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## MORTAL KOMBAT II FAQ

Complete Guide  
Revision Fourteen  
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500 years ago, Shang Tsung was banished to the Earth Realm. With the aid of Goro he was to unbalance the furies and doom the planet to a chaotic existence.

By seizing control of the Shaolin Tournament he tried to tip the scales of order towards chaos. Only seven warriors survived the battles and Shang Tsung's scheme would come to a violent end at the hands of Liu Kang.

Facing execution for his failure and the apparent death of Goro, Tsung convinces Shao Kahn to grant him a second chance.

Shang Tsung's new plan is to lure his enemies to compete in the Outworld where they will meet certain death by Shao Kahn himself.

Now the Kombat Continues...

\*\*\*\*\*  
\*\*\*\*\* Introduction \*\*\*\*\*  
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ALL moves and fatalities listed are confirmed. This guide is for game versions 3.0 and up. Older machines do not include some of the moves and many of the fatalities. If you find yourself playing on an outdated machine, have the owner contact Midway for the replacement chips.

If you have any additions send mail directly to me and I will include it in the next guide. Moves and fatalities posted to alt.games.mk and rec.games.video.arcade will also be incorporated into this guide. Credit will be given to those who contribute. This guide will be posted every WEDNESDAY until all moves and fatalities are discovered. Keep in mind that this is posted ONCE a WEEK, and some moves may not be on the latest revision. When necessary, a small summary of new information will be posted during the week.

There are two other ways of obtaining the latest revision of the FAQ. Andy Eddy of GamePro magazine has generously offered to make it available through anonymous FTP. The site is ftp.netcom.com, and the directory is pub/vidgames/faqs. If you prefer to receive the guide through e-mail, send a message to LL1208a@american.edu with the SUBJECT line being exactly: "Send mk2". This will signal the server to automatically send you the latest FAQ.

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\*\*\*\*\* General Definitions and Moves \*\*\*\*\*  
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## GENERAL DEFINITIONS

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While reading through the moves, the + can be substituted by and, and the - can be substituted by then. For example, 'two forward - HIGH PUNCH' should be read as 'press the joystick twice towards the opponent then press HIGH PUNCH'. Another example, 'LOW PUNCH + BLOCK' should be read as 'press LOW PUNCH and BLOCK at the same time'. Button names are listed in all caps.

Quarter-Circle Towards: Rotate joystick from the down position to the forward position then press the button indicated. (actual movement is down - down to forward - BUTTON)

Quarter-Circle Away: Rotate joystick from the down position to the away position then press the button indicated. (actual movement is down - down to away - BUTTON)

Half-Circle Towards: Rotate joystick from the away/down position to the forward/down position then press the button indicated. (actual movement is away/down - away/down to forward/down - BUTTON)

Half-Circle Away: Rotate joystick from the forward/down position to the away/down position then press the button indicated. (actual movement is forward/down - forward/down to away/down - BUTTON)

hold then release: Press and hold the button while your character charges. When finished charging release the button. Other actions may be performed while charging, which is a good way of keeping the move a surprise. You can also charge a move before a round begins. If you are hit by the opponent the charge will still remain intact. With the exception of Mileena, you must be standing on the ground in order for a charged move to work.

(hold BLOCK): Block is only used in a move or fatality to stabilize your fighter, to keep them from jumping or walking. It is a good idea to release BLOCK before pressing the required button. You do not need to use BLOCK if you can be at the right distance for a fatality.

down - up: The teleport can also be down by flicking the joystick down, making the joystick spring up and down. This is applicable to Raiden and Kung Lao.

Pit/Spikes: This is the fatality where you knock the victim into the pit or onto the spikes, either on The Pit II or Kombat Tomb stages.

Babality/Friendship: Babalities are moves where instead of finishing your opponent you can turn them into a baby. Friendships are similar, only you make friends with your opponent. In order to do a babality or friendship, you can not use either punch button on the winning round.

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## GENERAL MOVES

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Face Punch : HIGH PUNCH  
Body Punch : LOW PUNCH  
Face Kick : HIGH KICK  
Body Kick : LOW KICK

Uppercut : down + HIGH PUNCH  
Crouch Punch: down + LOW PUNCH  
Crouch Kick : down + HIGH KICK  
Ankle Kick : down + LOW KICK  
Roundhouse : back + HIGH KICK  
Sweep : back + LOW KICK

Specialty : HIGH PUNCH (closest to opponent)  
Throw/Flip : LOW PUNCH (closest to opponent)  
Knee : HIGH KICK or LOW KICK (closest to opponent)

Jump Kick : Jump and HIGH KICK or LOW KICK the opponent.  
Jump Punch: Jump and HIGH PUNCH or LOW PUNCH the opponent.  
Hop Kick : Jump and kick the opponent on your way up.  
Hop Punch : Jump and punch the opponent on your way up.

Turn Around Kick: Jump over your opponent and kick them after you turn around but before you hit the ground.

To block against an attack: BLOCK or down or down + BLOCK  
To block against the throw: down + back or down + back + BLOCK

\*\*\*\*\*  
\*\*\*\*\* Individual Moves and Fatalities \*\*\*\*\*  
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=====  
LIU KANG  
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After winning the Shaolin Tournament from Shang Tsung's clutches Kang returns to his temples. He discovers his sacred home in ruins, his Shaolin brothers killed in a vicious battle with a horde of Outworld warriors. Now he travels into the Dark Realm to seek revenge.

Double Forearm : HIGH PUNCH (closest to opponent)  
Standard Fireball : two forward - HIGH PUNCH (can be done in air)  
Crouching Fireball: two forward - LOW PUNCH  
Flying Kick : two forward - HIGH KICK  
Bicycle Kick : hold LOW KICK (4 seconds) then release

Pit/Spikes: back - two forward - LOW KICK  
Babality : two down - forward - back - LOW KICK  
Friendship: forward - three back - LOW KICK  
(A disco globe drops from the ceiling, and Kang gets down.)

