Punch, Low Punch, High Kick, High Kick, Low Punch, Low Punch,
Low Punch, Low Kick, Low Kick, Block, High Punch
Stage: Forward, Forward, Forward, High Punch

Liu Kang:-----

After the Outworld invasion Liu Kang finds himself the prime target of Kahn's Extermination Squads. He is the shaolin champion and has thwarted

Kahn's schemes in the past. Of all the humans, Kang poses the greatest threat to Shao Kahn's rule.

High Fireball: Forward, Forward, High Punch *can also be done on air*
Low Fireball: Forward, Forward, Low Punch
Flying Kick: Forward, Forward, High Kick
Bicycle Kick: Hold Low Kick(5 seconds)
Red Bicycle Kick: Hold Low Kick(Back, Forward) Release Low Kick
Standard Combo: High Punch, High Punch, Block, Low Kick, Low Kick,
High Kick, Low Kick

Fire Engulf: Forward, Forward, Down, Down, Low Kick
Arcade Drop: Up, Down, Up, Up, Block + Run
Friendship: Down, Down, Down, Run
Babality: Down, Down, Down, High Kick
Dragon Animality: Down, Down, Up *Sweep*
Brutality: High Punch, Low Punch, High Punch, Block, Low Kick, High Kick,
High Kick, Low Kick, High Kick, Low Punch, High Punch
Stage: Run, Block, Block, Low Kick

Mileena:-----

Murdered by her twin sister Kitana, Mileena finds herself brought back to life by Shao Kahn himself. Her skills as a vicious fighter will be needed to defeat Eaerth's chosen warriors. Her ability to read the thoughts of her twin sister will enable Kahn to stay one step ahead of them.

Sai Throw: Hold High Punch (2 seconds) Release High Punch *also on air*
Teleport Kick: Forward, Forward, Low Kick
Ground Roll: Back, Back, Down, High Kick
Standard Combo: High Punch, High Punch, Back + High Kick, Back+ High Kick,
Up + Low Kick, Down + High Kick

Man Eater: Down, Forward, Down, Forward, Low Punch *Close*
Nail Spit: Back, Back, Back, Forward, Low Kick *Full Screen*
Friendship: Down, Down, Back, Forward, High Punch
Babality: Down, Down, Forward, Forward, High Punch
Skunk Animality: Forward, Down, Down, Forward, High Kick *Close*
Brutality: High Punch, Low Punch, Low Punch, High Punch, Block, High Kick,
Low Kick, Low Kick, High Kick, Block, High Punch
Stage: Down, Down, Down, Low Punch

Motaro:-----

Fireball: Forward, Down, Back, High Punch
Tail Sweep: Back + Low Kick
Grab & Punch: Forward, Forward, High Punch
Teleport: Down, Up

Motaro doesn't have any Finishing Moves.

Nightwolf:-----

Works as a historian and preserver of his people's culture. When Kahn's portal opens over North America, Nighwolf uses the magics of his shamen to protect his tribe's sacred land. This area becomes a vital threat to Kahn's occupation of the Earth.

Spirit Arrow: Down, Back, Low Punch
Hatchet Uppercut: Down, Forward, High Punch

Rhino Charge: Forward, Forward, Low Kick
Red Rhino Charge: Back, Back, Forward, High Kick
Reflector: Back, Back, Back, High Kick
Standard Combo: Low Kick, High Punch, High Punch, Low Punch, High Kick

Vanishing Light: Up, Up, Back, Forward, Block *Close*
Lightning Tomahawk: Back, Back, Down, High Punch *Sweep*
Friendship: Run, Run, Run, Down
Babality: Forward, Back, Forward, Back, Low Punch
Wolf Animality: Forward, Forward, Down, Down *Close*
Brutality: High Punch, High Punch, High Kick, Low Kick, Low Kick, Block,
Block, Low Punch, Low Punch, High Punch, High Kick
Stage: Run, Run, Block

Noob Saibot:-----

Noob Saibot emerges from the darkest region of reality - A region known as the Netherealm. He belongs to a group called the Brothers of the Shadow, and worships an evil and mysterious fallen Elder God. His mission is to spy the events taking place in the battle between the realms and report back to his enigmatic leaders.

Shadow Ball: Down, Forward, Low Punch
Teleport Slam: Down, Up
Shadow Throw: Forward, Forward, High Punch
Standard Combo: High Punch, High Punch, Low Punch, High Kick

Shadow Spin: Back, Back, Forward, Forward, High Kick *Sweep*
Teleport Slams: Down, Down, Up, Run *Close*
Friendship: Forward, Forward, Back, High Punch
Babality: Forward, Forward, Forward, Low Punch
Anteater Animality: Back, Forward, Back, Forward, High Kick *Outside Sweep*
Brutality: High Punch, Low Kick, Low Punch, Block, Low Kick, High Kick,
High Punch, Low Punch, Block, Low Kick, High Kick
Stage: Forward, Down, Forward, Block

Raiden:-----

As Earth's sworn protector, Raiden finds himself banished in the merger between Earth and Outworld. When the Elder Gods refuse to assist him in aiding the Earth, he is forced to take matters into his own hands. He transforms himself into a mortal warrior to fight alongside his human comrades - this time risking his place in the pantheon of gods and giving up his own immortality.

