

Ultimate Mortal Kombat 3 Sub Zero Guide

by Adam3k3

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Updated to v1.00 on Jul 29, 2013

This walkthrough was originally written for Ultimate Mortal Kombat 3 on the SATURN, but the walkthrough is still applicable to the SNES version of the game.

U L T I M A T E M O R T A L K O M B A T 3

Sub-Zero FAQ/Move List

For Arcade, Genesis, SNES, Sega Saturn, Xbox 360 and PS3

Version 1.00

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100: About this Guide \

'-- 110: Availability -----'

The Latest version of this FAQ and all of my work is always available on

my website [1], GameFaqs [2] and IGN [3].

[1] <http://adam3k3.tumblr.com/faqs>

[2] <http://www.gamefaqs.com/users/Adam3k3/contributions/faqs>

[3] <http://www.ign.com/blogs/adam3k3>

'-- 120: Copyright and License -----'

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'-- 130: Searching the Guide -----'

Press "CTRL+F" to Search the FAQ. Copy, paste the code to the desired section from the tables of content into the search bar and click Find.

'-- 140: Version History -----'

Version 1.1 July 22th, 2013

Finished the FAQ. Every move that I know of is here, if you have something to add, drop me an email.

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200: Introduction \

Welcome to my first Retro FAQ. This FAQ should cover both Classic and normal version of Sub. Many including myself still play old skool games especially UMK as its one of the best MK games. Sure there are new 3D versions but to be honest nothing beats the old 2D style. Any way if you have anything to add drop me an email found At the top of this FAQ.

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300: The Basics \

The first thing you need to know is that you cant play as Classic Sub-Zero unless you use one of the two methods.

The short method (SATURN only):

Just before the main menu screen shows up with the UMK logo or the one before it, enter the following cheat code: C, R, A, Z, Y, C, Y, R, A, X. If done correctly you will hear laughing. Press up at the main menu and you will be taken to a secret options where you have the ability to unlock Classic Sub-Zero along with other characters and stuff.

The long method:

Start a normal game against the computer and lose. Let the counter reach zero and it will be game over. You will immediately be taken to an "Enter an Ultimate Kombat Kode" screen. Here press HP seven times, BLK six times, LP five times, R two times. You should get a message "From this point on Classic Sub-Zero is at your control."

Controls

Here are all default commands and there explanations:

Command	Short-Cut
Low Punch	LP
High Punch	HP
Low Kick	LK
High Kick	HK
Block	BLK
Run	R
Up	U
Down	D
Left	L
Right	R

+ Press two buttons at once.

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400: Sub-Zero      \  
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The ninja returns unmasked. He was betrayed by his own clan, the Lin Kuei, he broke sacred codes of honor by leaving his clan and is marked for death. But unlike the ninja of old, his pursuers comes as machines. He must not only defend himself against the Outworld menace, but he must also elude his soulless assassins.

'-- 410: Moves -----'

Sub-Zero has useful attacks and special moves, lets go trough them:

Freeze	D, F, LP
Ice Clone	D, B, LP

Ice Shower D, F, HP
Near Ice Shower D, F, B, HP
Slide B+LP+BK+LK

Here are the explanations and strategies on each move:

Freeze D, F, LP

Sube-Zero痴 special, best used when near as it gives the element of surprise or far away when he is about to use his special; ex scorpions spear. Another good timing is when your opponent is jumping as it makes him open when his bout to land. Keep mixing the timings and destines to keep your stratagem fresh.

Another trick is to give your opponent jumping distains and wait for him to make the jump toward you. As soon as he does, run toward him without jumping so you end up behind him while he still about to land, a perfect opportunity right there.

Ice Clone D, B, LP

Ice clone can be very useful when used right. Best used when someone jumps at you, immediately ice clone and he痴 trapped. Another good practice is when your opponent is running toward you. Wait about 2 steps and ice clone; your opponent most likely won稚 have a time to react.

Ice Shower (Far) D, F, HP

Ice shower is a new move that first appeared in MK 3. Kind of hard to benefit from but can be useful when your opponent is in the air jumping backwards. Never attempt it when near. Another scenario is when you池 about to get hit but opponent痴 special.

Ice Shower (Near) D, F, B, HP

Use it when an opponent is running toward you as he will likely jump up thinking you will use a normal freeze.

Slide B+LP+BK+LK

The Slide attack doesn't do much damage but it can be used as a surprised attack. A good timing is when someone jumps away as you won稚 have the time to run or use anything other than a quick slide. Don稚 use it much as it will leave you open to combos should it get blocked.