Fatality 1: down - forward - two back - HIGH KICK  
(Liu Kang will transform into a dragon and bite the victim in half, leaving the legs standing. Stand close.)

Fatality 2: rotate joystick 360 degrees away from opponent  
(Liu Kang will do a cartwheel kick then a massive uppercut.  
Stand anywhere within jump range.)

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KUNG LAO  
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A former Shaolin Monk and a member of the White Lotus society, he is the last descendant of the great Kung Lao who was defeated by Goro 500 years ago. Realizing the danger of the Outworld menace he joins Liu Kang in entering Shao Kahn's contest.

Headbutt : HIGH PUNCH (closest to opponent)  
Ground Teleport: down - up (flick joystick down)  
Aerial Kick : down + HIGH KICK (must be done in air)  
Hat Throw : back - forward - LOW PUNCH  
Whirlwind Spin : two up - LOW KICK (hold BLOCK)

Pit/Spikes: three forward - HIGH PUNCH  
Babality : two back - two forward - HIGH KICK  
Friendship: three back - down - HIGH KICK  
(Kung Lao pulls a rabbit out of his hat.)

Fatality 1: three forward - LOW KICK  
(Kung Lao removes his razor hat and slices the victim down the middle. Stand just within sweep range.)

Fatality 2: hold LOW PUNCH (back - forward) then release  
(Kung Lao throws his hat which decapitates the victim.  
Make sure to guide the hat up so it hits the head.  
Stand all the way across the screen.)

=====  
JOHNNY CAGE  
=====

After Shang Tsung's tournament the martial arts superstar disappears. He follows Liu Kang into the Outworld. There he will compete in a twisted tournament which holds the balance of earth's existence - as well as a script for another blockbuster movie.

Stomach Jab : HIGH PUNCH (closest to opponent)  
Axe-Kick : HIGH KICK or LOW KICK (closest to opponent)  
Low Green Bolt : half-circle towards - LOW PUNCH  
High Green Bolt: half-circle away - HIGH PUNCH  
Shadow Uppercut: back - down - back - HIGH PUNCH  
Shadow Kick : back - forward - LOW KICK  
Ball Breaker : LOW PUNCH + BLOCK

Pit/Spikes: three down - HIGH KICK  
Babality : three back - HIGH KICK  
Friendship: three down - HIGH KICK  
(Cage autographs his photo for his best fan.)

Fatality 1: two down - two forward - LOW PUNCH

(Cage grabs the victim and rips their torso off, throwing it to the ground. Stand close.)

Fatality 2: two forward - down - up  
(Cage crouches and punches off the head of the victim with a powerful uppercut. To knock off three heads, hold down and the bottom three buttons until the first head is knocked off. Stand close.)

=====  
REPTILE  
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As Shang Tsung's personal protector the elusive Reptile lurks in the shadows stopping all those who would do his master harm. His human form is believed to disguise a horrid reptilian creature whose race was thought extinct millions of years ago.

Backhand : HIGH PUNCH (closest to opponent)  
Acid Spit : two forward - HIGH PUNCH  
Slide : back + LOW PUNCH + BLOCK + LOW KICK  
Forceball : two back - HIGH PUNCH + LOW PUNCH  
Invisibility: two up - down - HIGH PUNCH (hold BLOCK)

Pit/Spikes: down - two forward - BLOCK  
Babality : down - two back - LOW KICK  
Friendship: two back - down - LOW KICK  
(Reptile attempts to sell you a Reptile doll.)

Fatality 1: two back - down - LOW PUNCH  
(Reptile shoots his tongue towards the victims head, bringing it back where he goes about eating it. Stand about a jumps length away.)

Fatality 2: two forward - down - HIGH KICK  
(While invisible Reptile cuts the torso off the victim. You must be invisible. Stand close.)

=====  
SUB-ZERO  
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Thought to have been killed in the Shaolin Tournament, Sub-Zero mysteriously returns. It is believed he traveled into the Outworld to again attempt to assassinate Shang Tsung. To do so he must fight his way through Shao Kahn's tournament.

Backhand : HIGH PUNCH (closest to opponent)  
Iceball : quarter-circle towards - LOW PUNCH  
Ground Freeze: quarter-circle away - LOW KICK  
Slide : back + LOW PUNCH + BLOCK + LOW KICK

Pit/Spikes: down - two forward - BLOCK  
Babality : down - two back - HIGH KICK  
Friendship: two back - down - HIGH KICK  
(Sub-Zero attempts to sell you a Sub-Zero doll.)

Fatality 1: two forward - down - HIGH KICK  
(Sub-Zero will ice the victim over, putting them in a deep freeze. Stand just out of sweep range.)

forward - down - two forward - HIGH PUNCH  
(After deep freezing the victim, Sub-Zero will shatter the top part of the body. Stand close.)

Fatality 2: hold LOW PUNCH (two back - down - forward) then release  
(Sub-Zero will throw an ice grenade into the stomach of the victim, exploding their top half. Stand all the way across the screen.)

=====  
SHANG TSUNG  
=====

After losing control of the Shaolin Tournament, Shang Tsung promises his ruler Shao Kahn to shape events that will lure the earth warriors to compete in his own contest. Convinced of this plan, Shao Kahn restores Tsung's youth and allows him to live.

Flaming Skulls: two back - HIGH PUNCH (one flaming skull)  
two back - forward - HIGH PUNCH (two skulls)  
two back - two forward - HIGH PUNCH (three skulls)

Morph to Liu Kang: back - two forward - BLOCK  
Kung Lao: back - down - back - HIGH KICK  
Johnny Cage: two back - down - LOW PUNCH  
Reptile: up - down - HIGH PUNCH (hold BLOCK)  
Sub-Zero: forward - down - forward - HIGH PUNCH  
Kitana: tap BLOCK three times  
Jax: down - forward - back - HIGH KICK  
Mileena: hold HIGH PUNCH (2 seconds) then release  
Baraka: two down - LOW KICK  
Scorpion: two up (hold BLOCK)  
Raiden: down - back - forward - LOW KICK

Pit/Spikes: movement unknown

Babalitty : back - forward - down - HIGH KICK

Friendship: two back - down - back - HIGH KICK (hold BLOCK)  
(Tsung creates a rainbow above his head.)

