

"Our story has ended. Centuries of battle, meaningless. Shao Kahn has consumed Earthrealm. His victory must be undone; Armageddon averted. We will strike where he is most vulnerable: the past. The cost will be high; the sacrifices unthinkable. Many will fall.

Our tale must be retold."
-- Mortal Kombat Trailer

Default Controller Layouts

Mortal Kombat allows you to customize up to four different controller layout configurations for gameplay of which you have the opportunity to select upon choosing a Kombatant.

PS3 Controller

Front Punch[FP] - Square
Back Punch[BP] - Triangle
Front Kick[FK] - X
Back Kick[BK] - Circle
Throw - R1
Tag Partner - L1
Block - R2
Flip Stance - L2

X-Box 360 Controller

Front Punch[FP] - X
Back Punch[BP] - Y
Front Kick[FK] - A
Back Kick[BK] - B
Throw - Right Bumper
Tag Partner - Left Bumper
Block - Right Trigger
Flip Stance - Right Bumper

MK Arcade Controller

Up	Front Punch	Back Punch
Back/Forward	Forward/Back	Block
Down	Front Kick	Back Kick
	Tag Partner	

Flip Stance - [FK] + [BK]
Throw - [FP] + [FK]

x-Arcade Controller (8 button layout)

Up Front Punch | Back Punch | Throw
Back/Forward Forward/Back
Down Front Kick | Back Kick | Block

Tag Partner | Flip Stance

Flip Stance - [FK] + [BK]
Throw - [FP] + [FK]

Finishing Moves

Fatalities - The chance to put that finishing touch to winning a battle has never been gorier. Performing the correct moves at the correct distance to perform a fatality

Stage Fatalities - Rather than end your opponent by your own hands, let the surroundings do it for you. Each Kombatant has their own moveset for their Stage Fatality.

Babalities - Not seen since the MK3 series, Babalities have finally returned. Instead of killing your opponent, turn them into a baby. Each Kombatant has their one moveset for performing a babality, but ALL babalities are done in jumping distance.

Test Your...

Test Your Might - The classic mini-game from the first MK returns. Rapidly press the required buttons to charge up and then press L2+R2/LT+RT to strike

Test Your Sight - Originally seen in MK - Deadly Alliance. Find the hidden object in a highly graphic version of 'cups and balls'

Test Your Strike - One of two new minigames. The difference between this and Test Your Might is you must charge your strike to a certain point and only strike when it turns green.

Test Your Luck - More of a random version of the Kombat Kodes. Like a slot machine, you'll randomly choose characters, enviroment, and player strengths and weaknesses.

II. KOMBATANTS

BARAKA

Baraka is the fiercest of the Tarkatans, vicious nomadic mutants from the wastes of Outworld. Like all Tarkatan males, he joined Shao Kahn's army once he came of age and survived the brutal Ritual of Blood. He gained the rank of Enforcer after single-handedly defeating a rebel faction. His loyalty and strength make him a favorite of the emperor; his retractable blades have slain many of Shao Kahn's most bitter enemies. As a kontestant in the Mortal Kombat tournament, he will ensure his emperor's claim to Earthrealm.

Blade Swipe	- Back + [FP]
Cross Swipe	- Back + [BP]
Gut Strike	- Forward + [BP]
Foot Stomp	- Back + [FK]
Hop Kick	- Up + [FK]
Quick Knee	- Forward + [BK]
Big Legs	- Up + [BK]
Sweep	- Back + [BK]
Blade Uppercut	- Down + [BP]

Fast Tags

Bloody Mess - Back + [FK], [FP], Tag

Tag Combos

Skinned Alive	- [FP], [BP], Tag
Killer Kuts	- [BP], [FP], Tag
Have At It	- [BP], [BP], Tag

Combos

Tarkatan Rush	- [FP], [BP], [FP]
Painful Swipes	- [FP], [BP], [BP]
Tricky Fury	- [FP], [BP], Back + [FK]
Cut 'Em Loose	- Back + [FP], [FP]
Splinter	- Back + [FP], Forward + [BP]
Cold Steel	- [BP], [FP], [BP]
Tears of Pain	- [BP], [BP], [BP] + [FP]

Tarkatan Push	- Back + [BP], Forward + [BP]
Horrow Show	- Forward + [BP], [BK]
Outworld Bash	- Forward + [BP], [BP]
Tarkatan Blows	- [FK], Back + [FK]
Open Wound	- Back + [FK], [FP], Forward + [FP]
Easy Kill	- Back + [FK], [BP], [BP]
Doom Kicks	- Forward + [BK], [BK]

Special Moves

Blade Charge	- Down, Forward, [BP]
Spark	- Down, Back, [BP]
Chop Chop	- Back, Back, [FP]
Blade Spin	- Down, Back, [FK]
Slices	- Down, Forward, [FP]

Enhanced Attacks

(Requires one bar of Super)

Blade Rush	- Down, Forward, [BP] + Block
Sparked	- Down, Back, [BP] + Block
Chopchop Shop	- Back, Back, [FP] + Block
Spinner	- Down, Back, [FK] + Block
Slicer	- Down, Forward, [FP] + Block

X-Ray Move

(Requires full Super bar)

Nail and Impale	- Flip Stance + Block
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Finishing Moves

Up the middle	- Back, Forward, Down, Forward, [FP] (sw)
Take a Spin	- Forward, Forward, Down, Down, [FK] (sw)
Stage Fatality	- Down, Down, Down, [FK]
Babality	- Forward, Back, Forward, [BK]

CYRAX

"Safeties disabled. Combat mode engaged!"

A skilled Motswana warrior, Cyrax relies on his natural fighting ability, his chi, to carry out Lin Kuei missions. He is proud to serve, but when the Grand Master initiates a program to convert the clan into cyborgs, Cyrax resists. He is reluctant to lose his humanity, which he believes is more effective than any mechanical augmentation. He has contemplated leaving the clan, fearing that it is no longer an organization of

honorable assassins. Cyrax knows, however, that such a decision means death at the hands of his former comrades. No one leaves the Lin Kuei.

Yank	- Back + [FP]
Uppercut	- Down + [BP]
Blaze Overhead	- Back + [BP]
Tooth and Nail	- Forward + [BP]
Side Kick	- Back + [FK]
Hop Kick	- Up + [BK]
Sweep	- Back + [BK]

Fast Tag

Automation	- Back + [BP], Tag
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Tag Combos

Number Cruncher	- Back + [FP], Tag
High Tech	- [FP], [BP], Tag
Short circuit	- [BP], [FP], Tag

Combos

See Saw	- [FP], [FP], [FP]
Steel Fists	- [FP], [BP], [FP]
Power Plant	- [FP], [BP], [FK]
Mustard	- [BP], [FP], [BP]
Saw Enough	- [BP], [BP], Forward + [FP]
Kombat boots	- [FK], [FK], [BK]
Cyber Beatdown	- Back + [FP], [BP], [FP], [BP]

Special Moves

Bomb:

Close	- Back, Back, [BK]
Medium	- Forward, Forward, [BK]
Far	- Back, Back, Forward, [BK]
Net	- Back, Back, [FK]
Teleport	- Down, Back, [FP]
(Can be done in air)	
Buzzsaw	- Back, Forward, [BP]
Reverse Kick	- Down, Forward, [FK]
Ragdoll	- Down, Forward, [FK], Throw
Anti-Air	- Down, Forward, [BP]
(Opponent must be in air)	

Enhanced Attacks

(Requires one bar of Super)

Sticky Bomb - Back, Back, [BK] + Block
Electro Net - Back, Back, [FK] + Block
Bangport - Down, Back, [FP] + Block
 (Can be done in air)
Saw Blade - Back, Forward, [BP] + Block
Donkey Kick - Down, Forward, [FK] + Block
Ragdolls - Down, Forward, [FK] + Block, Throw
Power Anti-Air - Down, Forward, [BP] + Block
 (Opponent must be in air)

X-Ray Move

(Requires full Super bar)

Cyberdriver - Flip Stance + Block

Finishing Moves

Buzz Kill - Forward, Down, Forward, Back, [BP] (cl)
Nothing But Net - Back, Down, Back, Forward, [FP] (jump)
Stage Fatality - Down, Up, Block
Babality - Down, Forward, Back, [BP]
 (Baby Cyrax plays with one of his bombs, which explodes.)

ERMAC

"We are many; you are but one!"

As punishment for resisting Shao Kahn's claim to the realm of Edenia, the souls of the vanquished were torn from their bodies and fused together to form the being now known as Ermac. Bent to Shao Kahn's will, Ermac is his foremost enforcer. The essences of so many souls bound together give Ermac immense telekinetic power--an advantage that will destroy Earthrealm's resistance to Shao Kahn's rule.

Back Fist - Forward + [FP]
Uppercut - Down + [BP]
Wind Strikes - Back + [FP]
Fist Smash - Forward + [BP]
Psychic Palm - Back + [BP]
 (Hold [BP] to charge)
Quick Kick - Back + [FK]
[BP]-hit Kick - Forward + [BK]
Low Leg - Up + [BK]
Sweep - Back + [BK]

Fast Tag

Breakdown - Forward + [BP], Tag
Brain Freeze - Back + [BP], Tag
Mind-Clowing - Back + [FP], [BP], Forward + [FP], Tag

Tag Combos

Clear Your Mind - Forward + [FP], [FP], Tag
Subconscious - Back + [FP], [FP], Tag
Lucidity - [FK], [FP], Tag

Combos

Ermac Rush - [FP], [BP], [FP]
Mysterious Rush - Forward + [FP], [FP], [BK]
Fusion - Back + [FP], [FP], [BK]
We Win - Back + [FP], [BP], Forward + [FP]
Nether Pain - [BP], [BP]
Psychic Strikes - Back + [BP], Back + [FP]
Lost Souls - Back + [BP], [FP], Forward + [BP]
Relinquish - [FK], [FK]
Surrender - [FK], [FP], [BP]
Disoriented - Back + [FK], [BK]
Controlled Chaos - Forward + [BK], Back + [BP]

Special Moves

Force Ball - Down, Back, [BP]
Air Blast - Down, Back, [BP]
(While in air)
Force Port - Down, Back [BK]
(Can be done in air)
Force Lift - Down, Back, [FP]
Butt slam - Down, Down, Up
Force Push - Back, Forward, [FP]

Enhanced Attacks

(Requires one bar of Super)

Focus Ball - Down, Back, [BP] + Block
Force Blast - Down, Back, [BP] + Block
(While in air)
Teleport - Down, Back [BK] + Block
(Can be done in air)
Telelift - Down, Back, [FP] + Block
Butt Smash - Down, Up, [BK] + Block
Telepush - Back, Forward, [FP] + Block

X-Ray Move

(Requires full Super bar)

Cannonball Slam - Flip Stance + Block

Finishing Moves

Mind Over Splatter - Down, Up, Down, Down, Block (jump)
Pest Control - Forward, Back, Forward, Down, [BK] (jump)
Stage Fatality - Down, Up, Down, Down, [FK]
Babality - Down, Up, Down, Down, [FK]

GORO

(NOTE: Currently Goro is only known to be playable on challenge #150 (Gor-Owned) of the Challenge Tower)

Cross Strike - Back + [FP]
Upward Fist - Back + [BP]
Low Kick - Back + [FK]
Side Kick - Back + [BK]

Combos

Shokan Strikes - [BP], [BP]

Special Moves

Fireball - Down, Forward, [FP]
Stomp - Down, Back, [BK]
Ground Pound - Down, Back, [FK]
Taunt - Back, Forward, [FK]
Goro Grab - Down, Forward, [BP]
Arm Spin - Back, Forward, [BK]

X-Ray Move

(Requires full Super bar)

Crusher - Flip Stance + Block

JADE

"This will be easy!"

An assassin for Shao Kahn, Jade has earned a reputation as an agile and stealthy warrior. Her family was Edenian nobility and served the emperor once he conquered their realm, giving Jade to him as tribute when she was a child. After years of rigorous training in the art of kombat, Shao Kahn awarded her the position of Bodyguard to Princess Kitana. Over the centuries she and Kitana have become close friends, which makes Jade's secret orders from Shao Kahn painful to accept: Should Kitana's loyalty falter, Jade must kill her friend.

Staff Strikes	- Back + [FP]
Rising Pole	- Back + [BP]
Upward Thrust	- Forward + [BP]
Gut Kick	- Back + [FK]
Pole Vault	- Up + [FK]
Uppercut	- Down + [BP]
Sweep	- Back + [BK]

Fast Tag

Untameable	- Back + [BP], Tag
Pole Pain	- Up + [FK], Tag

Tag Combos

After You	- [FP], [BP], Tag
Likewise	- [BP], [FK], Tag
Edenian Tag	- Forward + [BP], [FP], Tag
Distrust	- [FK], [BK], Tag

Combos

Pole Check	- [FP], [BP], [BP]
Jade Charge	- Back + [FP], Forward + [FP]
Bad Girl	- [BP], [FK], Forward + [BP]
Edenian Rush	- Forward + [BP], [FP], [BP]
Betrayal	- [FK], [BK], [BP]
Assassin Strikes	- Back + [FK], [BP]
Polecat	- [BK], Forward + [FK]

Special Moves

Boomerang	- Down, Forward, [FP]
Boomerang Up	- Down, Back, [FP]
Boomerang Down	- Down, Forward, [FK]
Shadow Kick	- Down, Forward, [BK]
Shadow Flash	- Back, Forward, [FK]
Staff Overhead	- Down, Back, [BP]
Staff Grab	- Down, Forward, [BP]

Enhanced Attacks

(Requires one bar of Super)

Reboomerang	- Down, Forward, [FP] + Block
Reboomerang Up	- Down, Back, [FP] + Block
Reboomerang Down	- Down, Forward, [FK] + Block
Eclipse Kick	- Down, Forward, [BK] + Block
Shadow Glow	- Back, Forward, [FK] + Block
Staff Smash	- Down, Back, [BP] + Block
Staff Slam	- Down, Forward, [BP] + Block

X-Ray Move

(Requires full Super bar)

Staff Buster	- Flip Stance + Block
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Finishing Moves

Head-A-Rang	- Up, Up, Down, Forward, [FP]
Half Mast	- Back, Down, Back, Down, [BK]
Stage Fatality	- Back, Forward, Down, Block
Babality	- Down, Forward, Back, [BP]

(Baby Jade throws her boomerang which flies back and hits her in the head)

JAX

"Bring it!"

A decorated member of the U.S. Special Forces and a formidable close-kombat warrior, Major Jackson Briggs' current mission is to bring down the notorious criminal organization known as the Black Dragon. With Lieutenant Sonya Blade, he has seized many of their weapons caches. But when a trusted informant, Kano,

was revealed to be a high-ranking member of the Black Dragon, Jax made Kano's capture his priority. Kano has gotten the better of Jax thus far, leading the Special Forces into numerous deadly ambushes. Jax and Sonya finally cornered Kano on an uncharted island but were overpowered by the island's inhabitants. They have now been forced into a sadistic ritual of bloody kombat.

Uppercut	- Down + [BP]
Hook Swipe	- Back + [FP]
Big Leg	- Forward + [FK]
Shin Kick	- Forward + [BK]
Sweep	- Back + [BK]

Throws :

Triple Slam - Throw,	[FP] + [BK]
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Four slams - Throw, [FP] + [BK], [BP] + [FK]
Five slams - Throw, [FP] + [BK], [BP] + [FK], [BP] + [BK]
Six slams - Throw, [FP] + [BK], [BP] + [FK], [BP] + [BK],
 [FP] + [BP] + [FK] + [BK]

Fast Tag

Majority Rules - Down, Back, [FK], Tag
Outranked - Down, Back, [FK] + Block, Tag
(Uses one bar of Super)

Tag Combos

Major Muscles - Back + [FP], [BP], Tag
Alloyver You - [BP], Forward + [BP], Tag
Briggs' Da Noise - [BP], Forward + [BP], Back + [FP], Tag

Combos

Major Force - [FP], [BP], [FK]
Boot Kamp - Back + [FP], [BP], [BK]
Active Duty - [BP], [FP]
Field Grade - [BP], [BP]
Chain of Command - [BP], Forward + [BP], Back + [FP]
Advance Force - Forward + [BK], [FP], [FK]
Code of Conduct - Forward + [BK], [FP], [BK]

Special Moves

Energy Wave - Down, Back, [BP]
Dash Punch - Down, Forward, [BP]
Ground Pound
 Close - Down, Back, [FK]
 Medium - Down, Forward, [FK]
 Far - Down, Back Forward, [FK]
Gotcha Grab - Down, Forward, [FP]
Air Gotcha Grab - Down, Back, [FP]
Overhead Smash - Down, Up, [BK]
Back Breaker - Throw
(While in air)

Enhanced Attacks

(Requires one bar of Super)

Assault Wave	- Down, Back, [BP] + Block
Dash Fist	- Down, Forward, [BP] + Block
Ground Quake	- Down, Back, [FK] + Block
Gotcha Beatdown	- Down, Forward, [FP] + Block
Air Gotcha Blast	- Down, Back, [FP] + Block
Elite Smash	- Down, Up, [BK] + Block

X-Ray Move

(Requires full Super bar)

Briggs' Bash	- Flip Stance + Block
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Finishing Moves

Smash and Grab	- Back, Forward, Forward, Back, [BP]
Three Points!	- Forward, Forward, Back, Down, [FK]
Stage Fatality	- Down, Forward, Down, [FP]
Babality	- Down, Down, Down, [FK]

(Baby Jax throws a tantrum and pounds the ground.)

JOHNNY CAGE

"I make this look easy!"

There is no greater martial arts movie star than Johnny Cage. Films such as "Dragon Fist", "Time Smashers" and "Citizen Cage" have made him one of the most highly paid actors in Hollywood. But there is more to Johnny than even he knows. He is a descendant of an ancient Mediterranean cult who bred warriors for the gods -- warriors who possessed power beyond that of mortals. This legacy has made Johnny Cage a star. More important, it will aid him in the battle to come.

