



Introduction

It's ironic how immortal the word "mortal" has become. After generations of deadly combat, gruesome fatalities, and buckets of blood, the cry of "*Mortal!!! Kmbaaaaatttttt!!*" has gathered gamers from around the globe to compete in a tournament for the masses. Chances are, that cry has beckoned you hither.

More than twenty kombatants wait to challenge your fighting skills in *Mortal Kombat: Deception*. If you're out to master this game, read our guide, complete with:

- **Kombat Tips:** All the basic strategies and tips you need to get on your feet. You think fireballs will earn you wins? Think again.
- **Kombatants:** Move lists and strategies for every character, along with special combos and fatalities you can't find in the game.
- **Konquest:** A full walkthrough of *Deception's* Konquest mode, with tips on beating the challenging opponents, and finding all of the unlockable characters.
- **Kombat Chess:** Strategies to dominating in this interesting mix of Chess and *Mortal Kombat*.
- **Krypt:** Know where to spend your hard-earned coins to unlock the best surprises.



Kombat Tips

CONTROLS	ABBRV.	PS2	XBOX	CUBE
Attack 1	A1	SQUARE	X	B
Attack 2	A2	TRIANGLE	Y	Y
Attack 3	A3	X	A	A
Attack 4	A4	CIRCLE	B	X
Stance Switch	ST	L1	L	L
Throw	TH	R1	BLACK	Z
Block	BL	R2	R	R
Weapon Grab	WG	L2	WHITE	C-STICK

OFFENSE

At least half of a good *Mortal Kombat* game play requires an outstanding offense, but just knowing your character's best combos won't ensure mastery of the big O. It takes smart play and variety to keep your opponents guessing—and guessing is exactly what you want them to do.

- **Don't rely on special moves.**

Though each character's special moves are pretty cool to watch, it's not a good idea to just throw them out and hope for them to score your damage. Just about every special move will leave you vulnerable to a counter-attack (or combo) if you miss or get blocked. Check out the individual [kombatant strategies](#) for character-specific tips on when to use specials...and when not to.

Some characters have moves that are safer than others, while other characters have moves that should just not be used. Toy around with the special moves and see which ones have the least delay afterwards—though you still can't rely on them to do all your dirty work, they'll definitely be the safest and most helpful.



- **Apply pressure both high and low.**

Almost all of your combos will start with high attacks which are easily ducked under. And while it's important to land damaging combos, you can't just run around throwing high attacks all day and not expect to get punished. Mix up your high attacks with low strike pokes, and find moves that will hit "mid" on opponents. Mid hits will hit a crouching opponent who is blocking, forcing your opponent to stand back up to block. When they get used to that and start standing, make use of your high attacks and throws to keep the pressure on.



- **Stay mobile.**

Side-stepping can be both a defensive and offensive tool. Using side-steps, you'll be able to maneuver yourself around your opponent's attacks to line yourself up for a combo of your own. If you move only within a two-dimensional plane, you'll have a hard time breaking through your opponent's flurries to land an attack.

Staying constantly on the move will also ensure that you don't play into your opponent's trap. Smart players will try to push you towards environmental hazards, but stay mobile and they won't be able to.

- **Position yourself wisely.**

The fighting arenas you'll visit are littered with death traps and environmental hazards, and you definitely don't want to get caught in them! Quite the opposite, of course—you want to position your opponent so that he's in danger of getting kicked back into a dangerous environmental hazard. To do so, make sure your opponent's back is to the hazard at all times, and pressure him to retreat. Certain characters can even use teleport moves to make this easier. Back yourself up against a hazard, and teleport behind your opponent to reverse the roles.



DEFENSE

The other half of *Mortal Kombat* mastery is a solid defense, and that requires more than just being able to hold the block button. Here are some general tips to keeping up your defenses, but remember this classic maxim: *A good offense is the best defense.*

- **Block low!**

Whether your opponent is a combo veteran or a scrubby newbie, chances are that they're going to focus primarily on high attacks. Crouching will let you duck under all high attacks and pop back up for a counter-combo when they've ended their string of whiffed attacks.



- **Ration your breakers.**

You only get three breakers per fight, and you need to make the best of them. Don't use breakers for general defense—instead, keep them in stock until your opponent launches into a nasty juggle combo. To even further maximize their affect, save them for pivotal moments in a fight. If you're winning running away with the round, don't waste a breaker when your opponent scores a lucky combo. Save it for when you *really* need to make sure you've always got one when it counts.

- **Don't get hit.**

...Pretty much sums it up!

Kombatants

Before you engage in mortal kombat, it's important to know your kombatant of choice. If you want to know your character's complete moves set, including fatalities and combos that *aren't* in the game, choose your fighter below. We've even developed some starting strategies to get you on your feet. Think you've got what it takes to master your favorite kombatant? This is the place to start.

CONTROL CHART

CONTROLS	ABBREV.	PS2	XBOX	CUBE
Up	U	D-PAD	D-PAD	D-PAD
Down	D	D-PAD	D-PAD	D-PAD
Back	B	D-PAD	D-PAD	D-PAD
Forward	F	D-PAD	D-PAD	D-PAD
Attack 1	A1	SQUARE	X	B
Attack 2	A2	TRIANGLE	Y	Y
Attack 3	A3	X	A	A
Attack 4	A4	CIRCLE	B	X
Stance Switch	ST	L1	L	L
Throw	TH	R1	BLACK	Z
Block	BL	R2	R	R
Weapon Grab	WG	L2	WHITE	C-STICK

ASHRAH

It takes some trying, but it's possible to make Ashrah a pretty viable force in combat. With a couple of powerful combos (read: more than 30% damage) and a number of effective low strikes, Ashrah definitely has some flexibility in battle.

Ashrah has a couple of special moves that have uses, including her lightning blast. Though it's short range, the attack can be used as an extended poke at your opponent—when you're at a stand-off, throw it out to break the peace. Her torpedo special can also be pretty effective, though you can't get predictable with it or your'll pay the consequences.

Another of Ashrah's strengths is her ability to combo off of her throw. Execute a throw and your opponent will bounce up high enough to juggle. Use this when your opponent is standing, and make use of Ashrah's great low attacks to pressure ducking opponents to keep in good shape throughout the fight.



STANCE	COMBO	RATING
CHOU JAIO	A2, A2, A1, ST, A2, A2, A3	★★★★★
BA GUA	TH < juggle > A1, A2, A2, A3	★★★★
KRISS	U + A2 < juggle > A3, A4, A2, A2	★★★★★

MOVE NAME	COMMAND	RATING
SPECIAL MOVES		
Heavenly Light	D, B + A1	★★
Lightning Blast	D, F + A1	★★★★
Spin Cycle	D, U + A3	★★
Nature's Torpedo	F, F + A4	★★★★
CHOU JAIO		
Wrist Chop	A1	★★
Piercing Wrist	F + A1	★★★★
Crouching Low Arm Chop	D + A1	★★
Nukite	A2	★★
Vicious Uppercut	D + A2	★★
Snap Kick	A3	★★
Off Balance Trip	B + A3	★★★★
Knee Bruiser	F + A3	★★
Lifting Flat-Foot	U + A3	★★
Ducking Snap Chip	D + A3	★★
Hopping Crane Kick	A4	★★
Whirling Spin Kick	B + A4	★★★★
Chicken Leg	F + A4	★★★★
Soaring Crane	U + A4	★★★★
Walking Steel Leg	D + A4	★★
Steel Wrists	A1, F + A1	★★★★
Twin Eye Poke	A2, A2	★★
Downfall	A2, A2, ST	★★★★
Stone Wrists	A2, A1	★★
Leg Chopper	F + A4, A1	★★★★
Demon Slayer	A2, A2, A1	★★★★
Faithful Mind	A2, A2, A1, ST	★★★★
Feeling Lucky	A2, A2, A3	★★★★
Furious Wrath	A2, A2, A1, ST, A2, A2, ST	★★★★★
		★★★★★

Killer In White	A2, A2, A1, ST, A3, F + A3	
BA GUA		
Ox Tongue Palm Strike	A1	★★
Dragon Elbow Strike	D + A1	★
Power Palm	B + A1	★★
Hooking Strike	A2	★★
Spear Hand Thrust	B + A2	★★
Heavenly Uppercut	D + A2	★★
Spinning Force Palm	A3	★★
Hammer Palm Strike	F + A3	★★★★
Low Jagged Kick	D + A3	★★
Stepping Side Kick	A4	★★
Swinging Step	B + A4	★★★★
Horse Kick	U + A4	★★★★★
Low Turning Kick	D + A4	★★
Stomach Pain	A1, A3	★★
Fancy Hands	A1, A2	★★
Chin Strikes	A2, A2	★★
Rusty Blade	A1, A3, ST	★★★★★
Painful Palms	A1, A2, A2	★★★★
Dancing Hands	A1, A2, A2, A3	★★★★★
Face Scrape	A2, A2, A3	★★★★★
Face Poker	A2, A2, ST	★★★★★
Art of Overkill	A1, A3, F + A3	★★★★
KRISS		
Chest Slash	A1	★★
Head Slicer	B + A1	★★★★
Eye Poke	F + A1	★
Low Thigh SLash	D + A1	★★
Right Down the Middle	A2	★★★★
Dancing Kriss	B + A2	★★
Quick and Easy	U + A2	★★
Rising Uplift	D + A2	★★
Reverse Blade	A3	★★
Low Slash	B + A3	★★★★
Neck Thruster	U + A3	★★
Target Practice	F + A3	★★★★
Low Quick Stab	D + A3	★★★★
Pelvis Kick	A4	★★
Twisting Gut Cut	U + A4	★★★★★
Mid-Section Pain	D + A4	★★★★
Kriss Kross	A2, A2	★★★★
Twin Swipes	A1, A1	★★
Fast Enough	F + A1, A1	★
Fast Hands	F + A1, A1, A1	★
Extreme Fists	F + A1, A1, A1, A1	★★
Goddess Blade	A3, A4	★★★★
King Thunder	A3, A4, A2	★★★★
Killer Bride	A3, A4, A2, A2	★★★★★

DISTANCE	FATALITY
close in	D, D, U, U + A2
sweep range	F, D, F, D + A2
Hara-Kiri	U, D, U, U + A2

BARAKA

Baraka's main strengths lie in his great sweep attacks that he has in each of his three fighting styles (just press B + A4). This gives Baraka a good attack to mix in with the usual combo attempts, and is especially useful when playing footsie with your opponents.

Another strength in Baraka's attacks is with his weapon mode, blades. He's got a lot of fast, long-range attacks that are great for poking your opponent, as well as a pretty damaging dial-a-combo that's not hard to execute. In fact, his blades fighting style is probably his best, offering a balance of power and versatility.

Unfortunately, Baraka's special attacks are pretty underwhelming. His flying shard attack is pretty useless, and even his chop chop blades are pretty limited (they'll leave you wide open if they're blocked). Baraka's mutant blades are very good for catching your opponents off-guard, but you can't get predictable with them—if the attack gets blocked, you'll be eating a combo.



STANCE	COMBO	RATING
SILAT	A1, A1, A2 < juggle > A1, A1, A3, ST	★★★★★
HUNG GAR	B + A4 < off the ground > F, F + A3	★★★
BLADES	U + A3 < juggle > A3, A3, A2, A1, A1	★★★★★

MOVE NAME	COMMAND	RATING
SPECIAL MOVES		
Flying Shard	D, B + A1	★★
Mutant Blades	F, F + A3	★★★★★
Chop Chop Blades	D, U + A3	★★★
SILAT		
Quick Punch	A1	★★★
Spinning Elbow	B + A1	★★
Nomad Cross	F + A1	★★
Ducking Cross Punch	D + A1	★
Vertical Elbow	A2	★★
Frontwards Elbow	F + A2	★★★★
Rising Uppercut	D + A2	★★
Thai Knee	A3	★
Ankle Kick	B + A3	★★
Jumping Roundhouse	U + A3	★★★★
Crouching Kick	D + A3	★★★★
Front Sidekick	A4	★★
Dragon Sweep	B + A4	★★★★★
Low Demon Spinkick	D + A4	★★
Steel Punches	A1, A1	★★★★
Triple Takeout	A1, A1, A1	★★★★
Head Spinner	B + A1, A2	★★★★
Speedy Elbow	A1, A1, A2	★★★★★
Silat's Salute	A1, A1, A4	★★
Rocky Road	B + A1, A3	★

Chest Damager	A1, A1, A3	★
Scratch Fever	A1, A1, A3, ST	★★★★
HUNG GAR		
Scratching Palms	A1	★
Double Claw Strike	B + A1	★★
Low Scratch	D + A1	★★
Chameleon Palm	A2	★★★★
Razor Nails	B + A2	★★
Hammerfist Lift	D + A2	★★
Baraka Hop	U + A2	★
Spinning Hook Kick	A3	★★
Slithering Foot	D + A3	★★★★
Tiger Tail Kick	B + A3	★★
Leg Take Out	F + A3	★★★★
Twisting Sidekick	A4	★★★★
Leg Trip	D + A4	★★
Spinning Roundhouse Kick	B + A4	★★★★
Leaping Frog Legs	U + A4	★★
Clearing Space	A1, A2	★★
Sharp Things	A1, A2, ST	★★★★
Sneaky	A3, ST	★★★★
Hot Palms	A1, B + A1	★★
Taking Out Your Eyes	A1, B + A2	★★★★
Priceless	A1, A2, ST, A3, A2, A2	★★★★
Suffering Blade	A1, A2, ST, A3, A2, A1, A1	★★★★
BLADES		
Downwards Slash	A1	★★★★
Mid-Ripper	B + A1	★★★★
Face Impaler	F + A1	★★★★
Low Scissors	D + A1	★★
Throat Slash	A2	★★
Send Them Flying	U + A2	★★
Chest Slash	F + A2	★
Crouching Dual Stab	D + A2	★★★★
Scarlet Swing	A3	★★★★
Up and Beyond	U + A3	★★★★
Get the Point	F + A3	★★★★
Toe Slash	D + A3	★★
Spinning Sidekick	A4	★★★★
Demon Sweep	B + A4	★★★★
Shin Stab	D + A4	★★
Slashing Wind	A1, A1	★★★★
Mithril Metal	A2, A2	★★★★
Long Tips	A2, A1	★★
Frenzy Slashes	A2, A1, A1	★★★★
Cyclone	A3, A3	★★
Khan's Warrior	A3, A3, A2	★★★★
Outworld Walker	A3, A3, A2, A2	★★★★
Baraka's Special	A3, A3, A4	★★

Dark Void	A3, A3, A2, A1	★★★
Heavy Damage	A3, A3, A2, A1, A1	★★★★★

DISTANCE	FATALITY
close in	F, U, D + A2
sweep range	F, D, B, F + A2
Hara-Kiri	D, B, U, B + A4

BO' RAI CHO

Though Bo' Rai Cho doesn't have any stand-out special moves, he does have some amazing combo power out of two of his three fight stances. His sumo style alone has two solid combos that deal almost forty percent damage! Even outside of his combos, Bo' Rai Cho has some very good normal attacks.

His best normal attacks can be found in his jotutsu stance, though you'll have to avoid the other attacks in that stance which are downright horrible. His best attacks, including the mid reverse strike and pelvis hit, have strange hit boxes that allow him to hit opponents from a surprising distance—even if it doesn't look like the staff touches your opponent it still often hits! These quick long-range attacks let Bo' Rai Cho play a solid distance game when opponents run away from his powerful combos.



As mentioned before, though, his special moves aren't terrifically useful. Use the puke puddle to set up combo opportunities when you've got the room to perform the move. It's unblockable, and gives you enough time to switch to whatever fighting stance you want to unleash the combo of your liking.

STANCE	COMBO	RATING
SUMO	A1, A2, ST, A3, ST < juggle > A2, A4, B + A1	★★★★★
DRUNKEN FIST	A3, A3, ST < juggle > A2, A4, B + A1	★★★
JOJUTSU	A2, A4, B + A1, ST < juggle > A1, A2, ST	★★★★

MOVE NAME	COMMAND	RATING
SPECIAL MOVES		
Puke Puddle	B, F + A2	★★★★★
Monkey Flips	D, B + A1	★★★
Belly Bash	F, F + A4	★★★
Earthquake	D, U + A3	★★
SUMO		
Sumo Slap	A1	★★
Power Lift	B + A1	★★★★
Low Strike	D + A1	★★
Rib Slap	A2	★★
Double Handed Push	F + A2	★★
Uppercut	D + A2	★
Cheap Shot	A3	★★
Sweeping Kick	B + A3	★★★★
Crab Kick	D + A3	★★
Headbutt	A4	★★
Side Chop	B + A4	★
Low Foot Plant	D + A4	★★
Ring Out	A1, A2	★★
Phat Hands	B + A4, A2	★★★★
Champion Sumo	A1, A2, A3	★★★★

Frenzy Legs	A1, A2, ST, A3, A3	★★★★
Sleepwalker	A1, A2, ST, A3, A2, A2	★★★★★
Drunken Sumo	A1, A2, ST, A3, ST	★★★★★
DRUNKEN FIST		
Spinning Backfist	A1	★★
Cross Strike	B + A1	★
Serving Fist	D + A1	★
Drinking Punch	A2	★★
Twisting Flask	D + A2	★★
Battle Punches	U + A2	★★
Lazy Leg	A3	★★★★
Sweep Kick	B + A3	★★★★★
Drinking Wine	D + A3	★
Drunken Leg	A4	★★
Spinning Kick	B + A4	★★★★
Monkey Kick	D + A4	★★
Krazy Monkey	A3, A2	★★★★
Twist of Lime	A1, A1, A1	★★★★
Crushing Grapes	A3, A3, A3	★★
Staggering Steps	A2, A3, A2, A2	★★
Zero Tolerance	A3, A3, A2, A2	★★
On the Rocks	A2, A2, A1, A1, A1	★★★★
City Protector	A3, A3, ST	★★★★★
JOJUTSU		
Overhead Strike	A1	★
Strong Overhead Strike	B + A1	★★★★
Pelvis Hit	D + A1	★★★★★
Two-Handed Thrust	A2	★
Vertical Smash	B + A2	★★
Upwards Stick	D + A2	★★★★
Homerun Swing	A3	★★
2-Hit Strike	F + A3	★★★★
Low Foot Poke	D + A3	★★
Straight Thrust	U + A3	★
Mid Reverse Strike	A4	★★★★★
Leg Poke	B + A4	★
Dodge Nitro Slam	U + A4	★★★★★
High Reverse Strike	D + A4	★★
Homerun	A2, A3	★★
Cheap Stick	A2, A4	★★
Dancing Stick	A2, A4, A1	★★★★
Crusty Branch	A2, A4, A4	★★★★
Splitting Bamboo	A2, A4, B + A1	★★★★★
Rolling Wind	A2, A4, A4, U + A3	★★★★

DISTANCE	FATALITY
sweep range	D, U, F, F + A2
sweep range	U, B, F + A3
Hara-Kiri	B, B, F, F + A2

DAIROU

Dairou is a very well balanced character, with a solid assortment of normal attacks and some very deadly combos. Even one of his special moves (the tombstone drop) is very effective—it can't be blocked, and it pops up opponents for a juggle combo.

Amazingly, Dairou has effective attacks from all three of his fighting stances, giving you a wide range of strikes to work with. His autumn dao stance is probably his best, with a combo that can do more than a third damage to your opponents.

Dairou also has his stealthy shadows move, which has some uses of its own. The move will swap your position with your opponent, no matter where they are, no matter if they're blocking. You don't want to use the move when you're close to your opponent very often, as it doesn't give them any delay afterwards (though you have a slight delay before you can attack). Instead, the move is best used to position your enemy near environmental hazards. If you want an opponent to have his back to a death trap, walk yourself in front of the death trap and perform the move. You'll leave your opponent to deal with the hazard, and give yourself a chance to knock him into it.