Lighting: Down, Forward, Low Punch
Reverse Lighting: Down, Back, Low Punch
Teleport: Down, Up
Lightning Shock: Hold High Punch (3 seconds)
Torpedo: Back, Back, Forward
Standard Combo: High Punch, High Punch, Down + Low Punch, Low Punch

Fatal Shock: Hold Low Kick(3 seconds) Release Low Kick then press
Low Kick + Block repeatedly *Close*
Super Uppercut: Hold High Punch(8 Seconds) Release High Punch *Close*
Friendship: Down, Back, Forward, High Kick
Babality: Down, Down, Up, High Kick
Eel Animality: Down, Forward, Down, High Kick *Sweep*
Brutality: High Punch, High Punch, Low Kick, Low Kick, Low Kick, High Kick,
Low Punch, Low Punch, Low Punch, Block, Block

Stage: Down, Down, Down, High Punch

MK1 Raiden:-----

Lightning: Down, Forward, Low Punch

Teleport: Down, Up

Torpedo: Back, Back, Forward

Standard Combo: High Punch, Down + Low Punch, Low Punch, Down + Low Punch

Head Electrocution: Forward, Back, Back, Back, High Punch *Sweep*

Babality: Up, Up, Down, High Kick

Brutality: High Punch, High Punch, High Punch, High Punch, Block, Block,
High Kick, High Kick, High Kick, Block, Low Punch, High Punch,
High Punch

Stage: Down, Down, Forward, High Kick

Rain:-----

Born in Kitana's former world of Edenia, Rain was smuggled away from the realm as a small child shortly after Saho Kahn's take over. Thousands of years later he resurfaced, his allegiance belonging to Kahn. He chose to betray his homeland rather than suffer at the hands of Kahn's Extermination Squads.

Control Orb: Down, Forward, High Punch

Super Roundhouse: Back + High Kick

Lightning: Back, Back, High Punch

Standard Combo: High Punch, High Punch, Low Punch, High Punch

Body Remormation: Forward, Forward, Down, High Punch *Close*

Lightning Storm: Down, Down, Back, Forward, High Kick *Sweep*

Friendship: Forward, Forward, Forward, Low Punch

Babality: Forward, Back, Back, High Punch

Elephant Animality: Block, Block, Run, Run, Block *Sweep*

Brutality: High Punch, High Punch, Block, Low Kick, High Kick, Block,
Low Kick, High Kick, Block, High Punch, Low Punch

Reptile:-----

Always a reliable servant to Shao Kahn, Reptile is chosen to assist Jade in the capture of Kitana. In contrast to Jade's instructions Reptile is ordered to stop the renegade Princess at all cost...
EVEN IF IT MEANS HER DEATH.

Acid Spit: Forward, Forward, High Punch

Fast Forceball: Forward, Forward, High Punch + Low Punch

Slow Forceball: Back, Back, High Punch + Low Punch

Slide: Back+ Low Punch + Low Kick + Block

Elbow Dash: Back, Forward, Low Kick

Invisibility: Up, Down, High Kick

Standard Combo: High Punch, High Punch, High Kick, Back + High Kick

Body Swallow: Back, Forward, Down, Block *Jumping Distance*

Acid Vomit: Forward, Forward, Up, Up, High Kick *Close*

Friendship: Down, Forward, Forward, Back, High Kick *Close*

Babality: Forward, Forward, Back, Down, Low Kick

Chimpanzee Animality: Down, Down, Down, Up, High Kick *Close*

Brutality: High Punch, Block, High Kick, High Kick, Block, High Punch,
Low Punch, Low Kick, Low Kick, Block, Block + Low Punch

Stage: Block, Run, Block, Block

Scorpion:-----

When Shao Kahn makes a failed attempt at stealing the souls which occupy Earth's hell, Scorpion is able to escape from the nether region. Free to roam the Earth once more, Scorpion holds allegiance with no one. He's a wild card in Earth's struggle against the Outworld.

Spear: Back, Back, Low Punch
Teleport Punch: Down, Back, High Punch *can also be done on air*
Forward Teleport Punch: Down, Forward, High Punch *Also done on air*
Air Throw: Block while in air
Standard Combo: High Punch, High Punch, High Kick, Back+ High Kick

Toasty!!: Down, Down, Up, High Kick *Jumping Distance*
Hand from Hell: Forward, Forward, Back, Low Punch *Sweep*
Friendship: Back, Forward, Forward, Back, Low Kick *Close*
Babality: Down, Back, Back, Forward, High Punch
Penguin Animality: Forward, Up, Up, High Kick *Close*
Brutality: High Punch, High Punch, Block, High Kick, High Kick, Low Kick,
High Kick, High Punch, High Punch, Low Punch, High Punch
Stage: Forward, Up, Up, Low Punch

Sektor:-----

Sektor is actually the code name for unit LK-979. He was the first of three prototype cybernetic ninjas built by the Lin Kuei. Sektor was once a human assassin trained by the Lin Kuei. He volunteered for automation because of his loyalty for the clan. Sektor survives the Outworld invasion - he has no soul to take.

Missile: Forward, Forward, Low Punch
Double Missile: Back, Back, Forward, Low Punch
Seeker Missile: Forward, Down, Back, High Punch
Teleport Uppercut: Forward, Forward, Low Kick *can also be done on air*
Standard Combo: High Punch, High Punch, High Kick, High Kick,
Back+ High Kick

Compactor: Low Punch, Run, Run, Block * Sweep*
Flamethrower: Forward, Forward, Forward, Back, Block *Jumping Distance*
Friendship: Run, Run, Run, Down
Babality: Back, Down, Down, Down, High Kick
Bat Animality: Forward, Forward, Down, Up *Close*
Brutality: High Punch, High Punch, High Punch, Block, Low Punch, High Punch,
High Punch, High Punch, Block, Low Punch, High Punch
Stage: Run, Run, Run, Down

Shang Tsung:-----

Tsung is Shao Kahn's lead sorcerer. He once fell out of favor with his emperor after failing to win the Earth Realm through tournament battle. But the ever scheming Shang Tsung is instrumental in Kahn's conquest of Earth. He has now been granted more power than ever.