Uppercut	- Down + [BP]
Charge Palm	- Back + [BP] (hold)
[BP]Hit Elbow	- Forward + [BP]
Pop Up	- Back + [FK]
Rising Knee	- Forward + [FK]
Axe Kick	- Forward + [BK]
Sweep	- Back + [BK]

Fast Tag

Cliffhanger	- Back + [BP] (hold), Tag
Fade Out	- Forward + [BK], Tag
Bootleg	- Back + [FK], Tag
Stunt Double	- [BP], [FP], Forward + [BP], Tag

Tag Combos

Cameo - [FP], [FK], Tag
Double Feature - [BP], [FP], Tag
Stand-In - [BP], [FP], Forward + [BP], Tag

Combos

Out Take - [BP] ([FK]X)
Show Time - [BP], [FP], Forward + [FP]
Stand In - [BP], [FP], [BK]
Cross Cutting - [FP], [FK], [BK]
Widescreen - [BP], [FP], Back + [BP]
Director's Cut - [BP], [FP], Forward + [BK]
Take Two - Back + [FK], [BP]
Money Shot - [BK] ([BP]X)
That's The Ticket - Back + [FK], [FK], Forward + [FK]

Special Moves

Low Forceball - Down, Forward, [BP]
High Forceball - Down, Back, [BP]
Flip Kick - Down, Back, [FK]
Shadow Kick - Back, Forward, [BK]
Nut Punch - Back, Down, [FP]

Enhanced Attacks

(Requires one bar of Super)

Double Low Ball - Down, Forward, [BP] + Block
Double High Ball - Down, Back, [BP] + Block
Ultra Flip Kick - Down, Back, [FK] + Block
Eclipse Kick - Back, Forward, [BK] + Block
Nutcracker - Back, Down, [FP] + Block

X-Ray Move

(Requires full Super bar)

Ball Buster - Flip Stance + Block

Finishing Moves

Heads Up - Forward, Forward, Back, Down, [FK]
(Cage uppercuts the head off his opponent, then pulls the opponent's
tosro off. As he throws it to the ground, the head bounces up where cage
grabs it and holds it aloft.)
And The Winner Is... - Down, Forward, Down, Forward, [BK] (SW)

Stage Fatality - Down, Back, Forward, Block
Babality - Forward, Back, Forward, [BK]
(Baby Johnny Cage draws a picture of himself and autographs it.)

KABAL

"Let's see what you're made of!"

Once a member of the Black Dragon clan, Kabal gave up his life of crime and put his fighting skills to more positive uses. He joined the New York City police force to combat the underworld element he once served. This transition helped ease the pain of dark memories. But when New York was invaded he underwent another transformation--one that would afflict him physically. Severely injured in battle, he is doomed to wear a life support system forever.

Uppercut - Down + [BP]
Hook Swipe - Back + [FP]
Strong Fist - Back + [BP]
Step Kick - Forward + [FK]
Big Knee - Forward + [BK]
Sweep - Back + [BK]

Fast Tag

Up Next - Back + [FP], [BP], [FP], Tag

Tag Combos

Your Turn - [FP], [FP], Back + [BK], Tag
Partners in Crime - Back + [FP], [BP], Tag
Rebirth - [BP], [FP], Tag

Combos

Last Breath - [FP], [FP], [FP]
Extermination - [FP], [FP], Back + [BK], [FK]
Mutilation - Back + [FP], [BP], [FP]
Vanquish - [BP], [FP], [BP]
Nomad's Fear - Forward + [FK], [BP]
Eviscerate - Forward + [BK], [FP] + [BP]

Special Moves

Gas Blast - Back, Back, [FP]
(Can be done in air)
Nomad Dash - Back, Forward, [BK]
(Back + Block cancels move)
Buzzsaw - Back, Back, [FK]
Tornado Slam - Down, Back, [BP]

Enhanced Attacks

(Requires one bar of Super)

Vapor Blase - Back, Back, [FP] + Block
(Can be done in air)
Nomad Charge - Back, Forward, [BK] + Block
Saw Blades - Back, Back, [FK] + Block
Cyclone Slam - Down, Back, [BP] + Block

X-Ray Move

(Requires full Super bar)

Kabal's Deep - Flip Stance + Block

Finishing Moves

Hook Up - Back, Forward, Back, Forward, [FP] (sw)
I Takes Guts - Down, Down, Back, Forward, Block
Stage Fatality - Down, Down, [BK]
Babality - Down, Forward, Down, [BP]

KANO

Undisciplined and dangerous, Kano is a thug for hire. From weapons dealing to cold-blooded murder, his military training has made him the go-to man for the Black Dragon. But when an operation went to hell and his face horribly mutilated, Kano's crime spree was almost ended. Ever the survivor, he used his underworld connections to find a cyberneticist capable of repairing the damage.

Kano was fitted with several high-tech enhancements, most notably his eye laser. With these new weapons, Kano's reign of terror has only just begun.

Strong Strike - Forward + [FP]
Uppercut - Down + [BP]
Gut Poke - Back + [FP]
Overhead Smash - Back + [BP]
Shin Kick - Forward + [FK]
Hop Roundhouse - Forward + [BK]

Sweep - Back [BK]

Fast Tag

Lead Head - Back + [FP], [FP], [BP], Tag
Ear to Ear - [BP], [FP], [BP], Tag
Bloodthirsty - Forward + [FK], Back + [BP], Tag

Tag Combos

Troublesome - [FP], [FP], Tag
Deliquent - Back + [FP], [FP], Tag
Villianous - [BP], [FP], Tag
Mischievous - Back + [BP], Tag

Combos

One Two Three - [FP], [FP], [BP]
Fighting King - Forward + [FP], [FP]
No escape - Forward + [FP], [BP]
Dragon's Tail - Back + [FP], [FP], [BP]
Snake Bite - Back + [FP], [BP]
Getting Ahead - [BP], [FP], [BP]
Uplifting Force - Back + [BP], [FK]
Smashing Time - Back + [BP], Forward + [FP]
Double Dragon - [FK], [FK]
The Rage Kicks - Forward + [FK], [FK]
Mean Machine - Forward + [FK], Back + [BP]

Special Moves

Ball - Forward, Down, Back, Forward
Down Ball - Forward, Down, Back, Forward
(While in air)
Up Ball - Down, Forward, [BP]
Choke - Down, Forward, [FP]
Knife Throw - Down, Back, [BP]
Air Throw - Throw
(While in air)

Enhanced Attacks

(Requires one bar of Super)

Kano Ball - Forward, Down, Back, Forward + Block
(Hold Block to delay)
Downward Ball - Forward, Down, Back, Forward + Block
(While in air)

Uprise Ball - Down, Forward, [BP] + Block
Kano Choke - Down, Forward, [FP] + Block
Knife Toss - Down, Back, [BP] + Block

X-Ray Move

(Requires full Super bar)

Just The Tip - Flip Stance + Block

Finishing Moves

Heartbreak - Back, Down, Back, Forward, [FP] (sw)
Eat Your Heart Out - Down, Down, Forward, Back, [BK]
Stage Fatality - Up, Up, Back, [BK]
Babality - Forward, Forward, Down, Down, [FK]

KITANA

"You will learn respect!"

Over 10,000 years old, Princess Kitana remembers little of her early years. Her mother, Queen Sindel, died mysteriously ages ago in Earthrealm. Most of her life she has loyally served her father, Shao Kahn, in his unending quest to conquer the realms. With her closest friend, Jade, Kitana enforces his brutal will. But there is a feeling tugging at her... a feeling that the life she has known is a deception. For the moment, Kitana dutifully works to ensure Outworld's victory in this latest Mortal Kombat tournament. If she were to lower her guard, however, she might discover that her Earthrealm opponents can lead her to answers.

Fan Slice - Back + [FP]
Uprise - Back + [BP]
Shin Kick - Back + [FK]
Fan Stab - Forward + [BP]
Hop Kick - Forward + [FK]
Spin Kick - Forward + [BK]
Sweep - Back + [BK]

Fast Tag

Truth Be Told - Forward + [BP], [FK], Tag
Effortless - Forward + [FK], [FP], [BP], Tag
Big Fan - Back, Back + [BP], Tag

Tag Combos

Pretty Princess	- Back + [FP], Tag
Mesmerizing	- [BP], [FP], Tag
Magnificent	- [FK], [FK], Tag
Disrespect	- Forward + [FK], [FP], Tag

Combos

Royal Pain	- [FP], [FP], [BP]
Dignified	- Back + [FP], [BP]
Majestic	- [BP], [FP], [BP]
Noble Lift	- Forward + [BP], [FP]
Regal Assault	- [FK], [FK], [FK]
Blue Blood	- Back + [FK]
Power Intrusion	- Forward + [FK], [FP], [BP]
Deadly Rush	- Forward + [BK], [FP]
pure Kicks	- Forward + [BK], [FK]
Deception	- Forward + [BK], Back + [BK]

Special Moves

Fan Toss	- Down, Forward, [FP]
(Can be done in air)	
Upraise	- Back, Back, [BP]
Cutting Fan	- Down, Forward, [BP]
Square Boost	- Down, Back, [BP]
Pretty Kick	- Down, Back, [FK]
Fake Out Kick	- Down, Back, [BK]

Enhanced Attacks

(Requires one bar of Super)

Charged Fan	- Down, Forward, [FP] + Block
(Hold [BP] to charge)	
Uplift	- Back, Back, [BP] + Block
Fan Dice	- Down, Forward, [BP] + Block
Square Wave	- Down, Back, [FP] + Block
Pretty Legs	- Down, Back, [FK] + Block

X-Ray Move

(Requires full Super bar)

Big Fan - Flip Stance + Block

Finishing Moves

Fan Opener - Down, Down, Back, Forward, [BP]
Splitting Headache - Forward, Down, Forward, Back, [FK]
Stage Fatality - Forward, Down, Down, [FK]
Babality - Forward, Down, Forward, [BK]
(Baby Kitana tries flying with the aid of her fans but fails.)

KRATOS

(NOTE: PS3 ONLY)

"You will not see the end of this day!"

Ancient Greece knew no more bloodthirsty a warrior than Kratos, who for a time was the God of War. Mortal once more, Kratos withdrew from the ages-old clash between men and gods. But his solitude was broken when he was ripped through space and time. As the madness subsided, Kratos found himself in present-day Outworld, kneeling before Shao Kahn. To ensure his victory in Mortal Kombat, the emperor had invoked an ancient ritual, sacrificing the souls of his vanguard to summon and enslave the most powerful warrior of all time. But the spell alone could not contain Kratos, who soon regained his free will. Enraged by Shao Kahn's arrogance, Kratos vowed to rip the warlord's spine from his body. The God of War had returned to battle.

Ares Slash - Back + [FP]
Zeus Slice - Forward + [FP]
Divine Lift - Back + [BP]
(Hold [BP] for a follow up attack)
Spartan Bash - Forward + [BP]
Spartan Knee - Forward + [BK]
Uppercut - Down + [BP]
Sweep - Back + [BK]

Fast Tag

Athena's Rage - [BP], [FP], [BP], Tag
Olympic Chain - Back + [BP], Tag
Pandora's Box - Forward + [BK], [BP], Tag

Tag Combos

Hercules Rush - [FP], [FP], Tag

Athena's Pain - [BP], [FP], Tag

Combos

Valor of Hercules - [FP], [FP], [BP]
Wrath of Zeus - Forward + [BP], [FP]
Anguish Of Zeus - Forward + [BP], [BP]
Pandora's Soul - Forward + [BK], [BP]
Hades Pain - Back + [FP], Back + [BK]
Hades Edge - Back + [FP], [BP]
Aphrodite's Will - Forward + [FP], [BK]
Athena's Fury - [BP], [FP], [BP]
Olympic Ascencion - Back + Hold [BP], [FP]
Olympic Burst - Back + Hold [BP], [BP]
Olympic Blast - Back + Hold [BP], [FK]
Olympic Toss - Back + Hold [BP], [BK]
Achilles Strike - Forward + [BP], [BP], [FP]

Special Moves

Apollo's Bow - Down, Forward, [BP]
Head of Helios - Down, Back, [BP]
Hermes Dash - Back, Foward, [BK]
(Hold [BK] to charge)
Golden Fleece - Down, Back, [FP]
Zeus' Rage - Down, Forward, [FK]

Enhanced Attacks

(Requires one bar of Super)

Apollo's Inferno - Down, Forward, [BP] + Block
Helios Flash - Down, Back, [BP] + Block
Hermes Rush - Back, Foward, [BK] + Block
(Hold [BK] to charge)
Argo's Ram - Down, Back, [FP] + Block
Revenge of Olympus - Down, Forward, [FK] + Block

X-Ray Move

(Requires full Super bar)

Nemean Cestus - Flip Stance + Block

Finishing Moves

Blade of Olympus - Down, Down, Back, Forward, [BP] (sw)

Medusa's Gaze - Down, Back, Down, Forward, [FP]
Stage Fatality - Down, Down, Forward, [FK]
Babality - Down, Forward, Back, [BP]
(Baby Kratos has a pink Medusa doll whose head he pulls off
and proudly shows off.)

KUNG-LAO

"For the Shaolin!"

Kung Lao's ancestor was defeated by Goro 500 years ago in the pivotal match that saw Shang Tsung attain control of the Mortal Kombat tournament. To him this contest is about more than Earthrealm's freedom. His life's goal has been

to slay Goro and win the tournament, thus restoring his family's honor. After being defeated by Liu Kang in a qualifying bout, he disguised himself as one of Shang Tsung's guards to gain admittance. Kung Lao believes he is ready for the challenge. The time to avenge his ancestor is at hand.

Chops - Back + [FP]
Hat Swipe - Forward + [BP]
Rolling Thunder - Forward + [FK]
Point Kick - Back + [FK]
Hop Kick - Forward + [BK]
Sweep - Back + [BK]

Fast Tag

Spinout - Down, Forward + [FP], Tag

Tag Combos

Yin Yang - [FP], [FP], [BP], Tag
Swirling Dragon - [BP], [FP], [BP], [FP], [BP], Tag
Double Yang - [BP], [BK], Tag

Combos

Windy Palm - [FP], [FP], [BP], [FP]
Healing Wind - Back + [FP], Forward + [FP]
Chained Fist - [BP], [FP], [BP], [FP], [BP]
Iron Broom - [BP], [BK], [BP] + [FP]
Leg Bar - [BP], [BK], [FP] + [FK]
Uprooting Stomp - [BP], [BK], [FP] + [FK], [FK]
Plum Flower - [BP], [BK], [FP] + [FK], [FP]
Lead The Way - Back + [FK], [FK], [FK]

Special Moves

Hat Toss - Back, Forward, [BP]
(Up and Down controls hat movement)
Ground Hat - Down, Back, [BP]
Spin - Down, Forward, [FP]
Dive Kick - Down + [BK]
(While in air)
Teleport - Down, Up

Enhanced Attacks

(Requires one bar of Super)

Ultimate Hat - Back, Forward, [BP] + Block
Grinding Hat - Down, Back, [BP] + Block
(Hold [BP] to delay)
Cyclone - Down, Forward, [FP] + Block
Multi Kick - Down + [BK] + Block
(While in air)

X-Ray Move

(Requires full Super bar)

Fist of Shaolin - Flip Stance + Block

Finishing Moves

Hat Trick - Back, Forward, Forward, Back, [BP]
Razor's Edge - Down, Down, Forward, Back, [FP]
Stage Fatality - Down, Forward, Down, [FK]
Babality - Down, Forward, Down, [BP]
(Baby Kung Lao tosses his hat. As it flies back past him he gets
knocked over by a hell hound that's chasing the hat.)

LIU-KANG

"Show me what you can do!"

Orphaned at a very young age, Liu Kang was raised by Shaolin monks, who taught him the way of the spiritual warrior. They soon recognized his potential as a contender for the Mortal Kombat tournament and rigorously trained him for this task. Raiden, too, understood that Liu Kang was Earthrealm's best hope for freedom and introduced him to Master Bo' Rai Cho to further his development. Once fully trained, Liu Kang bested all challengers and earned the high honor

of representing the Shaolin in the Mortal Kombat tournament. He and Raiden then embarked on their fateful journey to Shang Tsung's island to compete in this pivotal contest.

Uppercut	- Down + [BP]
Fierce Jab	- Forward + [BP]
Gut Strike	- Back + [BP]
Knee Bash	- Forward + [BP]
Shaolin Heel	- Forward + [FK]
Knee Kick	- Back + [FK]
Shin Kick	- Forward + [BK]
Sweep	- Back + [BK]
Dragon Stance	- Down, Back, [BP]
Final Act	- [FP]
Fist of Death	- [BP]
Shaolin Flip	- [FK]
Moon Sweep	- [BK]

Fast Tag

Shaolin Spirit	- Back + [FP], Back + [BP], Back + [FP], Tag
Dragon's Bite	- Back + [FK], [FP], [BP], Tag
Next Time	- [FP], Tag

Tag Combos

Fist Swaps	- [FP], [FP], Tag
Friendly	- Forward + [FP], [BP], Tag
Step-In	- Forward + [FP], Back + [BP], Tag
Dragon Dance	- [BP], Back + [FP], Tag
Twin Lotus	- [FK], [FK], Tag
Harm-onious	- Back + [FK], [FP], Tag

Combos

Three Fists	- [FP], [FP], [FP]
Death Fist	- [FP], [FP], [BP]
Blasing Blasts	- Back + [FP], [BP], [FP]
Immortal Dragon	- Back + [FP], Back + [BP], Back + [FP]
Fierce Tiger	- [BP], [FP], [FK]
Showdown	- Forward + [BP], [BK]
Launching Fury	- Back + [BP], Back + [FK]
Backdown	- Back + [FP], [BK]
Lotus Flurry	- [FK], [FK], [BK]
Final Act	- Back + [FK], [FP], [BP]
Krusing Kombo	- Forward + [BK], [FK]

Special Moves

High Fireball - Back, Forward, [FP]
(Can be done in air)
Low Fireball - Back, Forward, [FK]
Flying Dragon Kick - Back, Forward, [BP]
Bicycle Kick - Back, Back, Forward, [BK]
Parry - Down, Back, [FP]

Enhanced Attacks

(Requires one bar of Super)

High Dragon Fire - Back, Forward, [FP] + Block
(Can be done in air)
Low Dragon Fire - Back, Forward, [FK] + Block
Flame Dragon Kick - Back, Forward, [BP] + Block
Bicycle Steps - Back, Back, Forward, [BK] + Block
Burning Parry - Down, Back, [FP] + Block

X-Ray Move

(Requires full Super bar)

Chin-Up - Flip Stance + Block

Finishing Moves

Fist of Flame - Forward, Back, Down, Down, [FK] (sw)
The Beast Within - Down, Down, Forward, Down, [BK]
Stage Fatality - Down, Forward, Back, [FK]
Babality - Down, Down, Down, [BK]
(Baby Liu Kang tries to perform a 360-degree kick but fails)

MILEENA

"Let's Dance!"