STANCE	COMBO	RATING
WING CHUN	F, B, D + A1 < juggle > A1, A2, A4, A3	★★★★
ESCRIMA	A2, A3, A1, U + A2 < juggle > A3, A4, A4	★★★★★
AUTUMN DAO	B + A2 < juggle > A1, A1, F + A3	★★★★★

MOVE NAME	COMMAND	RATING
SPECIAL MOVES		
Tombstone Drop	F, B, D + A1	★★★★
Stealthy Shadows	D, U + A3	★★
Iron Leg	D, B + A2	★★
WING CHUN		
Pressure Fist	A1	★★
Long Arm Punch	U + A1	★★★★
Ducking Low Punch	D + A1	★★
Overhead Knock	A2	★★
Uppercut	D + A2	★★
Sideways Smack	B + A2	★★★★
Side Kick	A3	★★
Digging Heels	B + A3	★★★★
Train Kick	D + A3	★★
Walking Stomach Kick	A4	★★
3-D Slap	U + A4	★★★★
Low Spin Kick	D + A4	★★
Trapping Hands	A1, A1	★★
Lock Down	A1, A1, A1	★★
Stick Fists	A1, A1, U + A1	★★
Reaver Strikes	A1, A2	★★
Junk	A1, A2, A4	★★★★
Long Legs	A2, A4, A3	★★★★
Iron Horse Legs	A2, A4, A4, A3	★★★★
Razor Legs	A1, A2, A4, A4	★★★★
Whispering Tail	A4, A4, A3	★★
Doom Attack	A1, A2, A4, A3	★★★★
Wonder Thunder	A1, A2, A4, A4, A3	★★★★★
		★★★★★

Changing Winds	A1, A2, A4, ST	
ESCRIMA		
Forearm Strike	A1	★★
Lifting Skull Kracker	B + A1	★★★★
Low Chop	D + A1	★★
Pak Fist	A2	★★
Upward Sky	U + A2	★★★★
Hanging Arm	D + A2	★★
Abdominal Strike	A3	★★
Wild Attack	B + A3	★★★★
Short Elbow	D + A3	★★
Knee	A4	★★
Turning Foot	D + A4	★★
Double Trouble	A1, A1	★★★★
Trap Those Hands	A2, A3	★★
Hand Lock	A2, A3, A4	★★★★
Secret Knees	A2, A3, A4, A4	★★★★★
Chaos Strikes	A3, A4, A4	★★★★★
Deadly Fu	A4, A4	★★★★
Path Walker	A3, A1, A1	★★★★
Open Passage	A3, A1	★★
Warrior of Chaos	A2, A3, A1, U + A2	★★★★★
Hidden Evil	A3, A1, U + A2	★★★★★
Sharp Spin Action	A2, A3, ST	★★★★
Sonic Air Wave	A2, A3, A4, ST	★★★★★
AUTUMN DAO		
Gut Slash	A1	★★
Wushu Spin	F + A1	★★★★
Thigh Slash	D + A1	★★
Upward Wind	A2	★★
Upward Launcher	B + A2	★★
Double Handed Slash	D + A2	★★
Melon Cutter	A3	★★★★
Crouching Cyclone	F + A3	★★★★
Tornado Spin Cutter	B + A3	★★★★
Low Long Ranged Stab	D + A3	★★
Chest Stab	A4	★★
Blender Slice	F + A4	★★
Foot Chopper	D + A4	★★
Tiger Slashes	A1, A1	★★★★
Beast Power	A1, A1, A2	★★★★★
Blood Letter	A1, A1, F + A3	★★★★★

DISTANCE	FATALITY
sweep range	D, D, B, B + A2
sweep range	D, D, B + A3
Hara-Kiri	B, B, B, D + A1

DARRIUS

Darius is a somewhat challenging character to use, but he has a couple of solid combos worth perfecting. Also, he has a couple of special attacks that are good for catching opponents off-guard, but they do leave Darius wide open for attack if the special moves miss. Don't use them very often, but make use of their speed to nail opponents who may be on the offensive. Also, his chest cruncher special will sidestep your opponents attacks, and can be a good reactionary attack.



His best combo comes from his gauntlets stance, which also has the best combo starter in his arsenal (upwards hand blade). Poke around with the attack until it lands, and immediately go into a juggle combo for considerable damage. Darius is definitely best played with patience, so don't get overly aggressive.

STANCE	COMBO	RATING
SHINTO RYU	F + A2 < juggle > A1, A2, A3, A4	★★★★
LEOPARD	B + A1, ST < juggle > A3 < juggle > A1, A2, A4, A4	★★★
GAUNTLETS	A3, ST < juggle > A1, A2, A3, ST	★★★★★

MOVE NAME	COMMAND	RATING
SPECIAL MOVES		
Tricky Blast	B, F + A2	★★
Twisty Kick	B, F + A4	★★★★
Chest Cruncher	B, F + A1	★★★★
Target Practice	D, F + A3	★★★★★
SHINTO RYU		
Face Chop	A1	★★
Leaning Elbow	B + A1	★★
Low Stomach Punch	D + A1	★
Nose Chop	A2	★★
Skull Chop	F + A2	★★★★★
Uppercut	D + A2	★★
Hi Face Kick	A3	★★★★
3-D Sidekick	U + A3	★★★★★
Low Snap Kick	D + A3	★★
Head Kick	A4	★★★★
Shin Kicker	B + A4	★★★★
Flipping Kick	U + A4	★★★★
Foot Kick	D + A4	★★
Chopping Wind	A1, A1	★★
Heavy Damage	A1, A1, A4	★★★★
Fierce One	A1, A1, B + A1	★★★★
Swift Chops	A1, A2, F + A2	★★★★
Hazy	A1, A2, A3	★★★★
Triple Speed	A2, A3, A4	★★★★
Shinto Stealth	A1, A1, U + A4, U + A4	★★
Blending Hands	A1, A2	★★
Blending Feet	A3, A3, A3	★★
X-Feet	A2, A3, A3, A3	★★★★
Knock You Out	A1, A2, A4	★★
Wake Up	A1, A2, A3, A3	★★
Krazy Styles	A1, A2, A3, A3, A3	★★★★
I Have the Power	A1, A2, A3, A4	★★★★

Shinto Claws	A1, A2, A3, ST	★★★
LEOPARD		
Leopard Paw	A1	★★
Sabertooth Uppercut	B + A1	★★★★
Double Palm	U + A1	★★★★
Low Paw Strike	D + A1	★★
Knuckle Fist	A2	★★
Upward Jackhammer	B + A2	★★
Batting Practice	D + A2	★★
Power Spin Kick	A3	★★
Leg Trip	B + A3	★★★★
Walking Heels	D + A3	★★
Razor Heels	A4	★★★★
Spinning Sweep Kick	D + A4	★★
Blurry Punches	A1, A1	★★
Knuckle Pain	A1, A1, A1	★★
Sneaky Leopard	A1, A1, A3	★★
Face Splat	A1, A1, A1, A2	★★
Stalking Eyes	A1, A1, U + A1	★★
Pouncing Paws	A1, A1, B + A1	★★★★
Outstanding Results	A1, A1, A2, A4	★★
Keep It Cool	A1, A1, A2, ST	★★★★
GAUNTLETS		
Talon Face Slash	A1	★★
Chest Pain Elbow	F + A1	★★★★★
Chest Slash	B + A1	★★★★
Leg Poker	D + A1	★★
Forward Strike	A2	★★★★
Double Handed Strike	B + A2	★★
Smooth Uppercut	D + A2	★★
Upwards Hand Blade	A3	★★★★★
Sweeping Gauntlet	B + A3	★★★★
Shin Kick	D + A3	★
Rib Kick	A4	★★★★
Freaky Stun Kick	D + A4	★★★★
Power Glove	A1, A2	★★★★
Total Destruction	A1, A2, A4	★★★★
Letting Loose	A1, A2, A4, A4	★★★★
Enraged	A1, A2, A4, A4, A4	★★★★★
Kombat Control	A4, A4	★★
Sharp Feet	A4, A4, A4	★★

DISTANCE	FATALITY
sweep range	U, D, B, F + A3
close in	D, F, F, U + A1
Hara-Kiri	B, F, F + A2

ERMAC

If you're a fan of combos with special moves, Ermac is your man. Though his special moves aren't terribly effective of their own, they do work excellently in combos. It'll take some work to master them, but combos with Ermac's telekinesis are his most damaging and impressive looking.

As strong as his combo ability is, he isn't very versatile otherwise. His other special moves are only somewhat useful (the mystic bomb is unblockable, and hits opponents that are touching the ground, no matter where they are), and even his normal attacks are pretty tame.

Unfortunately, Ermac's weapon mode is pretty weak, though he has a number of excellent pop-up moves that will let you combo into his telekinetic special moves. If you can consistently nail your opponents with combos, there's no one quite as impressive-looking as Ermac.



STANCE	COMBO	RATING
HUA CHUAN	A2, A2, ST < juggle > B, D, B + A4 < juggle > B + A2 < juggle > F, B + A2	★★★★★
CHOY LEE FUT	A1, A1, B + A2 < juggle > B, D, B + A4 < juggle > B + A2 < juggle > F, B + A2	★★★★★
AXE	U + A2 < juggle > A1, A3, A4, A4, A4	★★★★★

MOVE NAME	COMMAND	RATING
SPECIAL MOVES		
Mystic Float	D, U + A3	★★
Mystic Bomb	(during Mystic Float) D + A3	★★★★
Dive Kick	(during Mystic Float) F + A3	★★
Tekekinetic Throw	F, B + A2	★★★★
Hado-Energy	D, B + A1	★★
Tele-Kinetic Slam	B, D, B + A4	★★★★★
HUA CHUAN		
Thigh Punch	A1	★★★★
Long Arm Fist	B + A1	★★★★
Razor Hand	D + A1	★★
Fast Hammer Strike	A2	★★
Hammer Fist Uppercut	D + A2	★★★★
Soaring Edge Hand	A3	★★★★
Low Mule Kick	D + A3	★★
Foot Plant	A4	★★
Creeping Leg	D + A4	★★
Chop Shop	A2, A2	★★
Blender Fists	A2, A2, A2	★★
Face Chop	B + A1, A3	★★★★
Chop Em Up	A2, A2, A1	★★
Face Plant	A2, B + A1	★★★★★
Swift Like the Wind	A2, A2, ST	★★★★
CHOY LEE FUT		
Tiger Claws	A1	★★
Sloping Ridgehand	U + A1	★★
Deadly Palm	F + A1	★★
Kneecap Strike	D + A1	★
Dual Rising Ridgehand	A2	★★
		★★★★

Ridged Knife Chop	B + A2	
Grasping Uppercut	D + A2	★★★★
Twin Ox	A3	★★
Twin Fingers	B + A3	★★
Choy Lay Foot	D + A3	★★★★
Snapping Sidekick	A4	★★★★
Dragon's Tail	B + A4	★★★★★
Sneak Attack	F + A4	★★
Whirling Demon	D + A4	★★
Nitro Strikes	A1, A1	★★
Strong Ox	A1, A1, A3	★★
Strong Mule	A1, U + A1	★★★★★
Bloody Master	A1, A1, A4	★★
Grasping Fingers	A1, A1, A2	★★
Carving the Way	A1, A1, B + A2	★★★★
Choy Lay Power	A1, A1, A2, ST	★★★★
AXE		
Overhead Slice	A1	★★
Whirling Blade	B + A1	★★★★
Sideways Cut	F + A1	★★
Power Jab	D + A1	★★
Horizontal Slash	A2	★★★★
Windy Axe	B + A2	★★★★
Slice You In Two	U + A2	★★★★
Unresting Axe	D + A2	★★★★
Stomach Smash	A3	★★
Low Slasher	B + A3	★★★★
Pelvis Cut	U + A3	★★★★
Foot Slice	D + A3	★★
Quick Fist	A4	★★
Ankle Slicer	D + A4	★
Slice and Attack	A1, A3	★★
Mystic Rush	A1, A3, A4	★★★★
Beat Down	A1, A3, A4, A4	★★★★
Into the Shadows	A1, A3, A4, A4, A4	★★★★

DISTANCE	FATALITY
sweep range	D, B, B, D + A3
sweep range	B, D, B, D + A4
Hara-Kiri	D, U, U, D + A3

GORO

Goro's strengths are in his easy and powerful combos. Goro has strong combos from every one of his fighting stances, giving you flexibility in your strategies while always having the potential for damage.

Goro also has one really effective special move: the Tremor Pound. The attack will hit your opponents no matter where they are. Most importantly, the Tremor Pound launches opponents into the air, setting them up for an easy air juggle. The move is relatively safe, since you can combo off of it from long distances. Whenever you're engaged in a distance game with your opponent, whip out the Tremor Pound randomly to catch them off guard and throw them into a combo.

Unfortunately, Goro doesn't have very good weapon attacks. Most of them are short-ranged or slow (or both). Since Goro's most powerful combos come from this stance, it's important to focus on the moves you *know* work well while avoiding the unnecessarily slow attacks.



STANCE	COMBO	RATING
SHOKAN	B + A1 < juggle > B + A1 < juggle > A1, A1, A3	★★★★★
KUATAN	A2, A1 < juggle > A2, A2, A3	★★★★★
DRAGON FANGS	B + A1 < juggle > B + A1 < juggle > A2, A2, A1	★★★★★

MOVE NAME	COMMAND	RATING
SPECIAL MOVES		
Ultimate Force	D, B + A1	★★
Spinning Slaps	D, F + A2	★★★★
Tremor Pound	U, D + A3	★★★★★
Leaping Stomp	D, U + A3	★★
SHOKAN		
Shokan Jab	A1	★★
Vicious Swing	B + A1	★★★★★
Face Flat	U + A1	★★
Low Punch	D + A1	★★
Center Chop	A2	★★
Angry Slap	B + A2	★★
Uppercut Slap	D + A2	★★
Chest Stomp	A3	★★★★
Low Shokan Kick	B + A3	★★
Low Creeping Kick	D + A3	★★
Pain Giver	A4	★★
Long Reach Poke	D + A4	★★
Quick Death	A1, A1	★★
Killer Slap	A1, A2	★★★★★
Goro's Pain	A1, A4	★★★★
Foot Planter	A2, A3	★★★★
Gripping Death	A1, A1, A3	★★★★
KUATAN		
Dragon Hands	A1	★★★★★
Excessive Punch	F + A1	★
Ducking Hook Punch	D + A1	★
Damaging Fist	A2	★★
Kuatan Spin Kick	A3	★★
Quick Shin Attack	B + A3	★★

Quick Uppercut	D + A3	★
Snuff Kick	A4	★★
Tricky Poke	F + A4	★★
Low Cyclone	D + A4	★
Swift Like the Wind	A2, A2	★★
Rushing Madman	A2, A1	★★★★
Rawr	A2, A2, A3	★★★★
DRAGON FANGS		
Chest Slash	A1	★★
Face Slash	B + A1	★★★★
Upward Cut	U + A1	★★★★
Low Thigh Cut	D + A1	★★
Quick Stomach Strike	A2	★★★★
4 Arm Lifter	U + A2	★★
Uppercut	D + A2	★★
Face Knocker	A3	★★
Knockdown Slap	F + A3	★★
Low Arm Swing	B + A3	★★
Low Tap	D + A3	★
Chin Stun	A4	★★
Power Slap	F + A4	★★
Low Stun Kick	D + A4	★★
Stomach Punches	A2, A2	★★★★
Face Crusher	A4, A3	★★★★
Flurry Claws	A2, A2, A1	★★★★
Hands of Fury	A2, A2, A4	★★

DISTANCE	FATALITY
sweep range	L, L, R, R + A3
close in	R, L, R, L + A1
Hara-Kiri	U, R, R, L + A4

HAVIK

Havik is one of the more curious characters in the game, and not just because he has two completely useless special moves (the head snap and corpse taunt do nothing). He's got a lot of different moves and quick combos, but none of them do very much damage.

What Havik does have going for him, however, is that his throw works as a pop-up attack, letting you juggle combo afterwards. This is great for attacking turtling opponents (who won't stop blocking). In fact, Havik's most powerful combos are done after a throw, so you'll have to work your opponent into throws if you hope to succeed with this character. To do so, pressure your opponent with mid-height attacks, forcing them to block standing up. When they get used to that, step in for the throw and combo 'em to death.

Havik's other special moves, the torso spin and diving corpse, are both pretty average in their effectiveness. The torso spin can be used in juggle combos, and both moves are somewhat effective has surprise attacks. But don't get predictable—if your opponent blocks either attack, you're left open for a counter-attack.



STANCE	COMBO	RATING
Snake	TH < juggle > A1, A1, A2, ST	★★★★
		★★★

TANG SOO DO	A1, A1, A2, ST < juggle > D, B + A1	
BLADES	A3, ST < juggle > A1, A1, A2, ST	★★★★

MOVE NAME	COMMAND	RATING
SPECIAL MOVES		
Torso Spin	D, B + A1	★★★
Diving Corpse	B, D + A1	★★★
Crackling Legs Projectile	B, F + A3	★★
Head Snap	B, F + A2	★
Corpse Taunt	F, B + A4	★
SNAKE		
Bai She Tu Xin	A1	★★
Cross Fang	B + A1	★★
Low Palm	D + A1	★★
Viper Strike	A2	★★
Gut Buster	B + A2	★★
Twin Fang Uppercut	D + A2	★★
Qing She Chu Dong	U + A2	★★★★
High Snapkick	A3	★★★★
Low Cobra Kick	D + A3	★★
Mid Kick	A4	★★
Quick Low Kick	D + A4	★★
Eagle Pecking	B + A4	★★
Twisting Python	A2, A2	★★
Spiritual SNAke Tail	A2, A3	★★
Blinding Strike	A2, B + A1	★★★★
Soul Catcher	A2, B + A4	★★★★
Serpent Touch	A4, B + A2	★★
Thrusting Fang	A1, A1, A1	★★
Rattlesnake	A1, A1, A3	★★★★
Hissing Strikes	A1, A1, A2, A3	★★★★
Poisonous Snake	A1, A1, A2, A2	★★★★
Poisonous Palm	A1, A1, A2, A2, B + A2	★★★★
Lethal Venom	A1, A1, A2, B + A4	★★★★
Snake Eyes	A1, A1, A2, B + A1	★★★★
Cobra Revenge	A1, A1, A4, B + A2	★★★★
Hissing Fangs	A2, A2, ST	★★
Snake Tang	A1, A1, A2, ST	★★★★
Overrun	A1, A1, A2, A2, ST	★★★★
TANG SOO DO		
Open Palm	A1	★★
Knee Chop	D + A1	★
Downward Elbow	B + A1	★★
Forward Open Palm	A2	★★
Hard Fist	F + A2	★★
Uppercut	D + A2	★★
Front Ball Kick	A3	★★
Low Parallel Kick	D + A3	★★
Inside Crescent Kick	F + A3	★★★★

Spinning Sidekick	B + A3	★★★
Sweeping Knife Hook	A4	★★
Low Foot Strike	D + A4	★★
Face Breaker	A2, A2	★★
Path Maker	A3, A3	★★
Nightfall	B + A1, A4	★★
Rushing Palm	A1, A1, A1	★★
Rotting Stench	A2, A3, A4	★★
Walking Dead	B + A1, A3, A3	★★★★
Death Wind	A1, A1, A2, A2	★★
Hell Bringer	A1, A1, A2, F + A2	★★★★
Internal Power	A1, A1, A3, A3	★★
Decaying Guard	A1, A1, A2, A3, A4	★★
Chaos Master	A1, A1, A2, ST	★★★★
MORNING STAR		
Iron Swing	A1	★★★★
KNock-Down	B + A1	★★
Stomach Crunch	F + A1	★★
Low Punch	D + A1	★
Finger Jab	A2	★
Uplifting Mace	B + A2	★★★★
Upward Mace	D + A2	★★
Downwards Spike	A3	★★★★
Spikes to the Thighs	U + A3	★★★★
Two Handed Swing	B + A3	★★
Toe Bash	D + A3	★★
Hip Takedown	A4	★★
Rib Slap	F + A4	★★★★
Shin Swipe	D + A4	★
Basic Steps	A2, A2	★
Fast Fists	A2, A2, A2	★

DISTANCE	FATALITY
close in	U, D, D, F + A3
close in	B, U, F, F + A1
Hara-Kiri	D, B, D, B + A3

HOTARU

Though Hotaru has a few obvious strengths, his combos are surprisingly under-powered (though easy to execute). His strengths are in his great pop-up attacks, which include his throw *and* his lava burst special move. Nail an opponent with either of those, and get ready to go into whatever juggle combo you can muster.

Hotaru's most powerful combos come from his ba shan fan fighting stance, though his individual attacks within that stance are fairly weak. Hotaru's naginata stance has much more versatility in combat, with a couple of effective low strikes, and a great pop-up attack.

Focus on using Hotaru's throw and lava burst to start juggle combos. You can develop a tactic unlike most other combatants which, while not as powerful, is more confusing than others.