Fatality 1: hold HIGH KICK (2 seconds) then release  
(Shang Tsung turns into a mist and enters the victims body, which explodes. Stand just within sweep range.)

Fatality 2: up - down - up - LOW KICK (hold BLOCK)  
(Tsung picks up the victim with one hand, and drains their life force into his other hand. Stand close.)

=====  
KITANA  
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Her beauty hides her true role as personal assassin for Shao Kahn. Seen talking to an earth realm warrior. Her motives have come under suspicion by her twin sister Mileena. But only Kitana knows her own true intentions.

Elbow : HIGH PUNCH (closest to opponent)  
Fan Swipe : back + HIGH PUNCH  
Fan Throw : two forward - HIGH PUNCH + LOW PUNCH (can be done in air)  
Fan Lift : three back - HIGH PUNCH  
Aerial Punch: half-circle away - HIGH PUNCH

Pit/Spikes: forward - down - forward - HIGH KICK  
Babality : three down - LOW KICK  
Friendship: three down - up - LOW KICK  
(Kitana turns around and produces a cake with candles.)

Fatality 1: hold LOW KICK (two forward - down - forward) then release  
(Kitana leans and kisses the victim, which then expands to unnatural proportions and explodes. Stand close.)

Fatality 2: tap BLOCK three times - HIGH KICK  
(Kitana draws her fan and decapitates the victim with one swipe. Stand close.)

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JAX  
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His real name is Maj. Jackson Briggs, leader of a top US special forces unit. After receiving a distress signal from Lt. Sonya Blade, Jax embarks on a rescue mission. One that leads him into a ghastly world where he believes that Sonya is still alive.

Overhead Hammer: HIGH PUNCH (closest to opponent)  
Ground Smash : hold LOW KICK (3 seconds) then release  
Gotcha Grab : two forward - LOW PUNCH  
Quadruple Slam : throw the opponent then tap HIGH PUNCH  
Energy Wave : half-circle away - HIGH KICK  
Back Breaker : BLOCK (must be done in air)

Pit/Spikes: two up - down - LOW KICK  
Babality : down - up - down - up - LOW KICK  
Friendship: two down - two up - LOW KICK  
(Jax creates a string of paper dolls.)

Fatality 1: hold LOW PUNCH (three forward) then release  
(Jax claps the victims head with a loud pop, and the skull crumbles in pieces to the ground. Stand close.)

Fatality 2: tap BLOCK four times - LOW PUNCH  
(Jax grabs the victim by the arms and rips them off the body. Stand a step away from victim.)

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MILEENA  
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Serving as an assassin along with her twin sister Kitana, Mileena's dazzling appearances conceal her hideous intentions. At Shao Kahn's request she is asked to watch for her twin's suspected dissension. She must put a stop to it at any cost.

Elbow : HIGH PUNCH (closest to opponent)  
Teleport Kick: two forward - LOW KICK  
Ground Roll : two back - down - HIGH KICK  
Sai Throw : hold HIGH PUNCH (2 seconds) then release  
(can be done in air)

Pit/Spikes: forward - down - forward - LOW KICK  
Babality : three down - HIGH KICK  
Friendship: three down - up - HIGH KICK  
(Mileena turns and offers a flower.)

Fatality 1: forward - back - forward - LOW PUNCH  
(Mileena repeatedly stabs the victim, lifting them up as blood sprays everywhere. Stand close.)

Fatality 2: hold HIGH KICK (2 seconds) then release  
(Mileena removes her mask revealing Baraka-like teeth and inhales the victim, spitting out the bones. Stand close.)

=====  
BARAKA  
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He led the attack against Liu Kang's Shaolin temples. Baraka belongs to a nomadic race of mutants living in the wastelands of the Outworld. His fighting skills gained the attention of Shao Kahn who recruited him into his army.

Backhand : HIGH PUNCH (closest to opponent)  
Double Kick: tap HIGH KICK twice (closest to opponent)  
Blade Swipe: back + HIGH PUNCH  
Blade Fury : three back - LOW PUNCH  
Blue Bolt : quarter-circle away - HIGH PUNCH

Pit/Spikes: two forward - down - HIGH KICK  
Babality : three forward - HIGH KICK  
Friendship: up - two forward - HIGH KICK (hold BLOCK)  
(Baraka offers the victim a present.)

Fatality 1: four back - HIGH PUNCH (hold BLOCK)  
(Baraka extends his blades from his arms, then decapitates the victim with one swipe. Stand close.)

Fatality 2: back - forward - down - forward - LOW PUNCH  
(Baraka stabs the victim and lifts them up, then they slowly slide down the blade. Stand close.)

=====  
SCORPION  
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The hell-spawned specter rises from the pits. After learning of Sub-Zero's return, he again stalks the ninja assassin - following him into the dark realm of the Outworld where he continues his own unholy mission.

Backhand : HIGH PUNCH (closest to opponent)  
Spear : two back - LOW PUNCH  
Teleport Punch: quarter-circle away - HIGH PUNCH (can be done in air)  
Leg Grab : half-circle away - LOW KICK  
Air Throw : BLOCK (must be done in air)

Pit/Spikes: down - two forward - BLOCK  
Babality : down - two back - HIGH KICK  
Friendship: two back - down - HIGH KICK  
(Scorpion attempts to sell you a Scorpion doll.)

Fatality 1: two up - HIGH PUNCH (hold BLOCK)  
(Scorpion removes his mask and breathes fire at the feet of the victim, which then twitches and explodes. Stand a step or two out of sweep range.)

two down - two up - HIGH PUNCH (hold BLOCK)  
(With the addition of the two downs at the beginning, Scorpion may do the fatality at any distance, and always get the "Toasty!".)