'-- 420: Combos -----'

5 Hit Combo HP, HP, LP, LK, HK, B+HK

3 Hit Kick Combo HK, HK, B+HK

Jump Combo Jump punch, HP, HP, HK

Jump Combo 2 Jump Kick, B+LK
 Jump Combo 3 Jump punch, HP, HP, LP, B+HK
 Jump Combo 4 Jump punch, HP, HP, LP, LK, HK, B+HK

Jump Slide Combo Jump kicking your opponent, slide

Strategies on using each combo:

The first two combos are the most damageable and are very useful. The best way of performing them is to run straight at your opponent and combo him. Remember to time the combo right and finish it even if your opponent is blocking because if you stop he will have the perfect chance to combo you back. You can also use any combo after you freeze your opponent.

Another good way to use it is after the run trick. Wait for him to jump at you; as soon as he does run but instead of freezing him, run back and combo him as soon as he lands. You can also combo him when he attempts to jump backwards in close-ups.

'-- 430: Fatalities -----'

Fatalities are the heart of Mortal Kombat. After defeating your opponent for two rounds, you will have a chance to finish off your opponent. She/he will stay dizzied for a short while; this is the time to carefully perform the finishing move.

In order for your move to work, you will have to be in a certain position as per each finishing move. Explanations below:

- Close Stand close to your opponent, don't leave any space in between.
- Sweep About 4-6 steps away from your opponent.
- Far Stand far away from your opponent.
- Mercy To perform it you will need lose one round. at the finish him scene hold R, D, D, let go of R. This will Enable your opponent to fight again with one hit left on his/her health.

*brutality only available on Genesis and SNES versions.

- Fatality: BLK, BLK, R, BLK, R (Close) Grabs his opponent and break him.
- Fatality 2: B, B, D, B, R (Sweep) Blows ice on opponent that will make him fall and break.
- Animality: Hold BLK, F, U, U (Close) Sub-Zero turns into a bear and eat his opponent (Requires mercy).
- Friendship: LK, R, R, U (Far) Turns into a snowman.
- Babality: D, B, B, HK Turns your opponent into a baby!
- Stage Fatality: B, D, F, F, HK Drop the opponent to his death.
- Brutality: HP, LK, HK, LP, HP, HK, HK, HP, HP, LP

*To perform Friendships and babalitics you should not block during the wining round.

Ending

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 defeats his cyborg assassins 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.

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500: Classic Sub-Zero \

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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.

'-- 510: Moves -----'

The Classic MK Sub-Zero returns with a little power up. Basically his the same as you last seen him with new finishing moves and combos. Here are all the moves:

Freeze D, F, LP

Ground Freeze D, B, LK

Slide B+LP+BK+LK

The strategies are the same as the normal Sub-Zero, except the Ground freeze. Use this move when opponent is jumping at you. Step back and throw the ice, this will leave your opponent unstable for a short time giving you some good hits. In rare cases it can also be useful when you are near the opponent but that's too risky and can put you in dangerous situation because your opponent can combo you before your ice hits the ground.

'-- 520: Combos -----'

5 Hit Combo HP, HP, LK, B+HK, F+LK

Jump Combo Jump Punch HP, HP, LK, B+HK, F+LK

Jump Combo 2 Jump Kick, B+LK

'-- 530: Fatalities -----'

*Classic Sub-Zero has only two fatalities Plus brutality only available on Genesis and SNES versions.

Fatality: D, D, D, F, HP (Close) Grabs his opponent head, screen goes black, and your opponent screams.

Stage Fatality: F, D, F, F, HP Drop the opponent to his death.

Brutality: HP, LP, HP, BLK, LK, LK, HK, HK, HK, LP, HP, LP

Ending

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.

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600: FAQs \

Q: How do I perform Brutalities?

A: Brutalities are only available on Genesis and SNES versions.

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700: Closing \

'-- 710: Contacts -----'

I may be contacted any time via my email, Twitter or Blog. Just make sure to properly mention the subject. I welcome questions, contributions, corrections, requests or anything else.

E-mail: adam3k3[at]gmail[dot]com

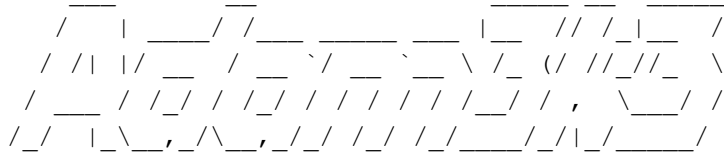
Twitter: @Adam3k3

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'-- 720: Special Thanks -----'

. <http://www.mortalkombatonline.com> - Got some info
. All listed websites for accepting my FAQs.
. You for reading this FAQ.

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