STANCE	COMBO	RATING
BA SHAN FAN	A2, A1, ST < juggle > A2, A2, U + A1	★★★★★
PI GUA	D, B + A1 < juggle > A2, A2, U + A1	★★★★★
NAGINATA	TH < juggle > A1, A1, U + A2	★★★★

MOVE NAME	COMMAND	RATING
SPECIAL MOVES		
Grasshopper	F, F + A4	★★★★
Lava Burst	D, B + A1	★★★★★
BA SHAN FAN		
Backfist	A1	★★
Smashing Fist	B + A1	★★★★★
Low Punch	D + A1	★★
Chest Backfist	A2	★★
Smashing Elbow	U + A2	★★
Power Punch	F + A2	★★
Rising Fist	D + A2	★★
Stomach Kick	A3	★★
Shun Pain	B + A3	★★
Twisting Low Kick	D + A3	★★
Front Kick	A4	★★★★
Creeping Kick	D + A4	★★
Double Backfist	A2, A1	★★★★
Bashing Skulls	A2, B + A1	★★★★★
Cruncher	A1, A3	★★★★★
Leg Bash	A1, B + A3	★★★★
Launching Bash	A2, A1, ST	★★★★★
PI GUA		
Ridge Hand	A1	★★
Knife Hand Chop	B + A1	★★★★★
Swing Chop	U + A1	★★
Low Knife Hand Chop	D + A1	★
Spear Hand Strike	A2	★★
Wing Chop	F + A2	★★
Spear Hand Sweep	B + A2	★★
Sharp Uppercut	D + A2	★★
Stepping Heel Kick	A3	★★

Low Shin Kick	B + A3	★★★★
Pointy Toe Strike	D + A3	★★
Power Heel Kick	A4	★★★★
Low Spin Kick	D + A4	★★
Falling Tree	A2, A2, A3	★★★★★
Rushing Ridgehand	A2, A2, A1	★★★★★
Good Order	A2, A2, A4	★★★★★
Slicing Hands	A2, B + A1	★★★★★
Rain From Above	A2, A2, U + A1	★★★★★
Spinning Out of Kontrol	A2, A2, ST	★★★★★
NAGINATA		
Face Cutter	A1	★★
Raging Uproar	B + A1	★★★★★
Blunt End	D + A1	★
Stomach Slash	A2	★★
Leg Takeout	B + A2	★★★★
Razor Spin	U + A2	★★★★
Diamond Cutter	D + A2	★★
Face Poker	A3	★★
Long Hilt	B + A3	★
Hot End	U + A3	★
Shin Splitter	D + A3	★★
Power Kick	A4	★★
Cartwheel Pain	B + A4	★★★★
Sharp End	D + A4	★★
Royal Guard	A1, B + A1	★★★★★
Samurai Spirit	A1, A1	★★★★
7th Death Dealer	A1, A1, A4	★★★★
Honor Guard	A1, A1, U + A2	★★★★★
Demonic Warrior	A1, A1, B + A4	★★★★

DISTANCE	FATALITY
close in	F, B, U, D + A1
close in	D, F, B, F + A2
Hara-Kiri	U, B, B, B + A2

JADE

Jade's got a number of effective tools for bringing down opponents, the least of which are her special moves. Though her projectile is almost entirely useless, she's got some other decent moves that can mess up your opponent's game plan. Use her vanishing winds teleport to catch opponents off guard who may be trying to push you towards death traps, and use dodging shadows whenever your opponent gets too aggressive with projectiles—the move has no delay after the fact, letting you pull it off on the fly.

Jade also has some surprisingly damaging combos in all of her fighting stances (though her best are fan zi and bojutsu). Her bojutsu combos are incredibly easy to pull off, as well, and do some insane damage.

On top of her combos, Jade has some great normal attacks that open up combo opportunities, especially the shoulder cracker in fan zi. Focus on her maneuverability to land your combos, and you'll get some easy wins with Jade.



STANCE	COMBO	RATING
FAN ZI	A3 < juggle > A2, A2, A1, ST, A4, ST, A1, U + A3	★★★★★
KUO SHOU	A4, A4, ST, A1, U + A3 < juggle > A2, A1, U + A3	★★★★
BOJUTSU	A2, A1, U + A3 < juggle > A2, A2, U + A3	★★★★★

MOVE NAME	COMMAND	RATING
SPECIAL MOVES		
Vanishing Winds	B, F + A1	★★★
Blazing Nitro Kick	B, F + A4	★★★
Razor-Rang	D, B + A3	★
Dodging Shadows	B, F + A2	★★★
FAN ZI		
Movement Attack	A1	★★★
Power Fist	B + A1	★★★
Leg Chop	D + A1	★★
Chest Punch	A2	★★★
Double Palm Uppercut	D + A2	★★
Shoulder Cracker	A3	★★★★
Mule Kick	D + A3	★★★
Thigh Buster	A4	★★★
Trampling Toe	F + A4	★★★
Spinning Kick	D + A4	★★
Fan Zi Quan Fists	A2, A2	★★★
Havik Attack	A2, A2, B + A1	★★★★
You Can't Escape	A2, A2, A4	★★★★
Hard Hands	A2, A2, A1	★★★
Stir It Up	A2, A2, ST	★★★★
Edenia Sister	A2, A2, A1, ST	★★★★
Evolution	A2, A2, A1, ST, A4, ST, B + A2	★★★★★
Staff of 8	A2, A2, A1, ST, A4, ST, A1, U + A3	★★★★★
Champion	A2, A2, A1, ST, A4, ST, A1, U + A4	★★★★★
KUO SHOU		
Stomach Smash	A1	★★
Razor Elbow	B + A1	★★★★
Lower Claw Strike	D + A1	★
Chin Lifter	A2	★★

Evil Uppercut	B + A2	★★★★
Jackhammer	D + A2	★★
Steel Teeth Strike	A3	★★★★★
Creeping Kick	D + A3	★★
Mid-Section Kick	A4	★★★★
Hi-Heels	B + A4	★★★★
Heel Tapper	D + A4	★★
Turning Heels	A4, A4	★★★★
Blazing Staff	A4, A4, ST	★★★★
Loud Bang	A4, A4, ST, B + A2	★★★★★
Krispy End	A4, A4, ST, A3	★★★★★
Anger	A4, A4, ST, A1, A3	★★★★★
Ouch	A4, A4, ST, A1, U + A3	★★★★★
Chin Poker	A4, A4, ST, A1, U + A4	★★★★★
BOJUTSU		
Head Knocker	A1	★★★★
Crouching Upward Staff	D + A1	★★
Twisting Hilt	A2	★★
Turning Pole	B + A2	★★★★
Rising Long Pole	D + A2	★★
Underarm Hilt Lift	A3	★★
Amazon Power Strike	U + A3	★★★★★
Tricky Toe Strike	B + A3	★★
Shin Smasher	D + A3	★★
Mid-Section Reach	A4	★★★★
Dancing Face Poke	U + A4	★★★★
Long Ranged Hit	D + A4	★★★★
Over the Top Heads Hits	A1, A1	★★★★
Feel the Wind	A2, A1	★★★★
Rising Staff	A2, B + A2	★★★★
Raging Demon	A2, A1, A3	★★★★★
Green Warrior	A2, A1, U + A3	★★★★★
The Hunted	A2, A1, U + A4	★★★★★
Chin Chopper	A2, A3	★★★★

DISTANCE	FATALITY
sweep range	B, F, U, F + A1
close in	B, F, F, F + A2
Hara-Kiri	F, F, F, B + A2

KABAL

Kabal has a couple of weapons that make him very effective. His raging flash move is great for starting combos, and connects after most of his pop-up moves, which facilitates his other strength: slick combos.

Kabal's combos are somewhat challenging but pretty powerful and easy to set up. Because of this flexibility, Kabal usually has a lot of combo opportunities during fights. Aside from his combos, Kabal still has some viable weapons, especially with his hookswords equipped. The hookswords have a number of awesome range moves that are quick and cover a lot of area.

In fact, the hooksword stance is probably Kabal's best, though you can't forget the speed of his sun bin stance. Also don't forget to whip out the raging flash move randomly to confuse your opponent. Though it's very dangerous if your opponent blocks, nailing him with this attack will give you an easy combo set up if you're quick. Unfortunately, his other special moves are not nearly as useful.



STANCE	COMBO	RATING
SUN BIN	A1, A3 (step forward) < juggle > A1, A1, A2, ST	★★★★★
GOJU RYU	A1, A2 < juggle > A1, A1, ST, A1	★★★
HOOKSWORDS	B + A2 < juggle > B, F + A4 (step forward) < juggle > A2, A1, A4 < juggle > A1, A1, B + A1	★★★★★

MOVE NAME	COMMAND	RATING
SPECIAL MOVES		
Raging Flash	B, F + A4	★★★★
Plasma Blast	D, F + A1	★★
Nomad's Touch	D, B + A2	★★
SUN BIN		
Small Frame Strike	A1	★★
Twisting Hammer Fist	B + A1	★★
Golden Fist	D + A1	★★
Digging Fingers	A2	★★
Chest Opener	B + A2	★★★★
Awkward Uppercut	D + A2	★★
Large Frame Kick	A3	★★★★
Small Frame Toe Kick	B + A3	★★★★
Aged Heels	U + A3	★★★★
Dangerous Feet	D + A3	★★★★
Thunderous Chest Breaker	A4	★★★★
Dusty Shin Kick	D + A4	★★
Hidden Hands	A1, A1	★★
Road to Victory	A1, A1, A1	★★
Hidden Fists	A1, B + A1	★★
Linked Thrust Kick	A1, A1, A4	★★★★
Gathered Strength	A1, B + A3	★★★★
Overhead Pain	A3, A3, A3	★★★★
The Art of War	A1, A3	★★★★
Masked Psycho	A1, A1, A2	★★
The Beast	A1, A1, U + A3	★★★★
Psycho Machine	A1, A1, A2, ST	★★★★
GOJU RYU		

Shotei	A1	★★
Long Arm Palm	B + A1	★★
Elbow to the Knee	D + A1	★★
Wind Cutter	A2	★★★★
Head Crusher	F + A2	★★
Monkey Uppercut	D + A2	★★
Chudan-Mae-Geri	A3	★★
Defensive Sidekick	U + A3	★★★
Spinning Trip	D + A3	★★★★
Ankle Tapperk	B + A3	★★
Foot Smasher	A4	★★★★
Scratching Heels	D + A4	★★
Dual Shotei	A1, A1	★★
No Escape	A1, A2	★★★★
Head Twister	A1, A4	★★★★
Speed Monster	A1, A1, ST	★★
HOOKSWORDS		
Chest Strike	A1	★★
Twisting Hook	U + A1	★★★★
Shoulder Rip	B + A1	★★★★
Low Reverse Blow	D + A1	★
Power Hook	A2	★
Twin Overhead Strike	B + A2	★★★★
Chin Neck Slice	U + A2	★★★★
One Hook Sweep	D + A2	★★★★
Spinning Sidekick	A3	★★
Leg Hooks	U + A3	★★★★
Leg Tripper	B + A3	★★★★
Scissors Swipe	D + A3	★★★★
Double Axe Kick	A4	★★
Upward Cross Strike	D + A4	★
Shin Strike	B + A4	★★★★
Razor Moon	A1, A1	★★
Strength and Balance	A1, A1, A2	★★
Furious Edges	A2, A1	★★
Blazing Fury	A2, A1, A4	★★★★
Unholy Strength	A1, A1, A4	★★★★
Hooksword Pain	A1, A1, A4, ST	★★★★
Shady Blows	A1, A1, B + A1	★★★★

DISTANCE	FATALITY
close in	F, U, U, U + A3
close in	U, U, D, D + A2
Hara-Kiri	F, U, U, D + A2

KENSHI

Kenshi has some special moves in common with Ermac, though unfortunately they're not as comboable as Ermac's. Still, Kenshi's telekinetic slam can work great in juggle combos, even if it's use is more limited.

Unfortunately, even Kenshi's highest hitting combos don't do a whole lot of damage, and his normal attacks aren't anything special. Luckily, his katana fighting stance has some solid attacks and simple combos that do decent damage. When playing Kenshi, stick to the katana and make use of its effective low strikes to mix up your opponent.

Kenshi's teleport special, the mind warp, doesn't work as effectively as most others, as it can't be used to swap sides with your opponent. Instead, you can use the warp to instantly appear in front of your opponent, where you can quickly grab them if their first reaction is block.



STANCE	COMBO	RATING
TAI CHI	A2, A2, A2, ST, A4, B + A2 < juggle > B + A2 < juggle > B, F + A3	★★★★
JUDO	A4, A4, B + A2 < juggle > B, D, B + A1 < juggle > D + A2 < juggle > B, F + A3	★★★★
KATANA	U + A2 < juggle > U + A2 < juggle > A2, A2, A4	★★★★★

MOVE NAME	COMMAND	RATING
SPECIAL MOVES		
Telekinetic Slam	B, D, B + A1	★★★★★
Telekinetic Toss	D, B + A4	★★★★
Telekinetic Push	F, F + A2	★★★★
Tele-Furry	B, F + A3	★★★★
Mind Warp	D, B + A3	★★
TAI CHI		
Mid Palm Strike	A1	★★
Rising Spade Hand	B + A1	★★★★
Pushing Hands	F + A1	★★
Fist Strike	D + A1	★★
Chopping Strike	A2	★★★★
Quick Uppercut	B + A2	★★★★
Rising Uppercut	D + A2	★★
Straight Kick	A3	★★★★
Low Lean Kick	D + A3	★★
Spinning Roundhouse	A4	★★
Low Spin Kick	D + A4	★★
Standing Sweep	B + A4	★★★★
Empty and Full	A1, A1	★★
Blind Justice	B + A2, A3	★★★★
Play By Ear	A2, A2, A2, A3	★★★★
Dark Fists	A2, A2, A2, A1, A1	★★★★
Fading Light	A2, A2, A2, B + A1	★★★★
Blind Man Owning	A2, A2, A2, ST, A4, B + A2	★★★★★
I Can Hear You	A2, A2, A2, ST, A4, A3	★★★★
Yeah!	A2, A2, A2, ST, A4, ST, A2, A3, A3	★★★★
JUDO		
Suplex	A1	★★
Thrusting Palms	B + A1	★★
		★

Low Palm Fist	D + A1	
Leg Trip Throw	A2	★★
Standing Uppercut	B + A2	★★★★
Uppercut	D + A2	★★
Back Kick	A3	★★★★
Backward Shin Kick	B + A3	★★★★
Low Sweep	D + A3	★★
Side Snap Kick	A4	★★
Wheel Kick	B + A4	★★★★
Low Kick	D + A4	★★
Groundwork	A4, A4, A3	★★★★
Shinny Kicks	A4, A4	★★
Metal Fury	A4, A4, B + A2	★★★★
Bloody Blade	A4, A4, ST, A2, A1	★★★★
Turning Death	A4, A4, ST, A2, A4	★★★★
Blind Swordsman	A4, A4, ST, A2, A3, A3	★★★★
KATANA		
Gut Slice	A1	★★★★
Downward Slash	D + A1	★★★★
Chin Slicer	A2	★★★★
Rising Edge	U + A2	★★★★★
Swift Uppercut	D + A2	★★
Painful Swing	A3	★★
Leg Cutter	B + A3	★★★★
Piercing Blade	D + A3	★★
Twisting Edge	A4	★★
Sweeping Blade	D + A4	★★★★
Day Break	A2, A2	★★★★
Legacy of Steel	A2, A2, A1	★★★★
Mad Dog	A2, A2, A3	★★★★
Silent Slice	A3, A3	★★★★
War Path	A2, A2, A3, A3	★★★★
Feel the Steel	A2, A2, A4	★★★★

DISTANCE	FATALITY
sweep range	F, F, B, B + A2
sweep range	U, F, B, F + A2
Hara-Kiri	D, B, B, F + A4

KIRA

The majority of Kira's normal attacks are pretty standard fare. But what she's got that most others don't is a *huge* assortment of pop-up attacks. And while not every one is as reliable as others, this range in attacks gives her plenty of combo-starting opportunities.

Her special moves are pretty lackluster, though her black dragon ball is very fast and great for catching opponents off guard. And while her kiss of death can help start combos, it induces terrible damage scaling that makes any combo afterwards pretty weak.

Kira's best combo comes from her kenpo fighting stance, but is pretty hard to pull off. You'll have to time the button presses for the juggle *perfectly*, though the result is well worth the effort. Focus on short juggles off of her many pop-ups, and you'll make a fighter of this woman.



STANCE	COMBO	RATING
XING YI	A1, A1, A4, ST < juggle > A1, A1, ST, B + A2	★★★★
KENPO	U + A1 < juggle > A1, A1, ST, B + A2	★★★★★
DRAGON TEETH	A2 < juggle > B + A1, B + A2	★★★

MOVE NAME	COMMAND	RATING
SPECIAL MOVES		
Black Dragon Ball	B, F + A4	★★★
Kiss of Death	B, F + A1	★★
Nightshade	D, F + A3	★★
XING YI		
Straight Punch	A1	★★
Power Fist	B + A1	★★
Low Palm Strike	D + A1	★★
Chop Strike	A2	★★
Eagle Strike	D + A2	★★
Steel Fingers	F + A2	★★
Front Snap Kick	A3	★★
Low Foot Strike	D + A3	★★
Rising Knee	A4	★★
Hopping Back Kick	B + A4	★★★★
Toe Strike	D + A4	★★
Lifting High Kick	U + A4	★★★★★
Redzone	A4, A2	★★★★★
Casualty	A4, A3	★★★★
Seek and Destroy	A1, A1, A4, A3	★★★★
Twilight	A1, A1, A2	★★★★★
Dangerous	A1, A1, A4	★★
Fiery Hands	A1, A1, U + A4	★★★★★
Wrath of Kira	A1, A1, B + A4	★★★★
Rebel Chick	A2, B + A1	★★
Suffering	A1, A1, A2, B + A1	★★★★
Assault and Battery	A1, A1, A4, A2	★★★★★
Rebel Queen	A1, A1, A4, ST	★★★★★
KENPO		
Throat Chop	A1	★★
		★★

Spinning Elbow	B + A1	
Leaping Power Punch	U + A1	★★★★
Low Knife Strike	D + A1	★★
Shoulder Chop	A2	★★★★
Upwards Uppercut	U + A2	★★★★
Double Handed Push	B + A2	★★
Uppercut	D + A2	★★
Reverse Side Kick	A3	★★
Spinning Trip	B + A3	★★★★
Knee	F + A3	★★★★
Low Kick	D + A3	★★
Axe Kick	A4	★★★★
Scorpion's Tail	B + A4	★★
Creeping Kick	D + A4	★★
Black Tiger	A1, A1	★★
Leopard Paws	A1, A3	★★
Bad Girl	A1, A3, A3	★★★★
Tiger Strikes	A1, A1, U + A1	★★★★
Black Dragon Special	A1, A1, A4	★★★★
Red Beauty	A1, A1, A2	★★★★
Leopard Legs	A3, A3	★★
Into the Nite	A1, A1, ST, B + A2	★★★★
DRAGON TEETH		
Forward Chest Slashes	A1	★★
Downward Circling Sword	B + A1	★★★★
Low Upward Knife	D + A1	★★
Rising Dragon Teeth	A2	★★★★
Upward Circling Teeth	B + A2	★★
Uppercut	D + A2	★★
Frontal Stab	A3	★★
Dragon Push	F + A3	★★
Tippy Toe Stab	U + A3	★★
Low Tippy Kick	D + A3	★★
Front Sidekick	A4	★★
Spinning Dragon Kick	B + A4	★★★★
Low Spin Kick	D + A4	★★
Dragon Tooth	A1, A3	★★★★
Sharp Girl	A1, F + A3	★★
Snap Dragon Kicks	A4, A4	★★
Black Dragon Tail	A4, A4, A4	★★
Hi-Octane	B + A1, B + A2	★★★★

DISTANCE	FATALITY
far away	B, F, F, B + A4
sweep range	U, F, D, B + A3
Hara-Kiri	F, B, U, B + A3

KOBRA

With a pair of the best special moves in the game, along with a couple of damaging combos, Kobra has a lot of offensive tools to use against opponents. His windmill kick special has tons of range, *and* can start juggle combos. But that's not his only useful special.

Kobra's crouching chi-blast has a unique property that other fireballs don't: it hits low. That means that opponents have to block low to defend against the attack, something that's not always second nature in your opponents. Because it's a low attack, it has a couple of especially effective uses. First of all, it's great in fireball fights because Kobra crouches *under* the opponent's fireball while shooting his own. Second, it's good to fire a crouching chi-blast at opponents after knocking them on the ground. You can time the fireball to hit your opponent just as they stand—if they don't block low, they'll eat another attack.



The kali sticks that Kobra uses have some great range, speed, and power. Use the stance for poking around opponents, and for his most damaging combos.