Fatality 2: hold HIGH PUNCH (down - three forward) then release  
(Scorpion slices the victim across the neck then cuts them in two. Stand close.)

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RAIDEN  
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Watching events unfold from high above, the thunder god realizes the grim intentions of Shao Kahn. After warning the remaining members of the Shaolin Tournament, Raiden soon disappears. He is believed to have ventured into the Outworld alone.

Mini Uppercut: HIGH PUNCH (closest to opponent)  
Body Launch : two back - forward (can be done in air)  
Lightning : quarter-circle towards - LOW PUNCH  
Teleport : down - up (flick joystick down)  
Electrocution: hold HIGH PUNCH (4 seconds) and release  
(close to opponent)

Pit/Spikes: three up - HIGH PUNCH (hold BLOCK)  
Babality : two down - up - HIGH KICK  
Friendship: down - back - forward - HIGH KICK  
(Raiden creates Kidd Thunder, a miniature likeness.)

Fatality 1: hold LOW KICK (5+ seconds) then release  
(Raiden grabs the victim and lifts them up, then proceeds to shock them. Stand close.)

tap BLOCK + LOW KICK repeatedly  
(After a dose of the shock treatment, the victim will  
explode into bits.)

Fatality 2: hold HIGH PUNCH (7+ seconds) then release  
(Raiden explodes the top half of the victim with a powerful  
uppercut. A few moments later the head falls to the  
ground. Stand close.)

\*\*\*\*\*  
\*\*\*\*\* Individual Combos and Strategy \*\*\*\*\*  
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GENERAL COMBOS  
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- o Jump Kick - Sweep: If you are fighting against the computer, you can usually follow a jump kick a foot sweep. Sweep again until they jump away then start this again.

- o Sweep - Throw: After hitting a human opponent with a sweep, you can sometimes get in a throw, even if they are blocking down and away. You can also get in a throw after hitting them with moves other than the sweep, such as a jump kick or roundhouse. This only works with some of the characters, and could be the result of switching sides.

- o Jump Kick - Hop Kick: Jump kick your opponent low and immediately do a hop kick. This works well for some of the characters, including the ninjas and Shang Tsung.

- o Jump Kick - Missile Weapon: Jump kick your opponent low and immediately do the missile weapon. It is important to kick them low and deep so you can land on the ground quickly and fire your missile weapon. Be sure to buffer the move right before you jump kick if you can.

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LIU KANG  
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Standard Fireball: This is a good missile weapon to follow after a jump kick since it can be fired very quickly. It also may be done in the air, which is useful for hitting jumping opponents out of the sky. Doing the fireball in the air can also be used for dodging missile weapons. If you are jumping and your opponent fires their missile weapon, do the fireball while still in the air to stay above it.

Crouching Fireball: This is a very effective move to keep the opponent on his toes. The opponent must block or jump in order to avoid it, just ducking can not escape it. This is good at long range or short range and is very hard to retaliate to. The crouching fireball is very good for defense as well, since Kang is very low to the ground. A late jump kick is the only way to hit him while he is shooting the fireball. It can also be used to hit the opponent when they are using their missile weapon, and Kang is low enough to have their missile go over his head.

Flying Kick: This is a fast attack good for catching your opponent off guard. While walking towards your opponent, tap forwards then press HIGH KICK when you suspect your opponent will make a move. The flying kick is also good to use after a jump kick. If your opponent jumps away from you or just in front of you execute the flying kick to hit them out of the air. Be cautious with it though, and never do it across the screen against a blocking opponent. You are likely to lose quite a bit of damage if blocked.

Bicycle Kick: Another good surprise attack move. Keep your finger on LOW KICK throughout the round so you can use it when necessary, performing other moves while charging. As with the flying kick, do not use it when far away from your opponent or while they are standing and blocking. It is good to use when your opponent jumps away or towards you. Also, if you are thrown or jump kicked, immediately use it when you stand up to catch your opponent off guard. Make sure you release LOW KICK while standing on the ground, otherwise the move will not work and you will have to recharge.

- o Jump Kick - Flying Kick: Jump kick your opponent low and immediately do the flying kick. Start the two forward motion right before you hit, then quickly press HIGH KICK. Sometimes if you do the flying kick too fast you will go over your opponent, so make sure you are on the ground first.

- o Hop Punch - Standard Fireball: Hop punch your opponent in the air and immediately do the standard fireball. Start the two forward motion right before you hit, then quickly press HIGH PUNCH. Follow this with a low fireball, which they must block.

- o Jump Kick - Bicycle Kick: Jump kick your opponent low and immediately do the bicycle kick. Be sure to charge the bicycle kick a few seconds before you jump. Wait until you land on the ground before releasing LOW KICK, otherwise the bicycle kick will not work.

- o Jump Kick - Standard Fireball - Low Fireball: Jump kick your opponent and immediately do a high fireball. Start the two forward motion right before you hit, then quickly press HIGH PUNCH. If you are fighting the computer, you can follow the standard fireball with a ground fireball. If you are fighting a human, use the bicycle kick after the standard fireball.

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KUNG LAO  
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Ground Teleport: The advantage of this move is the ability to punch and kick when coming up. If you kick as Kung Lao comes up from the teleport, this usually hits the opponent and stops them from performing an action. However, the move leaves you quite open for a jump kick, missile, or uppercut, so use it sparingly.

Aerial Kick: This move works well on opponents who rely on missile weapons. One good tactic is to wait until the opponent fires their missile then do the kick. Another good move is to do a round of low punches on the opponent then jump back. As you hit the top of the jump

do the aerial kick. This particular move is best used to catch people off guard, and the penalty for a blocked aerial kick is usually an uppercut. The aerial kick can be particularly dangerous when used quickly. After jumping just a little off the ground, execute the kick. Kang does not travel as far, but he is not as vulnerable to retaliation.

Hat Throw: The ability to control the direction of the hat in the air makes this an excellent move from long distance. Press up or down on the joystick to control the flight of the hat. It can be used to hit the opponent out of a jump, or while they are on the ground blocking. Works well, at least once, against people who like to duck without blocking.