1 Fireball: Back, Back, High Punch
2 Fireballs: Back, Back, Forward, High Punch
3 Fireballs: Back, Back, Forward, Forward, High Punch
Fire Eruption: Forward, Back, Back, Low Kick
Standard Combo: Low Kick, High Punch, High Punch, Low Punch, Back+ High Kick

Baraka: Down, Down, Low Kick
Classic Sub-Zero: Block, Block, Run, Run
Cyrax: Run, Run, Run
Ermac: Down, Down, Up
Goro: Back, Back, Back, Low Punch
Jade: Forward, Forward, Down, Down, Block
Jax: Forward, Forward, Down, Low Punch
MKII Jax: Down, Back, Forward, High Kick
Johnny Cage: Back, Back, Down, Low Punch
Kabal: Low Punch, Block, High Kick
Kano: Back, Forward, Block
MKI Kano: Forward, Down, Back, Up
Kintaro: Hold Low Punch (3 Seconds)
Kitana: Forward, Down, Forward, Run
Kung Lao: Run, Run, Block, Run
MKII Kung Lao: Back, Down, Back, High Kick
Liu Kang: Forward, Down, Back, Up, Forward
Mileena: Run, Block, High Kick
Motaro: Forward, Down, Back, High Punch
Nightwolf: Up, Up, Up
Noob Saibot: Forward, Down, Down, Back, High Kick
Raiden: Down, Forward, Back, Low Kick
MKI Raiden: Back, Back, Forward, Run
Rain: Run, Block, Low Kick
Reptile: Run, Block, Block, High Kick
Scorpion: Down, Down, Forward, Low Punch
Sektor: Down, Forward, Back, Run
Shao Kahn: Back, Forward, High Kick
Sheeva: Forward, Down, Forward, Low Kick, Low Kick
Sindel: Back, Down, Back, Low Kick
Sonya : Down+ Run+ Low Punch+ Block
Stryker: Forward, Forward, Forward, High Kick
Sub-Zero: Forward, Down, Forward, High Punch

Bed of Spikes: Hold Low Punch(Down, Forward, Forward, Down) Release Low Punch
Close

Soul Steal: Hold Low Punch(Run, Block, Run, Block) Release Low Punch *Close*

Friendship: Low Kick, Run, Run, Down *Jumping Distance*

Babality: Run, Run, Run, Low Kick

Kobra Animality: Hold High Punch(Run, Run, Run) Release High Punch *Sweep*

Brutality: High Punch, Block, Block, Block, Low Kick, High Punch, Low Punch,
Low Punch, Block, High Kick, Low Kick

Stage: Up, Up, Back, Low Kick

Shao Kahn:-----

Long ago, Shao Kahn rose to power in the Outworld, usurping the realm from Kitana's parents and taking Queen Sindel for his bride. Then she died. Now, centuries later, Sindel is reborn. And since Shang Tsung failed to win the Earth Realm through Mortal Kombat I and II, her rebirth is the means by which Kahn will finally seize the planet forever unless...

Green Fireball: Back, Back, Forward, Low Punch

Kahn's Hammer: Back, Forward, High Punch

Shoulder Ram: Down, Forward, Low Punch

Shadow Knee: Down, Forward, High Punch

Grab: Forward, Forward, High Punch

Taunt: Down, Down, Low Kick

Laugh: Down, Down, High Kick

Shao Kahn doesn't have any Finishing Moves.

Sheeva:-----

She was hand picked by Shao Kahn to serve as Sindel's personal protector. She becomes suspicious of Shao Kahn's loyalty towards her race of Shokan when he places Motaro as the leader of his Extermination Squads. On the Outworld Motaro's race of centaurians are the natural enemy of Shokan.

Fireball: Down, Forward, High Punch

Teleport Stomp: Down, Up

Ground Pound: Back, Down, Back, High Kick

Standard Combo: High Punch, High Punch, Low Punch, High Kick, High Kick,
Low Kick, Back+ High Kick

Skin Rip: Hold High Kick(Forward, Back, Forward, Forward)
Release High Kick *Close*

Nail Pound: Forward, Down, Down, Forward, Low Punch *Close*

Friendship: Forward, Forward, Down, Forward, High Punch

Babality: Down, Down, Down, Back, High Kick

Scorpion Animality: Run, Block, Block, Block, Block *Close*

Brutality: High Punch, Low Punch, Block, Low Kick, High Kick, Block,
High Kick, Low Kick, Block, Low Punch, High Punch

Stage: Down, Forward, Down, Forward, Low Punch

Sindel:-----

She once ruled the Outworld at Shao Kahn's side as his Queen. Now 10,000 years after her ultimately death she is reborn on Earth. Her evil intent is every match for Shao Kahn's tyranny. She is the key to his occupation of Earth

Scream: Forward, Forward, Forward, High Punch

Fireball: Forward, Forward, Low Punch

Double Fireball: Back, Back, Forward, Low Punch

Air Fireball: Down, Forward, Low Kick

Floating: Back, Back, Forward, High Punch

Standard Combo: High Kick, High Punch, High Punch, Low Punch, High Kick

Hair Spin: Run, Run, Block, Run , Block *Sweep*

Killer Scream: Run, Block, Block, Run+ Block *Close*

Friendship: Run, Run, Run, Run, Run, Up

Babality: Run, Run, Run, Up

Wasp Animality: Forward, Forward, Up, High Punch

Brutality: High Punch, Block, Low Kick, Block, Low Kick, High Kick, Block,
High Kick, Low Kick, Block, Low Punch

Stage: Down, Down, Down, Low Punch

Smoke:-----

Smoke, unit LK-7T2. Is the third prototype cyberninja built by the Lin Kuei. He tried to escape the automation process with Sub-Zero but was captured. His memories were stripped away, leaving behind an emotionless killer. However, Sub-Zero believes that within this machine is a human soul trying to escape.