STANCE	COMBO	RATING
SHORIN RYU	A2, A4 < juggle > A2, A3, A3	★★★★★
KICKBOXING	A1, A4 < juggle > A2, A2, B + A2	★★★
KALI STICKS	F + A1 < juggle > A1, A1, A2, A4, B + A3	★★★★★

MOVE NAME	COMMAND	RATING
SPECIAL MOVES		
Windmill Kick	D, B + A4	★★★★
Burning Fist	D, F + A2	★★★
Tele-Punch	D, B + A2	★★★
Chi-Blast	D, F + A1	★★
Crouching Chi-Blast	D, B + A1	★★★
SHORIN RYU		
Face Punch	A1	★★
Side Elbow Strike	B + A1	★★★
Lower Punch Attack	D + A1	★★
Power Chest Strike	A2	★★
Knife Hammer Strike	F + A2	★★★★★
Hammer Fist Uppercut	D + A2	★★
Front Thrust Kick	A3	★★
Creeping Low Attack	D + A3	★★★
Shin Thrust	B + A3	★★★
Cutting Kick	U + A3	★★★
Rising Axe Kick	A4	★★★★★
Low Kick	D + A4	★★★
Flip Kick	U + A4	★★★
Double Flip Kick	U + A4, U + A4	★★★
Kobra Strikes	A1, A1	★★
Bone Breaker	A1, A2	★★
Peace Out	A1, A2, U + A4	★★★
Strong Uppercut	A2, ST	★★★★★
Cutting Hands	A2, A1	★★
Big Blast	A2, A4	★★★★★
Renegade	A2, A1, A2	★★★

The Foot Sword	A3, A3	★★★★
Deadly Venom	A2, A3	★★
Phantom Feet	A1, A1, A3	★★
Phantom Legs	A1, A1, A3, A3	★★
Tricky Trip	A1, A1, A3, ST	★★★★
I'm the Best	A1, A1, A4	★★★★★
Kobra Kai	A2, A3, A3	★★★★
KICKBOXING		
Iron Fist	A1	★★
Ducking Quick Jab	D + A1	★★
Face Jab	A2	★★
Chin Lifter	U + A2	★★★★
Dual Fist Uppercut	D + A2	★★
Head Kick	A3	★★★★
Thigh Kick	B + A3	★★
Grounded Kick	D + A3	★★
Heel Kick	A4	★★★★
Hooking Sweep	B + A4	★★★★
Shin Stomp	D + A4	★★
Ring Out	A1, A2	★★
Powerman	A1, A3	★★
Face Smacker	A1, A3, ST	★★★★
The Champ	A1, U + A2	★★★★
Killer Legs	A1, A4	★★★★
Krazy Hands	A1, A2, A2	★★
Krazy 8's	A1, A2, A2, ST	★★★★
Left Right Hook	A1, B + A2	★★
Lightning Fast	A2, A2, A3	★★★★
Flurry Punches	A2, A2, B + A2	★★★★
Low High Thai Kicks	B + A3, A3	★★★★★
KALI STICKS		
Quick Stick	A1	★★★★
Crushing Blow	B + A1	★★★★
Over Head Bash	F + A1	★★★★★
Leg Hit	D + A1	★★
Face Smack	A2	★★
Dual Face Smack	F + A2	★★
Ducking Upward Poke	D + A2	★
Low Thigh Hit	A3	★★★★
Triple Cross Attacks	B + A3	★★
Dual Over Head Bash	U + A3	★★★★★
Tapping Stick	D + A3	★★
Side Kick	A4	★★★★
Spinning Trip Kick	B + A4	★★★★
Scissor Hit	D + A4	★★
Blurry Sticks	A1, A1	★★
Kobra Fangs	A2, A4	★★★★
Take Out	A2, A4, A3	★★★★
Channeling Power	A1, A1, U + A3	★★★★★

Windy Pain	A2, A4, B + A3	★★★★★
Hard Hitting	A1, A1, A2	★★★
Bruising Pain	A1, A1, A2, A4	★★★
Black and Blue	A1, A1, A2, A4, B + A3	★★★

DISTANCE	FATALITY
sweep range	D, B, F, D + A4
close in	F, B, F, F + A2
Hara-Kiri	U, B, B + A2

LI MEI

Li Mei has a number of strong normal attacks, along with two of the best special moves in the game (her carnival spin and flipping heel kick work great in combos). Since her carnival spin is so fast (and has such little lag), it's pretty safe to throw out there and hope it lands. If it does, go for a quick juggle combo to seal the deal.

Though her best combo comes from her kunlun dao stance, both of her other stances are still worth using. She's got a number of solid, quick pop-up attacks that are great lead-ins to more special moves and juggle combos.

What makes Li Mei especially potent is that one of her most powerful combos can be executed from any stance (F, D + A3 < juggle > D, B + A4 < juggle > F, F + A2). This gives her a lot of flexibility in mixing up stances to confuse your opponents and keep them always guessing.



STANCE	COMBO	RATING
LUI HE BA FA	F, D + A3 < juggle > D, B + A4 < juggle > A1, A1, A2, A4, ST	★★★★★
MI ZONG	A2, A2, B + A4 < juggle > D, B + A4 < juggle > A1, A2, A2, ST	★★★★★
KUNLUN DAO	F, D + A3 < juggle > D, B + A4 < juggle > A1, A1, A2	★★★★★

MOVE NAME	COMMAND	RATING
SPECIAL MOVES		
Nova Blast	D, B + A1	★★★
Carnival Spin	F, D, + A3	★★★★★
Flying Flurry	F, F + A2	★★★
Flipping Heel Kick	D, B + A4	★★★★★
LUI HE BA FA		
Sideward Palm	A1	★★
Hammer Palm	B + A1	★★★★★
Needle Fingers	D + A1	★★
Heel Palm Strike	U + A1	★★★
Open Fist Strike	A2	★★
Uppercut	D + A2	★★
Back Kick	A3	★★★
Sweeping Kick	B + A3	★★★
Back Sweep	D + A3	★★
Swinging Elbow	A4	★★
Lifting Knee	B + A4	★★★★
Walking Heels	D + A4	★★
Lost Rose	A2, A4	★★
Pink Dragon	A3, A3	★★★★
Extreme Fists	A1, A1, A1	★★

Unleashed	A2, B + A1	★★★★
Explosive Strength	A1, A1, B + A4	★★★★
Rejuvenation	A1, A1, A2, A4	★★★★
Coiled Dragon	A1, A1, A3, A3	★★★★
Golden Path	A1, A1, A2, B + A1	★★★★
Twister Spin	A2, A4, ST	★★★★
Typhoon Hands	A1, A1, A2, A4, ST	★★★★
MI ZONG		
Hook Fist	A1	★★
Slap Down	F + A1	★★★★
Low Strike	D + A1	★★
Off Balance Punch	B + A1	★★
Straight Punch	A2	★★
Pelvis Strike	B + A2	★★
Uppercut	D + A2	★★
Sweeping Trip	B + A3	★★★★
Crab Kick	D + A3	★★
High Kick	A3	★★
Side Kick	A4	★★
Step Kick	D + A4	★★★★
Lift Kick	B + A4	★★★★
Smashing Kick	U + A4	★★★★
Good Old 1-2	A1, A1	★★
Triplets	A1, A1, A1	★★
Zong Range	A1, A1, A4	★★★★
Angry Ape	A1, A1, F + A1	★★★★
Lost Track	A2, A2, U + A4	★★★★
Iron Broom	A2, A2, B + A4	★★★★
Crossing Paths	A1, A2, A2, ST	★★★★
KUNLUN DAO		
Lethal Slash	A1	★★★★
Leaf Cutter	U + A1	★★★★
Leg Slicer	D + A1	★★★★
Swift Wind	A2	★★★★
Stomach Poke	F + A2	★★
Deadly Blade	D + A2	★★
Melee Slice	A3	★★★★
1000 Swings of Death	B + A3	★★★★
Low Slice	D + A3	★★
Front Kick	A4	★★
Leg Trip	B + A4	★★
Toe Poker	D + A4	★★
Basic Slashes	A1, A1	★★★★
Wind Kontrol	A1, A1, A2	★★★★
Kunlun's Best	A1, A1, A3	★★★★
Unmatched	A1, A1, A4	★★★★
Blood Thirsty Blade	A2, B + A3	★★★★

DISTANCE	FATALITY
sweep range	F, F, F, F + A1
sweep range	U, B, F, F + A4
Hara-Kiri	U, D, U, D + A3

LIU KANG

Liu Kang is back from the dead, and packs a nasty punch. With the right approach, you can whip out some nasty combos, though not all of his stances are equal.

By far, Liu Kang's pao chui stance is his best, with an ultra-easy combo that can deal nearly forty percent damage. He's got a number of pop-up combos from that stance, and most of them deal considerable damage.

Liu Kang also has one of the best projectiles in the game. His low dragon fire attack must be blocked low, which can catch opponents off guard who're used to use to blocking high.

Unfortunately, Kang's nunchaku stance leaves much to be desired. Though he has a couple of good attacks, it's best to stick to his pao chui, which removes some flexibility in his fighting strategy.



STANCE	COMBO	RATING
JUN FAN	A1, A1, A3, ST, A1, U + A2 < juggle > A4, A1, A1, B + A1	★★★★
PAO CHUI	A4, A1, A1, U + A2 < juggle > A4, A1, A1, B + A1	★★★★★
NUNCHAKU	B + A2 < juggle > A1, A1, A3, A4	★★★★

MOVE NAME	COMMAND	RATING
SPECIAL MOVES		
High Dragon Fire	F, F + A2	★★
Low Dragon Fire	F, F + A1	★★★★
Flying Kick	F, F + A4	★★★★
Flying Bicycle Kick	D, F + A3	★★
JUN FAN		
Sternum Punch	A1	★★
Hook Uppercut	B + A1	★★★★★
Groin Punch	D + A1	★★
Chest Punch	A2	★★
Overhead Skull Knocker	F + A2	★★★★★
Crouching Cross	D + A2	★★
Snap Kick	A3	★★
Shin Blaster	B + A3	★★
Low Kick	D + A3	★★
Power High Kick	A4	★★
High Hook Kick	U + A4	★★
Dragon Sweep	B + A4	★★★★
Low Chip Kick	D + A4	★★
Gun Punches	A1, A1	★★
Blurry Vision	A1, A1, A3	★★★★
Kang Bang	A1, A1, A3, A4	★★★★★
Lightning Legs	A3, A4	★★★★
Berserker Rage	A1, A1, F + A2	★★★★★
		★★

Revenge of Kang	A2, A4	
Spiritual Warrior	A2, A3	★★
Ghostly Strikes	A2, B + A1	★★★★
Extreme Fists	A1, A1, A3, ST, A1, B + A1	★★★★
Blurry Flurry	A1, A1, A3, ST, A1, U + A2	★★★★★
PAO CHUI		
Knife Strike	A1	★★
Power Fist	B + A1	★★
Ducking Ridge Hand	D + A1	★★
Hammock Fists	A2	★★
Upward Cannon	U + A2	★★★★
Cannon Uppercut	D + A2	★★
Rib Sidekick	A3	★★
Low Heel Kick	D + A3	★★
Soaring Crane Feet	A4	★★★
Strong Foot Plant	U + A4	★★★★
Creeping Heels	D + A4	★★
Sunshine	A1, A1	★★★
Sunset	A1, A1, U + A2	★★★★★
Rising Cannon Legs	A4, U + A4	★★★★
Q-Fists	A1, A1, B + A1	★★★★★
Bullet Kicks	A3, A3	★★
Triple Kicks	A3, A3, A3	★★
Dummy Attack	A4, A1	★★
Open Wound	A4, A1, A1	★★★
Forceful	A4, A1, A1, B + A1	★★★★★
Death Fists	A4, A1, A1, U + A2	★★★★★
Monster Kicks	A4, A3, A3, A3	★★★
Ripple Lifter	A4, A3, ST	★★★★
NUNCHAKU		
Quick Overhead Strike	A1	★★
Skull Basher	B + A1	★★
Twisting Chako	D + A1	★★
Side Swing	A2	★★
Underarm Rising Power	B + A2	★★★★
Killer Swing	D + A2	★★
Circular Swing	A3	★★
Shin Bash	B + A3	★★
Double Blunt	F + A3	★★
Low Chako Hit	D + A3	★★
Power Kick	A4	★★
Spinning Hook Kick	B + A4	★★★★
3-D Bash Riser	F + A4	★★★★
Foot Smack	D + A4	★★
Spinster	A1, A1	★★
Cyclone Twister	A1, A1, A1	★★
Nitro Blister	A1, A1, A1, A1	★★
Blurry Hits	A1, A1, A2	★★
Chako Frenzy	A1, A1, A3	★★

Frenzy Kick	A1, A1, A3, A4	★★★
4Hit Blaster	A1, A1, A2, B + A2	★★★★

DISTANCE	FATALITY
sweep range	B, B, B, F + A2
sweep range	F, F, U, U + A3
Hara-Kiri	D, D, D, U + A3

MILEENA

With a pair of effective special attacks, Mileena has some solid offensive tools. Her rolling thunder is a good attack for snapping at opponents who are dancing around you, and the kick from above can likewise nail opponents from afar. But don't get predictable with these moves—if you miss the attack, you'll be left vulnerable to a counter combo.

Luckily, Mileena also has a few solid combos up her sleeve, as well as a few pop-up attacks that are extremely quick and open up brief juggle opportunities. Her axe kick (in ying yeung stance) has solid range and speed, and lets you get in a few extra hits to frustrate your opponent.

Mileena isn't without her own weaknesses, however. Her short sai don't have much reach at all, giving her *very* few range attacks. If your opponent is forcing a long-range fight, throw in her special attacks at random to keep your opponent guessing.



STANCE	COMBO	RATING
YING YEUNG	A3 < juggle > A1, A1, A3	★★★
MIAN CHUAN	A4, A1 < juggle > A4, A3, ST	★★★★★
SAI	A1, A1, U + A2, ST, ST < juggle > A4, A3, ST	★★★★

MOVE NAME	COMMAND	RATING
SPECIAL MOVES		
Rolling Thunder	B, D + A4	★★★★
Soaring Sai	D, F + A2	★★
Kick From Above	F, F + A4	★★★★
YING YEUNG		
Snake Fang	A1	★★★
Gusting Wing	B + A1	★★★
Low Wrist Chop	D + A1	★
Elbow	A2	★★
Chin Breaker	B + A2	★★★
Shoulder Pain	U + A2	★★
Palm King	D + A2	★★
Axe Kick	A3	★★★★
Tiger Tail Kick	D + A3	★★★★
Reverse Side Kick	A4	★★
Ankle Chipper	B + A4	★★★
Demon Sweep	D + A4	★★
Fingers to the Eyes	A1, A1, A1	★★★
Heaven and Hell	A1, A1, A3	★★★★
Serpent Takes Prey	A1, A1, A2	★★★
Good and Evil	A1, A1, A4	★★
Kahn's Commander	A1, A1, A3, ST	★★★★

MIAN CHUAN		
Palm Strike	A1	★★
Phoenix Palm	F + A1	★★★★
Crushing Knee	U + A1	★★★★★
Crouching Snake Fang	D + A1	★
Cotton Punch	A2	★★
Cold Fist	U + A2	★★★★
Quick Palm	B + A2	★★
Rising Uppercut	D + A2	★★
Spinning Sidekick	A3	★★
Spinning Low Sweep	B + A3	★★★★★
Low Kick	D + A3	★★
Rising Axe Kick	A4	★★★★
Front Sidekick	B + A4	★★
Spinning Sidewinder	D + A4	★★
Cold Fists	A2, A2	★★
Cold Fist Gets Icy	A2, A2, U + A1	★★★★★
Cotton Rage	B + A2, A2, A2	★★
Krazy Legs	A4, A3	★★★★
Keeping Kontrol	A4, A1	★★★★★
Outworld Wonder	A4, A3, ST	★★★★★
SAI		
Sai Hilt	A1	★★
Overhead Smash	B + A1	★★★★★
Low Swipe	D + A1	★★
Gut Stab	A2	★★★★
Rising Sai	U + A2	★★★★
Twin Fangs	F + A2	★★★★
Shin Stab	D + A2	★
Throat Poke	B + A2	★★★★
Foot Spike	A3	★★
Low Poker	B + A3	★★
Face Slash	F + A3	★★★★
Knee Poke	D + A3	★
Sweeping Sai	A4	★★★★
Hooking Stab	D + A4	★
Quickness	A1, A1	★★
Lightning Stabs	A1, A1, A1	★★★★
Anarchy	A1, A1, B + A1	★★★★★
Whirling Demon	A1, A1, A2	★★
Rising Dragon	A1, A1, U + A2	★★
Sabertooth	A2, F + A2	★★★★

DISTANCE	FATALITY
sweep range	F, F, D, D + A1
far away	U, U, F, F + A3
Hara-Kiri	B, D, F, B, A1

NIGHTWOLF

Though Nightwolf isn't the most powerful character in the game, he has some solid combos that can deal a decent amount of damage. And there's one thing that makes these combos all the better: Nightwolf can juggle combo an opponent after landing a throw! If you're fighting against an opponent that loves to block, execute a throw and combo them as they bounce.

Nightwolf's best style is, by far, his tomahawk stance. He has a number of moves that pop-up opponents, and a super easy chain combo that does solid damage (scalping time). His tae kwon do also has some very quick and effective pop-up attacks, as well as low-hitting kicks to keep your opponents on their feet.

Nightwolf's special moves aren't terrifically effective, though his lightning from above is completely unblockable. You can often score an extra hit on opponents that you knock down by executing the attack while they get up—they won't have a chance to move out of its way before it strikes.



STANCE	COMBO	RATING
VAL TUDO	B + A1, ST < juggle > A2 < juggle > A1, A1, B + A2	★★★★
TAE KWON DO	A2, D + A2 < juggle > F, F + A4, D, U + A1	★★★
TOMAHAWKS	A1, A2, F + A2 < juggle > A1, A2, A3, A4	★★★★

MOVE NAME	COMMAND	RATING
SPECIAL MOVES		
Spirit Arrow	D, B + A1	★★
Rhino Charge	F, F + A4	★★★★
Lightning From Above	D, U + A1	★★★★
Reflector	F, B + A2	★★
VAL TUDO		
Gut Punch	A1	★★
Low Snake Bite	D + A1	★★
Overhead Smash	B + A1	★★★★
Razor Elbow	A2	★★★★
Rising Sun	U + A2	★★★★
Hammerfist Uppercut	D + A2	★★
Knee Crush	A3	★★
Leg Sweeper	B + A3	★★★★
Valtudo Striker	U + A3	★★
Creeping Leg	D + A3	★★★★
High Kick	A4	★★★★
Sweeping Cyclone	D + A4	★★
Rush Punches	A1, A1	★★
Beat Down	A1, A1, A3	★★★★
Rapid Chain Punches	A1, A1, A1	★★
Red SKy	A1, A1, A1, ST, A4	★★★★
Dirty Trick	A1, A1, A1, ST, B + A3, A3	★★★★
TAE KWON DO		
Side Kick	A1	★★
Hook Kick	B + A1	★★★★
Setting Palm Punch	D + A1	★
Downward Axe Kick	A2	★★★★
Rolling Heel Kick	B + A2	★★★★

Peaceful Uppercut	D + A2	★★
Spinning Heel Kick	A3	★★★★
Leg Tap	D + A3	★★
Ankle Smash	B + A3	★★★★
2-Hit Axe Kick	A4	★★
Nitro Kicks	B + A4	★★★★
Tapping Low Kick	D + A4	★★★★
Clearness of Mind	A4, A4	★★
Take Out	B + A3, A3	★★★★★
Peaceful World	A1, A1, B + A2	★★★★
Wild Things	A4, B + A3, A3	★★★★
Warpath	A1, A1, ST	★★★★★
TOMAHAWKS		
Sidewinder Slash	A1	★★★★
Twin Peaks	B + A1	★★★★
Rising Mountain	U + A1	★★★★
Thigh Chop	D + A1	★★
Mid-Section Strike	A2	★
Slashing Talons	F + A2	★★★★
Stone Hilt Uppercut	D + A2	★★
Twisting Edge	A3	★★★★
Shin Buster	B + A3	★★★★
Foot Chop	D + A3	★★
Middle Kick	A4	★★
Stomach Chop	D + A4	★★
Stone Hammer	A1, A2	★★★★
Swift Wind	A1, A3, A4	★★★★
Savage Edge	A1, A1	★★★★★
Revenge	A1, A2, F + A2	★★★★★
Head Hunter	A1, A2, A3	★★★★
Scalping Time	A1, A2, A3, A4	★★★★★

DISTANCE	FATALITY
far away	B, F, B, F + A1
sweep range	D, F, D, F, U + A2
Hara-Kiri	U, U, U, U + A3

NOOB-SMOKE

Noob-Smoke is easily the most unique character in the game (or pair of characters), which lets you play the duo in a manner different from other characters. Even though switching between the two characters is little more than switching fighting stances, these two can cause confusion (and panic) among your opponents.

The pair has a few of the best special moves in the game, including Smoke's awesome somkeycut uppercut attack. The attack is quick and makes for an easy juggle combo afterwards. The special moves both fighters share are also very useful—they're fast, and can easily catch an opponent off-guard.