Whirlwind Spin: Once this move is going, the only way to hit Kung Lao is with a missile weapon or the ground smash. This is a good defensive weapon if performed quickly. Anticipate when an opponent will jump at you and execute the spin. After the throw, for example. There is a small period in which Kung Lao speeds up and slows down in which he is vulnerable to regular hits. The spin can also be done by rapidly pressing up and LOW KICK simultaneously. To maintain the spin repeatedly press LOW KICK.

- o Jump Kick - Hat Throw: Jump kick your opponent low and immediately do the hat throw. Be sure to guide the hat down so it hits the falling opponent.

- o Hop Kick - Aerial Kick: If your opponent jumps at you, do a hop kick quickly followed by the aerial kick. This is a very fast combo that takes off good damage.

- o Jump Kick - Whirlwind Spin: Jump kick your opponent in the corner and execute the spin. Be sure to kick them low, and start the spin immediately by pressing up and LOW KICK repeatedly.

- o Whirlwind Spin - Jump Kick: If the opponent is hit with the spin as it is slowing down, Kung Lao recovers fast enough for him to do a jump kick, aerial kick, or hat throw.

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JOHNNY CAGE  
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Low Green Bolt: A standard missile weapon, the green bolt does average damage. The arc on the bolt is what makes this one hard to judge, since it can be confused with the high bolt. Good for hitting opponents from across the screen. It can also be used when an opponent is about to land a jump kick on you, or when they are jumping away.

High Green Bolt: The exact same weapon as the low bolt, except (as you might guess) it arcs much higher. This is useful for hitting opponents at any stage of their jump. Mixing in low and high bolts is a good way to keep your opponent unbalanced.

Shadow Uppercut: A move reminiscent of other fighting games, the shadow leap takes off less damage than it looks like it should. This move is useful when an opponent jumps in or away from you. It will nail them

out of the sky every time. It can also be used after jumping in near an opponent, and hitting them as they make a move. The motions of the shadow uppercut naturally make it hard to retaliate at close range, since you need to press away for the move to work. Retaliating against the shadow uppercut is easy, since Cage hangs in the air a long time, so use it discriminately. The move may also be done by going back - quarter-circle away - HIGH PUNCH.

Shadow Kick: This is a great move for a combo or retaliation. When a slower opponent sweeps you, block it and do the shadow kick quickly. This will hit most of the time except on fast sweepers like Kitana and Mileena. The only time to use the kick other than retaliation or part of a combo is when you can anticipate when your opponent will stand. Try to hide your intentions by walking backwards or forwards without blocking, then do the kick when they make a move. Sometimes Cage will do a red shadow kick, which leaves a red shadow and makes an electrical zapping noise. It appears to be a random occurrence, with no known move on how to produce a red kick.

- o Jump Kick - Shadow Kick: Jump kick your opponent low and immediately do the shadow kick. If your opponent is jumping towards you, do a hop kick followed by the shadow kick.

- o Jump Kick - Shadow Uppercut: Jump kick you opponent low and immediately do the shadow uppercut. You must kick low and deep and do the shadow uppercut as fast as possible, otherwise it will be too late to connect. This is easier when close to the corner.

- o Jump Kick - Low Bolt: Jump kick your opponent low and immediately do the low green bolt. After starting the jump kick, keep the joystick in the away position, so you can quickly do the half-circle motion right after you hit.

- o Ball Breaker - Turn Around Kick - Shadow Kick: Do the ball breaker against your opponent. Immediately jump over the groaning victim and kick them low as you turn to face the other direction. Follow this with the shadow kick or shadow uppercut.

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REPTILE  
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- o Jump Kick - Acid Spit: Jump kick your opponent low and immediately do the acid spit. Start the two forward motion right before you hit, then quickly press HIGH PUNCH.

- o Forceball - Two Punches - Hop Kick - Slide: Do the forceball move on your opponent. If they get hit by it, do two high punches as they are coming towards you. After the punches do a hop kick. You need to be in the right place for the high punches to connect. After the kick complete the combo with the slide.

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SUB-ZERO  
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- o Jump Kick - Slide: Jump kick your opponent low and immediately do the slide. If you do not kick low and deep enough, the slide may not connect on human opponents. It almost always works against the computer though.

- o Jump Kick - Hop Kick - Slide: Jump kick your opponent low and immediately do a hop kick, followed by the slide. Easiest when your opponent is frozen.

- o Jump Kick - Ground Freeze - Uppercut - Slide: Jump kick your opponent low and immediately do the ground freeze. Kick them deep otherwise they will land beyond the range of the ground freeze. If they slip, hit them with the uppercut then slide.

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SHANG TSUNG

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- o Flaming Skulls: If you can catch your opponent in the air with the first one, there is a good chance that the other two will hit. Do the three skulls before your opponent jumps towards or away from you.

- o Jump Kick - Flaming Skull: Jump kick your opponent low and immediately do one flaming skull. Start the two back motion right before you kick, then press HIGH PUNCH. This one is hard as Shang Tsung's fireball travels slow. More than one flaming skull after the jump kick is possible, although extremely difficult.

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KITANA

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- o Jump Kick - Fan Throw: Jump kick your opponent low and immediately do the fan throw. Start the two forward motion right before you kick, then press both punch buttons. If you are fighting the computer and they block your jump kick, the fan throw will usually hit.

- o Jump Kick - Fan Throw - Hop Kick: Jump kick your opponent low and immediately do the fan throw. Start the two forward motion right before you kick, then press both punch buttons. If you connect on the first jump kick and get the fan out fast, you can also hop kick your opponent as they are falling down.

- o Jump Kick - Fan Lift: Jump kick your opponent low and immediately do the fan lift. Start the three back motion right before you hit, then quickly press HIGH PUNCH. You must do the fan lift immediately, or it will not catch the falling opponent, and you will be left vulnerable. Follow this with the next combo. This does not work on version 3.