Harpoon: Back, Back, Low Punch

Teleport Uppercut: Forward, Forward, Low Kick

Invinsibility: Up, Up, Run

Air Throw: Block while in Air

Standard Combo: High Punch, High Punch, Low Kick, High Kick, Low Punch

Earth Explosion: Up, Up, Forward, Down *Full Screen*

Bomb Swallow: Hold Block + Run(Down, Down, Forward,Up) *Sweep*

Friendship: Run, Run, Run, High Kick

Babality: Down, Down, Back, Back, High Kick

Bull Animality: Down, Forward, Forward, Block *Jumping Distance*

Brutality: High Punch, Low Kick, Low Kick, High Kick, Block, Block, Low Punch,
Low Punch, High Punch, High Punch, Block, Block

Stage: Forward, Forward, Down, Low Kick

Sonya:-----

Sonya disappeared after the first tournament but was later rescued by Jax. After returning to Earth she and Jax try to warn the U.S. Government of the looming Outworld menace. Lacking proof, they watch helplessly as Shao Kahn begins his invasion.

Energy Rings: Back, Forward, Low Punch

Leg Grab: Down+ Low Punch+ Block

Square Flying Punch: Forward, Back, High Punch

Bicycle Kick: Back, Back, Down, High Kick

Standard Combo: High Kick, High Kick, High Punch, High Punch, Low Punch,
Back+ High Punch

Kiss of Death: Back, Forward, Down, Down, Run *Jumping Distance*

Bubble Crush: Hold Block+ Run(Up, Up, Back, Down) *Full Screen*

Friendship: Back, Forward, Back, Down, Run

Babality: Down, Down, Forward, Low Kick

Eagle Animality: Hold Low Punch(Back, Forward, Down, Forward)
Release Low Punch *Close*

Brutality: High Punch, Low Kick, Block, High Punch, Low Kick, Block,
High Punch, Block, High Kick, Low Kick

Stage: Forward, Forward, Down, High Punch

Stryker:-----

When the Outworld portal opens over a large city in North America, panic and chaos rage out of control. Kurtis Stryker was the leader of a riot control brigade when Shao Kahn began taking souls. He finds himself the lone survivor of a city once populated by millions.

Gun: Back, Forward, High Punch

High Grenade: Down, Back, High Punch

Double High Grenade: Forward, Down, Back, Low Punch

Low Grenade: Down, Back, Low Punch

Double Low Grenade: Forward, Down, Back, Low Punch

Baton Sweep: Forward, Back, Low Punch

Baton Toss: Forward, Forward, High Kick

Standard Combo: Low Kick, High Punch, High Punch, Low Punch

Explosives: Down, Forward, Down, Forward, Block *Close*

Tazer: Forward, Forward, Forward, Low Kick *Full Screen*

Friendship: Low Punch, Run, Run, Low Punch

Babality: Down, Forward, Forward, Back, High Punch

T-Rex Animality: Run, Run, Run, Block *Sweep*

Brutality: High Punch, Low Punch, High Kick, Low Kick, High Punch, Low Punch,
Low Kick, High Kick, High Punch, Low Kick, Low Kick

Stage: Forward, Up, Up, High Kick

Sub-Zero:-----

The ninja returns un-masked. He was betrayed by his own ninja clan - the Lin Kuei. He broke sacred codes of honor by leaving the clan and is marked for death. But unlike the ninja of old his pursuers come as machines. He must not only defend against the Outworld menace but must also elude his soulless assassins.

Ice Freeze: Down, Forward, Low Punch
Ice Shower: Down, Forward, High Punch
Behind Ice Shower: Down, Back, Forward, High Punch
Front Ice Shower: Down, Forward, Back, High Punch
Ice Clone: Down, Back, Low Punch
Slide: Back + Low Punch + Low Kick + Block
Standard Combo: High Punch, High Punch, Low Kick, High Kick,
Back + High Kick

Body Smash: Block, Block, Run, Block, Run *Close*
Cold Mist: Back, Back, Down, Back, Run *Outside Sweep*
Friendship: Low Kick, Run, Run, Up
Babality: Down, Back, Back, High Kick
Polar Bear Animality: Forward, Up, Up *Close*
Brutality: High Punch, Low Kick, High Kick, Low Punch, High Punch, High Kick,
High Kick, High Punch, High Punch, Low Punch
Stage: Back, Down, Forward, Forward, High Kick

7. KOMBAT CODES: (kk)

On the Vs. Screen in a 2-player game, you will see below six different boxes. Everytime you hit a button the symbol on the box changes. The objective here is to try and find all the different combinations to enhance the gameplay experience. Lucky for you, the codes are already written here for you.

The code box is arrange like this:

Box1|Box2|Box3|Box4|Box5|Box6|

LP | BL | LK | LP | BL | LK

Player 1 controls the first 3 boxes and Player 2 the last three.