Noob's darkness moves, which turns him invisible, can be used to play nasty tricks on your opponents. Turn invisible when you're at a distance from your opponent, and you can pull out either shared special move for a quick attack that's almost impossible to predict.



STANCE	COMBO	RATING
MONKEY	B + A2 < juggle > B + A2 < juggle > A1, A1, ST	★★★★
MI TZU	F, F + A4 < juggle > A1, A2, A4, ST, A1	★★★★★

MOVE NAME	COMMAND	RATING
SPECIAL MOVES		
Death From Above	F, F + A3	★★★
Dark Shadows	D, B + A3	★★★★
SMOKE SPECIAL MOVES		
Smokeycut	F, F + A4	★★★★★
Stinky Cloud	U, D + A1	★★★
Dark Assassin	D, B + A2	★★
NOOB SPECIAL MOVES		
We Live	D, B + A2	★★
Darkness	U, D + A1	★★★
MONKEY (NOOB)		
Sloth Fist	A1	★★
Downward Slap	F + A1	★★
Low Twisting Slap	D + A1	★★
Hooking Wrist	A2	★★
Berzerk Slap	B + A2	★★★★
Palm Uppercut	D + A2	★★
Thrust Kick	A3	★★
Leg Scraper	B + A3	★★
Push Kick	D + A3	★★
Bad Monkey	A4	★★★★
Whirling Low Kick	D + A4	★★
Tree Monkey	A1, A1	★★
Going Ape	A2, A1	★★
Krazy Apes	A2, A4	★★★★
Monkey Rage	A2, A1, A1	★★★
Monkey Trouble	A2, A1, A3	★★★
Double Trouble	A1, A1, ST	★★★
MI TZU (SMOKE)		
Lunge Attack	A1	★★

Thigh Break	B + A1	★★
Low Quick Claw	D + A1	★★
Turning Lunge Strike	A2	★★
Dual Upward Wrists	F + A2	★★
Single Upward Palm	D + A2	★★
Axe Kick	A3	★★
Sneak Attack	D + A3	★★
Reaching Toe Poke	A4	★★
Shattering Kick	U + A4	★★
Dancing Foot	B + A4	★★
Low Flat Foot	D + A4	★★★★
Flowing Wing	A1, A1	★★★★
Lunge Strikes	A1, A2	★★
King Palms	A1, A2, F + A2	★★
Long Ranged Strikes	A1, A2, A4	★★★★
Deadly Foes	A1, A2, A4, ST, A1	★★

DISTANCE	FATALITY
sweep range (Noob)	B, F, B, F + A4
sweep range (Smoke)	U, D, D, F + A2
Hara-Kiri	D, U, U, D + A4

RAIDEN

With a number of damaging combos all from one stance, Raiden is a pretty powerful character for those willing to memorize the correct attack sequences. From his nan chuan stance, Raiden has a few combos that can deal more than a third damage to an opponent—not exactly minor stuff.

Unfortunately, his other stances (which actually have better normal attacks) don't have combos as powerful. Luckily, his staff stance has a number of low strikes to make up for the weaker combo power (his reaching staff attack has range and power, as well as his charged stick). As well, Raiden has some useful special attacks—the flying thunder god is good for catching opponents off guard (though it's dangerous if blocked), and his teleport is great for luring opponents towards ledges (and then quickly switching sides with them).



STANCE	COMBO	RATING
NAN CHUAN	A1, A1, A2, ST, A1, A3, ST, A4, A3 < juggle > ST, A1, A1, A2, ST	★★★★★
JUJUTSU	A1, A1, A3, ST, A4, A3 < juggle > U + A4 < juggle > F, F + A4	★★★★★
STAFF	A4, A4, A3 < juggle > A4, A4, B + A2	★★★

MOVE NAME	COMMAND	RATING
SPECIAL MOVES		
Static Teleport	D, U + A3	★★★★
Lightning Bolt	D, B + A1	★★
Shocking Touch	F, F + A2	★★★★
Flying Thunder God	F, F + A4	★★★★
NAN CHUAN		
Lightning Jab	A1	★★
Low Strike	D + A1	★★
Uppercut	B + A1	★
Shoulder Slap	F + A1	★★

Rainbow Chop	A2	★★
Palm Uppercut	D + A2	★★
Overhead Chop	B + A2	★★★★
Dual Thunder Palms	F + A2	★★
Stepping Snap Kick	A3	★★
Shin Strike	D + A3	★★
Hook Leg Knockdown	B + A3	★★
Hop Side Kick	A4	★★
Low Chin Strike	D + A4	★
Thunder Clap	A2, A3	★★
Trickster	A1, A1, B + A2	★★★★
Electric Strike	A2, B + A1	★
The Middle Way	A2, B + A2	★★★★
Knowledge and Skill	A1, A1, A3	★★★★
Finishing Touch	A1, A1, A2, A3	★★★★
Natural Way	A1, A1, A2, B + A2	★★★★
Wake the Dead	A1, A1, A2, B + A1	★
Power Bolts	A1, A1, A2, ST, A1, B + A1	★★★★
Out of Order	A1, A1, A2, ST, A1, A3, A4	★★★★★
Blackout	A1, A1, A2, ST, A1, A3, ST, A4, A4	★★★★★
Rend	A1, A1, A2, ST, A1, A3, ST, A4, A3	★★★★★
Sparky	A1, A1, A2, ST, A1, A3, ST, A4, B + A2	★★★★★
JUJUTSU		
Open Hand Strike	A1	★★
Bearhand Chop	B + A1	★★★★
Low Strike	D + A1	★★★★
Bent Wrist Strike	A2	★★
Thunder God Palm	F + A2	★★
Diagonal Fist	D + A2	★★
Front Snap Kick	A3	★★
Sweep	B + A3	★★★★
Back Sweep	D + A3	★★★★
Front Thrusting Kick	A4	★★
Front Sweep	D + A4	★★★★
Heavenly Strikes	A3, A4	★★★★
Long Arm Pokes	A1, A1, A2	★★★★
Essence of Strength	A1, A1, A3, A4	★★★★
Reigning God	A1, A1, A3	★★★★
Thunder God Fists	A1, A1, B + A1	★★★★
Fireworks	A1, A1, A3, ST, A4, A4	★★★★
Dark Thunder	A1, A1, A3, ST, A4, A3	★★★★★
Chain Lightning	A1, A1, A3, ST, A4, B + A2	★★★★
STAFF		
Overhead Strike	A1	★★★★
Low One Hnaded Poke	D + A1	★★
Upward Strike	A2	★★★★
Charged Stick	B + A2	★★★★
Low Strike	D + A2	★★★★
Leaping Strike	A3	★★★★

Reaching Poke	B + A3	★★★
Sweeping Strike	D + A3	★★
Reverse Thrust	A4	★
Staff Blast	U + A4	★★★★
Sweeping Swing	D + A4	★★
Slap Down	A4, A4	★★
Great Lightning God	A4, A4, A4	★★★★
Pain From Above	A4, A4, A3	★★★★
Static Stick	A4, A4, B + A2	★★★★

DISTANCE	FATALITY
sweep range	B, D, F, D + A1
far away	U, D, F, F + A1
Hara-Kiri	F, U, U, B + A1

SCORPION

Scorpion is a well-rounded character that has strengths in combos as well as in special and normal moves. Because of these strengths, Scorpion can scare opponents with combos and force them to retreat...which plays right into another strategy of this combatant.

If you force your opponents away from you and they try to beat you with fireballs, make quick use of Scorpions two best special moves—the hellfire and teleport attack—to keep your opponents guessing. Hellfire is completely unblockable and nearly instant, so an opponent will have to constantly stay mobile to avoid the attack. However, using Scorpion's teleport attack you can instantly hit them from any distance—if they're moving around to avoid the hellfire, they'll almost certainly take the hit. Keep mixing it up against your opponents with these two moves and you'll get some easy damage.



Hapkido and mugai ryu are easily Scorpion's best fighting styles. His most powerful combo comes from the hapkido stance, and the range afforded with his sword makes mugai ryu a nice alternative. There's not much to use in his moi fah stance, however—unless you're running out of tricks, stick to the other two fighting stances.

STANCE	COMBO	RATING
HAPKIDO	A2, A3, U + A4 < juggle > A2, A2, ST, A1, A3, A3, ST	★★★★★
MOI FAH	D + A2, D, B + A2	★★★★
MUGAI RYU	F + A1, F + A2 < juggle > A2, A2, A4	★★★★

MOVE NAME	COMMAND	RATING
SPECIAL MOVES		
Bloody Spear	B, F + A1	★★★★
Hellfire	D, B + A2	★★★★
Backflip Kick	F, B + A3	★★★★
Teleport Attack	D, B + A3	★★★★
HAPKIDO		
Right Cross	A1	★★
Face Strike	B + A1	★★★★
Twisting Palm	D + A1	★★
Neck Chop	A2	★★★★
Hammer Fist Uppercut	D + A2	★★
Axe Kick	A3	★★
Knee Knockdown	F + A3	★★
		★★★★

Hop Sweep	B + A3	
Back Sweep	D + A3	★★
Snap Kick	A4	★★
Front Sweep	D + A4	★★
Backside Kick	B + A4	★★★★
Front Thrust Kick	U + A4	★★★★
Flowing Water	A2, A2, A1	★★★★
Inner Power	A2, A2, A4	★★★★
Spectre Blast	A3, B + A1	★★
Lethal Legs	A4, B + A4	★★★★
Liftoff	A4, U + A4	★★★★★
Burning Soul	A2, A3, U + A4	★★★★★
Sinking Leaf	F + A3, B + A3	★★★★★
Doombringer	A2, A3, B + A1	★★★★
Painless	A2, A2, ST, A1, B + A1	★★★★★
Death Fingers	A2, A2, ST, A1, A1	★★★★
Kruncher	A2, A2, ST, A1, A4	★★★★
Flurry Kicks	A2, A2, ST, A1, A3, A3, A3	★★★★★
Hell On Earth	A2, A2, ST, A1, A3, A3, ST	★★★★★
MOI FAH		
Stone Hand	A1	★
Ducking Knife Thrust	D + A1	★★
Angry Wind	B + A1	★★
Stone Fingers	A2	★★
Blackout	B + A2	★★★★
Rising Uppercut	D + A2	★★★★
Snap Kick	A3	★★
Leaping Crescent Kick	B + A3	★★★★
Pecking Toe	F + A3	★★
Turning Low Kick	D + A3	★★
Stomach Smasher	A4	★★★★
Horse Shoe	D + A4	★★
Low Fury	F + A3, A3	★★★★
Fingers of Death	A1, A1, A1	★★
Double Tap Kick	A3, A3	★★
Pain Taps	A3, A3, A3	★★★★
Chain Kombo	A1, A1, A3, A3, A3	★★★★★
Sharp As Hell	A1, A1, B + A1	★★★★
Krazy Rush	A1, A1, A4	★★★★
MUGAI RYU		
Bloody Tip	A1	★★★★
Hilt Blunt	F + A1	★★★★★
Ducking Horizontal Slash	D + A1	★★★★
Horizontal Slash	A2	★★★★
Swinging Vengeance	U + A2	★★
Dark Lifter	F + A2	★★★★
Double Handed Uppercut	D + A2	★★
Fiery Saber	A3	★★
Agony's Edge	F + A3	★★

Speed Demon	B + A3	★★
Low Thigh Slash	D + A3	★★
Gut Slicer	A4	★★
Ankle Slash	B + A4	★★★★
Toe Poke	D + A4	★★
Bloodfire	A2, A2	★★
Bloodbath	A2, A2, A1	★★★★
Swift Fire	A2, A2, A4	★★★★

DISTANCE	FATALITY
close in	F, B, F, B + A1
sweep range	F, D, F, F + A1
Hara-Kiri	D, D, U, B + A1

SHAO KAHN

Shao Kahn's strengths are definitely in his Tai Tzu fighting style. With his most powerful combo starting there, it's a good idea to use it whenever possible as long as you've got your combo skills. For easier combos, Kahn's Wrath Hammer stance is ideal as the massive hammer hits deal a considerable amount of damage without much fuss.

Kahn also has strengths in his special moves. While his Explosive Blast projectile move isn't very useful, his Uplifting Knee is a very effective tool. It's a quick attack that can hit an opponent from mid-range if they let their guard down. More important, if the knee strike connects the opponent will be catapulted into the air, letting you follow up with a quick air juggle combo.

Get good with Shao Kahn's Tai Tzu technique and mix in Uplifting Knee attacks at random for a difficult offense to break.



STANCE	COMBO	RATING
TAI TZU	A1, ST < juggle > A2 < juggle > A1, A1, A3, A3	★★★★
LUI HE	A2 < juggle > B, F + A3 < juggle > A1, A1, A3, A3	★★★★
WRATH HAMMER	A3 < juggle > A3 < juggle > D, B + A1	★★★★

MOVE NAME	COMMAND	RATING
SPECIAL MOVES		
Explosive Blast	D, F + A1	★★
Uplifting Knee	B, F + A3	★★★★
Charging Spikes	F, F + A2	★★★★
Emperor's Shield	D, B + A1	★★★★
Ridicule	D, U + A1	★
TAI TZU		
Crushing Chest Punch	A1	★★
Smashing Fist	B + A1	★★★★
Low Punch	D + A1	★
Head Knocker	A2	★★
Burning Palms	B + A2	★★
Rising Fury	D + A2	★★
Stomach Kick	A3	★★
Twisting Leg Trip	B + A3	★★★★
Crouching Low Kick	D + A3	★★

Power Kick	A4	★★
Thigh Cruncher	F + A4	★★
Quick Low Kick	D + A4	★★
Power Strikes	A1, ST	★★★★
LUI HE		
Stone Knuckle	A1	★★
Low Knife Hand	D + A1	★
Spear Hand Chop	A2	★★★★
Hammer Uppercut	D + A2	★★
Fast Sidekick	A3	★★★
Shin Trip	B + A3	★★
Twisting Foot Strike	D + A3	★
Snapping Sidekick	A4	★★
Razor Heels	D + A4	★★
Rushing Fists	A1, A1	★★
Destructive Hands	A1, A1, A1	★★
Ruler of Outworld	A1, A1, A3	★★
Face Scraper	A3, A3	★★★
Invader	A1, A1, B + A3	★★★
Double Tap Kick	A4, A4	★★
I Win	A1, A1, A3, A3	★★★★
WRATH HAMMER		
Face Cutter	A1	★★
Raging Uproar	B + A1	★★
Blunt End	D + A1	★★
Screaming Hammer	A2	★★★★
Dizzyness	F + A2	★★
Power Swing	D + A2	★★
Hammer Stomper	A3	★★★★
Low Hammer Hit	F + A3	★★
Shin Destroyer	D + A3	★★
Power Kick	A4	★★★
Krazy Swing	B + A4	★★★
Cheap Shot	D + A4	★★

DISTANCE	FATALITY
sweep range	D, U, U, R + A2
close in	L, R, D, R + A2
Hara-Kiri	D, U, U, D + A1

SHUJINKO

Though Shujinko may start out as a lackluster character, he'll soon become the most versatile character in the game after learning all of his special moves. To learn the special moves, head into Konquest mode and hunt down the yin-yang icons that act as keys to unlock coffins in the krypt. The locations of the keys can be found [here](#) (the coffins with his moves are CG, DD, ID, IN, KC, LF, OF, PS, and SQ).



With Shujinko's moves learned, crazy combo possibilities are opened to him, giving him forty-percent-plus combos from each of his three fighting stances. Of course, his chain combos listed in the moves list are also extremely damaging, making Shujinko capable of dealing more damage than just about anyone else.

His vast array of special moves adds to his versatility, with multiple combo-starters (throw spear, icy breeze, and opponent slam) and quick attacks. With so many attacks at your disposal, you can keep your opponents constantly guessing.

STANCE	COMBO	RATING
MANTIS	B + A2 < juggle > D, B + A3 < juggle > B, D, B + A4 < juggle > A1, A1, A1, ST, A4, A4, F + A2	★★★★★
SHAOLIN FIST	F + A1 < juggle > D, B + A3 < juggle > A1, A2, A4, ST	★★★★★
BLADES	U + A2 < juggle > D, B + A3 < juggle > A1, A1	★★★★★

MOVE NAME	COMMAND	RATING
SPECIAL MOVES		
Throw Spear	B, F + A1	★★★
Icy Breeze	D, F + A1	★★★
Flaming Fist	D, F + A2	★★★
Flying Jinko	F, F + A2	★★★
Flip Scissor Kick	D, B + A3	★★★★★
Slide	F, B + A3	★★
Opponent Slam	B, D, B + A4	★★★★★
Bike Kicks	F, F + A4	★★★
MANTIS		
Sideways Poke	A1	★★
Low Mantis Claw	D + A1	★
Leaning Fingers	A2	★★
Mantis Takes Prey	B + A2	★★★★★
Stone Column	U + A2	★★
Mantacut	D + A2	★★
Creature Kick	A3	★★★★
Forceful Ball Kick	U + A3	★★★★
Sting Tap	B + A3	★★
Low Kick	D + A4	★★
Leaping Mantis Legs	A4	★★
Upward Leg	U + A4	★★★★★
Long Sweep Kick	B + A4	★★★★
Hidden Mantis Claws	F + A4	★★★★
Creeping Mantis	D + A4	★★
Deadly Bent Wrists	A1, A1	★★
Looking for Prey	A1, A1, A1	★★★★
Time to Hunt	A1, A1, A3	★★★★

Stunning Prey	A1, A1, U + A3	★★★★
Metal Mantis	A1, A1, A2	★★★★
Scratch it Up	A1, A1, A2, A4	★★★★
Old Timer	A1, A1, A2, B + A2	★★★★★
Stone Mountains	F + A4, A1	★★★★
Time and Space	F + A4, A1, A3	★★★★
Secret Hands	F + A4, A1, U + A3	★★★★
Take Kontrol	F + A4, A1, A2, B + A2	★★★★★
Perfection	A1, A1, A2, ST	★★★★★
Big Slice	F + A4, A1, A1, ST, A4, A4, ST	★★★★★
Zero	F + A4, A1, A1, ST, A2, A4, ST, A1	★★★★★
Mighty Jinko	A1, A1, A1, ST, A2, A4, A3	★★★★★
Sifu Shujinko	A1, A1, A1, ST, A4, A4, F + A2	★★★★★
World Ruler	F + A4, A1, A1, ST, A2, A4, A3	★★★★★
Hardcore	F + A4, A1, A1, ST, A4, A4, F + A2	★★★★★
SHAOLIN FIST		
Center Punch	A1	★★
Shielding Wrists	B + A1	★★
Stone Cracker	F + A1	★★★★★
Ducking Iron Fist	D + A1	★★
Forward Wrist Snap	A2	★★
Upward Temple	B + A2	★★
Cement Blaster	F + A2	★★
Jackhammer	D + A2	★★
High Heel Kick	A3	★★
Turning Kick	B + A3	★★
Low Steel Foot	D + A3	★★
Ball Toe Strike	A4	★★★★
Steel Leg Trip	B + A4	★★★★
Spinning Low Kick	D + A4	★★
Fist of Pain	A1, A2	★★
Monk Legion	A1, A2, A4	★★★★
Strength and Honor	A2, A4	★★
White Tiger	A2, A4, A3	★★★★
Graceful Speed	A1, A2, A4, A3	★★★★
Stealth Monk	A1, A4	★★
Bludgeon Fist	A1, A4, A4, F + A2	★★★★★
Precise Killing	A1, A4, A4, A3	★★★★
Sneaky Legs	A4, A3	★★
Poor Soul	A1, A2, A4, ST	★★★★
Explorer	A1, A2, A4, ST, A1	★★★★★
Plane Searcher	A1, A4, A4, ST	★★★★★
DAN TIEN DAO		
Mountain Wind	A1	★★
Leg Taker	B + A1	★★★★
Crouching Low Slice	D + A1	★★
Melon Slicer	A2	★★★★
Upward Moon Slice	U + A2	★★★★★
Uppercut	D + A2	★★

Quick Cut	A3	★★
Leg Trip	B + A3	★★
Shin Cutter	D + A3	★★
Turning Sidekick	A4	★★
Ankle Slice	D + A4	★★
Double Throat Cuts	A1, A1	★★★

DISTANCE	FATALITY
close in	U, D, D, F + A3
close in	B, U, F, F + A1
Hara-Kiri	D, B, D, B + A3

SINDEL

Hidden behind Sindel's relatively weak moves are some powerful combos. It takes some working with her limited moves set, but you can uncover some wicked combos (or just check out the ones we've figured out for you).

Another advantage of Sindel's is her banshee scream, which sets up opponents perfectly for combos. Best of all, stunning an opponent with the move will *not* cause damage scaling afterwards (as is the case with most other combo-starters), letting you get the full damage from your combo. You definitely shouldn't abuse the move (if it gets blocked, you're majorly open to attack) but it's good to throw out when your opponent gets aggressive.