- o Fan Lift - Jump Kick - Fan Throw - Hop Kick/Air Attack: Catch the opponent with the fan lift and wait until they are near the top. Walk forward as far as you can then do a jump kick, catching the opponent as they are falling down. Immediately do the fan throw, quickly followed by a hop kick or air attack. If your opponent is fairly close to you or near the corner, you could do a regular jump kick

instead of a hop kick for the last move. This works very well against Kintaro and Shao Kahn.

- o Fan Lift - Jump Kick - Fan Throw - Uppercut: Opponent must be near the corner. Catch the opponent with the fan lift and wait until they are near the top. Walk forward as far as you can then do a jump kick, catching the opponent as they are just released from the wave. Immediately do the fan throw. As they are falling down do an uppercut.

===  
JAX  
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- o Overhead Hammer - Uppercut: The overhead hammer will stun the opponent momentarily. You can follow this with any move, such as an uppercut or gotcha grab. Consecutive hammers are not possible.

- o Jump Kick - Energy Throw: Jump kick your opponent low and immediately do the energy throw. After starting the jump kick, keep the joystick in the forward/down position, so you can quickly do the half-circle motion right after you hit.

- o Jump Kick - Gotcha Grab: Jump kick your opponent low and immediately do the gotcha grab. Start the two forward motion right before you hit, then quickly press LOW PUNCH. Jax will grab nothing but air if not done quickly enough.

- o Jump Kick - Back Breaker: Jump kick your opponent low and immediately do the back breaker. Be sure to kick low and deep. As soon as you press the kick button press BLOCK to execute the back breaker.

=====  
MILEENA  
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- o Jump Kick - Throwing Sais: Jump kick your opponent low and immediately do the throwing sais. You will need to charge the move before you jump. Immediately after hitting with the jump kick, release HIGH PUNCH.

- o Hop Kick - Throwing Sais - Teleport Kick: Hop kick your opponent as they jump towards you and immediately throw the sais. As soon as you hit on the hop kick release HIGH PUNCH. After the sais hit do the teleport kick.

- o Jump Kick - Ground Roll: Jump kick your opponent low and immediately do the ground roll. Start the two back motion just before you hit in order to get the move off quickly.

=====  
BARAKA  
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- o Jump Kick - Blue Bolt: Jump kick your opponent low and immediately do the blue bolt. After starting the jump kick, keep the joystick in the down position, so you can quickly do the quarter-circle

motion right after you hit.

- o Jump Kick - Blade Fury: Jump kick your opponent low and immediately do the blade fury. Start the three back motion right before you hit, then quickly press LOW PUNCH. If you do not connect with the blade fury, you are left vulnerable for an attack.

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## SCORPION

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- o Jump Kick - Spear: Jump kick your opponent low and immediately do the spear. Start the two back motion right before you hit, then quickly press LOW PUNCH.

- o Jump Kick - Leg Grab: Jump kick your opponent low and immediately do the leg grab. After starting the jump kick, keep the joystick in the forward position, so you can quickly do the half-circle motion right after you hit.

- o Jump Kick - Air Throw: Jump kick your opponent low and deep, then immediately do the air throw by repeatedly pressing BLOCK.

- o Teleport Punch - Spear: Teleport punch your opponent and immediately spear. This will work best if you catch the opponent in the air with the teleport punch, making it easier to spear them before they hit the ground.

- o Teleport Punch - Leg Grab: Teleport punch your opponent and immediately do the leg grab. This will work best if you catch the opponent in the air with the teleport punch, making it easier to leg grab them just as they hit the ground.

- o Turn Around Kick - Teleport Punch - Spear: Do a turn around kick on your opponent and immediately do the teleport punch. If you connect on the teleport punch throw the spear, and finish with an uppercut.

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## RAIDEN

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- o Jump Kick - Body Launch: Jump kick your opponent low and immediately do the body launch.

- o Hop Kick/Punch - Body Launch: Hop kick/punch your opponent in the air and immediately do the body launch.

- o Jump Kick - Lightning: Jump kick your opponent low and immediately do the lightning. After starting the jump kick, keep the joystick in the down position, so you can quickly do the quarter-circle motion right after you hit.

- o Electric Grab - Two Punches - Body Launch: As Raiden lets go of the opponent after the electric grab, punch twice. This will pop them into the air, which can be followed by the body launch.



\*\*\*\*\*  
\*\*\*\*\* Rumors, Secrets, and Things to Try \*\*\*\*\*  
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=====  
RUMORS AND NEWS  
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- o Version 3 is out in many areas of the country and news is just starting to come in. Additions include Raiden's second, Kung Lao's friendship, and the Dead Pool fatalities. The Dead Pool fatality is different than the pit/spike fatality and none of the movements are known at this time.
- o The movements for Shang Tsung and Johnny Cage's friendships were changed in the new version, probably because they interfered with other moves.
- o Thank God animalities have finally been proved to be untrue, and from the programmers themselves, even.
- o Kano Transformations is listed in the game audits menu. It is possible then to change into Kano, probably with Shang Tsung. Other rumors are the Kintaro fatality with Shang Tsung, where he uppercuts the top half off your body. Also, rumor has it that you can turn into Goro.
- o The Internet Guys are now listed in the end credits! And they weren't referring to the Hugo brothers!

=====  
SECRET CHARACTERS  
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Congratulations! You Have Found The Passage From The Outworld To The Earth Realm. Now You Must Battle With An Undiscovered Warrior From Mortal Kombat One. Prepare Yourself To Return To Goro's Lair.

This is the message you are greeted with when you meet the requirement to fight Jade, Smoke, or Noob Saibot. Jade is a green female ninja with the powers of Kitana who moves twice as fast. Smoke is a gray male ninja who has the powers of Scorpion. He moves extremely fast, and is constantly emitting smoke, which can be distracting. Noob Saibot is an all black male ninja with the powers of Scorpion.