In the following part you will see numbers, they means how many times you have to press the assigned buttons. An example would be like this:

1 - 2 - 3 - 1 - 2 - 3 . That means that Player 1 has to press LP 1 time, BL 2 times, LK 3 Times. The same goes for Player 2.
You can cycle through the symbols backwards if you hold Up and press one of the buttons. Cappice?

Symbols:

This are the symbols you get depending on how many times you hit a button:

0 MK Dragon
1 MK Logo
2 Ying-Yang
3 #3

- 4 Question Mark (?)
- 5 Lightning Bolt
- 6 Goro
- 7 Raiden
- 8 Shao Kahn
- 9 Skull

Now onto the KODES:

Gameplay Altering Kodes:-----

- 1 - 0 - 0 - 1 - 0 - 1 ----- No Throwing
- 0 - 2 - 0 - 0 - 2 - 0 ----- No Blocking
- 3 - 0 - 0 - 3 - 0 - 0 ----- Silent Kombat
- 9 - 8 - 7 - 1 - 2 - 3 ----- No Power Bars
- 0 - 4 - 4 - 0 - 4 - 4 ----- Sans Power
- 7 - 8 - 8 - 3 - 2 - 2 ----- Quick Uppercuts
- 9 - 8 - 5 - 1 - 2 - 5 ----- Psycho Kombat
- 4 - 6 - 6 - 4 - 6 - 6 ----- Unlimited Run
- 4 - 4 - 4 - 4 - 4 - 4 ----- Randper Kombat
- 4 - 6 - 0 - 4 - 6 - 0 ----- Randper Kombat
- 6 - 8 - 8 - 4 - 2 - 2 ----- Dark Kombat
- 7 - 0 - 7 - 0 - 0 - 0 ----- Player 1 Quarter Power
- 0 - 0 - 0 - 7 - 0 - 7 ----- Player 2 Quarter Power
- 0 - 3 - 3 - 0 - 0 - 0 ----- Player 1 Half Power
- 0 - 0 - 0 - 0 - 3 - 3 ----- Player 2 Half Power
- 3 - 9 - 0 - 0 - 0 - 0 ----- Player 1 Half Damage
- 0 - 0 - 0 - 3 - 9 - 0 ----- Player 2 Half Damage
- 3 - 9 - 0 - 3 - 9 - 0 ----- Half Damage Kombat
- 7 - 2 - 2 - 7 - 2 - 2 ----- No Combos
- 5 - 5 - 5 - 5 - 5 - 5 ----- No Special Moves
- 3 - 2 - 1 - 7 - 8 - 9 ----- Super Run Jumps
- 9 - 7 - 5 - 3 - 1 - 0 ----- Regenerating Power Bars
- 0 - 2 - 4 - 6 - 8 - 9 ----- Super Endurance
- 6 - 4 - 2 - 4 - 6 - 8 ----- Galaga Mini-Game

Kombat Zone Kodes:-----

- 0 - 9 - 1 - 1 - 9 - 0 ----- Bell Tower
- 0 - 7 - 7 - 0 - 2 - 2 ----- The Bridge
- 6 - 6 - 6 - 3 - 3 - 3 ----- The Graveyard
- 3 - 3 - 0 - 0 - 3 - 3 ----- Jade's Desert
- 0 - 0 - 4 - 7 - 0 - 0 ----- Kahn's Kavern
- 8 - 8 - 0 - 2 - 2 - 0 ----- Kahn's Tower
- 6 - 0 - 0 - 0 - 4 - 0 ----- Kombat Temple
- 8 - 2 - 0 - 0 - 2 - 8 ----- The Pit III
- 0 - 0 - 7 - 0 - 0 - 7 ----- The Portal
- 0 - 0 - 2 - 0 - 0 - 3 ----- River Kombat
- 3 - 4 - 3 - 3 - 4 - 3 ----- Rooftop
- 9 - 3 - 3 - 9 - 3 - 3 ----- Scislac Busorez
- 6 - 6 - 6 - 4 - 4 - 4 ----- Scorpion's Lair
- 1 - 2 - 3 - 9 - 0 - 1 ----- Soul Chamber
- 0 - 7 - 9 - 0 - 3 - 5 ----- The Street
- 8 - 8 - 0 - 0 - 8 - 8 ----- The Subway

Text Message Kodes:-----

- 9 - 9 - 9 - 9 - 9 - 9 ----- Revision
- 0 - 1 - 0 - 0 - 1 - 0 ----- Throwing Encouraged
- 9 - 8 - 7 - 6 - 6 - 6 ----- Hold Flippers During Casino Run

7 - 1 - 1 - 3 - 1 - 3 ----- Rain Can Be Found in the Graveyard
1 - 2 - 3 - 9 - 2 - 6 ----- There Is No Knowledge That Is Not Power
0 - 0 - 4 - 4 - 0 - 0 ----- Whatcha Gun Do?
1 - 2 - 2 - 2 - 2 - 1 ----- Skunky !!
4 - 4 - 8 - 8 - 4 - 4 ----- Don't Jump at Me
5 - 5 - 0 - 5 - 5 - 0 ----- See the Mortal Kombat Live Tour !!

Winner of this Round fights:-----

9 - 6 - 9 - 1 - 4 - 1 ----- Motaro
0 - 3 - 3 - 5 - 6 - 4 ----- Shao Kahn
2 - 0 - 5 - 2 - 0 - 5 ----- Smoke
7 - 6 - 9 - 3 - 4 - 2 ----- Noob Saibot

2 on 2 Kodes:-----

2 - 2 - 7 - 2 - 2 - 7 ----- Explosive Kombat
0 - 2 - 2 - 2 - 2 - 0 ----- Explosive Kombat and Throwing Disabled

8. KODES AND SECRETS: (kas)

Hidden Menu: At the options screen hold Up + L1 + L2 + R1 + R2 until
you hear a sound (Up + L + R in the Saturn version)

Chameleon: Select any of the ninja characters(Scorpion, Reptile, Ermac, etc)
and Hold Back + High Kick + High Punch + Block + Run until
Round 1 starts.