Unfortunately, Sindel's other special moves aren't nearly as useful. Her star screamer projectile is as useless as everyone else's, and her sliding foot grab is pretty weak when considering how vulnerable it makes you.



STANCE	COMBO	RATING
ZHA CHUAN	B + A1 < juggle > B + A1, ST < juggle > A1, A1, A2, ST	★★★★★
FU JOW PAI	A1, A1, A1, A3, ST, A4, A1 < juggle > U + A1 < juggle > A4, A4, A1	★★★★★
BLADES	U + A1 < juggle > F, F + A1, ST, ST < juggle > A1, A1, A1, A3, ST, A4, A1	★★★★★

MOVE NAME	COMMAND	RATING
SPECIAL MOVES		
Banshee Scream	F, F + A1	★★★
Star Screamer	F, F + A3	★★
Sliding Foot Grab	B, F + A1	★★
ZHA CHUAN		
Yoke Punch	A1	★★
Chest Clincher	B + A1	★★★★★
Mantis Claw	D + A1	★★
Roaring Overhead Hammerfist	A2	★★
Southern Uppercut/B>	D + A2	★★
Rising Axe Kick	A3	★★
Spring Leg	U + A3	★★★★
Low Spring Kick	D + A3	★★
Twisting Sweep	B + A3	★★★★
Southern Sidekick	A4	★★
Slithering Foot	D + A4	★★
Muslim Fists	A1, A1	★★
Justice	A1, A1, A1	★★★★

Burning Fist	A1, A1, A2	★★★★
Spider Legs	A4, A4	★★
Revenge	A4, A4, A4	★★
Cunning Killer	A4, A4, A4, A4	★★
Killer Kick	A1, A1, ST	★★★★
Sneaky Fist	A4, A4, A4, ST	★★
FU JOW PAI		
Straight Claw	A1	★★
Knee Strike	B + A1	★★
Knee Claw	D + A1	★★
Upward Paw	A2	★★★★
Tiger Strike	B + A2	★★
Uppercut	D + A2	★★
Back Kick	A3	★★★★
Spinning Low Kick	D + A3	★★
Roundhouse	A4	★★
Lifting Kick	U + A4	★★
Shin Kick	B + A4	★★
Low Toe Kick	D + A4	★★
Bloodshed	A3, A3	★★★★
The Queen	A1, A1, A1	★★
Wandering Claws	A1, A1, A2	★★★★
Black Tiger	A1, A1, A1, A3, A3	★★★★
Black Window	A1, A1, A1, A3, ST	★★★★
Khan's Kontrol	A1, A1, A2, ST	★★★★
Darkness	A1, A1, A1, A3, ST, A4, A1	★★★★
Burning Rage	A1, A1, A1, A3, ST, A4, A3	★★★★
KWAN DO		
Gauging Slash	A1	★★
Berserk Chop	U + A1	★★★★
Chin Cut	D + A1	★★
Head Chopper	A2	★★★★
Twisting Hilt	B + A2	★
Turning Amazon	U + A2	★★★★
Reaching Edge	D + A2	★★★★
Ranged Blade	A3	★★
Feet Cutter	B + A3	★★
Rising Kwan End	U + A3	★★★★
Whirlwind Chop	D + A3	★★★★
Liver Slice	A4	★★★★
Head Saw	D + A4	★★★★
Ancient Secret	A1, U + A3	★★★★
Sindel's Edge	A1, B + A3	★★★★
Cutting You Up	A4, A4	★★★★
Slashing Queen	A4, A4, A1	★★★★
Keeping Distance	A4, A4, A3	★★★★

DISTANCE	FATALITY
sweep range	B, F, F, B + A1
sweep range	U, U, B, F + A3
Hara-Kiri	F, U, U, D + A4

SUB-ZERO

Sub-Zero's fighting style centers around heavy combos which he can perform from any of his three fighting styles. Each of his styles has its advantages—shotokan has the strongest combo, dragon has the quickest punches, and kori blade as the longest range—which makes Sub-Zero versatile in any mode, no matter where a combo leaves you.

One of the best ways to initiate a combo with Sub-Zero is to first freeze your opponent. Using the ice clone or freeze ball, freeze your opponent to make them completely vulnerable. If you freeze an opponent who's standing on the ground, follow up with your longest ground chain you can muster (you have enough time to switch to the shotokan style). If you freeze an opponent in mid-air, however, your best bet for a sure-fire combo is something that starts with a pop-up attack, such as Sub-Zero's main kori blade combo.



Sub-Zero's third special attack, the cold shoulder, is another great tool for catching your opponents off guard. The move is best used when you're dancing around your opponent waiting to attack—pull out the cold shoulder for an instant long-range attack that your opponent likely won't see.

STANCE	COMBO	RATING
SHOTOKAN	A1, A2, A4, ST, A1, A1, ST < juggle > A1, A2, ST	★★★★★
DRAGON	A1, A1, A2 < juggle > A1, A2, ST	★★★★★
KORI BLADE	B + A2 < juggle > A1, B + A1	★★★★★

MOVE NAME	COMMAND	RATING
SPECIAL MOVES		
Ice Clone	D, B + A1	★★
Freeze Ball	D, F + A3	★★★★
Cold Shoulder	B, F + A4	★★★★★
SHOTOKAN		
Spear Hand Strike	A1	★★★★
Forward Elbow Strike	B + A1	★★★★
Lower Knee Strike	D + A1	★★★★
Sword Hand Strike	A2	★
Rising Jackhammer	D + A2	★★
Mountain Punch	B + A2	★★★★★
Rising Thrust Kick	A3	★★
Side Snap Kick	F + A3	★
Low Snap Kick	D + A3	★★★★
Thrust Kick	A4	★★
Low Strike	D + A4	★★★★
Low Shin Kick	B + A4	★★★★
2-Hit Trick	A3, A2	★
Cold As Ice	A1, A1	★★★★
Triple Threat	A1, A1, A1	★★★★
Cold Feet	A1, A1, A3	★★
Cheap Cold Shot	A1, A1, A4	★★
Frigid Touch	A1, A1, A3, A2	★★

Lin Kuei's Secret	A1, A1, A3, F + A3	★★★
Ultimate Shogun	A1, A1, A3, B + A2	★★★
King's Crown	A3, F + A3	★★
Peaceful Mind	A3, B + A2	★★★★
Icy Pain	A1, A2, A4	★★
Cloud Hands	A1, A2, B + A1	★★
Iron Horse	A1, A2, B + A2	★★★
Rock Solid	A1, A2, A4, ST, A3	★★★
Lin Kuei Storm	A1, A2, A4, ST, A2, A3	★★★
Zero Below	A1, A2, A4, ST, A2, A4	★★
Frosty	A1, A2, A4, ST, A2, ST	★★★★
Thin Ice	A1, A2, A4, ST, A2, B + A2	★★★
Dark Fists	A1, A1, A3, ST	★★★★
Cold Blade	A1, A2, A4, ST, A1, A2, ST	★★★
DRAGON		
Back Knuckle Strike	A1	★★★★
Ducking Claws	D + A1	★★
Upper Lunge Punch	B + A1	★★
Sun Fist	A2	★
Dragon Attack	B + A2	★★★
Uppercut	D + A2	★★
Roundhouse Kick	A3	★★★
Low Talon Strike	D + A3	★★
Front Stomp Kick	A4	★★★
Wheel Turning Kick	U + A4	★★★
Sidestep Claw	B + A4	★★★★★
Low Dragons Kick	D + A4	★★★★
Yielding Fire	A1, A3	★★
Ice Pop	A1, A1, A2	★★★★
Tiger in Cave	A4, B + A2	★★★★★
Dragon Dance	A1, B + A1	★★
Silent Dragon	A1, A2, A3	★★
Dragon Plays With 7 Stars	A1, A2, A4	★★
Ice Maker	A1, A2, ST	★★★
3-Hit Claws	A1, A2, B + A2	★★★
Twist of the Tiger	A1, A2, U + A4	★★★
Chill Out	A1, A1, A2, ST	★★★★
KORI BLADE		
Overhead Swing	A1	★★★★
Downward Stab	D + A1	★★
Spinning Slash	B + A1	★★★
Overhead Smash	U + A1	★★★★
Blade Lunge	A2	★★★
Icy Lift	B + A2	★★★★★
Kori Uppercut	D + A2	★★★
Frosty Slash	A3	★★★
Thigh Ripper	D + A3	★★★
Back Kick	A4	★★
Sweep Kick	B + A4	★★★

Crouching Slash	D + A4	★★★
Bitter Blade	A1, B + A1	★★★★

DISTANCE	FATALITY
close in	F, B, D, F + A2
sweep range	B, D, F, D + A1
Hara-Kiri	D, U, D, U + A2

TANYA

In spite of her bad hair, Tanya actually has some effective combat strategies. With an extended set of special moves, she's bound to have at least one that's useful—in fact, she has three. You can even use her human cannon drill to start juggle combos (you'll have to start the move from far away and hit the opponent with the end of the attack).

Tanya also has an invisibility move, which makes her human cannon drill even more effective. To make the best of her cloak, however, you shouldn't use her kobu jotsu stance (it gives her position away).

Tanya's combos are relatively strong, though nothing amazing. Her biggest advantage is her array of pop-up attacks that are quick and relatively safe to throw out there. You'll only need to land three combos to win most matches—and with Tanya's tricks, that shouldn't be too hard.



STANCE	COMBO	RATING
ZI RAN MEN	A2, F + A2 < juggle > A1, A1, A3	★★★
YUE CHUAN	A2, ST, B + A1 < juggle > B + A2, A1, A1, U + A1	★★★★
KOBU JUTSU	B + A2, B + A1 < juggle > B + A2, A1, A1, U + A1	★★★★

MOVE NAME	COMMAND	RATING
SPECIAL MOVES		
Human Cannon Drill	F, F + A3	★★★★
Air Fire Blast	D, U + A2	★★★
Surging Blast	D, B + A2	★★
Split Flip Kick	D, B + A4	★★
Find Me	U, D + A1	★★★
ZI RAN MEN		
Reaching Punch	A1	★★
Knee Punch	D + A1	★★
Double Handed Knee Strike	A2	★★
Natural Palm	F + A2	★★★★
Radical Uppercut	D + A2	★★
Hi-Heel Kick	A3	★★★
Shin Destroyer	B + A3	★★
Foot Smash	D + A3	★★
Sidekick Bruiser	A4	★★
Low Chip Kick	D + A4	★★
Perfect Form	A1, A1	★★
Good Seasons	A2, F + A2	★★★★
Bloody Boots	A4, A4	★★
Sneaky Heels	B + A3, F + A3	★★★★
Mind and Body As One	A1, A1, A3	★★★★

My Lucky Feet	A4, A4, ST, A4	★★★★
YUE CHUAN		
Knuckle Head	A1	★★
Wide Double Arm Palm	B + A1	★★
Grasping Palm	D + A1	★
Forearm Strike	A2	★★
Uppercut	D + A2	★★
Stomach Palm	A3	★★
Low Freaky Kick	D + A3	★★
Low Turning Kick	B + A4	★★★★
Side Kicker	A4	★★
Low Turning Kick	D + A4	★★★★
Knuckle Punches	A1, A1	★★
Knuckle Master	A1, A1, A1	★★★★
Pelvis Ripper	A3, A3	★★
Finishing Touch	A2, B + A1	★★★★
Let's Dance	A1, A1, A2	★★★★★
Power Heels	A4, A4	★★★★
All Skill	A3, A2, B + A1	★★★★
Toad Style	A2, ST, B + A1	★★★★★
All For You	A2, ST, A4, A4	★★★★
Do You Feel It	A2, ST, A2	★★★★
Twisty Edges	A2, ST, A1, A1	★★★★
Kobu Jutsu X-Fer	A2, ST, A1, A1, U + A1	★★★★
KOBU JUTSU		
Underarm Twirl	A1	★★
Overhead Smash	B + A1	★★★★
Inward Dual Strike	U + A1	★★
Crossing Low Strike	D + A1	★★
Head Basher	A2	★★
Razor Swipes	B + A2	★★★★
Cutting Uppercut	D + A2	★★
Crossing Tonfa	A3	★★★★
Crushing Side Blow	B + A3	★★
Low Snap Kick	D + A3	★★
Elbow End	A4	★★
Long Ranged Trip	B + A4	★★★★
Defensive Bash	U + A4	★★★★
Walking Short Kick	D + A4	★★
Underarm Slap	A1, A1	★★
Dual Tonfa Snuff	A1, A1, U + A1	★★★★
Wonder Twirls	B + A2, A1	★★★★
Slicing Wind	B + A2, B + A1	★★★★
Razor Wands	B + A2, A1, A1	★★★★
Head Knocker	B + A2, A2	★★★★
Tonfa Steel End	B + A2, A4	★★★★
Billy Club Pain	B + A2, A4, A4	★★★★
Striker Sticks	A4, A4	★★
Spinner	B + A2, A1, A1, U + A1	★★★★★

DISTANCE	FATALITY
close in	F, D, D, D + A1
close in	U, B, F, U + A2
Hara-Kiri	D, D, F, U + A3

Konquest

KONQUEST WALKTHROUGH

PART ONE Earthrealm	PART TWO Netherrealm
PART THREE Chaosrealm	PART FOUR Outworld
PART FIVE Orderrealm	PART SIX Earthrealm: Revisited
PART SEVEN Netherrealm: Revisited	PART EIGHT Outworld: Revisited
PART NINE Edenia	

EARTHREALM: SHUJINKO'S HOME TOWN

The Konquest begins with a simple training event lead by Bo' Rai Cho. After following his commands, you'll be left in the B-6 sector of your home village. To continue with the main missions, turn around and talk to the boy with the green pillar of light surrounding him. He'll lead you to another classroom of Bo' Rai Cho's, where you can learn more of the basics of the game. To leave the village and continue your quest, you'll have to complete all of Bo' Rai Cho's lessons, though you can explore the town either before or after doing so (though once you leave the town you will not be permitted to return).

After visiting three of Bo' Rai Cho's classrooms, you'll need to cross a bridge that's guarded—to get by, you'll have to find some ham for the guard. Head to sector C-6 of the town between the hours of 7:00 AM and 8:00 PM to talk to the butcher, who'll give you a piece of ham to take back to the bridge guard. Give the ham to the guard to cross over to the other side of town and continue your lessons with Bo' Rai Cho.

Bo' Rai Cho's final test is a two round fight against him. The fight is pretty easy if you've any inherent combo skills (just check the pause menu for some easy combos). Once you've defeated him, you can leave the town, but be warned—you won't be able to come back once you leave.





Explore around the town to a ton of coins you can use to unlock stuff in the krypt. You'll also find a number of coins hidden inside houses, and you can earn even more by completing various off-tasks for the townsfolk.

Once you've earned your fill in coins, head to the gate at the north end of town to talk to Bo' Rai Cho again. You'll leave town, and set out on your adventure into Earthrealm.

EARTHREALM: BEYOND THE GATE

As you exit to the main map of Earthrealm, you immediately have the task of tracking down Bo' Rai Cho again for another training match. Look for the beam of green light in the sky and track it down to find Bo' Rai Cho. This time, you'll take on the form of Bo' Rai Cho himself—learn his combos well, as you'll be forced to use Bo' Rai Cho in many combat encounters.

After completing the training mission, Bo' Rai Cho will tell you that he's lost something near the docks to the north. Run to the beam of green light to reach the docks, and talk to the man that's standing on the dock just north of the area's entrance. He'll tell you that he found the medallion, but that it's locked inside his house—to get inside, you'll have to track down the key that was stolen from him.

Luckily, the game will clue you in on the whereabouts of these bandits. Follow the green beam of light that's just to the east of you. Punch the man standing in the beam to retrieve the key, and take it back to the fisherman on the dock. He'll open up the door to his shack, inside which you'll find the medallion of master Bo' Rai Cho.

Upon leaving the docks, however, you'll be confronted again by the strange light spirit which commands you to keep the medallion for yourself. The next mission objective then shows up in the southeast corner of Earthrealm—track it down to continue with your missions.



You can find and fight **Sindel** in sector A-4 between 7:00 AM and 10:00 PM, hidden behind the small dense forest.

As you reach the green light beam, you'll talk to a man that's guarding the doorway to the Lin Kuei hideout. With the medallion of Bo' Rai Cho in hand, you'll be allowed into the compound to train with Sub-Zero. After completing his training (in the same fashion you complete Bo' Rai Cho's), follow the green light beam west.



When you reach the west side of the map, there's nothing there at the target location. Head just west past the light beam and duck through the trees ahead. Behind them is a cave with a blue ninja in front standing guard. Run down the cave and grab the first **kamidogu** and rush it back to the Lin Kuei compound.

As you start towards the Lin Kuei, you'll be interrupted by the ball of light again who instructs you to *not* return the kamidogu to the Lin Kuei. Run towards the green light beam, where Shujinko will use the kamidogu to open up the portal and warp to the Nexus. Run towards the next beam of light to step through another portal, to reach the Netherrealm.



NETHERREALM

Follow the green light beam to meet with Ashrah, who'll train you to fight like her. Just follow her instructions as per usual, and you'll be rewarded with coins.



You can find **Shang Tsung** in sector C-8.

Once you've completed Ashrah's test, the gate of the town will open up to the outside area of the Netherrealm. Run around collecting all the koins of the area, and take the opportunity to complete some of the tasks for the people of the Netherrealm. When you're ready, run towards the green light again to meet with Ashrah.

As you reach Ashrah the second time, you'll have to fight off Baraka. Fight him off with Ashrah's weapon stance (the combo U + A2 < juggle > A3, A4, A2, A2 works very well) to continue your conversation with Ashrah, who'll ask you to seek the demon Ermac.

Another green beam of light appears and leads you to Ermac. Talk to him and he'll quickly convert you to his side, and give you a task to complete. Just run towards the next beam of light, and then return to Ermac to tell him the location of the stone.

Meeting up with Ermac for the second time will lead you to a training mission with him. After completing the training, follow Ermac to Ashrah's location. When you get there you'll be forced to fight against Ashrah—use Ermac's best combos (found [here](#)) to defeat her, and collect the second **kamidogu**.



With the kamidogu in hand, return to the main village of the Netherrealm and, after talking to Damashi, enter the portal to return to the Nexus. Place the kamidogu in the center of the Nexus. As you do, you'll be challenged by a false champion of the elder gods—take him out (as Ermac)! The monster fights with the styles of Scorpion, and you'll have to win three rounds to win the fight. When you've defeated him, step through the next portal (as highlighted by the green beam of light) and step into the Chaosrealm.

CHAOSREALM

You know the drill by now—rush towards the green beam of light to continue the conquest. You'll run into a kombatant who challenges you, and you'll have to fight him off to continue the quest.



You can find **Darrius** in sector A-1. He's there at all hours of the day, walking around the corner of the Chaosrealm.

Your challenger is Hotaru, and you'll be forced to use Ermac again. He's pretty tame in this fight, giving you an easy win to continue through the area. Step onto the portal to warp over the gate and into the heart of the Chaosrealm.

Approach the gate beneath the green light to talk with a main that speaks of an intruder ahead. Run towards the next light beam to confront the demon, Noob, and defeat him—he's a total push-over. To reach the light beam to appears after Noob's demise, exit the compound through the back exit (behind the center tower) and turn right. The beam highlights another portal that'll warp you to another portion of the Chaosrealm.

The next light beam leads you to a conversation with Havik, who asks you to defeat some oppressive guardsmen. Step through the next highlighted portal to warp to another area of the Chaosrealm, and run up the ramp ahead to meet with a man up top. Continue to the next beam of light to confront the first Seidan guardsman, Hotaru. The fight is pretty simple, though you'll have to execute your **Bo' Rai Cho** combo skills if you hope to win.



Once he's defeated, follow the light to the next Seidan guardsman—again, you'll have to defeat him, though this time as **Sub-Zero**. The third time you fight a guardsman, you'll be playing as **Ashrah**, and the fourth as **Ermac**.

Once you've defeated the fourth guardsmen your duty will be done. Chase down the next green light beam to talk to Havik again, who'll train you in the ways of his fighting style. When you have to fight Havik one-on-one, exploit his corpse dive move to catch him off guard.

Step through the next portal to reach another portion of the Chaosrealm. The next beam of light will lead you to the third kamidogu, and trigger a lengthy cutscene that leaves you back in the make village of the Chaosrealm. Step through the portal highlighted by the light beam to return to the Nexus. After placing the third kamidogu in its place, step through the next portal to reach the Outworld.