Both Jade and Smoke can be seen in the Living Forest when the look out from behind the middle trees. They occasionally drop down during a match and give clues on how to reach them. After you win or lose to any of the secret characters, you are returned to the Choose Your Fighter screen where you may pick another character. If a second player joins in while fighting a secret character, the match will be played in the No Name zone, which happens to be Goro's Lair.

=====  
TO REACH JADE  
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o Win one round on the stage directly before the question mark using only LOW KICK. That is the only requirement. You may reach Jade on any round of the stage. Unnecessary requirements include flawless victory, fatalities, and a certain amount of wins.

=====

TO REACH SMOKE

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o Be on The Portal stage. You may be playing either a one or two player match.

o Wait until the picture of Dan "Toasty" Forden pops out in the lower right corner. The face will appear when you uppercut your opponent. There is no determined way to get the face to appear more frequently.

o As soon as the face appears, press the start button while holding down on the joystick. In a one player game, make sure the start button pressed is on the side you are playing on. In a two player game, whoever presses their start button first will be the one who will fight Smoke.

=====

TO REACH NOOB SAIBOT

=====

From: dmc@kuhub.cc.ukans.edu

To get to Noob Saibot you must get 50 wins in a row.  
I don't know if wins against the cpu counts. Heres what we did.

- a) be an arcade employee \*not really necessary but is much cheaper.
- b) We racked up 50 wins in 2p vs modes. Many of the wins were double flawlessnesses. Many were fatalities.
- c) in game that starts with a 49 win streak I got a single flawless fatality. After all the normal jazz it sort of froze and some music started playing. Same music as some other part of the game, but I can't remember which part.
- d) in small letters it says something like "you have achieved an incrediblewinning streak".
- e) you are then put into goro's lair without the normal 'undiscovered bla...' jazz.
- f) 'Noob Saibot' on energy bar.
- g) he is just a normal male ninja, but all black so he looks like a shadow. Slower than smoke. Only uses scorpions spear.
- h) after every round Noob wins it says \*shao kahn voice"Feel the power of..." then in the normal toasty voice "TOASTY!".
- i) I lost, mainly cause I was messing around, he is easier than smoke
- j) after loosing it went to normal. win streak intact
- k) friend joins in.
- l) after he beat me 1 round and I beat him 1 round the same jazz occurred and I got to NS AGAIN!
- m) my bonehead friend 'saved' me right before NS was about to kill me. This reset the win streak.

I dont know but maybe you get to fight noob every time after you win a match, or even just a round.

====  
PONG  
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You have reached the outer limits of the tournament. Now you both must face a challenge from your past... Pong! First player to seven wins. Pong occurs after 250 matches. This might have been reduced in version 3.

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THINGS TO TRY

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- o Right after doing the pit fatality uppercut, hold down on both joysticks. The body will slowly slip from the spikes and fall to the ground.
- o During attract mode, pull down on both joysticks to bring up the top 15 players.
- o Uhhh...

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\*\*\*\*\* Miscellaneous \*\*\*\*\*

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FRIENDSHIPS AND BABALITIES

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Instead of finishing your opponent, you have the option to violate the spirit of Mortal Kombat and be compassionate. You may either turn them into a baby or make friends with them. This is a good way to show others what a nice game Mortal Kombat II is.

In order to utilize a friendship or babality, you may not press either punch button during the winning round. This would include all normal punching moves, as well as all missile weapons involving a punch button and a few of Shang Tsung's morphs. Friendships and babalities may be done from any distance on the screen. Every fighter has a fairly good arsenal without the punch buttons, although this is much harder to accomplish against a human opponent. The easiest way to win against the computer without the punch buttons is with a jump-kick pattern.

=====

CHIP VERSION INFORMATION

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To date there have been three major release versions of MKII: version 1.1, 2.1, and 3.1. With each release more and more things are added, a trend that will hopefully not be going on very much longer. You can find out which version you are playing on by turning the machine off and

back on again. Remember, this guide is written for the most current version of the game. If you are playing on an older version, have the owner contact Midway to get the newer chips. The following is a basic summary of differences in each version.

Version 1.1:

- o First version released to the public even though unfinished.
- o Contained almost all moves but not many fatalities.
- o Kintaro and Shao Kahn very difficult to beat.
- o No game ending after beating Shao Kahn.
- o Baraka's blade swipe had no sound.
- o Shang Tsung had the ceiling walk bug.

Version 1.4:

- o Mileena's ground roll move added.
- o Kung Lao's aerial kick added.
- o Sub-Zero could do the first part of the freeze-uppercut fatality during the match.

Version 2.1:

- o First "official" release version.
- o Intro text slightly changed.
- o Ending story and credits added.
- o Computer intelligence improved.
- o Nearly all fatalities were added.
- o Friendships and babalities were added.
- o The pit/spike fatality was added.
- o Smoke and Jade were added.
- o Kintaro and Shao Kahn easier to defeat.
- o Kitana could keep Kintaro and Shao Kahn up in the corner by using repeated punches.

Version 3.1:

- o More amounts of blood added.
- o Dead Pool fatality added.
- o Noob Saibot added.
- o Raiden's super uppercut fatality added.
- o Kung Lao's friendship added.
- o Computer intelligence increased.
- o Computer has ability to do missile weapons in the air.
- o Multiple babality problem fixed.
- o Repeated punches in the corner fixed.
- o Kitana's multiple fan lifts in the corner fixed.
- o Sub-Zero freeze - punch - freeze - punch... fixed.

\*\*\*\*\*  
\*\*\*\*\* Character Endings \*\*\*\*\*  
\*\*\*\*\*

=====  
END MESSAGES  
=====

Who Is Smoke?      Where Is Sonya?  
Who Is Jade?      Where Is Kano?  
Friendship?      Where Is Goro?  
Babality?  
Ceamr Odse Nto Exits (Ermac Does Not Exist)  
Emro Batmok Ot Meok (More Kombat To Kome)  
Sruep Ghih Miptac (Super High Impact)  
There Are No Animalities

=====  
LIU KANG (HO SUNG PAK)  
=====

With his Shaolin temple in ruins, Liu Kang journeys into the Outworld, enters Shao Kahn's tournament and unleashes a fury that does not end until the defeat of Shao Kahn. Liu Kang then returns to the seclusion of his Shaolin temple. He pays his respects to his lost brothers and finally realizes that the events which have taken place were all fulfillment of his destiny.