MK1 and II Characters: Highlight either Jax, Kano, Kung Lao or Raiden
and then press Select.

Stage Select: Highlight Sonya and Hold Up + Start

Player 1 Random Select: Highlight Noob Saibot and press Up + Start

Player 2 Random Select: Highlight Rain and press Up + Start

9. MISCELLANEOUS STUFF: (mls)

Frosty!:: To make Dan Forden pop out to say Frosty, choose Sub-Zero
or Classic Sub-Zero and freeze your opponent everytime he's in the
DANGER level.

Crispy!:: To make Shao Kahn say Crispy, you have to perform the Stage Fatality
on Scorpion's Lair. After you input the combination, hold both Run
to make Kahn say Crispy. To make Dan Forden appear, you have to hold
High Punch after performing the Stage Fatality on Scorpion's Lair.

10. ENDING TREASURES: (ets)

After you beat Shao Kahn, you get to choose from 12 boxes.

The higher the level you played in, the more boxes will be selectable.
If you play in novice the first 4 boxes will be selectable.
If you play in Warrior, you get 6 boxes.
If you play in Master, you get 11 Boxes.
If you play in Master II or you
finished the 8-Man Tournament, all 12 boxes will be opened.

1. ----- Character Ending
2. ----- Galaga Mini-Game
3. ----- MKI Endurance Match
4. ----- MKII Endurance Match
5. ----- Random
6. ----- Fatality Demonstration #1
7. ----- Fatality Demonstration #2
8. ----- Fatality Demonstration #3
9. ----- Super Endurance Match
10. ----- Battle with Shokan Champions
11. ----- Mega Endurance Match
12. ----- Supreme Demonstration

11. KCHARACTER ENDINGS: (ke)

The following part of the FAQ contains spoilers and is only here so you can read the ending of the character you suck playing as (better start training). Skip this part if you don't want anything spoiled. YOU HAVE BEEN WARNED!

Baraka:-----

Played by: Richard Divizio

When Baraka's failure to apprehend several Earth warriors nearly results in Shao Kahn's demise, the Nomad finds himself fearing for his own life. He falls out of favor with his Emperor, and realizes that it's only a matter of time before Kahn enacts revenge. Baraka remains loyal until the opposition from the Earth Realm has been defeated. With Kahn in a weakened state from his battle with Raiden, Baraka strikes. The despondent Emperor is no match for Baraka's attack. Then, fearing reprisal from those loyal to Kahn, Baraka escapes back into Nomadic ruins from which he came

Classic Sub-Zero:-----

Played by: John Turk

Having been killed in the first tournament, Sub-Zero somehow seems to have emerged to win the third tournament. However, upon removing his mask both the Outworld and the Earth-born warriors are shocked to discover the true identity of this warrior. A warrior who has long been missing from a previous Mortal Kombat, and one who will return in the fourth tournament.

Cyrax:-----

Played by: Sal Divita

Cyrax is captured by Sub-Zero and reprogrammed with new orders: Destroy Shao Kahn. With Kahn unable to detect the assassin's soulless presence, Cyrax delivers a successful sneak attack. But, after eliminating Kahn and saving Earth, Cyrax awaits new orders from his Lin Kuei headquarters. The order never

come and Cyrax malfunctions. He ends up stranded in the middle of a vast desert, blindly heading toward his base.

Ermac:-----

Played by: John Turk

When Kahn finally eliminates his opposition, He finds a new and surprising foe in Ermac. The Outworld souls that give life to the warrior did not trust their tyrannical leader who planned to consume the powerful life force for his own power. Even Shao Kahn's power was no match for the overwhelming strength of legions of deceased Outworld warriors. They destroyed their master in a battle that devastated the entire realm. Ermac was left behind to rule it with his own brand of oppression.

Human Smoke:-----

Played by: John Turk

Before his transformation into a cybernetic assassin, 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, ne he'll know only in his dreams.

Jade:-----

Played by: Becky Gable

Jade makes the decision to assist her longtime friend, Kitana. She thwarts an assassination attempt by Reptile against the Princess and fends off their other Outworld enemies. This clears the path for Kitana to turn Sindel against the Emperor Shao Kahn. With Sindel removed as an enemy, Jade finds herself facing the Emperor in combat. She defeats him and both Earth and her former homeland of Edenia are transformed to their original states. Jade has earned herself a place alongside the great heroes of Mortal Kombat.

Jax:-----

Played by: John Parrish

The second time Jax battles the forces of Shao Kahn he comes prepared. Thought to be the strongest man on Earth, he has no problem proving it: First by beating Kahn's armies then by defeating the Emperor himself. When the world reverts back to normal, Jax and Sonya start the Outer World Investigation Agency. Jax runs the Exploratory Division which learns to open portals through science rather than magic. He leads the first expedition into a mysterious new realm.

Johnny Cage:-----

Played by: Chris Alexander

With his nearly deceased soul restored, Johnny Cage finds himself fighting along side his friends once again. This time he seeks revenge against the Extermination Squad that took his life. But during their battle, Cage learns that if they win against Kahn, his soul will again be deceased when Earth

reverts back to normal. Knowing this, the movie star embarks on a one way mission to destroy Shao Kahn. His determination fuels his fellow warriors as they embark on one final onslaught against the evil Emperor. The Earth warriors emerge victorious and when the realms revert to their normal state, Cage bids farewell to his comrades as his soul leaves to a higher place.