OUTWORLD

Follow the green beam of light to meet with Mileena, who'll immediately turn hostile...and train you. Follow her instructions to learn the basics of her fighting style, and defeat her in one round of combat when she challenges you (use her mian chuan style and the combo A4, A1 < juggle > A4, A3, ST).



When you're done with Mileena, you'll be able to enter the compound behind her. Run to talk to the overlord of the city highlighted by the light beam, and he'll tell you of the hidden kamidogu in the realm. Follow the next light beam to reach the forest, in which you'll find Jade who's already found the kamidogu. Defeat her (as Mileena) to uncover the kamidogu, and start taking it to the next light beam before being interrupted by Damashi.



Return to the portal with the kamidogu and warp back to the Nexus to place the artifact with the others. Another portal will open up, and bring you to the Orderrealm.



ORDERREALM

You'll appear at the very center of the Orderrealm. Exit the underground bunker you're in and follow the green light beam to try and convince the Orderrealm forces to help out those in the Outworld. As you speak to Hotaru, he'll train you in his own martial arts.



Follow the next green light to reach Darrius who's in the midst of a huge riot. You'll challenge him to a fight, and take on the fighting style of Hotaru. Make use of your weapon fighting stance, with attacks such as B + A2, and the combo A1, A1, U + A4. You can even combo off of your projectile attack (D, B + A1) if you manage to land it on Darrius. When he's defeated, return to Hotaru who'll agree to help out the villagers of the Outworld.



Follow Hotaru to the portal in the center of the Orderrealm map, and warp back to the Nexus. Then, step back into the portal to your left to return to the Outworld.

When you return to the Outworld, follow the light beam to meet with Hotaru who'll inform you that he's driven off the invaders. As you leave the village, you'll be confronted by Baraka, and challenged to a fight! Use the same tactics you did versus Hotaru to defeat him, and Baraka will teach you his own fighting style.



Return to the main portal in the center of the map to get back to the Nexus. As you step off of the portal platform, Damashi will stop you and tell you to enter the Mortal Kombat tournament back in Earthrealm. Step through the first portal from the right to return to Earthrealm and continue your quest.

EARTHREALM: REVISITED

The first beam of light leads you to a conversation with Kenshi who's seeking Shang Tsung. The second beam of light leads you to Nightwolf, who'll teach you the art of his fighting style. Follow Nightwolf's instructions, and you'll be left back in Earthrealm (years later) to continue your conquest.



A new beam of light appears and leads you to Shang Tsung himself. You'll have to beat him in a fight to prove your worthiness to compete in the tournament—take him down (as Nightwolf) and run back to Kenshi to invite him to the tournament. Upon receiving the news, Kenshi will teach you his fighting style.



After you're done with Kenshi, begin following him and you'll immediately be interrupted by Damashi. Follow Damashi's command and begin to return to the portal to face off against Raiden. As Kenshi, use the katana stance and his simple combos (U + A2 < juggle > U + A2 < juggle > A2, A2, A4 works well) to take him down and continue through the portal to return to the Nexus.



Once back in the Nexus, step through the portal highlighted by the beam of light to re-enter the Netherrealm.

NETHERREALM: REVISITED

Upon returning to the Netherrealm, leave the main city and follow the beam of light to Scorpion. After a somewhat lengthy dialogue with the undead hero, he'll train you in his combat arts.



After you're done with Scorpion, follow the next beam of light to lead Scorpion to Quan Chi. And though the fight is Scorpion's, you'll be in charge of commanding him to beat Quan Chi and chase him off. Use Scorpion's best combos and tactics to take down Quan Chi, and follow the next beam of light to continue the quest.



You'll return to the main village of the Netherrealm, where Damashi will stop you and talk to you. Continue through the portal in the center of town to return to the Nexus. After speaking with Raiden, step into the highlighted portal to revisit the Outworld.



OUTWORLD: REVISITED

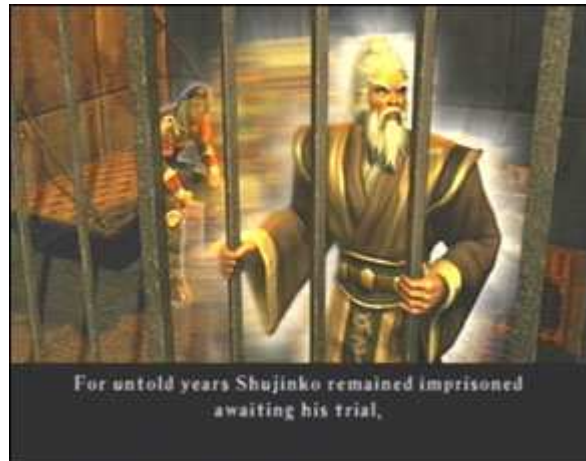


Follow the first light beam to meet with Kano, who'll immediately reward your efforts with imprisonment. The next beam of light leads you to Li Mei, where you'll teach her how to fight...as herself. After training with her, follow the next light beam to meet with Hotaru, who'll take you back to the Orderrealm.



You can find **Hotaru** in sector C-5. Only throws will damage him, so force him to stand up with mid-height attacks.

After being imprisoned for many years, you'll appear in a cell among two guards. Speak to the two guards and wander about your cell until Dairou comes to free you.



Once you're free, chase down the new light beam to find Hotaru. He'll attempt to arrest you again—you must resist. You'll fight him as Li Mei, which gives you a couple of decent combos to attack with (in lui he ba fa, A2, A4, ST < juggle > A1, A2, A2, ST). With Hotaru defeated, grab the kamidogu behind him and make your way towards the next light beam.



Take the kamidogu to the Nexus and align it with the others. You'll open up the final portal which leads to Edenia.

EDENIA



The first beam of light leads you to Kitana, who'll tell you of an imprisoned queen you'll need to free. Follow the second beam of light to find Tanya, and you'll have to defeat her in kombat to get to the queen. You'll fight her as Shujinko, giving you a ton of combos to work with (in mantis stance, F + A4, A1, A1, ST, A4, A4, F + A2, and in dan tien dao, U + A2, A1, A1).



You can find **Dairou** in sector A-2. He's there at all hours of the day, though he moves around as the hours pass.

You should be able to win the first round against Tanya fairly easily, though it'll take a bit more smarts to finish the deal with a second round win. Play more defensively, and try to put room between you and her, letting her make the first move (and the first mistake). Wait for her to attack and make herself vulnerable before going for your combos—she's pretty quick, and will react to your attacks if you don't wait for her to slip-up first.



When Tanya's defeated, step into the door to the left to meet with Sindel. After she breaks out, chase her down and Sindel will teach you her fighting style. After defeating her, Sindel will give you the sixth kamidogu. On your way back to the portal to return to the Nexus, Damashi will stop you. When he's done yapping, continue to the Nexus.



When you enter the Nexus, Scorpion will confront you and force you to fight. As Shujinko, attack aggressively in the first round, but play defensively after you've won one. You'll have to win a total of three rounds to defeat Scorpion, after which Onaga will step onto the scene and chase you away (all the way to the title screen).



Congratulations—you've just completed *Mortal Kombat: Deception's* Konquest. However, you're not done here yet! There are many krypt coffin keys yet to find (many of which could not be found until after completing the Konquest). For a full list of the hidden keys, along with their location, check out the [krypt key locations](#) page of our guide.

Kombat Chess

OVERVIEW

The overall goal of MK's new battle chess mode is to use strategy to square off against a buddy (and totally pawn him/her/it) through a strategy of position and tactical combat. You can win if you slay all the pieces on one side - **or** - if you slay the leader. If the leader of a side is slain, that side loses, so your overall goal is to:

1. Attack the enemy leader
2. Protect your leader from attack



But wait! There's more! The lifebars of each of your pieces *do not* regenerate after each fight (basically making it a super-endurance match). Your piece only heals if a spell is cast on it, or if you hold one of the two power taps on the board to "artificially heal" the piece before a fight. So inspite of your strategic prowess, your skills as an Earth Warrior -- a mortal kombatant -- is necessary to win this war of wits and guts.

BASICS and the TRAPPED SQUARE

For starters, each side must choose their fighters for each "rank" in their force. While each fighter's skills are not affected by chess mode, their lifebars (or rather lack of a lifebar) will make or break your force. Additionally, each side may place a "trapped square" that instantly kills any piece of Champion rank or below. Once all your forces are chosen and the fighters assigned, you begin battle to take the enemy leader.



As for your trapped square, you may only place it on your half of the board. When a non-leader enemy piece moves onto that square, the piece dies immediately (the resulting animations are quite hilarious). However, enemy leaders can disarm such a trap and it will be treated normally there after. The best places for a trap are usually near a power cell, your leader, or along the corners of the board. Champions sometimes make the mistake of moving to the edges to surprise your leader and trapping squares near your leader (or at least five spaces away) is a novel way to deal with shifters. Trapping squares near power cells are usually not necessary, although plenty of action usually occurs there.

Don't forget that a trapped square will kill a piece instantly, so be wary where your enemy placed his or her trap, or you may wind up suddenly outnumbered when you move your champion onto an innocuous looking square.

CHES KOMBAT RANKS

Leader: This is the objective of the enemy -- to kill your beloved leader! Leader, leader, leader ... you must love the Leader! The leader piece may move in any direction but only one space at a time. The leader has the most life of all the pieces in your army, meaning that injuries sustained earlier may be recouped by simply occupying the two power taps on the map. Additionally, the leader has one ability no other piece has, and that is to disarm the enemy's trapped square. Once disarmed, the previously trapped square will be treated as a normal square by your forces. The best candidate for your leader however, is *not* your best fighter, since you can only have one leader. Instead, it should be your third or fourth best fighter (that you use) since you should rarely place your leader in danger. Don't forget, lose one round and the chess match goes to your opponent when a leader is involved.



Champion: Each force has two champion ranked pieces. These pieces are your most powerful, but since they are so few in number (two), you will need to select your second or third best fighter to fill this rank. Champions are your strongest pieces (aside from the leader) since they have almost a sizeable lifebar (in chess kombat) and can move literally any amount of spaces in any direction on the board. Use Champions to assault power taps taken over by the enemy if you are not sure -- although a well played Grunt can fight off almost anyone. Champions are best used for mounting a surprise assault on an enemy leader since they have so much maneuverability. If nothing is in their way, champion ranked fighters can strike from clear across the board.

Sorcerer: Not Shang-Tsung, but close. Each side has two sorcerors who have access to a range of spells (press the left shoulder key to access them). There is one sorcerer of each type for each side -- a red sorcerer who casts attack spells and a blue sorcerer who casts defence spells. Sorcerors are denoted on the chessboard by red and blue glows around their hands. If a sorcerer dies, the spells the sorcerer has will not be available to you unless you somehow revive that sorcerer (only possible if the blue sorcerer resurrects the red sorcerer), so keep sorcerors away from battles if possible and use them as Grunts after their spells (each being cast once per play) are exhausted.

Shifter: Shifters are the second most numerous units in your army. They have greater movement ranges than Grunts and Sorcerors, but less than the Champion. Strategically, shifters can be treated as champion pieces with half the amount of mobility (they move five spaces in any direction), but because of their unique attribute, you have to be careful using shifters. Shifters are called "shifters" because they shape-shift (like Shang-Tsung) into the creature you are fighting (or fighting off, if attacked). For example, you pick Scorpion as your shifter rank fighter and face off a grunt piece who is Baraka -- your Scorpion will change into Baraka before the fight and you will have a Baraka vs Baraka fight. However, shifters do not change form when fighting other shifters, or if fighting another piece who is the same as your shifter. Second example, the same Scorpion shifter attacks an Ashrah shifter -- Scorpion will proceed to fight Ashrah in a Scorpion vs Ashrah fight. The same can be said if the Scorpion shifter fights the opposing Scorpion Champion. Shifters ultimately demand that you "get good" with all the fighters in Mortal Kombat since they shape-changing will throw you off. However, you don't want to be beaten simply because you choose the worst fighter you can think of for the shifter role -- if you have to attack another shifter, you will retain your fighter's abilities. Pick instead, your fourth or fifth best fighter for this role.



Grunt: Ah, now we scrape the bottom of the barrel. Forming 50% of your force are the low-end grunts who have about a quarter lifebar and die in one extended dial-up combo. Grunts die by the drove, but they are invaluable if you use them correctly. The move faster than your leader, but slower than everything else, so you need to make a steady advance towards the enemy. By far the best piece to capture a power cell (see reasons below when we refer to power cells) since they are expendable and your *best* fighter -- the one guy (or hot babe) you are best at owning your friends at in MK tournaments -- should fill out the role of the grunt. It may be lowly, but with nine chances to beat the crap out of your enemies, you will need to use your best fighter in the role of the grunt (back them up with your next best fighter in the rank of champion).

LIFEBAR and POWER CELLS

When a fight begins, life is immediately added to your fighter if the following conditions are met:

1. You are the attacking piece, +10% Life
2. Your side holds a power cell, +25% life

As you can see, holding power cells and actively attacking are crucial to winning in chess combat. If you rely on the old Archon strategy of sitting it out, or the Wrath Unleashed strategy of casting Wrath while on a centrally located temple, you will lose out in the end. Mortal Kombat is all about attacking when possible to gain that extra edge. The only times you need to defend are when you captured any of the two power cells (the two green glowing squares on the board). It is okay to defend a power cell (use your best fighter to do so) since any piece defending a power cell gets a +100% life bonus each fight.



What this means is that unless you are using a *great* fighter, you cannot dislodge a piece from a power cell, making it very crucial for your forces that you *capture and hold* a power cell (preferably both) at all times! Once one side has captured a power cell, the other side (the AI) will usually move to capturing it for their forces. If you fight well enough with your fighter, you can literally lure the entire enemy force down to your power cell and wipe them out.

DAS SPELLS

But what about spells? While it's true you can use a spell to kill certain pieces, you have only a limited number of spells. Additionally, certain spells will not work on the leader or other high ranking pieces. Finally, pieces on power cells are immune to all spells -- "power points are proof against magic" -- to destroy a piece on a power cell requires you to launch a skilled all out assault. Note that each spell may only be cast *once* so use good judgement when to cast and when not to cast. A properly timed kill, heal, teleport, protect, or resurrect may throw your opponent's assault off balance.

Defence Spells: Blue defence spells are available only to the blue sorcerer; if he or she is killed, those spells are no longer available for casting.



- Heal - you may heal any friendly fighter to full health. Useful for keeping your champion in the game.
- Teleport - transport any friendly Grunt, Shifter, or Champion to any non-power cell or non-leader occupied square.
- Resurrect - revives any slain Grunt, Shifter, or Champion piece; place it any where on the two rows furthest from the enemy's side.
- Protect - shields any piece from spells and from being attacked for three turns.

Attack Spells: Red attack spells are available only to the red sorcerer; if he or she is killed, those spells are not available. The red sorcerer may be revived by the blue sorcerer, but not vice-versa.

- Kill - instantly slays any Grunt or Shifter. Although you may want to use it right off the bat, you may want to save it for use on the strongest grunt or shifter who threatens your leader or champion in the middle of or late into the match.
- Imprison - any piece (leader included) may not move (or cast spells) for three turns.
- Exchange - swap the positions of any Grunt, Shifter, or Champion (including enemy pieces). Makes for fun surprise attacks.
- Sacrifice - slays any friendly piece (except the leader) to restore the health of another piece. If your red sorcerer is about to die and has no spells left, a wise move is to sacrifice that piece to the spell.

GENERAL STRATEGIES and TIPS

- Since chess combat is primarily Mortal Kombat with small lifebars, you need to "get good" at attacking quickly and getting in a good combo that drains off 20% to 30% of an opponent's life. If you can get in the first hit and continue the combo successfully, you can probably win the match easily.
- Seize the power cells and hold them. Each power cell adds +25% life to your fighters in each fight. Holding both

will insure that your fighters last a lot longer with half a lifebar rather than "no lifebar" in hard fights with champions and leaders.

- Similarly, defend your power cells using a grunt. The grunt should also be your best fighter -- the one you can use to dance circles around your friends and online opponents -- with nine of them, you can simply move your other grunts forward and take advantage of the power cell life increase. Unlike other battle chess games, your leader moves too slowly to take advantage of the power cells unless you started moving him/her to a power cell early on.
- Assault a power cell with a champion. All things being equal, your champion is the best choice for assaulting a power cell. Late in the match, you may want to put your leader on a power cell if you can afford the two turn "swap out".
- Shifters are devious. Sometimes a player will get to change into his strongest fighter when attacking or being attacked by your piece. Be wary what your opponent is capable of. Naturally, this doesn't apply to the AI since you can manually adjust its difficulty.
- Spells can batter the opponent. A properly used spell can destroy an opponent's attack. Kill a shifter or grunt to reduce the number of pieces you have to kill. Resurrect your champion or red sorcerer if they are killed early. Protect your blue sorcerer from attacks so it can cast protect and walk your champion or leader in times of distress. Spells can cause havoc with the other side's ranks, just as it can do to yours.
- Watch the trap. Although you can place fake traps, one square has the real trap. If you can remember it, all the better for you. If you step on it accidentally, remember where it is so you can avoid it on subsequent turns.

KRYPT KONTENTS

AA	Production Art Quan Chi's Attack	AB	Unlocked Arena Golden Desert Arena	AC	Koin Award 397 Gold Koins	AD	Production Art Edenia Realm Map
AE	Koin Award 371 Jade Koins	AF	Martial Arts Video Chou Jaio Video	AG	Production Art Puzzle Kombat Ladder	AH	Production Art Torture Conecpt
AI	Production Art Kabal Story Board	AJ	Alt Character Bio Sindel's Alternate Bio	AK	Production Art Konquest Layout	AL	Production Art Liu Kang's Tomb
AM	Alternate Costume Nightwolf	AN	Production Art Noob Story Board	AO	Video Scorpion Kata Test	AP	Production Art MK4 Scorpion Render
AQ	Alt Character Bio Jade's Alternate Bio	AR	Production Art Ermac Early Concept	AS	Alt Character Bio Sub-Zero's Alt Bio	AT	Production Art Sindel Story Board
BA	Production Art Kira Story Board	BB	Video MK4 3D Test	BC	Production Art Dragon King Render	BD	Koin Award 602 Sapphire Koins
BE	Production Art MK Chess Concept	BF	Production Art Scorpion vs. Sub-Zero	BG	Koin Award 297 Sapphire Koins	BH	Unlocked Arena Liu Kang's Tomb
BI	Character Bio Liu Kang's Bio	BJ	Production Art Chamber Death Trap	BK	Production Art 4 Player Concept	BL	Production Art Evil Yin Yang Concept
BM	Koin Award 659 Platinum Koins	BN	Production Art Nightwolf Concepts	BO	Alt Character Bio Bo'Rai Cho's Alt Bio	BP	Soundtrack Live at Kutan Music
BQ	Production Art Nethership Stern	BR	Koin Award 461 Gold Koins	BS	Production Art Chess Kombat	BT	Soundtrack Arcade Select Music
CA	Koin Award 772 Ruby Koins	CB	Koin Award 374 Gold Koins	CC	Soundtrack Beetle Lair Music	CD	Production Art Beetle Lair Concept
CE	Alt Character Bio Dairou's Alternate Bio	CF	Production Art Weapon Concepts	CG	Shujinko Fight Move Raiden's Torpedo	CH	Koin Award 254 Sapphire Koins
CI	Production Art Li Mei Concepts	CJ	Production Art Falling Cliffs Concept	CK	Production Art Chamber of Artifacts	CL	Video Raiden Lightning Test
CM	Production Art Undead General	CN	Unlocked Costume Havik	CO	Production Art Dragon King's Throne	CP	Photo Carlos Pesina
CQ	Production Art Ermac Story Board	CR	Koin Award 150 Gold Koins	CS	Martial Arts Video Moi Fah	CT	Photo Jim Terdina
DA	Alternate Costume Kabal	DB	Character Bio Shujinko	DC	Production Art Havik Promo Render	DD	Shujinko Fight Move Sindel's Foot Grab
DE	Production Art Ermac Alt Concepts	DF	Production Art Falling Cliffs Concept	DG	Photo Dan Guitierrez	DH	Production Art Chaos Realm Concepts
DI	Unlocked Character Tanya	DJ	Production Art Sub-Zero Promo Art	DK	Production Art Outworld Guard House	DL	Production Art Shang Tsung's Palace
DM	Unlocked Character Noob-Smoke	DN	Production Art Li Mei Story Board	DO	Unlocked Arena Dragon Mountain	DP	Character Bio Tanya
DQ	Production Art Slaughterhouse Sketch	DR	Production Art Cinematic Scorpion	DS	Unlocked Arena Living Forest	DT	Production Art Cinematic Scorpion
EA	Production Art Ermac Masked	EB	Photo Ed Boon	EC	Soundtrack Portal Arena Music	ED	Production Art Orderrealm City Center
EE	Alternate Costume Ashrah	EF	Production Art Shujinko Promo Render	EG	Production Art Thank You Screen	EH	Production Art Nethership Map Art
EI	Production Art Nethership Bodies	EJ	Alternate Costume Noob-Smoke	EK	Production Art Slaughterhouse Trap	EL	Production Art Dairou Story Board
EM	Alternate Costume Raiden	EN	Production Art Falling Cliffs Fatality	EO	Video Opening Movie	EP	Production Art Falling Cliffs Fatality
EQ	Photo Voice Actors	ER	Alternate Costume Liu Kang	ES	Production Art Sektor and Smoke	ET	Production Art Mileena Concepts
FA	Production Art Hotaru Character	FB	Martial Arts Video Monkey Style	FC	Production Art Old Shujinko Concept	FD	Video MK Mythologies: Temple