Shang Tsung has created many abominable creatures in his Flesh Pits, but none so twisted as Mileena. A fusion of Edenian flesh and Tarkatan blood, Mileena is both beauty and beast. This dichotomy has made her mind unstable; she is prone to fits of madness and savagery. Though she has the appearance of a mature woman, she is more child than adult--a blank slate conformed to Shao Kahn's will. Devoid of conscience or remorse, Mileena will butcher anyone to appease her beloved father.

Uppercut - Down + [BP]
Side Chop - Back + Forward Punch
Leaping Sai - Back + [BP]
Sai Impale - Forward + [BP]
Lunge Kick - Forward + [FK]
Sneaky Kick - Back + [FK]
Splits - Up + [BK]
Sweep - Back + [BK]

Fast Tag -----

Malice - Up + [BK], Tag

Tag Combos -----

Malevolence - [FP], [FP], Tag
Fiendish - [BP], [FK], Tag

Combos -----

Smacked Around - [FP], [FP], [BP]
Boot Down - Back + [BP], [BK]
Bones - [BP], [FK], [BK]
Pretty Slasher - Forward + [FK], [FP] + [BP]
Killer Heels - [FK], [BK]
Getaway Sticks - Back + [FK], Back + [BK]
Friendly Kiss - [BK], [BP]

Special Moves -----

Sai Blast - Back, Forward, [FP]
(Can be done in air)
Teleport Drop - Forward, Forward, [FK]
(Can be done in air)
Leaping Neckbite - Back, Forward, [BP]
Ball Roll - Back, Down, [BK]

Enhanced Attacks -----

(Requires one bar of Super)

Sai Bursts - Back, Forward, [FP] + Block
(Can be done in air)
Tricky Teleport - Forward, Forward, [FK] + Block
(Can be done in air)
Leaping Lunch - Back, Forward, [BP] + Block
Smashing Roll - Back, Down, [BK] + Block

X-Ray Move

(Requires full Super bar)

Femme Fatale - Flip Stance + Block

Finishing Moves

Be Mine - Back, Forward, Back, Forward, [BP]
(Mileena throws her sais at the opponent and buries them in their Torso.
She then caresses the opponent's head before ripping it off and
bites into it)
Rip Off - Back, Forward, Back, Down, [FK] Jump
Stage fatality - Down, Down, Down, [FP]
Babality - Down, Down, Forward, Back, [BP]

NIGHTWOLF

"Ancestors, give me strength!"

Nightwolf is one of few Earthrealm mortals with a strong connection to the spirit world. A powerful Native American shaman, he is guided by the empyrean forces and communes with divine beings such as Haokah, known to the East as Raiden. Nightwolf's devotion allows the Spirits to work through him, granting him unnatural long life and ethereal weapons to combat the darkness that threatens mortalkind. In the coming crisis, however, it is not Nightwolf's arsenal that will alter fate. His faith in the Spirits will inspire those who have lost hope.

Knife Stab - Back + [FP]
Uppercut - Down + [BP]
Big Chop - Back + [BP]
Neck Stab - Forward + [BP]
Toe Stomp - Forward + [FK]
Sweep - Back + [BK]

Fast Tag

Waning Moon - Forward + [FK], [FP], [BP], Tag
Rising Hawk - Down, Forward, [FP], Tag
Diving Eagle - Down, Forward, [FP] + Block, Tag
(Uses one bar of Super)

Tag Combos

Razor's Edge - [FP], [FP], Tag
Falcon Swap - [BP], [FP], [FP], Tag
Deadly Talon - [BP], [FK], Tag

Howling Wolf - Back + [BP], [BP], Tag
Bull and Bear - Forward + [FK], [FP], Tag

Combos

Blade and Edge - [FP], [FP], [BP]
Axe Blast - [FP], [BP], [BP], [FP]
Dagger Stab - Back + [FP], [FP], [FP]
Deadly Dance - [FP], [FP], [BK]
New Earth - [BP], [FK], [BK]
Tomahawk Smash - Back + [BP], [BP], [FP]
Full Moon - Forward + [FK], [FP], [BP]
Spirit Tracks - Forward + [FK], Back + [BK]

Special Moves

Shoulder - Forward, Forward, [BK]
Lightning - Down, Back, [FK]
Arrow Show - Down, Back, [FP]
Reflect - Down, Back, [BP]
Axe Swing - Down, Forward, [FP]
Choke - Down, Forward, [BP]

Enhanced Attacks

(Requires one bar of Super)

Power Charge - Forward, Forward, [BK] + Block
Thunder Storm - Down, Back, [FK] + Block
Multi-Arrow - Down, Back, [FP] + Block
Absorb - Down, Back, [BP] + Block
Tomahawk Bash - Down, Forward, [FP] + Block
Strangle - Down, Forward, [BP] + Block

X-Ray Move

(Requires full Super bar)

Ancestors Call - Flip Stance + Block

Finishing Moves

Little Off The Top - Down, Forward, Down, Back, [BK]
Ascension - Down, Down, Forward, Back, [FP]
Stage Fatality - Down, Down, Down, Block
Babality - Forward, Back, Forward, Back, [FP]

NOOB SAIBOT

"Fear Me!"

Noob Saibot's origins are unknown, but he is likely a revenant: a fallen warrior resurrected by the Netherrealm sorcerer Quan Chi to fulfill a dark objective. Noob has been assigned to aid Shao Kahn in his acquisition of Earthrealm. A faithful servant and a recent addition to the Brotherhood of Shadow, he will obey his master, Quan Chi, and complete his mission. But he is biding his time. Noob Saibot has a dark objective of his own.

Saibot Strike	- Back + [FP]
Uppercut	- Down + [BP]
Hook Punch	- Back + [BP]
Point Kick	- Forward + [FK]
Snap Kick	- Forward + [BK]
Sweep	- Back + [BK]

Fast Tag

Mysterious	- Back + [FP], [BP], [FP], Tag
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Tag Combos

Entangles	- Back + [FP], [BP], Tag
Warped Rush	- [BP], [FP], Tag
Tragic	- Back + [FP], [BP], Tag
The Shadow	- Forward + [FK], [FK], Tag

Combos

Saibot Blast	- [BP], [FP]
Sneaky Saibot	- Back + [FP], [BP], Forward + [BK]
Evil Twin	- Back + [FP], [BP], [FP], Forward + [BK]
Saibot Strike	- Back + [FP], [BP], [FP], [BK]
Assassinate	- [BP], [FP], [BP]
No Compassion	- Back + [BP], [FP], [BK]
Reincarnated	- Forward + [FK], [FK], [FK]
Possessed	- Forward + [BK], [FK]

Special Moves

Ghostball	- Down, Forward, [FP] (Disables opponent's Block)
Blackhole(above)	- Down, Back, [BP]
Blackhole(behind)	- Down, Forward, [BP]
Blackhole(front)	- Down, Forward, Back, [BP]

Teleport slam - Down, Up
 (Can be done in air)
Shadow Charge - Down, Forward, [FK]
Shadow Upknee - Down, Back, [FK]
Shadow Slide - Back, Forward, [BK]

Enhanced Attacks

(Requires one bar of Super)

Spiritball - Down, Forward, [FP] + Block
Darkness(above) - Down, Back, [BP] + Block
Darkness(behind) - Down, Forward, [BP] + Block
Darkness(front) - Down, Forward, Back, [BP] + Block
Teleport Smash - Down, Up + Block
 (Can be done in air)
Saibot Charge - Down, Forward, [FK] + Block
Saibot Upknee - Down, Back, [FK] + Block
Saibot Slide - Back, Forward, [BK] + Block

X-Ray Move

(Requires full Super bar)

Together Again - Flip Stance + Block

Finishing Moves

Make a Wish - Back, Forward, Back, Down + [BK]
As One - Down, Down, Back, Down, Block
Stage Fatality - Down, Forward, Back, [FK]
Babality - Forward, Up, Forward, [FP]

QUAN CHI

"You will serve me in the Netherrealm!"

(NOTE: To unlock Quan Chi, complete chapter 16 in Story Mode)

The Netherrealm has produced many vile beings, but none rival the Arch-Sorcerer Quan Chi. In lieu of Netherrealm demons, he prefers to resurrect deceased warriors for use in his sinister plans. Foremost among them is the tortured Shirai Ryu ninja Scorpion, who is Quan Chi's personal assassin. Quan Chi is building an army of such specters--the purpose of which has yet to be revealed. Another mystery is the sorcerer's involvement in the Mortal Kombat tournament. The Netherrealm has no stake in its outcome, which leads some observers to question his presence....

Back Hand - Back + [FP]
Overhead Swipe - Forward + [FP]

Uppercut	- Down + [BP]
Side Chop	- Back + [BP]
Low Hop Kick	- Up + [FK]
Shin Kick	- Back + [FK]
Hop Kick	- Forward + [BK]
Sweep	- Back + [BK]

Fast Tag

Sinister	- Back + [BP], [FP], Tag
Die-Abolical	- Back + [FK], [FP] + [BP], Tag

Tag Combos

Alternative Means	- [FP], [FP], Tag
Kruel Intentions	- Forward + [FP], [BP], Tag
Bad Omen	- [BP], [FP], Tag

Combos

Afterlife	- [FP], [FP], [BP]
Under Torment	- [FP], [FP], [FK]
Conjurer's Crush	- Back + [FP], [FP]
Corruption	- Forward + [FP], [BP], [BP], [FP]
Spellbinder	- [BP], [FP], [BP]
Root Of Evil	- [BP], [FP], [BK]
Enchantment	- [BP], [FP], Up + [FK]
Wounded Wrath	- Back + [BP], [FP]
Incantation	- Back + [BP], [BK]
Deterioration	- Back + [FK], [FK]
Annihilation	- Back + [FK], [BP] + [FP]

Special Moves

Skeletal Boot	- Down, Back, [BK]
Ground Burst	
Close	- Down, Back, [FP]
Medium	- Down, Forward, [FP]
Far	- Down, Back, Forward, [FP]
Skull Ball	- Down, Back, [BP]
Sky Drop	- Down, Back, [FK]
(Can be done in air)	
Trance	- Back, Forward, [FK]

Enhanced Attacks

(Requires one bar of Super)

Skeletal Buff - Down, Back, [BK] + Block
Ground Blast
 Close - Down, Back, [FP] + Block
 Medium - Down, Forward, [FP] + Block
 Far - Down, Back, Forward, [FP] + Block
Skull Chomp - Down, Back, [BP] + Block
Sky Stomp - Down, Back, [FK] + Block
 (Can be done in air)
Mesmerize - Back, Forward, [FK] + Block

X-Ray Move

(Requires full Super bar)

Amulet Assault - Flip Stance + Block

Finishing Moves

Beat Down - Forward, Forward, Down, Dow, [FP]
 (Quan Chi pulls one of his opponent's legs off and beats them
 to the ground, at one point smashing their head in.)
On Your Knees - Down, Forward, Down, Forward, [BK]
Stage Fatality - Back, Forward, [BP]
Babality - Forward, Down, Back, [BP]

RAIDEN

"Thunder take you!"

Raiden is the God of Thunder and Protector of Earthrealm. Ageless and wise beyond measure, he leads Earthrealm's mortals in the endless battle against the forces of darkness. When Shao Kahn, Emperor of Outworld, threatened to merge his realm with Earthrealm, an overwhelmed Raiden implored the Elder Gods to give Earthrealm a fighting chance. Thus the Mortal Kombat tournament was created. For millennia Shao Kahn has been kept at bay, but nine consecutive losses to Goro have eroded hope that Earthrealm can be saved. Determined to prevent Armageddon, Raiden tirelessly quests to find a champion worthy of Mortal Kombat.

Static Touch - Back + [BP]
Gut Strike - Forward + [BP]
Side Kick - Back + [FK]
Spinning Kick - Forward + [FK]
Heel Smash - Forward + [BK]
Uppercut - Down + [BP]
Sweep - Back + [BK]

Fast Tag

Distant Thunder - [FK], [FK], [BK], Tag
Elder Fury - Back + [FK], [FP], [BP], Tag
God Fist - Forward + [BP], [BK], Tag

Tag Combos

Godlike - [BP], [BP], Tag
Supernatural - Back + [BP], Forward + [FP], Tag
Divine Power - Forward + [BP], [FK], Tag

Combos

Heavenly Hand - [FP], [BP], [FP], [BP]
Sudden Energy - [BP], [BP], Forward + [FP]
White Lightning - [BP], [BP], Back + [BK]
Violent Thunder - Back + [BP], Forward + [FP], [BP] + [FP]
Quick Burn - Forward + [BP], [BK]
Flash Storm - Forward + [BP], [FK], [BP] + [FP]
Spark Kicks - [FK], [FK], [BK]
Thunder God - Back + [FK], [FP], [BP]

Special Moves

Lightning - Down, Back, [FP]
Electrocute - Down, Forward, [BP]
Electric Fly - Back, Forward, [FK]
(Can be done in air)
Teleport - Down, Up
Vicinity Blast - Down, Back, [BP]

Enhanced Attacks

(Requires one bar of Super)

Bolt - Down, Back, [FP] + Block
Shocker - Down, Forward, [BP] + Block
Thunder Fly - Back, Forward, [FK] + Block
(Can be done in air)
Sparkport - Down, Up + Block
Vicinity Burst - Down, Back, [BP] + Block

X-Ray Move

(Requires full Super bar)

Shock Therapy - Flip Stance + Block

Finishing Moves

Just a Scratch - Down, Forward, Down, Forward, [FP]
Transplant - Back, Forward, Forward, Down, [BK]
Stage Fatality - Down, Down, Down, [BP]
Babality - Down, Back, Down, [BK]
(Baby Raiden fearlessly shoots lightning in the air. A bolt hits the ground nearby which scares him.)

REPTILE

His home realm of Zattera is gone, mysteriously destroyed ages ago. Reptile is the last known surviving member of his race. He has since made Outworld his home. Shao Kahn has made use of Reptile's mastery of stealth to spy on suspected traitors and slay known enemies of the empire. But the knowledge that he is the last of his kind gnaws at Reptile. He would give anything, kill anyone, if it would bring his realm back from the abyss. Self-pity fuels his aggression as he inflicts suffering and death on others.

Uppercut - Down + [BP]
Reptile Smash - Forward + [BP]
Low Swipe - Back + [FP]
Hop Kick - Forward + [FK]
Sweep - Back + [BK]

Fast Tag

Carnivorous - [FP], [BP], [BP], [FP], Tag
Nocturnal - Forward + [BP], Back + [FP], Tag
Aquatic - [FK], [BP], [FP], Tag
Shredding Skin - Back, Forward, [BP] + Block, Tag
(Uses one bar of Super)

Tag Combos

Toxic - [FP], [BP], Tag
Ravenous - [FP], [BP], [BP], Tag
Anguish - [FK], [BP], Tag

Combos

Cold Blooded	- [FP], [BP], [BK]
Carnivore Bash	- [FP], [BP], [BP], [FP]
Deadly Venom	- [FP], [BP], Back + [FP]
Just Hatched	- [BP], Forward + [FK]
Hybrid Blast	- [BP], [BK] + [FK]
Bybrid Crush	- [BP], Forward + [FK], [BP] + [FP]
Evolution	- Forward + [BP], Back + [FP]
Amphibian Charge	- [FK], [BP], [FP]
Slithered	- [FK], [BP], Back + [BK]
Swamp Strikes	- Forward + [FK], [BP] + [FP]

Special Moves

Slow Force Ball	- Back, Back, [FP]
Fast Force Ball	- Back, Back, [FK]
Slide	- Back, Forward, [BK]
Acid Hand	- Down, Back, [BP]
Invisibility	- Down, Up, [BK]
Acid Spit	- Down, Forward, [FP]
Elbow Dash	- Back, Forward, [BP]

Enhanced Attacks

(Requires one bar of Super)

Slow Mega Ball	- Back, Back, [FP] + Block
Fast Mega Ball	- Back, Back, [FK] + Block
Slime Trail	- Back, Forward, [BK] + Block
Reptilian Hand	- Down, Back, [BP] + Block
Vanish	- Down, Up, [BK] + Block
Acid Stream	- Down, Forward, [FP] + Block
Reptilian Elbow	- Back, Forward, [BP] + Block

X-Ray Move

(Requires full Super bar)

Tricky Lizard	- Flip Stance + Block
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Finishing Moves

Acid Yak	- Forward, Forward, Down, Up, [FK]
Weight Loss	- Down, Down, Forward, Back, [FP]
Stage Fatality	- Forward, Down, Down, Block
Babality	- Back, Forward, Back, Down, High Kick
(Baby Reptile hatches out of an egg and spits up everywhere, laughing)	
Klassic Fatality	- Back, Back, Forward, Down, Block

SCORPION

"Vengeance shall be mine!"

Hanzo Hasashi was once a member of the Japanese Shirai Ryu ninja clan. Given the name Scorpion for his blindingly fast and deadly fighting skill, his life was blessed with glorious kombat in the name of his Grand Master. But when he, his family and his clan were brutally exterminated by Sub-Zero and the Lin Kuei, Scorpion's existence became eternal torment. Resurrected by the malevolent necromancer Quan Chi, he entered the Mortal Kombat tournament to slay Sub-Zero and avenge the murders of his kin.