Kabal-----

Played by: Richard Divizio

After returning from near death Kabal swears revenge against his attackers. He fights alongside the other Earth warriors. When he defeats Motaro and the mighty Shao Kahn he proves that he is truly the chosen one. Before the invasion Kabal lived a life of crime. He was once a member of the Black Dragon along with Kano. Now Kabal devotes his lifeto fighting injustice: He will give crimes inner circles a new reason to fear.

Kano:-----

Played by: Richard Divizio

When Shao Kahn lets Kano live he fails to realize the resourcefulness of the scheming human. Kano lures Kahn's army away on a false mission: then nukes them using a stolen weapon. He fights the remaining warriors and finally defeats Kahn himself. Kano's true intention is to take over the souls which Kahn once possessed. But Kano is unable to control the spirits as they escape and attack him. Rumoured to have suffered a violent death, Kano was ignorant of the fact that he saved the world he tried to conquer.

Kitana:-----

Played by: Becky Gable

Kitana evades the evil clutches of Shao Kahn and escapes into the unknown regions of Earth. She survives an assassination attempt by the vile creature Reptile, and allies herself with her onetime comrade - Jade. Together with the help of Earth's warriors Kitana reaches Sindel and turns the Queen against her Emperor. She will be forever in debt to her friends from Earth as she rules the new realm of Edenia at Queen Sindel's side.

Kung Lao:-----

Played by: Tony Marquez

When Kahn invades Earth, Kung Lao must scrap his plans of reuniting the White Lotus Society. He instead must focus on the new tournament. He seeks Liu Kang and together they battle Kahn's forces fearlessly. Using the knowledge he obtained as a Shaolin monk he fights in the anem of his great ancestor - the original Kung Lao. He emerges victorious but suffers from injuries during battle with Kahn. Believed to have passed away, Kung Lao joins his ancestor in a new life.

Liu Kang:-----

Played by: Eddie Wong

After thwarting Shao Kahn in the past, Liu Kang finds himself the main target of Kahn's Extermination Squads. But Kang is the reigning Mortal Kombat Champion and proves it by easily defeating Kahn's minions. But it's the apparent death of his friend Kung Lao that enrages Kang and enables him to find

the strenght to defeat Shao Kahn. Then before the portal closes, Liu Kang is greeted by Princess Kitana and thanked for saving the Earth and the Outworld.

Mileena:-----

Played by: Becky Gable

When Mileena is murdered, she finds her soul is reborn in a evil place called the Netherealm. Here she accepts servitude to an all mighty god known as Shinnok. It is Shinnok who allows her soul to be reborn on the Outworld. Her loyalty to Shao Kahn is replaced by her fear of Shinnok. Mileena plots to overthrow her own father. The ability to read Kitana's mind and predict the Earth warrior's motives enales Mileena to set up her father's downfall. When Kahn is weakened by the onslaught of attacks, Mileena takes the opportunity to destroy her father and allow Shinnok to step forward and take both realms for his own sinister purposes.

Nightwolf:-----

Played by: Sal Divita

Nighwolf helps other Earth warriors escape to his sacred land. Once there, they regroup and form a plan of attack against Shao Kahn's invasion. Nightwolf has trained hard for this battle: Finally he faces Shao Kahn and emerges victorious. When the Earth returns to its normal state, Nightwolf peacefully regains the lands his Native-American people lost over many years. They establish their own proud nation and soon bexcome the great leaders of Earth.

Noob Saibot:-----

Played by: John Turk

At first a passive observer, Noob Saibot would soon receive orders to side with the evil emperor Shao Kahn. Saibot's leaders in the Netherealm want him to join Kahn's battle to gain his trust and to gain entrance into the Earth Realm. When Kahn drops his guard, Noob Saibot is order to attack. With both the Earth Realm and the Outworld's Emperor defeated, the fallen Elder God known as Shinnok can take both realms and gain the power he needs to strike back at the Elder Gods who banished him into the Netherealm.

Raiden:-----

Played by: Carlos Pesina

When Outwolrd and Earth merge, Raiden finds himself battling Shao Kahn without the assistance of the Elder Gods. The Thunder God must transform into a mortal in order to exist in the combined realms. When he does this, he puts his own inmortality at risk. But Raiden has always found ways of fouling Kahn's plots. He guides the chosen Earth warriors into battle against the Outworld Emperor's armies, then finally faces Kahn itself. The powerful beings fight until the very core of the Earth is shaken, and Raiden emerges victorious.

Rain:-----

Played by: John Turk

Rain fights valiantly for the Emperor Shao Kahn. But it would be Kahn's own step daughter, the Princess Kitana who turns Rain against him. Like Kitana, Rain's origin also come from their former realm of Edenia. He learns that his

father was once a general in Edenia's army and died at the hands of Shao Kahn himself. Enraged at the truth about his history, he joins Kitana in aligning with the Earth Realm warriors. But his allegiance comes under question when he mysteriously disappears during an Extermination Squad attack. To prove his loyalty he embarked on a suicide mission to destroy Shao Kahn and end the menace once and for all.