FE	Production Art Liu Kang's Tomb	FF	Production Art Raiden Character	FG	Production Art Outworld Chess	FH	Photo Game Balance Testers
FI	Martial Arts Video Zha Chuan	FJ	Production Art Red Dragon Sword	FK	Production Art Cliffhanger Concept	FL	Production Art Player Capture Concept
FM	Photo Cinematic Team	FN	Martial Arts Video Hua Chuan	FO	Production Art Sky Temple Concept	FP	Koin Award 378 Ruby Koins
FQ	Production Art Quan Chi's Realm Detail	FR	Production Art Double Character	FS	Production Art Slaughterhouse	FT	Koin Award 418 Platinum Koins
GA	Alt Character Bio Baraka's Alt Bio	GB	Alt Character Bio Noob-Smoke	GC	Alternate Costume Jade	GD	Production Art Mileena Story Board
GE	Production Art John Vogel Painting	GF	Unlocked Arena Kuatana Palace	GG	Video Quan Chi's Skullwall	GH	Production Art Raiden Promo Render
GI	Production Art Kira Concepts	GJ	Photo San Diego Team	GK	Alt Character Bio Hotaru	GL	Production Art Darrius Concepts
GM	Puzzle Character Mileena	GN	Production Art Chaos Realm Water	GO	Puzzle Character Jade	GP	Unlocked Arena Portal
GQ	Production Art MK4 Sonya	GR	Photo John Greenberg	GS	Character Bio Kira	GT	Production Art Sexy Mileena
HA	Photo Adisak Pochanayon	HB	Unlocked Puzzle Arena Yin Yang Puzzle Arena	HC	Production Art Yin Yang Statue	HD	Photo Jennifer Hendrick
HE	Koin Award 434 Gold Koins	HF	Production Art Shujinko's Sword	HG	Koin Award 434 Jade Koins	HH	Production Art Sareena Render
HI	Character Bio Noob-Smoke	HJ	Soundtrack Death and Whimsy	HK	Production Art Sub-Zero Render	HL	Alternate Costume Mileena
HM	Production Art Scorpion Concept	HN	Production Art Tanya Studies	HO	Production Art Scorpion Wireframe	HP	Production Art Sindel Character Study
HQ	Unlocked Puzzle Arena Liu Kang's Tomb	HR	Production Art Outworld Cottage	HS	Photo Herman Sanchez	HT	Koin Award 361 Jade Koins
IA	Production Art Baraka and Mileena	IB	Alternate Costume Bo' Rai Cho	IC	Production Art Animation Sketches	ID	Shujinko Fight Move Scorpion's Spear
IE	Production Art Darrius Promo Render	IF	Photo User Interface Team	IG	Martial Arts Video Mian Chuan	IH	Video MK Deception Teaser
II	Production Art Konquest Production	IJ	Production Art Quan Chi's Realm Portal	IK	Production Art Arena Weapon	IL	Production Art Slaughterhouse
IM	Koin Award 268 Ruby Koins	IN	Shujinko Fight Move Sub-Zero's Freeze	IO	Production Art Good Yin-Yang	IP	Alternate Costume Kobra
IQ	Production Art Dragon King Ending P2	IR	Production Art Jade Story Board	IS	Production Art Raiden Solid Model	IT	Photo Information Tech Team
JA	Photo Jim Bulvan	JB	Photo Jay Biondo	JC	Production Art Nethership Fight Intro	JD	Production Art Nightwolf Story Board
JE	Video MK Myth Bloopers	JF	Production Art Noob Alt Concepts	JG	Koin Award 357 Onyx Koins	JH	Production Art Baraka Render
JI	Unlocked Arena Deadpool	JJ	Production Art MK Deception Promo	JK	Alt Character Bio Kenshi's Alt Bio	JL	Production Art Tanya from MK4
JM	Video Baraka vs. Mileena	JN	Photo John Nocher	JO	Alternate Costume Shujinko	JP	Production Art Scorpion Story Board
JQ	Unlocked Arena Nexus	JR	Production Art Deadly Alliance Exhibit	JS	Unlocked Character Havik	JT	Video MK Myth Sub-Zero Dies
KA	Alt Character Bio Tanya	KB	Production Art Noob Concepts	KC	Shujinko Fight Move Ermac's Body Slam	KD	Photo Art Crew
KE	Productional Art Sindel Promo Render	KF	Production Art Quan Chi's Realm	KG	Alt Character Bio Raiden	KH	Production Art Liu Kang's Tomb
KI	Unlocked Costume Scorpion	KJ	Koin Award 477 Sapphire Koins	KK	Shujinko's Fight Move Hara-Kiri	KL	Production Art Shang Tsung's Attack
	Koin Award		Shujinko's Fight Move		Production Art		Photo

KM	242 Platinum Koins	KN	Kobra's Powerfist	KO	Quan Chi Cinema Model	KP	John Podlasek
KQ	Video MK Mythologies Promo	KR	Production Art Ashrah Concept	KS	Alt Character Bio Kabal	KT	Soundtrack Liu Kang's Tomb
LA	Production Art Facial Animation Test	LB	Photo Brian Lebaron	LC	Koin Award 482 Jade Koins	LD	Production Art Shang Tsung's Chess
LE	Alt Character Bio Nightwolf's Alt Bio	LF	Shujinko Fight Move Fatality 1	LG	Production Art Face Damage Demo	LH	Koin Award 297 Jade Koins
LI	Production Art Animation Sketches	LJ	Production Art Edenia Realm House	LK	Production Art Ashrah Concepts	LL	Character Bio Havik
LM	Photo Luis Mangubat	LN	Production Art Baraka Story Board	LO	Character Bio Hotaru's Bio	LP	Photo Tools Group
LQ	Production Art MK Universe Logo	LR	Koin Award 299 Ruby Koins	LS	Production Art Dragon King Face	LT	Production Art Konquest Mission Maps
MA	Unlocked Character Raiden	MB	Production Art Mike Boon	MC	Production Art Fatality Concept	MD	Production Art Order Realm City
ME	Production Art Darrius Concept	MF	Production Art Noob Saibot Demo	MG	Production Art	MH	Alternate Costume Sindel
MI	Puzzle Character Kabal	MJ	Production Art Chaos Realm Ruins	MK	Alt Character Bio Kira	ML	Alternate Costume Tanya
MM	Alt Character Bio Shujinko	MN	Production Art Dragon King Ending P1	MO	Unlocked Arena Dragon King Temple	MP	Video Quan Chi Voice Test
MQ	Photo Mary Qian	MR	Soundtrack Dark Prison	MS	Video Raiden's Demise	MT	Photo Mike Taran
NA	Koin Award 476 Onyx	NB	Production Art Sky Temple Concept	NC	Photo Nigel Casey	ND	Puzzle Character Bo'Rai Cho
NE	Production Art Scorpion Render	NF	Character Bio Li Mei	NG	Production Art Ashrah Render	NH	Koin Award 461 Onyx Koins
NI	Production Art Scorpion's Katana	NJ	Soundtrack Kombo Krusher Music	NK	Photo John Vogel	NL	Koin Award 357 Gold Koins
NM	Production Art Rock Crusher Trap	NN	Production Art Nightwolf Render	NO	Production Art Liu Kang's Tomb	NP	Koin Award 325 Ruby Koins
NQ	Production Art Bo' Rai Cho Story	NR	Koin Award 348 Sapphire Koins	NS	Photo Nick Shin	NT	Production Art Netherrealm Skull Rock
OA	Production Art Sub-Zero Story Board	OB	Arena Courtyard Arena	OC	Production Art Outworld Map	OD	Production Art Hell's Foundry
OE	Production Art Slaughterhouse Render	OF	Shujinko Fight Move Li Mei's Flip Kick	OG	Koin Award 322 Sapphire Koins	OH	Production Art Sky Temple Elevation
OI	Unlocked Character Jade	OJ	Unlocked Character Hotaru	OK	Martial Arts Video Silat	OL	Photo Online Team
OM	Production Art Noob-Smoke Demo	ON	Unlocked Character Kenshi	OO	Video MK DA Commercial	OP	Production Art Kobra Story Board
OQ	Unlocked Arena Quan Chi's Fortress	OR	Photo Alan Villani	OS	Alt Character Bio Havik's Alternate Bio	OT	Unlocked Character Liu Kang
PA	Production Art Raiden Concepts	PB	Production Art Nightwolf and Sonya	PC	Martial Arts Video Goju Ryu	PD	Unlocked Character Li Mei
PE	Production Art Nethership Interior	PF	Production Art Kenshi Story Board	PG	Photo Paulo Garcia	PH	Production Art Wheel of Death
PI	Production Art Ashrah Story Board	PJ	Alt Character Bio Ermac's Alternate Bio	PK	Photo Pav Kovacic	PL	Production Art Slaughterhouse Trap
PM	Production Art Outworld Map	PN	Production Art Noob Concepts	PO	Photo Konquest Missioins	PP	Puzzle Character Raiden
PQ	Production Art Animation Sketches	PR	Character Bio Kenshi	PS	Shujinko Fight Move Liu Kang's Bicycle Kick	PT	Production Art Shinnook from MK4
QA	Photo Quality Assurance	QB	Koin Award 463 Platinum Koins	QC	Production Art Havik Concepts	QD	Alt Character Bio Darrius

QE	Production Art Chaos Realm Concept	QF	Production Art Nethership Cross Sect.	QG	Production Art Chamber of Artifacts	QH	Alt Character Bio Li Mei Alt Bio
QI	Alternate Costume Dairou	QJ	Production Art Chaos Realm Koffins	QK	Production Art Chaos Realm Koffins	QL	Koin Award 348 Jade Koins
QM	Production Art Animation Sketches	QN	Alt Character Bio Ashrah's Alternate Bio	QO	Production Art Scorpion Pawn	QP	Alternate Costume Ermac
QQ	Photo Quality Assurance	QR	Koin Award 277 Gold Koins	QS	Production Art Nethership Bow	QT	Unlocked Costume Hotaru
RA	Production Art Dragon King Story	RB	Koin Award 258 Ruby Koins	RC	Photo Midway Media Chicago	RD	Production Art Frozen Katakombs
RE	Alt Character Bio Mileena's Alternate Bio	RF	Production Art Sub-Zero Concepts	RG	Production Art Young Shujinko	RH	Koin Award 397 Onyx Koin
RI	Production Art Sky Temple Concept	RJ	Production Art Falling Cliffs Fatality	RK	Production Art Sludge Pit Concept	RL	Production Art Beetle Lair Attack
RM	Alternate Character Sub-Zero	RN	Photo Alexander Barrentine	RO	Koin Award 343 Platinum Koins	RP	Character Bio Jade's Bio
RQ	Production Art Evil Yin Yang Concept	RR	Photo Ryan Rosenberg	RS	Soundtrack Dead Pool Arena Music	RT	Alt Character Bio Scorpion's Alt Bio
SA	Character Bio Raiden	SB	Photo Steve Beran	SC	Unlocked Costume Kenshi	SD	Video MK Deception Preview
SE	Alt Character Bio Liu Kang	SF	Production Art Good Yin Yang	SG	Alternate Costume Kira	SH	Unlocked Character Kira
SI	Production Art Jade Character Studies	SJ	Unlocked Character Sindel	SK	Production Art Bo' Rai Cho	SL	Martial Arts Video Val Tudo
SM	Production Art Edenia Realm Palace	SN	Production Art Shujinko Concept	SO	Photo Sound Team	SP	Production Art Baraka Concept
SQ	Shujinko Fight Move Fatality 2	SR	Alternate Costume Baraka	SS	Photo Production Assistance	ST	Production Art Chess Piece Concept
TA	Photo Todd Allen	TB	Alternate Costume Darrius	TC	Soundtrack Living Forest Arena	TD	Production Art Noob Demo Version 2
TE	Alternate Costume Li Mei	TF	Koin Award 434 Onyx Koins	TG	Photo Tony Goskie	TH	Production Art Havik Concepts
TI	Character Bio Sindel's Bio	TJ	Production Art Death Trap Chamber	TK	Video MK Deception Trailer	TL	Production Art Golden Desert Music
TM	Production Art MK4 Promo	TN	Production Art Early Quan Chi	TO	Photo Tony Zeffiro	TP	Alt Character Bio Kobra's Alt Bio
TQ	Production Art Lower Mines Trap	TR	Puzzle Character Kenshi	TS	Photo Taaron Silverstein	TT	Martial Arts Video Choy Lay Fut

KRYPT KEY LOCATIONS

ORGANIZED BY KOFFIN

Many of the koffins in the krypt cannot only be opened by keys that are found in the game's Konquest mode. We've compiled a list of every key that can be found, along with it's map location and coordinates. Any special conditions to make the key appear are also noted, giving you all the info you need to track down and find every key in the vast world of *Mortal Kombat: Deception's* Konquest.

KOFFIN	MAP	COORDINATE	NOTES
AB	Netherrealm	E-2	
AF	Orderrealm	C-6	Defeat Mokap
AM	Netherrealm	A-4	Defeat Nightwolf
AS	Earthrealm	C-3	6:35 PM
BH	Earthrealm	H-6	4:00 AM
BI	Earthrealm	H-4	
CC	Earthrealm	C-2	11:35 AM
CG	Edenia	E-5	

DA	Chaosrealm	B-1	Defeat Kabal
DB	Edenia	H-1	1:00 PM
DD	Edenia	D-8	6:00 PM, Monday
DI	Outworld	A-3	8:00 PM
DO	Outworld	H-8	8:00 PM
EE	Netherrealm	H-4	5:30 PM
EM	Edenia	F-3	Defeat Raiden
ER	Edenia	H-5	12:00 PM, 1st of any month
FN	Earthrealm	E-2	
GA	Earthrealm	A-3	4:00 AM
GC	Outworld	G-4	
GF	Orderrealm	A-4	
GM	Netherrealm	C-6	2:00 PM
GP	Earthrealm	D-5	
HB	Earthrealm	D-1	9:00 AM
HJ	Chaosrealm	E-7	Inside a hut
HL	Earthrealm	F-7	7:00 PM
ID	Edenia	A-1	Defeat Scorpion
IG	Netherrealm	E-8	Inside a cave
IN	Orderrealm	F-5	8:00 AM, inside a building
IP	Earthrealm	G-2	Defeat Kobra
JO	Edenia	F-1	3:00 PM, Tuesday, inside the castle double doors
JQ	Chaosrealm	A-4	7:00 AM
JS	Chaosrealm	H-4	
KC	Edenia	C-8	5:00 PM, Wednesday
KG	Outworld	G-1	5:00 PM
KI	Earthrealm	F-3	
KK	Earthrealm	A-8	12:00 AM, 16th of any month
KN	Edenia	G-6	11:00 AM
KT	Earthrealm	C-4	12:00 PM
LF	Outworld	C-8	3:00 PM, inside a cave
MA	Orderrealm	E-3	Defeat Raiden (after completing Konquest)
MH	Outworld	H-6	6:00 PM
ML	Outworld	C-3	Defeat Tanya
MM	Chaosrealm	G-8	8:00 AM
MO	Chaosrealm	D-7	4:00 AM, inside a hut
MR	Earthrealm	C-3	Inside a hut
ND	Earthrealm	C-6	
OB	Netherrealm	A-1	
OF	Orderrealm	E-1	12:00 PM
OJ	Orderrealm	H-1	4:00 AM
OK	Chaosrealm	B-1	Inside the cemetary
ON	Earthrealm	C-3	12:50 PM
OQ	Orderrealm	H-5	Inside a hut
OT	Edenia	G-8	12:00 AM, Friday, talk to Rain (D-7), Jade (G-8), then Rain again
PD	Outworld	F-7	Inside a hut
PS	Chaosrealm	G-4	12:00 AM, Sunday
QI	Chaosrealm	D-8	10:00 PM, inside a hut
QK	Chaosrealm	F-7	9:30 AM

QP	Netherrealm	A-8	
RE	Earthrealm	F-6	1:00 PM
RM	Earthrealm	F-8	7:00 PM
RT	Earthrealm	D-4	6:30 PM
SA	Earthrealm	C-4	12:00 PM
SC	Earthrealm	A-6	1:30 PM
SE	Orderrealm	G-5	9:00 PM
SH	Earthrealm	H-2	1:00 PM
SJ	Netherrealm	D-1	3:00 AM
SQ	Orderrealm	D-4	9:00 AM
TB	Outworld	F-8	5:00 PM, defeat man with no shirt
TE	Orderrealm	A-5	7:00 AM, defeat Li Mei
TL	Netherrealm	D-8	
TR	Earthrealm	G-4	9:30 PM
TT	Edenia	F-4	Inside a hut

KRYPT KEY LOCATIONS

ORGANIZED BY LOCATION

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KOFFIN	MAP	COORDINATE	NOTES
DA	Chaosrealm	B-1	Defeat Kabal
HJ	Chaosrealm	E-7	Inside a hut
JQ	Chaosrealm	A-4	7:00 AM
JS	Chaosrealm	H-4	
MM	Chaosrealm	G-8	8:00 AM
MO	Chaosrealm	D-7	4:00 AM, inside a hut
OK	Chaosrealm	B-1	Inside the cemetary
PS	Chaosrealm	G-4	12:00 AM, Sunday
QI	Chaosrealm	D-8	10:00 PM, inside a hut
QK	Chaosrealm	F-7	9:30 AM
AS	Earthrealm	C-3	6:35 PM
BH	Earthrealm	H-6	4:00 AM
BI	Earthrealm	H-4	
CC	Earthrealm	C-2	11:35 AM
FN	Earthrealm	E-2	
GA	Earthrealm	A-3	4:00 AM
GP	Earthrealm	D-5	
HB	Earthrealm	D-1	9:00 AM
HL	Earthrealm	F-7	7:00 PM
IP	Earthrealm	G-2	Defeat Kobra
KI	Earthrealm	F-3	
KK	Earthrealm	A-8	12:00 AM, 16th of any month
KT	Earthrealm	C-4	12:00 PM
MR	Earthrealm	C-3	Inside a hut
ND	Earthrealm	C-6	
ON	Earthrealm	C-3	12:50 PM

RE	Earthrealm	F-6	1:00 PM
RM	Earthrealm	F-8	7:00 PM
RT	Earthrealm	D-4	6:30 PM
SA	Earthrealm	C-4	12:00 PM
SC	Earthrealm	A-6	1:30 PM
SH	Earthrealm	H-2	1:00 PM
TR	Earthrealm	G-4	9:30 PM
CG	Edenia	E-5	
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KN	Edenia	G-6	11:00 AM
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TT	Edenia	F-4	Inside a hut
AB	Netherrealm	E-2	
AM	Netherrealm	A-4	Defeat Nightwolf
EE	Netherrealm	H-4	5:30 PM
GM	Netherrealm	C-6	2:00 PM
IG	Netherrealm	E-8	Inside a cave
OB	Netherrealm	A-1	
QP	Netherrealm	A-8	
SJ	Netherrealm	D-1	3:00 AM
TL	Netherrealm	D-8	
AF	Orderrealm	C-6	Defeat Mokap
GF	Orderrealm	A-4	
IN	Orderrealm	F-5	8:00 AM, inside a building
MA	Orderrealm	E-3	Defeat Raiden (after completing Konquest)
OF	Orderrealm	E-1	12:00 PM
OJ	Orderrealm	H-1	4:00 AM
OQ	Orderrealm	H-5	Inside a hut
SE	Orderrealm	G-5	9:00 PM
SQ	Orderrealm	D-4	9:00 AM
TE	Orderrealm	A-5	7:00 AM, defeat Li Mei
DI	Outworld	A-3	8:00 PM
DO	Outworld	H-8	8:00 PM
GC	Outworld	G-4	
KG	Outworld	G-1	5:00 PM
LF	Outworld	C-8	3:00 PM, inside a cave
MH	Outworld	H-6	6:00 PM
ML	Outworld	C-3	Defeat Tanya
PD	Outworld	F-7	Inside a hut
TB	Outworld	F-8	5:00 PM, defeat man with no shirt