Uppercut	- Down + [BP]
Down Slice	- Back + [BP] (hold)
Blade Overhead	- Forward + [BP]
Heel Kick	- Back + [FK]
Shin Blast	- Forward + [FK]
Sweep	- Back + [BK]

Fast Tag

Underworld	- [BP], [FP] + [BP], Tag
Soulless	- Back + [BP], Tag

Tag Combos

Eternal Vengeance	- [FP], [FP], Tag
Punishment	- [BP], [FP], Tag
Affliction	- Forward + [BP], [FP], Tag
Revenge	- [FK], [FK], Tag

Combos

Torment	- [FP] ([FK]X)
Damnation	- [FP], [FP], [BK]
Brimstone	- [BP], [FP], [BP]
Grave Digger	- [BP], [FP] + [BP]
Doom Blade	- Forward + [BP], [FP], [BK]
Dead End	- Forward Kick, Forward Kick, [BK]
Grievance	- Forward + [BK], [FK]

Special Moves

Spear	- Back, Back, [FP]
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Demon Fire - Down, Back, [BP]
Teleport - Down, Back, [FK]
Takedown - Down, Back, [BK]
Air Throw - Block
(Can be done in air)

Enhanced Attacks

(Requires one bar of Super)

Flame Spear - Back, Back, [FP] + Block
Hell Fire - Down, Back, [BP] + Block
Flameport - Down, Back, [FK] + Block
Takeout - Down, Back, [BK] + Block

X-Ray Move

(Requires full Super bar)

Scorpion Sting - Flip Stance + Block

Finishing Moves

Split Decision - Forward, Down, Forward, [BP]
(Scorpion slashes the neck and waist of his opponent and then kicks the torso away. As the opponent's head is midair, he slashes it in two down the middle.)
Nether-Gate - Back, Forward, Back, [FK] (sweeping distance)
(Scorpion wraps the chain of his spear around his opponent's neck and kicks him into a portal formed behind him. A second portal forms above and the opponent falls out, hanging by the chain and skinned.)
Stage fatality - Forward, Up, Up, [FP]
Babality - Down, Back, Forward, Down, [BP]
(Baby Scorpion throws his spear, the momentum causing him to faceplant)
Klassic Fatality - Down, Up, Up, [BP] Jump

SEKTOR

"I will show no mercy!"

The son of the Grand Master, it was never in question that Sektor would join the Lin Kuei. What pleases the Grand Master is the degree to which his son relishes the life of an assassin. The secretive clan allows Sektor to express his darker nature, using any means necessary to complete his tasks. Hired by Shang Tsung, his current assignment is to attend the Mortal Kombat tournament and eliminate the Earthrealm competitors before they have a chance to compete.

Though this mission will put his clan in good standing with Shao Kahn, Sektor's ultimate goal is to supplant his father as Grand Master of the Lin Kuei.

Uppercut	- Down + [BP]
Afterburn	- Back + [FP]
Gut Crusher	- Back + [BP]
Toe Kick	- Back + [FK]
Rising Knee	- Forward + [BK]
Chargine Embow	- Forward + [BP]
Sweep	- Back + [BK]
Leg Lift	- Up + [FK]
Toe Kick	- [BK]
Sneaky Kicks	- [FK], [BK]

Fast Tag

Intersect	- Down, Forward, [BK], Tag
Partition	- Down, Forward, [BK] + Block
	(Uses one bar of Super)
System Lock	- [FP], [BP], Back + [FP], Tag

Tag Combos

Detached	- [FP], [BP], Tag
Spare Parts	- [BP], [FP], Tag
Crank Off	- Back + [BP], Tag
System Backup	- Forward + [BK], Tag

Combos

Artificial Intelligence	- [FP], [FP], Back + [FP]
System Overload	- [FP], [BP], Back + [FP]
Hard Crash	- [FP], [BP], [BP]
Malfunction	- Forward + [BP], Back + [FP]
Fustion Force	- [FP], [BP], [BK]
Access Denied	- [FP], [FK]
Demolition	- [BP], [FP], [BK]
Drive Power	- Back + [BP], [FP]
User Error	- Forward + [BK], [FK]
Fatal Error	- Forward + [BK], [BK]

Special Moves

Flame Burner	- Back, Forward, [BP]
Teleport Uppercut	- Down, Forward, [BK]
Straight Missile	- Back, Forward, [FP]
Up Missile	
Above	- Down, Back, [FK]
Behind	- Down, Back, Forward, [FK]
In Front	- Down, Forward, Back, [FK]

Enhanced Attacks

(Requires one bar of Super)

Flame Thrower	- Back, Forward, [BP] + Block
Metal Uppercut	- Down, Forward, [BK] + Block
Double Missile	- Back, Forward, [FP] + Block
Homing Missile	- Down, Back, [FK] + Block

X-Ray Move

(Requires full Super bar)

Massive Missile	- Flip Stance + Block
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Finishing Moves

Robo-Sek	- Forward, Down, Back, Forward, [FK]
The Scarecrow	- Down, Down, Forward, Back, [FP]
Stage Fatality	- Down, Forward, Down, Block
Babality	- Back, Down, Down, Down, [BK]

SHANG TSUNG

"Your soul is mine!"

A treacherous sorcerer who consumes the souls of his victims, Shang Tsung has played host to the last nine Mortal Kombat tournaments in Earthrealm, stacking the odds in favor of his master. Originally from Earthrealm, Shang Tsung's magical abilities led him to discover the realm of Outworld. There he fell in league with its ruler, Shao Kahn, and pledged his life to him in return for enhanced power. He is now bound to the emperor by powerful dark magic. For centuries he has submissively done Shao Kahn's bidding. Should he fail in his mission to secure Earthrealm, he will suffer the emperor's wrath.

Elbow Poke	- Back + [FP]
Forearm Strike	- Back + [BP]
Elbow Blast	- Forward + [BP]
Shin Attack	- Forward + [FK]
Quick Knee	- Forward + [BK]
Uppercut	- Down + [BP]
Sweep	- Back + [BK]

Fast Tag

Side by Side - Back + [FP], [BP], [FP], Tag
Ruthless - [BP], [BP], [FP], Tag

Tag Combos

Soul Stealer - [FP], [BP], Tag
Burning Evil - Back + [FP], [BP], Tag
B-Trade - [BP], [BP], Tag
Two of a Kind - Forward + [BK], [FK], Tag

Combos

Bad Omen - [FP], [BP], [FP]
Soul Stain - [BP], [FP], [FP]
Soul Torment - [FP], [FK]
Reserved Pain - Back + [FP], [BP], [FP], [BK]
Death Walker - [BP], [BP], [FP]
Restored Youth - [BP], [BP], Back + [BK]
Play Time - Forward + [FK], [BK]
Deadly Truth - Forward + [BK], [FK], [BK]

Special Moves

Fire Skull - Back, Back, [FP]
Up Skull
 Above - Down, Up, [BP]
 Behind - Down, Forward, [BP]
 In Front - Down, Back, [BP]
Ground Skull
 Close - Down, Up, [BK]
 Medium - Down, Back, [BK]
 Far - Down, Forward, [BK]
Soul Steal - Forward, Down, Back, [FK]

Enhanced Attacks

(Requires one bar of Super)

Triple Skulls - Back, Back, [FP] + Block
Skull Storm:
 Above - Down, Up, [BP] + Block
 Behind - Down, Forward, [BP] + Block
 In Front - Down, Back, [BP] + Block
Ground Eruption:
 Close - Down, Up, [BK] + Block
 Medium - Down, Back, [BK] + Block
 Far - Down, Forward, [BK] + Block
Soul Capture - Forward, Down, Back, [FK] + Block

X-Ray Move

(Requires full Super bar)

Your Soul is Mine - Flip Stance + Block

Finishing Moves

Bang Bang! - Back, Down, Forward, [FK]
(Shang Tsung turns into a clown and fires a pistol, which pops out a "Bang" flag. He laughs and then pulls out a real pistol and shoots the opponent's head. This is essentially The Joker's fatality from MK vs DC, but a more graphic version.)
Identity Theft - Down, Down, Back, Down, [BP]
(Shang Tsung flies into his opponent's mouth and forces them to pull their own head off.)
Stage Fatality - Up, Up, Back, [BP]
Babality - Down, Back, Down, [FK]

SHEEVA

"For the Shokan!"

Sheeva is a member of the four-armed Shokan race. Her markings reveal that she is of the royal Draco lineage. Like all Shokan, she pledged her life to Shao Kahn, bringing honor to her race by serving him. During an attack by Edenian rebels on Shao Kahn's fortress, Sheeva fiercely protected Queen Sindel and prevented her capture. She was subsequently appointed Sindel's personal bodyguard until the queen's mysterious death in Earthrealm. Sheeva is now the master jailer of Shao Kahn's oppressive dungeon.

Big Swing - Back + [FP]
Step Palms - Forward + [BP]
Low Swipe - Back + [BP]
Knee Kick - Forward + [FK]
Swinging Leg - Forward + [BK]
Uppercut - Down + [BP]
Sweep - Back + [BK]

Fast Tag

Perfect Match - [FP], [BP], Back + [FP], Tag
Better Than - [BP], [FP], [BP], Forward + [FP], Tag

Tag Combos

Helping Hands	- [FP], [BP], Tag
Protector	- [FP], Back + [BP], Tag
Distrustful	- Back + [FP], [BP], Tag
Destruction	- [BP], [FP], [BP], Tag

Combos

Shokan Fury	- [FP], [BP], Back + [FP]
Blood Lust	- [FP], Back + [BP], Forward + [FP]
Darkness	- Back + [FP], [BP], [BP] + [FP]
Four-Way	- [BP], [FP], [BP], Forward + [FP]
Sheeva Rush	- [BP], [FP], [BP], Back + [FP]
Quad Toss	- Back + [BP], [BP] + [FP]
Demolish	- Forward + [BP], Back + [FP]
Turmoil	- [FK], [FK]
Rehabilitated	- Forward + [FK], [BP]

Special Moves

Fireball	- Down, Forward, [BP]
Jump Stomp	- Down, Up
Ground Pound	- Down, Back, [BK]
Grab N Punch	- Back, Forward, [FK]
Anti-Air Grab	- Down, Forward, [FP]
Low Grab	- Down, Back, [FK]

Enhanced Attacks

(Requires one bar of Super)

Fire Blast	- Down, Forward, [BP] + Block
Jump Crush	- Down, Up + Block
Ground Smash	- Down, Back, [BK] + Block
Untamed Fury	- Back, Forward, [FK] + Block
Power Anti-Air	- Down, Forward, [FP] + Block
Anti-Duck Throw	- Down, Back, [FK] + Block

X-Ray Move

(Requires full Super bar)

Slam Dance	- Flip Stance + Block
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Finishing Moves

Stripped Down	- Forward, Down, Down, Forward, [FP]
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(Sheeva grabs her opponent and rips their skin off in two pieces.)
 Lend a Hand - Forward, Back, Forward, Back, [BK]
 (Sheeva rips her opponent's arms off, beats them with them, and then
 uses them to applaud.)
 Stage Fatality - Down, Down, Down, Down, [FP]
 Babality - Down, Down, Down, Back, [BK]

SINDEL

 "You are pathetic and weak!"

The mother of Kitana, Queen Sindel was forced into marriage with Shao Kahn when he conquered her realm of Edenia. In an attempt to thwart the emperor's designs on Earthrealm, she sacrificed herself. Her suicide created a magical ward preventing him from setting foot there. But now the barrier has been dissolved. Sindel has been resurrected, her mind enslaved by Shao Kahn. Earthrealm's former ally has become a deadly threat.

Hand Sweep - Back + [FP]
 Face Chop - Forward + [FP]
 Rising Fist - Back + [BP]
 Front Kick - Forward + [FK]
 Hand Plant Heel - Back + [FK]
 Split Kick - Up + [BK]
 Arise - Up + [FK]
 Uppercut - Down + [BP]
 Sweep - Back + [BK]

Fast Tag

 Royal Flush - [FP], [FP], Back + [BP], Tag
 Regal Ruin - Back + [FP], [BP], Tag
 Cataclysm - Back + [BP], Tag
 Graceful Dead - Back + [FK], Forward + [BP]

Tag Combos

 Bow To Me - [FP], [FP], Tag
 Worthless - Forward + [FP], [BP], Tag
 Majestic Mash - [BP], [FP], Tag
 Queen's Sorrow - [FK], [FP], Tag
 That Was Fun! - [BK], [BK], Tag

Combos

 Undead Bride - [FP], [FP], [FP]
 Royal Pain - [FP], [FP], Back + [BP], [BK]
 Reburth - Back + [FP], [BP]

Confronted - Forward + [FP], [BP], [BK]
Anguish - [BP], [FP], [BP]
Sadness - [BP], [FP], Back + [FK]
Queen's Anger - [FK], [FP], [FP]
Unforgettable - Back + [FK], Forward + [BP]
Child's Play - [BK], [BK], Up + [FK]

Special Moves

Fireball - Down, Forward, [FP]
(Can be done in air)
Low Fireball - Down, Forward, [FK]
(Can be done in air)
Yell - Down, Back, [BP]
Hover - Down, Down, Up
(Press Block to land)
Hair Whip - Down, Forward, [BP]
Step Up - Down, Forward, [BK]

Enhanced Attacks

(Requires one bar of Super)

Power Fireball - Down, Forward, [FP] + Block
Low Fire - Down, Forward, [FK] + Block
Scream - Down, Back, [BP] + Block
Power Hover - Down, Down, Up + Block
Hair Toss - Down, Forward, [BP] + Block
Step Over - Down, Forward, [BK] + Block

X-Ray Move

(Requires full Super bar)

Queen B - Flip Stance + Block

Finishing Moves

Migraine - Back, Forward, Down, Forward, [FP]
(Sindel holds her opponent's head and screams in their ear, the force causing their head to explode.)
Mouthful - Back, Forward, Up, [BP]
Stage Fatality - Down, Down, Down, [FP]
Babality - Down, Down, Down, Up

SMOKE

"Where there is smoke, there is fire!"

Originating from Prague, Tomas Vrbada was recruited by the Lin Kuei for his impressive ability to escape capture. Able to transform into a wisp of smoke, his talent has proved useful on countless missions. Smoke has no memory of his childhood. His only family is the Lin Kuei, more specifically the younger Sub-Zero, who is like a brother to him. It has been Smoke's hope that through the Lin Kuei he will discover his past-- and the origin of his power.

Jaw Chop	- Back + [FP]
Hook Kick	- Back + [FK]
Spin Kicks	- Forward + [BK]
Uppercut	- Down + [BP]
Sweep	- Back + [BK]

Fast Tag

Ashes to Ashes	- [FK], Down + [FP], [BP], Tag
Dust to Dust	- [FK], [BP], Tag

Tag Combos

Incinerate	- [FP], [FP], Tag
Immolation	- [BP], [FP], Tag
Ignite	- [FK], Down + [FP], Tag

Combos

Ablaze	- [FP], [FP], [BP]
Smoldering	- [FP], [FK]
Red-Hot	- Back + [FP], [BK]
Rekindle	- [BP], [FP], [BK]
Combustion	- [FK], Down + [FP], [BP]

Special Moves

Shake	- Back, Forward, [FP]
Smoke Cloud	- Down, Back, [BP]
Air Throw	- Throw
	(While in air)
Teleport	- Down, Back, [BK]
	(Can be done in air)

Invisibility - Down, Up, [FK]
Smoke Away - Forward, Back, [FK]
Smoke Towards - Back, Forward, [FK]

Enhanced Attacks

(Requires one bar of Super)

Vibration - Back, Forward, [FP] + Block
Smoke Bomb - Down, Back, [BP] + Block
Smokeport - Down, Back, [BK] + Block
(Can be done in air)
Vanish - Down, Up, [FK] + Block
Phase Away - Forward, Back, [FK] + Block
Phase Towards - Back, Forward, [FK] + Block

X-Ray Move

(Requires full Super bar)

Burn Out - Flip Stance + Block

Finishing Moves

Smoked Out - Back, Forward, Back, Forward, [FP]
(Smoke stabs his opponent in the head with two fingers. The opponent
Is filled with smoke and their body dissipates.)
Tremor - Back, Back, Down, Forward, [BP]
Stage Fatality - Forward, Up, Up, [FP]
Babality - Down, Back, Down, Forward, Down
(Baby Smoke breaks wind with a squeak.)

SONYA

"I guess I'll have to do this the hard way!"

As a girl, Sonya idolized her father, a U.S. Marine. When he embarked on a covert operation and never returned, she vowed to honor his memory. She joined the Marines and pushed herself hard, quickly rising in rank. Sonya's impulsiveness didn't win her many friends, but her skills and loyalty gained the respect and admiration of all who fought beside her. Though she has never given up her quest to uncover the truth behind her father's disappearance, she realizes that she might never see him again. Now Sonya finds herself caught up in the mysterious Mortal Kombat tournament. Like her father, she too could become a casualty of war.