Reptile:-----

Played by: John Turk

Reptile is ordered by Shao Kahn find and kill Kitana. He is successful in completing his task, but upon returning, finds himself shunned by the emperor. Shao Kahn promised Reptile that if he was successful that he would resurrect Reptile's race. Shao Kahn never had any intention of fulfilling his promise. Enraged, Reptile turns against his master and defeats him in battle but by killing his master, Reptile destroys the once chance to ever know his true race.

Scorpion:-----

Played by: John Turk

Scorpion is inadvertently released from his damnation in Hell when Kahn's plan to overtake that realm goes awry. Free to roam Earth, Scorpion is enlisted by the Emperor to aid him in his quest to destroy the chosen warriors. But, his allegiance to Shao Kahn falters when he discovers one of the chosen warriors to be Sub-Zero. Scorpion has vowed to protect the former ninja as a restitution for killing his brother. Shao Kahn finds himself the victim of his own scheme as Scorpion is forced to turn against him. He destroys the Emperor and the Earth is returned to normal. Scorpion finds himself once again roaming the pits of Hell, only to one day rise again.

Sektor:-----

Played by: Sal Divita

After eventually terminating Sub-Zero, Sektor is attacked by Shao Kahn's army. Unfamiliar with the Outworld warriors, Sektor fights back. He targets Kahn and all Outworld beings as threats to the Lin Kuei. Kahn's minions are no match for Sektor who fights his way into the fortress. Once inside Sektor initiates his self-destruct sequence. The resulting explosion is so massive that it closes the portal and returns Earth back to normal.

Shang Tsung:-----

Played by: John Turk

When Shao Kahn overtakes the Earth he needs Shang Tsung to help locate the surviving humans. Granted new powers he soon discovers his dark Emperor's true plan: as soon as the remaining warriors are disposed of, Kahn will take Tsung's own soul. After learning of this, Tsung turns on his master. He catches Motaro off guard and then defeats Shao Kahn. But before the Earth can return to normal, Tsung takes all the souls as his own. He will forever rule Earth with his own brand of evil.

Sheeva:-----

Played by: A Model

While Sheeva serves her master on Earth, her race of Shokan are being

punished on the Outworld. Kahn now favors Motaro's race of Centaurs and aids them in defeating the Shokan. After learning of these events Sheeva turns on her master. She defeats Motaro and in a rage brings down Kahn. In freeing the Earth she also frees the Outworld. She then returns home and works to restore the pride and respect of her race.

Sindel:-----

Played by: Lia Montelongo

Sindel receives visions of her true past and turns against Shao Kahn. She discovers that her true King was named Jerrod. They once had a daughter named Kitana and ruled a realm called Edenia: before Kahn took it away in their own Mortal Kombat. He used Sindel as a pawn in his quest for Earth and took Kitana as his own daughter. But in defeating Shao Kahn, Sindel frees the Earth. In doing so she also liberates Edenia and insures a reunion with her 10,000 year old daughter - Kitana.

Smoke:-----

Played by: Sal Divita

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 old partner. But Smoke soon finds himself being pursued by Shao Kahn's minions. He learns that he still has a soul and his true mission is the destruction of the Outworld Invaders. He defeats Kahn and saves the world but is forever trapped in his artificial body.

Sonya:-----

Played by: Kerri Hoskins

Sonya defeats her arch enemy Kano high atop a skyscraper near Shao Kahn's fortress. She then comes face to face with the Emperor himself. In an incredible display of courage Sonya wins. When the world returns to normal state, Sonya has no trouble convincing her superiors to form the Outer World Investigation Agency: Devoted to protecting the Earth against possible future invasions from other realms.

Stryker:-----

Played by: Micheal O'Brien

Ignorant of why his soul was spared from the Outworld invasion, Stryker receives a vision from Raiden. He is instructed to travel west. He eventually meets the rest of Earth's warriors and learns the true meaning of his survival. He travels back to the city he swore to protect. Kahn is unfamiliar with this new combatant and is caught off guard. Stryker defeats the warlord and saves the entire planet. The chaos that consumed the city in the hours before the invasion are gone.

Sub-Zero:-----

Played by: John Turk

In vicious battle Sub-Zero faces Cyrax and Sektor: but not alone. He finds his third Lin Kuei assassin - the elusive Smoke. Before automation Smoke and Sub-Zero were allies. Sub-Zero helps Smoke recall his past and gains him as an

ally once again. Sub-Zero defeatshis cyborg assasins with the help of Smoke and finds it takes all his own inner strengths to defeat Kahn and his outworld minions. The former ninja once again disappears into the shadows. His legacy known only by a select few.

12. KREDITS AND THANKS: (kat)

- Myself(DarkLink89 from Gamefaqs and Neoseeker) for writing this FAQ
- Jesus because he's cool
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- My Mom because she bought me this game
- Jeff "CJayC" Veasey for creating Gamefaqs.com, a really awesome game site
- The admin from Neoseeker(Don't worry, I'm gonna try to get your name)
- Micheal Sarish for the Good/Bad hosting site list
- Eins Lviz for pointing out a mistake I did
- Someone who shall remain nameless for pointing out some mistakes
- You for reading the FAQ. Thank you and may you find happiness and true love (or anything that will make you remotely happy.)

13. LEGAL STUFF: (lgs)

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14. THE LAST WORD: (tlw)

Well, I really have fun making this FAQ and I hope you did too when you read it. A new version may come out someday and I'm still planning on adding more stuff to the FAQ.

Do you have any comments? If you do, Send them to Darkl89@gmail.com and entitle them "FAQ Comments" or something close like that or they will likely get ignore by me. Well, that's all I really have to say.

Thank You for Reading and remember, THERE IS NO KNOWLEDGE THAT IS NOT POWER.

Sayonara!