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KUNG LAO (ANTONY MARQUEZ)  
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A former Shaolin Monk alongside Liu Kang, Kung Lao also grieves the loss of their Shaolin brothers. He realizes that his ultimate fate lies within the dark realm of the Outworld. He defeats his Outworld opponents until he emerges the supreme champion. With his strength and spirit in complete alignment he finally avenges the death of his great ancestor. Although his greatest challenges lie ahead...

=====  
JOHNNY CAGE (DANIEL PESINA)  
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After disappearing from the set of his latest movie, Cage finally resurfaces. He used all his knowledge and experiences as a fighter to end the Outworld menace. Now heralded as a true hero, Cage receives the respect he rightfully deserves. He also gets his inspiration for the sequel to his blockbuster movie Mortal Kombat. MK II is released and quickly becomes the greatest motion picture event of all time. Cage realizes that MK III is inevitable.

=====  
REPTILE (DANIEL PESINA)  
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Reptile has always loyally served as Shang Tsung's protector. While maintaining a very low profile in the first tournament he discovered Tsung's plot to force the remaining members of his near extinct race into slavery under Shao Kahn's rule. Reptile then devises a plan of his own. He enters the Outworld tournament, defeats Shao Kahn and turns against Shang Tsung, ending his master's scheme. Now his race can live on in their own peaceful existence.

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SUB-ZERO (DANIEL PESINA)

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When Sub-Zero failed to return from the Shaolin tournament and rumor of Shang Tsung's survival reached the Lin Kuei clan, they immediately sent another assassin to complete the task. This new warrior is actually the younger brother of the original Sub-Zero. He enters the outworld contest and accomplishes his task. He learns of Scorpion's foul vendetta against his brother but will never know why his life was spared. Perhaps a third tournament is in his future?

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SHANG TSUNG (PHILLIP AHN M.D.)

=====

Shang Tsung not only turns against and defeats both Kintaro and Shao Kahn, he also takes over their rule of the Outworld. With Shao Kahn's armies at his command, he finally unbalances the Furies, and weakens the dimensional gates between the Outworld and the Earth Realm. Along with his elite group of sorcerers he uses this weakness to march a never ending horde of demons into the earth and doom its inhabitants to eternal darkness. Have a nice day.

=====

KITANA (KATALIN ZAMIAR)

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Through her years of working as an assassin, Kitana has learned many secrets, especially about her own past. She finds that Mileena is not her twin but a grotesque clone created by Shang Tsung. She learns that her parents were former rulers of the Outworld overthrown by Shao Kahn. Determined to take back what is rightfully hers she must defeat Kahn himself. She does so by entering the tournament. She retakes her parents' castle and restores the Outworld back into a realm of nobility.

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JAX (JOHN PARRISH)

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Jax finds Sonya held captive alongside their arch enemy Kano. Her only chance of escape is by Jax entering Shao Kahn's contest. With fierce determination he catches the Outworld warriors off guard and wins the tournament bringing Shao Kahn's rule to a crashing halt. During the chaos that follows, Jax and Sonya escape through the dimensional gate from which they entered. Kano once again eludes capture but Jax and Sonya know they will cross paths with him in the future.

=====

MILEENA (KATALIN ZAMIAR)

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Once thought to be Kitana's twin sister, Mileena is actually a grotesque clone created by Shang Tsung. With Shao Kahn suspicious of Kitana's motives, Mileena seizes the opportunity to attack Kahn and his minions. Caught off guard they are no match for Mileena's speed. She wins the

tournament and together with her secret companion, Baraka, they rule the world as King and Queen.

=====  
BARAKA (RICHARD DIVIZIO)  
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Known for his unpredictable actions and wild fits of anger, Baraka goes on a rampage. After defeating the earth warriors he attacks Shang Tsung, Kintaro and finally Shao Kahn himself. After defeating Shao Kahn, Baraka's race of mutants arise from the wastelands and rebel against what is left of Kahn's army. They eventually win and the Outworld comes under the rule of King Baraka.

=====  
SCORPION (DANIEL PESINA)  
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Upon learning of Sub-Zero's reappearance, Scorpion enters Shao Kahn's tournament. He witnesses Sub-Zero spare the life of an opponent and realizes that this is not the same Sub-Zero who murdered him so long ago. He lets the ninja live and goes on to defeat the Outworlders in their unholy contest. With the defeat of Shao Kahn, Scorpion discovers a new purpose for his existence. He becomes the guardian of the new Sub-Zero to atone for murdering his older brother and in preparation for a third tournament.

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RAIDEN (CARLOS PESINA)  
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Familiar with Shang Tsung's lies and Shao Kahn's brutality, Raiden accepts their challenge to compete in an Outworld tournament. He is well aware of their scheme to unbalance the Furies and invade the Earth Realm. Raiden vows to use all his might to end their treachery. Winning the tournament Raiden destroys Shao Kahn and all his minions. He also destroys the dimensional gates which would have been their passageway to the Earth Realm.

\*\*\*\*\*  
\*\*\*\*\* Offers From Midway \*\*\*\*\*  
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Mortal Kombat II  
Collectors Edition  
Comic Book and Compact Disc

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\*\*\*\*\* Credits and Thanks \*\*\*\*\*  
\*\*\*\*\*

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\*\*\*\*\*  
\*\*\*\*\* Excellent \*\*\*\*\*  
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-----| trust my own technology!"  
"Thrills! Chills! Magic! Prizes!" -- Hurricane        | -- Geordi LaForge

Gene Roddenberry, Isaac Asimov, Jim Henson, Dr. Seuss, Mel Blanc ... Sigh ...