Backfist - Forward + [BP]
Hookshot - Back + [BP]
Spin Kick - Back + [FK]
Sweep - Forward + [BP]

Uppercut - Down + [BP]
 Military Stance - Down, Back + [BP]
 Double Kick - [BK]
 Power Knee - [FK]
 Shoulder - [FP]
 Knockdown - [BP]
 Tackle - [FP] + [FK], [BP] + [FP]
 Dash Punches - Forward + [FP]
 Lift Off - Back + [BP]
 Hit the Deck - Back + [BK]

Fast Tag

Switch Off - Back + [BP], Tag
 Fatal Kiss - Down, Back, [FP], Tag
 Windmill - Down, Forward, [FK], Tag

Tag Combos

Lick My Boots - [FP], [FP], Tag
 Special Forced - [BP], [FP], Tag
 Tough Love - Forward + [BP], Back + [BP], Tag
 Honorable Discharge - [FK], [FP], Tag

Combos

Advance Force - [FP], [FP], [BP]
 Fierce Assault - [FP], [FP], [FK]
 Drop Zone - [BP], [FP], Back + [FK]
 Ground Control - [BP], [FP], Back + [BK]
 Power Rush - Forward + [BP], Back + [BP], [BK]
 Mess Hall - Back + [BP], [FP], Forward + [BP]
 Play Time - [FK], [FP], [BP]
 Beat Up - [FK], [FP], [BK]
 Pull Out - [BK], [BK]

Special Moves

Enery Ring Blast - Back, Forward, [BP]
 Leg Grab - Back, Forward, [BK]
 Kiss - Down, Back, [FP]
 Arc Kick - Down, Back, [BK]
 Kartwheel - Down, Forward, [FK]
 Air Drop - Down + [BK]
 (While in air)
 Air Throw - Throw

Enhanced Attacks

(Requires one bar of Super)

- Rings of Justice - Back, Forward, [BP] + Block
- Krazy Legs - Back, Forward, [BK] + Block
- Deadly Kiss - Down, Back, [FP] + Block
- Arc Wave - Down, Back, [BK] + Block
- Kartwheel Bash - Down, Forward, [FK] + Block
- Air Strikes - Down + [BK] + Block

X-Ray Move

(Requires full Super bar)

- SF Beat Up - Flip Stance + Block

Finishing Moves

- Scissor Split - Down, Down, Back, Forward, [FP]
(Sonya performs her leg grab and splits her opponent in two.)
- Kut-Throat - Down, Back, Forward, Back, [BK]
- Stage Fatality - Back, Forward, Down, [BP]
- Babality - Down, Down, Forward, [FK]

STRYKER

"Police brutality, comin' up!"

One of New York City's Finest, Stryker is a one-man SWAT team. He was once decorated for single-handedly thwarting the terrorists in the famous Greenberg Tower Incident, and again for rescuing passengers of a speeding crosstown bus rigged to explode. He was unprepared, however, for the magical portal that spewed forth creatures from another realm--a realm he didn't even know existed. So far his kombat training has gotten him through the first wave of creatures. It'll take more than rocket-launching Tarkatans to stop this die-hard cop.

- Cross Hook - Back + [FP]
- Baton Twirl - Back + [BP]
- Uppercut - Down + [BP]
- Sweep - Back + [BK]

Fast Tag

Serve and Protect - Back + [FP], [BP], [BP], Tag
Remain Silent - Back + [BP], Forward + [BP], Tag
Affirmative - Back + [FK], [BP], Tag

Tag Combos

We Aim to Please - [FP], [FP], Tag
Officer Friendly - Back + [FP], [BP], Tag
Don't Move! - [BP], [FK], Tag
Assault and Battery - Back + [FK], [BP], Tag

Combos

Cop Out - [FP], [BP]
Dispatched - [FP], [FP], [BK]
Beat Down - Back + [FP], [BP], [BP]
Pain Patrol - [BP], [FK], [BP]
The Heat - Back + [BP], [BP]
Aggravated Assault - Back + [BP], Forward + [BP]
Spread 'Em - Back + [FP], Back + [BK]

Special Moves

Baton Sweep - Down, Back, [BK]
High Grenade Toss - Down, Back, [BP]
Low Grenade Toss - Down, Back, [FP]
Gun Shot - Back, Forward, [FP]
Roll Toss - Back, Forward, [BK]

Enhanced Attacks

(Requires one bar of Super)

Baton Bash - Down, Back, [BK] + Block
Double Grenade Toss
 High - Down, Back, [BP] + Block
 Low - Down, Back, [FP] + Block
Bang Bang - Back, Forward, [FP] + Block
Roll Out - Back, Forward, [BK] + Block

X-Ray Move

(Requires full Super bar)

Busted - Flip Stance + Block

Finishing Moves

-
- Time Served - Forward, Down, Forward, [FK]
 - Have a Blast - Down, Forward, Down Forward, Block
(Stryker takes a grenade and punches it into the opponent's torso, which explodes.)
 - Stage Fatality - Forward, Up, Up, [BK]
 - Babality - Down, Forward, Down, Back, [BP]
(Baby Stryker tries firing his pistol, but it's too heavy to lift so he ends up shooting the ground and knocking it out of his hands.)

SUB-ZERO

"This fight will be your last!"

An assassin of the Lin Kuei clan, Kuai Liang commands the power of ice and cold. Unlike other members of his clan, he and his older brother, Bi-Han, were abducted as children by the Lin Kuei and trained in the techniques of assassination throughout their lives. Though his codename is Tundra, he has now assumed the mantle of Sub-Zero to honor his brother after Bi-Han's mysterious death. With the help of his fellow Lin Kuei Smoke, Sub-Zero tirelessly hunts the one who killed his brother.

- Swipe
- Uppercut - Down + [BP]
- Force Claws - Back + [BP] (hold)
- Big Leg - Forward + [BP]
- Sweep - Back + [BK]

Fast Tag

-
- Absolute Zero - [BP], [FP], Tag

Tag Combos

-
- Freezer Burn - [FP], [FK], Tag
 - Arctic Assault - Back + [FP], [BP], Tag
 - Ability to Freeze - [BP], [BP], Tag

Combos

-
- Frosty - [FP] (3X)
 - Cold Feet - [FP], [FK], Forward + [BK]
 - Artic Blast - [FP], [FK], Back + [BK]
 - Ice Pick - Back + [FP], [BP], [FP]
 - Ice Cold - Back + [FP], [BP], [BK]

Frost Bitten - [BP], [FP], [BP]
 Ices Up - [BP], [FP], [BK]
 Tundra Shoo - [FK] + [BK], [FP] + [BP]
 Winter Blade - [BP] ([FK]X)
 Cold Steel - [BP], [BP], [BK]
 Chill Out - [FK], Forward + [BK]

Special Moves

Iceball - Down, Forward, [FK]
 Slide - Back, Forward, [BK]
 Ice Clone - Down, Back, [FP]
 Ice Puddle - Down, Back, [FK]

Enhanced Attacks

(Requires one bar of Super)

Ice Beam - Down, Forward, [FK] + Block
 Power Slide - Back, Forward, [BK] + Block
 Ice Statue - Down, Back, [FP] + Block
 Ground Freeze - Down, Back, [FK] + Block

X-Ray Move

(Requires full Super bar)

Deep Freeze - Flip Stance + Block

Finishing Moves

Have an Ice Day - Back, Forward, Down, Forward, [BK]
 (Sub-Zero freezes his opponent up to their waist, then proceeds to pull their upper half off.)
 Spinal Smash - Down, Back, Down, Forward, [BP] (sw)
 Stage fatality - Forward, Down, Back, [BP]
 Babality - Down, Back, Down, [BK]
 (Baby Sub-Zero wets himself, which freezes on the ground and causes him to slip.)
 Klassic Fatality - Forward, Down, Forward, [BP] (cl)

CYBER SUB-ZERO

"You are not so fearsome!"

(To unlock Sub-Zero, complete chapter [FP][FK] of Story Mode)

Uppercut - Down + [BP]
 Straight Slab - Back + [FP]
 Backfist - Forward + [FP]
 Chest Swipe - Back + [BP]

Head Chop - Forward + [BP]
Spinning Low Kick - Back + [FK]
Back Spin Kick - Forward + [BK]
Splits Attack - Up + [BK]
Sweep - Back + [BK]

Fast Tags

Dual Core - [FK], [BK], Tag
Meltdown - Back + [FK], [FP], Tag

Tag Combos

Dry Ice - [FP], [FP], Tag
Glacier - [BP], [FP], Tag
Ice Over - Forward + [BP], [BP], Tag

Combos

Cyborg Assault - [FP], [FP], [FP]
Automation - [FP], [FP], [BP]
Drive Power - [FP], [FP], Forward + [BK]
Freezing Pain - Forward + [FP], [BK]
Cryo Bash - Forward + [BP], [BP], [FP]
Frost - Back + [FP], [BP]
Wildcard - Back + [BP], [BP]
Upload - Back + [BP], [BK]
Nano Smash - [BP], [FP], [FP] + [BP]
System Error - [FK], [FK], [BP]
Reboot - [FK], [BK]
Blizzard - Back + [FK], [BP], [FP]

Special Moves

Ice Ball - Down, Forward, [FP]
Ice Bomb
 Close - Back, Back, [FK]
 Medium - Forward, Forward, [FK]
 Far - Back, Back, Forward, [FK]
Slide - Back, Forward, [BK]
Teleport - Down, Back, [FP]
Ice Parry - Down, Back, [BP]
Divekick (close) - Down + [FK]
Divekick (Far) - Down + [BK]

Enhanced Attacks

(Requires one bar of Super)

Ice Beam	- Down, Forward, [FP] + Block
Cyro Bomb	
Close	- Back, Back, [FK] + Block
Medium	- Forward, Forward, [FK] + Block
Far	- Back, Back, Forward, [FK] + Block
Cyber-Slide	- Back, Forward, [BK] + Block
Bangport	- Down, Back, [FP] + Block
Frozen Parry	- Down, Back, [BP] + Block
Powerkick (close)	- Down + [FK] + Block
Powerkick (far)	- Down + [BK] + Block

X-Ray Move

(Requires full Super bar)

Cool Down - Flip Stance + Block

Finishing Moves

Kold Fusion	- Down, Back, Down, Forward, [BP]
(Cyber Sub-Zero grabs his opponent and they both freeze and shatter.)	
Brain Freeze	- Down, Down, Back, Down, [FP]
Stage Fatality	- Down, Down, Up, Block
Babality	- Down, Back, Forward, Block

III. STORY MODE

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Chapter 1: Johnny Cage

Johnny Cage vs Reptile	- 500 Koins
Johnny Cage vs Baraka	- 500 Koins
Johnny Cage vs Sonya	- 500 Koins
Johnny Cage vs Kano	- 4000 Koins

Chapter 2: Sonya Blade

Sonya vs Sub-Zero	- 500 Koins
Sonya vs Raiden	- 500 Koins
Sonya vs Jade and Kitana	- 500 Koins
Sonya vs Kano	- 4000 Koins

Chapter 3: Scorpion

Scorpion vs Kung Lao	- 500 Koins
Scorpion vs Nightwolf	- 500 Koins
Scorpion vs Sektor and Cyrax	- 500 Koins
Scorpion vs Sub-Zero	- 4000 Koins

Chapter 4: Cyrax

Cyrax vs Sheeva	- 500 Koins
Cyrax vs Baraka	- 500 Koins
Cyrax vs Johnny Cage	- 500 Koins
Cyrax vs Sektor	- 4000 Koins

Chapter 5: Lui Kang

Liu Kang vs Ermac	- 500 Koins
Liu Kang vs Kitana	- 500 Koins
Liu Kang vs Scorpion & Quan Chi	- 500 Koins
Liu Kang vs Goro	- 500 Koins
Liu Kang vs Shang Tsung	- 4000 Koins

Chapter 6: Jax

Jax vs Baraka	- 750 Koins
Jax vs Johnny Cage	- 750 Koins
Jax vs Jade	- 750 Koins
Jax vs Sheeva	- 6000 Koins

Chapter 7: Smoke

Smoke vs Kitana	- 750 Koins
Smoke vs Kano	- 750 Koins
Smoke vs Sub-Zero and Reptile	- 750 Koins
Smoke vs Sektor	- 6000 Koins

Chapter 8: Sub-Zero

Sub-Zero vs Cyrax	- 750 Koins
Sub-Zero vs Ermac	- 750 Koins
Sub-Zero vs Reptile	- 750 Koins
Sub-Zero vs Scorpion	- 6000 Koins

Chapter 9: Kitana

Kitana vs Smoke and Johnny Cage	- 750 Koins
Kitana vs Jade	- 750 Koins
Kitana vs Mileena	- 750 Koins
Kitana vs Shang Tsung	- 6000 Koins

Chapter 10: Jade

Jade vs Baraka	- 750 Koins
Jade vs Sheeva	- 750 Koins
Jade vs Mileena	- 750 Koins
Jade vs Smoke	- 6000 Koins

Chapter 11: Kung Lao

Kung Lao vs Noob Saibot	- 750 Koins
Kung Lao vs Goro	- 750 Koins
Kung Lao vs Shang Tsung/Quan Chi	- 750 Koins
Kung Lao vs Kintaro	- 750 Koins
Liu Kang vs Shao Kahn	- 6000 Koins

Chapter 12: Stryker

Stryker vs Reptile	- 1000 Koins
Stryker vs Mileena	- 1000 Koins
Stryker vs Kintaro	- 1000 Koins
Stryker vs Ermac	-10000 Koins

Chapter 13: Kabal

Kabal vs Kano	- 1000 Koins
Kabal vs Mileena and Noob Saibot	- 1000 Koins
Kabal vs Cyber Sub-Zero	- 1000 Koins
Kabal vs Sheeva	- 10000 Koins

Chapter 14: Cyber Sub-Zero

Cyber Sub-Zero vs Sektor	- 1000 Koins
Cyber Sub-Zero vs Kintaro & Goro	- 1000 Koins
Cyber Sub-Zero vs Ermac	- 1000 Koins
Cyber Sub-Zero vs Noob Saibot	- 10000 Koins

Chapter 15: Nightwolf

Nightwolf vs Quan Chi	- 1000 Koins
Nightwolf vs Cyrax	- 1000 Koins
Nightwolf vs Sektor	- 1000 Koins
Nightwolf vs Sindel	- 10000 Koins

Chapter 16: Raiden

Raiden vs Scorpion	- 1000 Koins
Raiden vs Jax, Stryker and Kabal	- 1000 Koins
Raiden vs Kitana/Nightwolf/Kung Lao	- 1000 Koins
Raiden vs Liu Kang	- 1000 Koins
Raiden vs Shao Kahn	- 10000 Koins

NOTE: After completing Story Mode, you are able to play again, but each victory only gives you 10 koins. You are also able to skip cutscenes.

IV. SECRETS & QUESTIONS

=====

Alternate Costumes & Colors

Pressing the Start button at the character select screen will give you the opportunity to switch costumes. Pressing the Start button again will give you the character alternate color.

Original Music

While in the Arena select screen, pressing the Start button will change the background music for that stage to its original arcade music

Fight Against Jade

To fight Classic Jade, obtain a double flawless victory and perform a fatality on Shang Tsung during Ladder mode

Fight Against Smoke

To fight Classic Smoke, press Down + Select in the Living Forest stage in Ladder mode when you see Smoke pop out from behind one of the trees

Fight Against Noob

To fight Classic Noob, when he pops out in The Temple during Ladder mode, win the next fight without using the Block button

Fight Against Reptile

To fight Classic Reptile, be playing on the Pit stage at night and when something is flying by the full moon. Perform a double flawless victory and a stage fatality.

TOASTY!

Yes, Dan Forden returns. In some rare cases, uppercutting an opponent will cause a picture of music composer, Dan Forden, to pop out on the bottom right corner and the phrase "Toasty!" is heard. As of this printing there is no knowledge if there is a bonus/secret when this happens.

Shang Tsung can morph into more than one player?

Well, yes and no. In Ladder Mode it seems that the evil sorcerer can transform like he used to. In reality, it's just two random combatants and his opponent, since Mortal Kombat can have a max of four players. Regardless, it's still leaps better than how he was on MK:DA, Deception, Armageddon, and MK vs DC. Would you like to see this in Versus mode? I know I would

Goro and Kintaro Playable?

This is a questionable, yet possible, topic. Currently, Goro is playable

on challenge #150, and a hack of the demo version's wordcode shows an ending for Goro and Kintato. currently there is no known way to play as either on Ladder or Versus modes.

Can you perform a finishing move on Goro or Kintaro on Ladder Mode

As of right now, it appears only babalities. And even then it's a little tricky. First off, you gotta be at the default settings(2 rounds to win, 90 second time, and at least Medium difficulty.) Then it rumored to either win each round without losing and with a babality or at the very least, perform a babality on Shang Tsung. If done right, you will perform the babality automatically after defeating them. It's also said to not block on the final winning round.

V. ACHIEVMENTS/TROPHIES

=====

A For Effort	- Complete Tutorial Mode
Arcade Champion	- Complete Arcade Ladder with All Fighters
Back In Time...	- Complete Story Mode 100%
Best...Alternate...Ever!	- Unlock Mileena's 3rd Alternate Costume
Block This!	- Perform a 10-hit combo with any fighter
Brotherhood of Shadow Ladder	- Discover and fight Hidden Kombatant 4 in Arcade Ladder
Cold Fusion	- Unlock Hidden Fighter "Cyber Sub-Zero"
Completeness	- Perform 1 of each type of "-ality"
Cyber Challenger	- Complete 100 Online Matches
Dim Mak!	- Complete all Test Your Strike mini-game challenges
Don't Jump!	- Win A Ranked Online Match without jumping
e-X-cellent!	- Successfully land every playable fighter's X-Ray
Fatality!	- Perform a Fatality!
Finish Him?	- Perform any fighter's hidden finishing move
Finish What You Start!	- Perform a Fatality with all playable fighters
Halfway There!	- Complete Story Mode 50%
Hide and Seek Ladder	- Discover and fight Hidden Kombatant 2 in Arcade Ladder
Humiliation	- Get a Flawless Victory in an Online Match
I Might Be the Strongest	- Complete all Test Your Might mini-game challenges
I'm Not Dead Yet!	- Comeback with under 10% health in Online Ranked Match
Ladder Master continue	- Complete Arcade Ladder on max without using a continue
License to Kill	- Complete Fatality Trainer
Luck Be A Lady	- Get all MK Dragons in Test Your Luck
My Kung Fu Is Strong	- Gain Mastery of 1 Fighter
My Kung Fu Is Stronger	- Gain Mastery of All Fighters
Outstanding!	- Win 10 Ranked Online Matches in a row
Pit Master Ladder	- Discover and fight Hidden Kombatant 3 in Arcade Ladder
Platinum Trophy	- You've unlocked all Trophies! (PS3 only)
Quan-Tease	- Unlock Hidden Fighter "Quan Chi"
Robots Rule!	- Win Arcade Tag Ladder with robot Sektor and Cyrax
Tag, You're It!	- Perform and land a Tag Combo

The Competitor - Complete 200 Versus matches (online OR offline)
 The Grappler - Perform every fighter's forward and backwards throws
 The Krypt Keeper - Unlock 100% of the Krypt
 There Can Be Only One! - Win 10 king of the hill Matches in a row
 There Will Be Blood! - Spill 10000 pints of blood
 Ultimate Respect! - Earn 2500 Respect Points via king of the hill Matches
 Undertaker - Unlock 50% of the Krypt
 Wavenet... - Win 100 total Online Matches
 What Does This Button Do?- Complete Arcade Ladder without blocking (continue ok)
 Where's The Arcade? - Complete Arcade Ladder with Any Fighter
 You Found Me! - Discover and fight Hidden Kombatant 1 in Arcade Ladder
 You Will Learn Respect! - Earn 1000 Respect Points via king of the hill Matches
 You've Got Style! - Unlock all Alternate Costumes

VI. KOMBAT KODES

=====

0 - Dragon Symbol
 1 - MK
 2 - Spear
 3 - Shao Kahn
 4 - Question Mark
 5 - Yin/Yang
 6 - Skull
 7 - Goro
 8 - Pair of Sais
 9 - Raiden

Kombat Kode	Player 1	Player 2
Armless Kombat	911	911
Blocking Disabled	020	020
Breakers Disabled	090	090
Dark Kombat	022	022
Disable Foreground Objects	001	001
"Don't defend in a temple..."	717	313
Double Dash	391	193
Dream Kombat	222	555
Enhanced Moves Disabled	051	150
Explosive Kombat	227	227
Health Recovery	012	012
Headless Kombat	808	808
Hyper Fighting	091	091
Invisible Kombat	770	770
Jumping Disabled	831	831
Klassic Music	101	101
Kombos Disabled	931	931
"Motaro Transformation?"	031	130

No Blood	900	900	
No Breakers	090	090	
Player 1 Half Health	110	000	
Player 1 Quarter Health		220	000
Player 2 Half Health	000	110	
Player 2 Quarter Health		000	220
Power Bars Disabled	404	404	
Psycho Kombat	707	707	
Quick Uppercut Recovery	303	303	
Rainbow Kombat	234	234	
Sans Power	044	440	
"She waits for you..."	282	282	
Silent Kombat	300	300	
Specials Disabled	731	731	
Super Recovery	123	123	
"Thanks for Karing!"	123	926	
"The Krypt walls hold secrets"	448	844	
Throwing Encouraged	010	010	
Throwing Disabled	100	100	
Tournament Mode	111	111	
Unlimited Super Meter	466	466	
Vampire Kombat	424	424	
"What lurks at the bottom..."	122	221	
"Who hides in the forest?"	550	055	
Xrays Disabled	242	242	
Zombie Kombat	666	666	
"?SUNOB YTSAOT"	009	900	

VII. THE CHALLENGE TOWER

=====

300 different trials to attempt! As you clear each trial, it unlocks the next one up the tower. Is a trial too hard? You can skip it for the mere cost of 1.5 times the koin reward. So if the challenge is 100 koins, it costs 150 koins to skip the challenge; a challenge worth 200 koins will cost you 300 koins to skip, 400 costs 600, and so on. The only exception to this rule is Challenge #300, but don't panic, as it only takes 50,000 koins to skip!

The types of challenges varies: traditional one-on-one matches, tag-team, one-on-three, "Test Your.." minigames, slow-motion fights, certain abilities enhanced or disabled, even koins for each time you hit your opponent.

Completing certain challenges will unlock additional features for the "Test Your..." minigames, and completing all 300 challenges will unlock Mileena's Flesh Pit costume from Story Mode.

Unlockables

- Challenge 36 - Test Your Might #2: Teak
- Challenge 42 - Test Your Sight Challenge #2
- Challenge 48 - Test Your Strike #2: Human Skulls
- Challenge 66 - Test Your Might #3: Oak

Challenge 72 - Test Your Sight Challenge #3
 Challenge 78 - Test Your Strike #3: Severed Heads
 Challenge 96 - Test Your Might #4: Bamboo
 Challenge 102 - Test Your Sight Challenge #4
 Challenge 108 - Test Your Strike #4: Soul Box
 Challenge 126 - Test Your Might #5: Head
 Challenge 132 - Test Your Sight Challenge #5
 Challenge 138 - Test Your Strike #5: Diamond Bricks
 Challenge 156 - Test Your Might #6: Coal
 Challenge 162 - Test Your Sight Challenge #6
 Challenge 168 - Test Your Strike #6: Gold Bars
 Challenge 186 - Test Your Might #7: Bricks
 Challenge 192 - Test Your Sight Challenge #7
 Challenge 198 - Test Your Might #8: Marble
 Challenge 216 - Test Your Might #9: Silver
 Challenge 222 - Test Your Sight Challenge #8
 Challenge 228 - Test Your Might #10: Gold
 Challenge 240 - Test Your Might #11: Iron
 Challenge 246 - Test Your Sight Challenge #9
 Challenge 252 - Test Your Might #12: Titanium
 Challenge 264 - Test Your Might #13: Amber
 Challenge 270 - Test Your Sight Challenge #10
 Challenge 276 - Test Your Might #14: Pearl
 Challenge 288 - Test Your Might #15: Sapphire
 Challenge 294 - Test Your Might #16: Diamond
 Challenge 300 - Mileena's Flesh Pit Costume

- Kombatant, Partner - Koin- Challenge Name
 - -----
 1 - Sonya - 100 - Training: Special Tech
 2 - Sonya - 100 - Training: Defense
 3 - Sonya - 200 - Training: Offense
 4 - Sonya, Jax - 200 - Training: X-Ray Training
 5 - Sonya, Jax - 200 - Training: Finishing Techniques
 6 - Sonya - 100 - Test Your Might
 7 - Jax - 100 - The Hard Way
 8 - Jax - 200 - In-Terror-Gation
 9 - Jax - 200 - Ambushed!
 10 - Jax - 200 - This is the Pits
 11 - Jax - 300 - The Invincible Reptile
 12 - Jax - 100 - Test Your Sight
 13 - Cage - 100 - Hey Jerk
 14 - Cage - 100 - Round Two
 15 - Cage - 200 - Walking Dead
 16 - Cage, Stryker - 200 - SWAT
 17 - Cage, Director - 200 - I'm a Celebrity
 18 - Cage - 100 - Test Your Strike
 19 - Scoprion - 200 - One Hand Tied Behind Your Back
 20 - Scoprion - 400 - I Hate Teddies
 21 - Scoprion, Sub-zero - 400 - Yin and Yang
 22 - Scoprion - 400 - I've Got Friends In Low Places
 23 - Scoprion - 400 - Poisoned Rage
 24 - Scoprion - 100 - Test Your Luck
 25 - Nightwolf - 100 - Foul Ball
 26 - Nightwolf - 100 - Reflect and Connect
 27 - Nightwolf - 200 - Spirit Walk

28 - Nightwolf - 200 - Big Shoulders
29 - Nightwolf - 400 - Ancestral Light
30 - Liu Kang, Kung Lao - 100 - Shaolin Monk: Act 1
31 - Kano - 100 - No Throw = No Go
32 - Kano - 200 - Demon Hunter
33 - Kano - 200 - Pulling My Strings
34 - Kano - 400 - The Hell with This!
35 - Kano - 400 - Discombobulated
36 - Kano - 100 - Test Your Might
37 - Kabal - Var - Survive Koins
38 - Kabal - 200 - Keep Away From Me!
39 - Kabal - 200 - Bloody Pulp
40 - Kabal - 200 - Healing Light
41 - Kabal - 400 - Assassinatino Proclamation
42 - Kabal - 100 - Test Your Sight
43 - Reptile - 200 - Stealth
44 - Reptile - 200 - The Best Laid Plan
45 - Reptile - 200 - 1st Responder
46 - Reptile - 200 - Spin Cycle
47 - Reptile - 400 - Who Ya Gonna Call?
48 - Reptile - 100 - Test Your Strike
49 - Sektor - 100 - Target Practice
50 - Sektor - 200 - Sheer Madness
51 - Sektor - 400 - Rain of Ice
52 - Sektor - 400 - Psychosis!
53 - Sektor, Cyrax - 800 - Frankenstein
54 - Sektor - 100 - Test Your Luck
55 - Sub-Zero - 200 - Your Time to Shine
56 - Sub-Zero - 200 - Mess You Up
57 - Sub-Zero - 200 - The Burning Man
58 - Sub-Zero - 200 - Out on a Limb
59 - Sub-Zero - 800 - Resurrection!
60 - Liu Kang, Kung Lao - 400 - Shaolin Monk: Act 2
61 - Cyrax - Var - Carnage Carnival
62 - Cyrax - 200 - What Is Your Major Malfunction
63 - Cyrax - 400 - Fire and Forget...Literally
64 - Cyrax - 800 - Glitch in the System
65 - Cyrax - 800 - Power Down
66 - Cyrax - 100 - Test Your Might
67 - Kung Lao - 200 - Friendly Sparring
68 - Kung Lao - 400 - Not-so Friendly Sparring
69 - Kung Lao - 400 - Hats Off!
70 - Kung Lao, Liu Kang - 400 - United Again
71 - Kung Lao - 400 - The Great Kung Lao
72 - Kung Lao - 200 - Test Your Sight
73 - Baraka - 200 - Prove Your Worth
74 - Baraka - 400 - But I'm His Favorite!
75 - Baraka, Mileena - 400 - Assault on the Palace
76 - Baraka - 400 - Protect the Fallen
77 - Baraka - 1200 - Now You Are Just Showing Off...
78 - Baraka - 200 - Test Your Strike
79 - Kitana - 400 - Horse
80 - Kitana - 400 - Projected Anger
81 - Kitana - 400 - When Brigands Attack!
82 - Kitana - 400 - Frost Bitten
83 - Kitana, Jade - 800 - Sibling Rivalry
84 - Kitana - 100 - Test Your Luck

85 - Jade - 200 - Arm-ageddon
86 - Jade - 200 - It's Not Easy
87 - Jade - 400 - Portality
88 - Jade - 400 - Watch the Face
89 - Jade - 400 - Specials Are My Thing
90 - Liu Kang, Kung Lao - 400 - Shaolin Monk: Act 3
91 - Nightwolf - 200 - Fury of the Ancestors
92 - Nightwolf - 200 - Storm Front
93 - Nightwolf - 200 - Clarity
94 - Nightwolf - 400 - Ancestral Weapons
95 - Nightwolf - 400 - Soul Glow
96 - Nightwolf - 200 - Test Your Might
97 - Mileena - 200 - Kats' Klaws
98 - Mileena - 400 - Only a Matter of Time
99 - Mileena - 400 - Fire Walls
100 - Mileena - 800 - Meteor Kombat
101 - Mileena, Baraka - 800 - Back to Back
102 - Mileena - 800 - Test Your Sight
103 - Smoke - 100 - Air Cannon
104 - Smoke - 100 - Barriers
105 - Smoke - 400 - Now You See Me
106 - Smoke - 400 - Tireless Assault
107 - Smoke - 400 - The Lair of the Beast
108 - Smoke - 400 - Test Your Strike
109 - Quan Chi - 100 - Rainbow Kombat
110 - Quan Chi - 400 - It's Alive!
111 - Quan Chi - 400 - Don't Take Too Long
112 - Quan Chi - 400 - Win Quickly
113 - Quan Chi - 800 - Dance Magic Dance
114 - Quan Chi - 200 - Test Your Luck
115 - Stryker - 100 - High Noon
116 - Stryker, Sonya - 200 - Kiss Kiss Bang Bang
117 - Stryker - 200 - Power up
118 - Stryker - 400 - Make Your Move
119 - Stryker - 400 - I've Fallen and I Can't Get Up
120 - Liu Kang, Kung Lao - 400 - Shaolin Monk: Act 4
121 - Raiden - 200 - SlowMo Kombat
122 - Raiden - 200 - Listen to Your Elders
123 - Raiden - 200 - Life Swap
124 - Raiden - 200 - Have to Share
125 - Raiden - 400 - Elder Gods Wrath
126 - Raiden - 400 - Test Your Might
127 - Cage - Var - CUT!
128 - Cage - 200 - Double Trouble
129 - Cage - 400 - Old Friends For Dinner
130 - Cage, Stryker - 400 - They Have Adapted
131 - Cage - 1600 - Eau De Goro
132 - Cage - 400 - Test Your Wight
133 - Jax - 200 - Gotcha!
134 - Jax - 400 - New Jax City
135 - Jax - 400 - Earthquake
136 - Jax, Sonya - 800 - Don't Lose Your Head
137 - Jax - 800 - Cyber Wars
138 - Jax - 800 - Test Your Strike
139 - Sindel - 200 - Specials Anyone
140 - Sindel, Mileena - 200 - The Queen's Guard
141 - Sindel - 400 - Magnetic Floor

142 - Sindel - 400 - Slow and Painful Death
143 - Sindel, Nightwolf - 800 - Turn on the Light
144 - Sindel - 200 - Test Your Luck
145 - Sonya, Jax - 200 - Backup Arrives
146 - Sonya - 200 - Against Super Strength
147 - Sonya - 400 - Scarface
148 - Sonya - 1600 - It's Kombat Time!
149 - Sonya - Var - It'a All Led Up To This
150 - Goro - 400 - Gor-owned
151 - Noob - 200 - Don't Hit a Girl
152 - Noob - 200 - Together Forever
153 - Noob - 400 - I'll Hit a Lady
154 - Noob - 400 - Home Team Advantage
155 - Noob - 800 - Still a Noob
156 - Noob - 400 - Test Your Might
157 - Liu Kang - 100 - Sparring Specials
158 - Liu Kang - 200 - I Will Drink Your Soul
159 - Liu Kang - 400 - Bloodsport!
160 - Liu Kang - 800 - Combo to Win
161 - Liu Kang - 1600 - This Hammer is My Hammer
162 - Liu Kang - 400 - Test Your Sight
163 - Cyrax - 400 - Split Up
164 - Cyrax, Sektor - 400 - Leaking Oil
165 - Cyrax - 400 - Drian Game
166 - Cyrax - 800 - System Crash
167 - Cyrax - 1600 - Upgrade Complete!
168 - Cyrax - 1600 - Test Your Strike
169 - Sub-Zero - 400 - Use It or Lose It
170 - Sub-Zero - 400 - Right to Bear Arms
171 - Sub-Zero - 400 - The Common Cold
172 - Sub-Zero - 400 - Retro Reincarnation
173 - Sub-Zero - 800 - Hyper Kombat
174 - Sub-Zero - 200 - Test Your Luck
175 - Ermac - 200 - Going All Out
176 - Ermac - 400 - Floor of Flame
177 - Ermac - 400 - Super Charger
178 - Ermac - 400 - Wait for It
179 - Ermac - 800 - See Saw
180 - Liu Kang, Kung Lao - 800 - Shaolin Mon: Act 5
181 - Baraka - Var - Dismembering the Good Times!
182 - Baraka - 400 - Enough is Enough!
183 - Baraka - 400 - There Can Be Only One
184 - Baraka, Mileena - 800 - Rogue Element
185 - Baraka - 1600 - Four Arms
186 - Baraka - 400 - Test Your Might
187 - Shang Tsung - 200 - Playing With Fire
188 - Shang Tsung - 400 - Arise From Grave
189 - Shang Tsung - 400 - No Seriously, I'm Popular
190 - Shang Tsung - 800 - To Do List
191 - Shang Tsung/Kitana - 800 - Hyper Kombat 2
192 - Shang Tsung - 800 - Test Your Sight
193 - Smoke - 200 - I'm Not Dead Yet
194 - Smoke - 400 - Life Swap 2
195 - Smoke, Quan Chi - 400 - Bleeding Out
196 - Smoke - 800 - Smoke Him Out
197 - Smoke - 800 - Slow Motion
198 - Smoke - 400 - Test Your Might

199 - Jade - 400 - I Feel Sick
200 - Jade - 400 - Out on a Limb 2
201 - Jade - 800 - You've Already Won Me Over
202 - Jade - 800 - Lean My Way
203 - Jade - 800 - Shao Kahn
204 - Jade - 800 - Test Your Luck
205 - Scorpion - Var - Money For Specials
206 - Scorpion, Sub-zero- 200 - Fire and Ice
207 - Scorpion - 400 - You Killed My Family
208 - Scorpion - 800 - Elemental Balance
209 - Scorpion, Sub-zero- 800 - Orange You Glad I Came
210 - Liu Kang, Kung Lao- 800 - Shaolin Monk: Final Act
211 - Kung Lao, Liu Kang- 200 - Defend the Temple
212 - Kung Lao - 400 - Total Chaos
213 - Kung Lao - 800 - Hats Off to You
214 - Kung Lao - 800 - Wasted
215 - Kung Lao - 800 - Revenge!
216 - Kung Lao - 400 - Test Your Might
217 - Kabal - 200 - Out on a Limb 3
218 - Kabal - 200 - Desire You
219 - Kabal - 400 - Red Light Green Light
220 - Kabal, Kano - 400 - Blood Brothers
221 - Kabal - 800 - Lord of the Netherrealm
222 - Kabal - 800 - Test Your Sight
223 - Reptile - 200 - An Offer You Can't Refuse
224 - Reptile - 200 - Slime to Go
225 - Reptile - 200 - Master of Ice
226 - Reptile - 400 - Unit 5...Alive?
227 - Reptile - 800 - Cyborg-Absorb
228 - Reptile - 800 - Test Your Might
229 - Kano - Var - Balls Out...
230 - Kano - 400 - Catch Me If You Can
231 - Kano - 400 - Bloodbath
232 - Kano - 800 - I'm Baaaccckkkk...
233 - Kano - 1600 - The Force is Special?
234 - Kano - 800 - Test Your Luck
235 - Sindel - 200 - We're All Vampires?
236 - Sindel - 200 - Good To Be Queen
237 - Sindel - 200 - Scream Your Head Off
238 - Sindel - 400 - I'm So Special
239 - Sindel - 800 - Flying Fists of Furty
240 - Sindel - 800 - Test Your Might
241 - Kitana - Var - Big Payday
242 - Kitana - 400 - The Shokan Inquisition
243 - Kitana - 800 - The Bitch Is Back
244 - Kitana, Jade - 800 - A Slow Drip
245 - Kitana - 1600 - Up in the Air
246 - Kitana - 800 - Test Your Sight
247 - Shang Tsung - 400 - Deadly Dalliance
248 - Shang Tsung, Cyrax- 400 - Robot Buddies
249 - Shang Tsung - 800 - Super Drain
250 - Shang Tsung - 800 - It's Not My Baby
251 - Shang Tsung - 1600 - Bring It On
252 - Shang Tsung - 800 - Test Your Might
253 - Raiden - 400 - En-Lightning!
254 - Raiden - 400 - I'm a Vampire
255 - Raiden - 400 - Earth is Screwed

256 - Raiden	- 800 - Deadly Alliance!
257 - Raiden	- 800 - Hell
258 - Raiden	- 800 - Test Your Luck
259 - Noob	- 400 - Who's There
260 - Noob	- 400 - All Flipped Up
261 - Noob, Ermac	- 400 - The Healing Exchange
262 - Noob	- 800 - Brother on Brother
263 - Noob	- 1600 - Noob Unbound
264 - Noob	- 1600 - Test Your Might
265 - Stryker	- Var - Grenade Toss
266 - Stryker	- 200 - The Duel
267 - Stryker	- 400 - Lock N Load
268 - Stryker	- 800 - Life Swap 3
269 - Stryker	- 3200 - This is Insane!
270 - Stryker	- 1600 - Test Your Sight
271 - Ermac	- 400 - Madness
272 - Ermac	- 400 - Time Critical
273 - Ermac	- 800 - Fists of Fury
274 - Ermac	- 800 - All the Right Moves
275 - Ermac	- 3200 - Army of What?
276 - Ermac	- 1600 - Test Your Might
277 - Mileena	- 400 - Low High
278 - Mileena	- 400 - Seek the Warmth
279 - Mileena	- 400 - But I'm a Vampire!
280 - Mileena	- 800 - Hyper Kombat 3
281 - Mileena	- 1600 - Rock Your world
282 - Mileena	- 1600 - Test Your Luck
283 - Quan Chi	- 200 - Survive This
284 - Quan Chi	- 400 - Hot Potato
285 - Quan Chi	- 800 - Armed and Dangerous
286 - Quan Chi	- 1600 - Pupper Master
287 - Quan Chi	- 1600 - Mirror Realm
288 - Quan Chi	- 1600 - Test Your Might
289 - Random	- 400 - Who Am I
290 - Random	- 400 - Change is a Good Thing
291 - Random	- 400 - Hold on a Minute
292 - Cyber Sub-Zero	- 800 - Do the Robot
293 - Cyber Sub-Zero	- 800 - Knock'em Clock'em Ninja Bot
294 - Cyber Sub-Zero	- 1600 - Test Your Might
295 - Sheeva	- 400 - Four Arms Are Better Than Two
296 - Sheeva	- 800 - Bloodthirst
297 - Sheeva	- 800 - Lock On!
298 - Sheeva, Baraka	- 800 - Just a Scratch
299 - Sheeva	- 3200 - Boy That Guy Is Strong
300 - Choose	- 10000- End Game

VIII. THE KRYPT
 =====I=====

Deadlands

Loc. - Koin - Description

DL1 - 0 - Headless Mode
DL2 - 680 - Temple Music
DL3 - 1100 - Cage Fatality Sketch
DL4 - 900 - Dead Pool Concept
DL5 - 1140 - Jade's Second Fatality
DL6 - 800 - Stryker Primary Costume Concept
DL7 - 1160 - Reptile Alternate Costume Concept
DL8 - 900 - The Pit (night) Concept
DL9 - 1020 - Wasteland Music
DL10 - 1200 - Blocking Disabled
DL11 - 900 - Cyber Sub-zero Concept
DL12 - 800 - Jumping Disabled
DL13 - 1150 - Evil Monastery Concept
DL14 - 1000 - Kitana Primary Costume Concept
DL15 - 1200 - Johnny cage Alternate Costume Concept
DL16 - 800 - Rooftop (dawn) Concept
DL17 - 1020 - No Blood
DL18 - 960 - Hell Speed Painting 2
DL19 - 1100 - Sonya Fatality Sketch
DL20 - 900 - Scorpion Shadow Render
DL21 - 920 - Ermac's Second Fatality
DL22 - 750 - Tormentor Model
DL23 - 1150 - Sektor Fatality Sketch
DL24 - 880 - Noob Primary Costume Concept
DL25 - 1020 - Dark Kombat
DL26 - 1100 - Armory Music
DL27 - 1040 - Sonya Primary Costume Concept
DL28 - 1200 - Sheeva Alternate Costume Concept
DL29 - 750 - TaiGore Model
DL30 - 1000 - Kano Fatality Sketch
DL31 - 880 - Raiden Render
DL32 - 1060 - Hyper Fighting
DL33 - 980 - Armory Concept
DL34 - 900 - Baraka Alternate Damage Concept
DL35 - 1200 - Scorpion Fatality Sketch
DL36 - 1160 - Mileena Reveal Render
DL37 - 1040 - Kabal's Second Fatality
DL38 - 900 - Courtyard (night) Concept
DL39 - 1000 - Jax Primary Costume Concept
DL40 - 1080 - Baraka Alternate Costume Concept
DL41 - 880 - Sindel Render
DL42 - 1140 - Flesh Pits Concept
DL43 - 1100 - Health Recovery
DL44 - 800 - Scorpion Reveal Render
DL45 - 1060 - Dead Pool Victim Concepts
DL46 - 950 - Ermac Primary Costume Concept
DL47 - 1100 - Sektor alternate Costume Concept
DL48 - 980 - Courtyard (night) Music
DL49 - 1020 - Courtyard Speed Painting 2
DL50 - 1020 - Kombos Disabled
DL51 - 920 - Scorpion Primary Costume Concept
DL52 - 1000 - Kano Primary Costume Concept
DL53 - 1100 - Hell Fatality Sketch
DL54 - 860 - Shao Kahn's Throne Room Concept
DL55 - 1060 - Dead Pool Speed Painting 1

DL56 - 800 - Stryker Alternate Costume Concept
DL57 - 880 - Desert Speed Painting 2
DL58 - 1080 - Rooftop (dusk) Music
DL59 - 1100 - Armory Speed Painting 2
DL60 - 820 - Graveyard Speed Painting 1
DL61 - 900 - Desert Music
DL62 - 1020 - Sindel Primary Costume Concept
DL63 - 1500 - Quan Chi Alternate Costume Concept
DL64 - 1180 - Kabal Fatality Sketch
DL65 - 900 - Shao Kahn Render
DL66 - 820 - Dead Pool Speed Painting 2
DL67 - 940 - The Pit (day) Concept
DL68 - 820 - Koliseum Speed Painting 2
DL69 - 1200 - Kitana Alternate Costume Concept
DL70 - 1000 - Kabal Primary Costume Concept
DL71 - 740 - Graveyard Music
DL72 - 1140 - Desert Speed Painting 1
DL73 - 1160 - Disable Foreground Objects
DL74 - 1200 - Sub-zero Render
DL75 - 800 - Flesh Pits Speed Painting 1
DL76 - 970 - Kabal Fatality Sketch
DL77 - 1100 - Goro's Lair Speed Painting 1
DL78 - 1120 - Jade Render
DL79 - 1300 - Johnny Cage's Second Fatality
DL80 - 1200 - Retro Sub-zero Render
DL81 - 1120 - Flesh Pits Speed Painting 2
DL82 - 1000 - Sonya Alternate Damage Concept
DL83 - 1080 - Power bars Disabled
DL84 - 820 - Shao Kahn Concept
DL85 - 740 - Soul Chamber Music
DL86 - 1140 - Sheeva Primary Damage Concept
DL87 - 1180 - Mileena Primary Costume Concept
DL88 - 1200 - Kabal Alternate Costume Concept
DL89 - 1060 - Noob Primary Damage Concept
DL90 - 1140 - Courtyard (day) Concept
DL91 - 1060 - Smoke Primary Costume Concept
DL92 - 1040 - Jax's Second Fatality
DL93 - 900 - Ermac Alternate Damage Concept
DL94 - 640 - Shao Kahn's Throne Room Music
DL95 - 920 - Bell Tower Speed Painting 1
DL96 - 740 - Psycho Kombat
DL97 - 1100 - Bell Tower Speed painting 2
DL98 - 980 - Hell Music
DL99 - 1040 - Raiden Alternate Damage Concept
DL100- 1040 - Raiden Primary Costume Concept
DL101- 920 - Shang Tsung Alternate Costume Concept
DL102- 1020 - Rooftop (dusk) Concept
DL103- 1100 - Kano Alternate Damage Concept
DL104- 1000 - Cerberus Model
DL105- 1100 - Unlimited super meter
DL106- 1100 - Sub-zero Reveal Render
DL107- 1020 - Goro's Lair Concept
DL108- 980 - Shang Tsung's Garden (night) Concept
DL109- 840 - Sindel Alternate Damage Concept
DL110- 1060 - Nightwolf Alternate Costume Concept
DL111- 920 - Courtyard Speed Painting 1
DL112- 840 - Graveyard Speed Painting 2

DL113- 1280 - Dream Kombat
DL114- 740 - Evil Monastery Music
DL115- 980 - Mileena Primary Damage Concept
DL116- 1240 - Explosive combat
DL117- 880 - Sheeva Alternate Damage Concept
DL118- 1000 - Retro Scorpion Render
DL119- 1500 - Scorpion Alternate Costume Concept
DL120- 1020 - Cyrax's Second Fatality
DL121- 1000 - Living Forest Speed Painting 1

Secret 5,000 koin chest: Right of DL-52, left of building

Meadow of Despair

Loc. - Koin - Description

MD1 - 820 - Rooftop (dusk) Speed Painting
MD2 - 1260 - Nightwolf's Second Fatality
MD3 - 1060 - Living Forest trees Render
MD4 - 880 - Flesh Pits Music
MD5 - 840 - Nekroplis Concept 6
MD6 - 1200 - Cyrax Alternate Costume Concept
MD7 - 1050 - Cyrax Primary Costume Concept
MD8 - 920 - Nekroplis Concept 3
MD9 - 1260 - Armless Kombat
MD10 - 760 - Rooftop (dawn) Speed Painting 1
MD11 - 1280 - Sektor's Second Fatality
MD12 - 1000 - Jax Alternate Damage Concept
MD13 - 1060 - Meadow of Dispair Concept 2
MD14 - 940 - Raiden Alternate Costume Concept
MD15 - 940 - Street Speed Painting 1
MD16 - 840 - Rooftop (dawn) Speed Painting 2
MD17 - 900 - Breakers disaled
MD18 - 800 - Pit Bottom Concept
MD19 - 960 - Hallow of Infestation Concept 2
MD20 - 1100 - Johnny Cage Primary Costume Concept
MD21 - 1300 - Sheeva's Second Fatality
MD22 - 1080 - Desert Concept
MD23 - 1180 - Kitana Alternate Damage Concept
MD24 - 1120 - Jade Alternate Damage Concept
MD25 - 1200 - Kano Alternate Costume Concept
MD26 - 940 - Rooftop (day) Speed Painting
MD27 - 800 - Retro reptile Render
MD28 - 1010 - Throwing Disabled
MD29 - 840 - Shang Tsung's Throne Room Concept b
MD30 - 1100 - Shang Tsung's Garden Speed Painting 1
MD31 - 960 - Kung Lao's Second Fatality
MD32 - 1040 - Kitana Primary Damage Concept
MD33 - 1000 - Subway Music
MD34 - 920 - Kano Primary Damage Concept
MD35 - 880 - Baraka Primary Damage Concept
MD36 - 1200 - Jax Alternate Costume Concept
MD37 - 1000 - Goro Render
MD38 - 1060 - Early Krypt entrance Concept
MD39 - 1200 - Invisable Kombat
MD40 - 900 - Kax Render

MD41 - 820 - Blood Marsh Concept 2
 MD42 - 1280 - Reptile's Second Fatality
 MD43 - 840 - Hell Concept
 MD44 - 1000 - Shao Kahn's Throne Room Speed Painting 2
 MD45 - 1280 - Vampire Kombat
 MD46 - 1120 - Scorpion Primary Damage Concept
 MD47 - 1200 - Double dash
 MD48 - 940 - Kitana Render
 MD49 - 1100 - Skeletal statues Render
 MD50 - 1040 - Sub-zero Shadow Render
 MD51 - 1140 - Sub-zero's Second Fatality
 MD52 - 920 - The Pit (night) Music
 MD53 - 1100 - Ermac Render
 MD54 - 1000 - Sub-zero Alternate Costume Concept
 MD55 - 880 - Scorpion Render

Secret 5,000 koin chest: Right of Nekropolis entrance

Hollow of Infestation

Loc. - Koin - Description

HI1 - 980 - Koliseum Concept
 HI2 - 1000 - Kung Lao Primary Costume Concept
 HI3 - 1080 - Koliseum Speed Painting 1
 HI4 - 920 - Barakas's Second Fatality
 HI5 - 760 - Living Forest Concept
 HI6 - 940 - Street Music
 HI7 - 880 - Shao Kahn Damage Concept
 HI8 - 980 - LiU Kang Alternate Costume Concept
 HI9 - 1100 - Cyrax Alternate Damage Concept
 HI10 - 900 - Rooftop (day) Concept
 HI11 - 1120 - Graveyard Concept
 HI12 - 1080 - Shang Tsung's Second Fatality
 HI13 - 820 - Shang Tsung Alternate Damage Damage Concept
 HI14 - 780 - Armory Speed Painting 1
 HI15 - 1140 - Enhance moves Disabled
 HI16 - 780 - Soul Chamber Concept
 HI17 - 1000 - Jade Primary Costume Concept
 HI18 - 1100 - Kano's Second Fatality
 HI19 - 960 - Goro's Lair Speed Painting 2
 HI20 - 920 - Sheeva Primary Costume Concept
 HI21 - 750 - Subway Speed Painting 2
 HI22 - 800 - Sonya Alternate Costume Concept
 HI23 - 1060 - Shang Tsung's Throne Room Speed Painting 2
 HI24 - 1050 - X-rays Disabled
 HI25 - 960 - Executioner Concepts
 HI26 - 1020 - Bell Tower Music
 HI27 - 820 - Shang Tsung's Garden (day) Concept
 HI28 - 1180 - LiU Kang's's Second Fatality
 HI29 - 860 - Bell Tower Concept
 HI30 - 1020 - Quan Chi Fatality Sketch
 HI31 - 1180 - Reptile Alternate Damage Concept
 HI32 - 1140 - Sektor Primary Damage Concept
 HI33 - 1140 - Mileena Alternate Costume Concept

HI34 - 1120 - Shang Tsung Primary Costume Concept
HI35 - 940 - Courtyard (day) Music
HI36 - 840 - Johnny Cage Primary Damage Concept
HI37 - 1200 - Quick uppercut Recovery
HI38 - 940 - Goro's Lair Music
HI39 - 1340 - Quan Chi's Second Fatality
HI40 - 880 - Sindel Primary Damage Concept

Secret 5,000 koin chest: Located along wall

Bloodmarsh

Loc. - Koin - Description

BM1 - 1080 - Living Forest Speed Painting 2
BM2 - 920 - Mileena's Second Fatality
BM3 - 800 - Shang Tsung's Throne Room Concept a
BM4 - 750 - Evil Monastery Speed Painting 2
BM5 - 1040 - Noob Alternate Costume Concept
BM6 - 980 - Sonya Render
BM7 - 900 - Noob Alternate Damage Concept
BM8 - 1100 - Noob's Second Fatality
BM9 - 880 - Dragon Concept
BM10 - 1120 - Retro Ermac Render
BM11 - 1100 - Rainbow Kombat
BM12 - 940 - Kung Lao Alternate Damage Concept
BM13 - 1040 - Sektor Primary Costume Concept
BM14 - 1220 - Raiden's Second Fatality
BM15 - 900 - Shang Tsung Primary Damage Concept
BM16 - 940 - Shang Tsung's Throne Room Music
BM17 - 750 - Temple Speed Painting 2
BM18 - 960 - Jax Primary Damage Concept
BM19 - 1200 - Sindel Alternate Costume Concept
BM20 - 1020 - Dead Pool Music
BM21 - 1200 - Sub-zero Primary Costume Concept
BM22 - 920 - Rooftop (dusk) Speed Painting
BM23 - 980 - Kitana's Second Fatality
BM24 - 1000 - Street Concept
BM25 - 1080 - Shao Kahn's Throne Room Speed Painting 1
BM26 - 900 - Smoke's Second Fatality
BM27 - 960 - Nightwolf Primary Costume Concept
BM28 - 900 - Soul Chamber Speed Painting 1
BM29 - 950 - Ermac Primary Damage Concept
BM30 - 990 - Sans Power
BM31 - 860 - Liu Kang Primary Costume Concept
BM32 - 950 - Sonya Primary Damage Concept
BM33 - 920 - Shang Tsung's Garden Speed Painting 2
BM34 - 900 - Liu Kang Alternate Damage Concept
BM35 - 1300 - Sonya's Second Fatality
BM36 - 960 - Soul Chamber Speed Painting 2
BM37 - 1100 - Mileena Shadow Render
BM38 - 1200 - Kung Lao Alternate Costume Concept
BM39 - 1000 - Street Speed Painting 2
BM40 - 920 - Nekropolis Concept 2
BM41 - 1140 - Silent Kombat
BM42 - 860 - Living Forest Music

BM43 - 940 - Parasite Victims Render
BM44 - 1300 - Sindel's Second Fatality
BM45 - 1000 - Liu Kang Render
BM46 - 940 - Seadlands Concept 2
BM47 - 1200 - Specials Disabled
BM48 - 1140 - Liu Kang Primary Damage Concept
BM49 - 940 - Meadow of dispair Concept 1
BM50 - 1000 - Jade Alternate Costume Concept
BM51 - 1150 - Temple Speed Painting 1
BM52 - 860 - Jade Primary Damage Concept
BM53 - 1150 - Evil Monastery Speed Painting 1
BM54 - 990 - Super Recovery
BM55 - 880 - Nightwolf Alternate Damage Concept
BM56 - 850 - Wasteland Speed Painting 2
BM57 - 900 - Stryker's Second Fatality
BM58 - 920 - Naraka Primary Costume Concept
BM59 - 900 - Nekroplis Concept 1
BM60 - 1190 - Throwing encouraged
BM61 - 1150 - Temple Concept
BM62 - 820 - Shang Tsung's Garden (night) Music
BM63 - 1450 - Cyber Sub-zero's Second Fatality
BM64 - 1010 - Tournament Mode
BM65 - 750 - Subway Speed Painting 1
BM66 - 1150 - Reptile Fatality Sketch
BM67 - 1000 - Goro Damage Concept
BM68 - 1200 - Ermac Alternate Costume Concept
BM69 - 1020 - Wasteland Concept
BM70 - 940 - Meadow of Dispair Concept 3
BM71 - 1120 - Shang Tsung's Throne room Speed Painting 1
BM72 - 920 - Scorpion's Second Fatality
BM73 - 960 - Hallow of infestation Concept 1
BM74 - 1080 - Scorpion Fatality Sketch
BM75 - 960 - Cyrax Render
BM76 - 860 - Reptile Primary Damage Concept
BM77 - 1300 - Zombie Kombat
BM78 - 1150 - Subway Concept
BM79 - 920 - Rooftop (day) Speed Painting
BM80 - 840 - Koliseum Music
BM81 - 980 - Reptile Primary Costume Concept
BM82 - 960 - Smoke Alternate Costume Concept
BM83 - 820 - Mileena Alternate Damage Concept

Secret 5,000 koin chest: Located along wall

IX. ONLINE

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(Due to the recent breach of Sony's Playtation Network, this section is currently incomplete.)

King of the Hill Taunts

As a Spectator during Theatre Mode in a King of the Hill Match, pressing X will bring up the Avatar Move menu. You can then perform one of of the

following taunts.

#1 Point	Down, Up, [BP]
"\$%#&!"	Up, Up, [BK]
"FATALITY"	Up, Up, Right, Right, [FP]
"FIGHT!"	Left, Right, [FP]
"Finish Him!"	Left, Right, Left, Right, [BP]
"HA!"	Down, Up, [FK]
"I'm Not Worthy"	Down, Down, [BP]
Big Clap	Right, Up, [BP]
Cheese	Left, Up, Down, [BK]
Cover Face	Left, Right, [BK]
Devil Horns	Down, Up, [FP]
Diamond	Up, Up, Down, Left, [BP]
Double Devil Horns	Towards Screen. Up, Down, [BP]
Gather Ice	Right, Right, Right, Left, [BP]
Hop	Up, Up, [FP]
Lighter	Down, Down, Up, Up, [FP]
Point	Right, Right, [FP]
Raiden Pose	Left, Left, Right, Right, [FP]
Shake Head	Left, Right, [FK]
Skunk (Stench)	Up, Down, Down, [BK]
Sleep	Down, Down, Down, [BK]
Stink Wave	Right, Left, [BK]
Throw Tomato	Down, Down, Down, Up, [FK]

X. ENDINGS

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The following endings are from Ladder Mode. As they contain spoilers you are READING AT YOUR OWN RISK! The Mortal Kombat Compendium is not Responsible for trauma or physical destruction done to your gaming system as a result of disliking what happens to your favorite Kombatant

Baraka

Shokan and Centaur alike were enraged that Baraka, Shao Kahn's trusted enforcer,

had turned on their master and killed him just as Earthrealm was within their grasp.

But their anger turned to admiration as the lifeless body of Shao Kahn transformed into that of the treacherous sorcerer Shang Tsung.

Shang had attempted to claim the realm for himself by posing as Shao Kahn. The deception had not fooled Baraka.

He had recognized Shang Tsung's scent and torn out his throat.

With Earthrealm finally in Shao Kahn's control, Baraka's loyalty and bold action were rewarded.

Tarkatans replaced the Centaur as the emperor's Favored Race.

Cyrax

Though he had pledged his life to the Lin Kuei, Cyrax left the clan to help the Earthrealm heroes

turn back Shao Kahn's invasion. For this act of desertion, he was marked for termination by the new Grand Master--Sektor. Surrounded and severely outnumbered, Cyrax prepared to meet his fate when Raiden came to his aid. With him were 100 Shaolin monks. The Lin Kuei were defeated, though Sektor was not counted among the dead. Cyrax was offered sanctuary at the Wu Shi Academy, where he has begun a new life as an honorable warrior for peace.

Ermac

With Shao Kahn dead, Ermac was no longer bound to him. Anarchy erupted within Ermac

as the many warrior souls that comprised his being struggled for dominance. Only one had the strength of will to quiet the chaos. The conflict resolved, Ermac returned to Outworld, determined to reunite with his past. Queen Sindel and Princess Kitana were shocked to learn the truth: that trapped among the many spirits within Ermac was their husband and father, King Jerrod. Though he would never be the Jerrod they once knew, Ermac would forever serve and protect his queen and the Edenian people.

Jade

Shao Kahn was defeated, but the intense battle rendered Jade unconscious. She slipped into a dream-like state and found herself walking in an unknown realm.

As she explored, her surroundings shifted and changed. Jade approached a lone figure who stood in the distance--a shimmering woman. She did not reveal her name, but spoke with an air of regal authority. Through the minds of countless mortals, the woman had been watching events as they unfolded over the centuries. She informed Jade that Shao Kahn's death was an outcome that must be re-imagined. Jade was defenseless as the woman possessed her body and emerged in the waking world.

Jax

After the invasion was thwarted, many of Jax's allies had seemingly

disappeared, leaving him to clean up the mess on his own.

He searched for Shao Kahn's remaining forces utilizing a new cyber-scanner designed to remotely access worldwide databases. Navigating its virtual reality interface, Jax inadvertently accessed Kano's brain through his optical laser implant. Their minds linked, Jax virtually battled Kano. Finally he captured and quarantined Kano's consciousness within the Special Forces mainframe. A dangerous criminal had finally been neutralized.

Johnny Cage

As the last remnants of Shao Kahn disintegrated, Johnny felt strange, as if he had lost control of his body.

Suddenly, powerful energy burst forth, destroying everything around him. Johnny sought the aid of Raiden and Nightwolf, but their efforts did nothing to stop these random spasms of destruction. Desperate, Raiden transported Johnny to Seido, the Realm of Order, where he could be taught to control his power. Johnny Cage will transform into a warrior powerful beyond mortal imagining.

Kabal

Victory over Shao Kahn came with a heavy price. Kabal's respirator was badly damaged and if it was not repaired soon, he would surely die.

Desperate, he tracked down Kano and forced from him the identity of the cyberneticist who developed Kano's eye laser. The good doctor was not easy to find, but he was more than eager to help-for a price. Now Kabal is rebuilt. He is better than he was before. Stronger. Faster. He will need to be in order to repay his debt.

Kano

Kano made a fortune selling arms to Shao Kahn and used the profits to upgrade his cybernetics.

The added connectivity of his eye implant gave him unparalleled access to global communications. Using his mind, he navigated the databases of banks, law enforcement agencies and other networks. But his activities left him vulnerable to hackers. Jax infiltrated Kano's mind and trapped his consciousness in the Special Forces mainframe. It wasn't long, however, until Kano managed to free himself. His consciousness spread like a virus throughout the Special Forces network of automated weaponry.

Kano has become a one-man army.

Kitana

Kitana had ended Shao Kahn's life for his betrayal. She had discovered the truth about Mileena...

but rather than slay her as well, she took pity on her half-sister. She offered Mileena a home within the Edenian aristocracy. She was, after all, of royal blood.

Mileena cautiously accepted her sister's invitation.

With Mileena and Jade at her side, Kitana formed a fighting force dedicated to bringing justice to the realms.

Never again would a warlord arise to create such terror.

Kung Lao

Kung Lao had avenged his ancestor's death and saved Earthrealm from Shao Kahn's brutality.

In quiet reflection with Raiden at the grave of the Great Kung Lao, he touched the modest stone marker.

Images of past events, moments of someone else's life, flashed through his mind, concluding with a lost battle against Goro.

Raiden theorized that Kung Lao had unlocked memories of his past life.

The Kung Lao that stood before Raiden was in fact the reincarnation of the Great Kung Lao, who had been defeated by Goro 500 years ago.

He had accomplished in the present what he could not in the past.

Liu Kang

Having defeated Shao Kahn, Liu Kang believed he was the only one capable of defending Earthrealm against outside threats.

During the invasion Raiden had been more burden than ally. Brazenly he demanded the Elder Gods grant him the thunder god's status.

In a one-match Mortal Kombat tournament, Liu Kang defeated his former friend and mentor.

Liu Kang's request was granted.

He was made a god-the new Protector of Earthrealm.

Mileena

Mileena killed the emperor in a fit of deranged fury.

But she was unaware that her victory resulted from Shang Tsung's designs.

He had imbued Mileena with the ability to drain Shao Kahn's dark

magic, rendering him vulnerable.

Now Shang Tsung was ready to execute the next phase of his plan: murder Mileena and take Shao Kahn's power for himself.

But Mileena instinctively wielded her new dark power against the sorcerer. Shang Tsung's end came quickly.

Mileena absorbed his soul, multiplying her strength.

She then set out to claim an even bigger prize: the soul of a thunder god.

Nightwolf

It took all of Nightwolf's power to destroy Shao Kahn.

His spirit guide, the wolf, had aided him in the battle, but in the aftermath its presence was no longer felt.

Nightwolf returned to his home, seeking the elders' help in reconnecting to the spirit world.

During their ritual, his wolf returned to him--changed. Shao Kahn had tethered his soul to the wolf spirit in order to cheat death.

Now corrupted with Shao Kahn's evil, Nightwolf has transformed into his Animality, his bite converting his victims into subservient lycanthropes.

Through Nightwolf, Shao Kahn will conquer Earthrealm one mortal at a time.

Noob

Quan Chi should never have resurrected Noob Saibot. Nor should he have enhanced his power to defeat Shao Kahn.

The revenant he created had broken free of his control.

Noob had secretly formed an "understanding" with a cleric from the realm of Chaos and opened for him a portal to the Netherrealm.

Shinnok, Quan Chi and the Brotherhood of Shadow were unprepared as the forces of Chaos overwhelmed them, leaving the Underworld severely weakened.

Satisfied with his work, the cleric, Havik, returned to the realm of Chaos.

Noob Saibot remained to seize control of the Netherrealm.

Quan chi

Having finally brought about Shao Kahn's demise, Quan Chi was then tasked with growing

the ranks of the Brotherhood of Shadow.

Many warriors had perished in Outworld's invasion of Earthrealm.

Quan Chi stole their souls and remade them to serve his master, the fallen Elder God.

The task completed, Shinnok repaid Quan Chi's service by ordering his execution, thereby eliminating a possible challenger to his rule.

Quan Chi had anticipated this act of treachery, however, and resurrected Shao Kahn--the ultimate phantom warrior. With Shao Kahn as his enforcer, Quan Chi struck down the Brotherhood of Shadow and Shinnok. Quan Chi forgives betrayal from no one. Not even a god.

Raiden

Shao Kahn was gone, but the scars of the merging of realms remained.

Remnants of the invasion force roamed freely and had to be dealt with. But Earthrealm is vast and Raiden is but one being. He recruited four warriors, one for each direction of the wind, and divided his soul, placing one part in each of them. Through these new heroes Raiden can combat the forces of darkness in four places at once.

Reptile

Having defeated Shao Kahn, Reptile was feared by all.

He forced Shang Tsung to regenerate his Raptor race. The process took agonizing months, but soon Reptile heard the snarls of young broodlings throughout the Flesh Pits. Eventually Shang Tsung had created an army of Raptor warriors bred to serve Reptile. They stormed the realm, killing any Tarkatan, Shokan or Centaur who opposed Reptile's rule. The intoxicating feeling of reuniting with his people blinded Reptile to the suffering of his former comrades. Reptile was home once more.

Scorpion

Shao Kahn's death did nothing to relieve Scorpion's pain. The loss of his kin still weighed heavily upon him.

For reasons he could neither explain nor understand, he was drawn to the home of the Shirai Ryu. Standing amid the rubble in solemn contemplation, Scorpion was visited by apparitions of his fallen comrades, who revealed the true mastermind behind their brutal deaths. Enraged, he returned to the Netherrealm. As the spirits of his kin immobilized Quan Chi, Scorpion slew him, finally avenging their deaths.

Sektor

Sektor had dedicated his life to the Lin Kuei. His victories had brought

honor to his father, the Grand Master.

He had proven himself worthy.

It was time to replace his father.

In a bold attack, Sektor smashed through a company of Lin Kuei guards as he pushed toward the Grand Master's chamber.

There he found his father waiting. The Grand Master warned him that wearing the Dragon Medallion brought much power, but at a cost.

Sektor ignored the warning and slew his father, whose soul burst from his body and flew into the medallion.

He had finally seized control of the Lin Kuei.

Shang Tsung

Shang Tsung voraciously consumed Shao Kahn's soul, absorbing his immense power.

Overwhelmed by his newfound sorcery, he fled to Outworld.

Moments before suicide, Shang Tsung was visited by Bo' Rai Cho.

The mentor of warriors offered to teach him to control the dark magic, but for a special purpose: Liu Kang had become a god.

The power had corrupted him, transforming him into a tyrant. He needed to be stopped.

After rigorous training, Shang Tsung mastered the one technique that could finish Liu Kang.

Vengeance would finally be his.

Sheeva

Sheeva had recognized the signs. Her people were out of favor and in decline.

The Centaur would soon dominate Shao Kahn's forces while the

Shokan would move inexorably toward extinction.

Sheeva's act of defiance, her murder of Shao Kahn, made possible a new home for her people among the mortals of Earthrealm--

a world free of both Tarkatan and Centaur.

With cooperation from world leaders, Sheeva secured for the Shokan the continent of Australia.

In return, they would protect Earthrealm from future invasions.

For her leadership Sheeva was exalted--the most honorable Shokan in their proud history.

Sindel

The spell that bewitched Queen Sindel had been broken.

She did battle with Shao Kahn and slew him--

punishment for the suffering he brought upon her and millions of others throughout the realms.

She dissolved the sorcery that bound Edenia with Outworld and began restoring her realm to its former glory. The many races of Outworld were impressed. Not only had Sindel defeated Shao Kahn, but she had shown great leadership in chaotic times. They willingly offered her their allegiance. Under Sindel's governance, the realms of Edenia and Outworld remain merged in spirit.

Smoke

Shao Kahn's violent death shook the very core of Smoke's being and dislodged his earliest memories.

Tomas Vrbada was only a boy when he was abducted by an obscure cult and sacrificed to a demon. Burned alive, he returned to the mortal realm as an enenra, a creature of smoke and vapor. His captors were helpless against his shapeless form as he lashed out with rage, killing them all. His murder avenged, he returned to his human form, remembering nothing of his former life. Now aware of his true identity, Smoke understands he is no mere assassin. His destiny has been revealed.

Sonya

The loss of friends and allies during the battle with Shao Kahn took its toll on Sonya Blade's sanity.

She left the Special Forces and went into seclusion to cope with her grief. But her solitude was brief as she found herself regularly visited by an apparition who claimed to be her missing father. With her father as a guide, Sonya embarked on a mission to exterminate what remained of Shao Kahn's army.

Stryker

Despite telling the world that he was simply doing his job, Stryker was made a hero for saving Earth from invasion.

He received both the key to city and the Congressional Medal of Freedom. Press and paparazzi hounded his every move. His biography spent a year on the best-seller lists. Stryker action figures flew off the shelves and into every young boy's hand. But when approached by Hollywood for the rights to his story, Stryker put his foot down. Never would he allow himself to be portrayed by Johnny Cage.

Subzero

After the victory over Shao Kahn, Sub-Zero learned from Raiden the truth:

that the Lin Kuei were ultimately responsible for the deaths of both Sub-Zero's and Scorpion's families. Enraged, Sub-Zero offered Scorpion a chance to share in his quest for vengeance. With the might of fire and ice combined, they were a storm of vengeful fury as they cut down their foes. Once justice had been done... ... Sub-Zero and Scorpion disappeared into legend, emerging from obscurity only to avenge the innocent. The forces of darkness will never stop this Deadly Alliance.

Kratos

Shao Kahn was dead. The God of War had prevailed. The spell that had summoned him began to reverse itself.

As he slowly faded from this place and time, Kratos was approached by Raiden and Fujin. Though he did not count them among his enemies, Kratos had never been beloved by these gods. He prepared for kombat. To his surprise, they bowed to him, a show of respect he had not seen from an immortal in many an age. Raiden explained that though his motives were not pure, Kratos had saved Earthrealm. He was owed a debt of gratitude. As he returned to his own world, Kratos nodded silently. Their change of heart would perhaps prove useful one day. A debt of gratitude is often dearly paid.

XI. CREDITS

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Special thanks to Doug Hanselman for corrections.

About the Author: Christopher has been a fan of the Mortal Kombat universe since first seeing v.08 of Mortal Kombat 1 at Castles 'n Coasters in Phoenix, AZ in 1991. Since then he has authored MK Compendiums for all arcade Mortal Kombats, as well as MK Trilogy and MK Gold. A native of Tucson, AZ, Christopher now resides in Anaheim California as an actor/comedian/musician as well as an avid gamer on all major gaming systems...yes, including Macintosh. His gamertag is 'griglager'. For more information check out <http://www.vidif.com>

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