



Introduction

Once upon a time there was a game called Mortal Kombat, and it was good. Really good. Unfortunately, time and luck weren't nice to the game, and soon it became to show its age, but recently, the good folks at Midway have successfully resurrected the series with a couple of million-selling fighting games, and now, a spin-off action title, named Shaolin Monks. Sure, the taste of MK: Mythologies might be in your mouth after all of these years, but this is one game that surely won't disappoint. Featuring multi-directional combat, solid graphics and a virtual Titanic load of secrets, Shaolin Monks is perfect for the action gamer in all of us.

This guide will show you all of the secrets in the game, including every fatality, easter egg and bonus. We will also provide you with a complete walkthrough with strategies and tips, not to mention exclusive content, straight from the creators of the game!



- **Basics:** Find out what exactly you need to know before firing up the game
- **The Konquest:** A complete walkthrough of Shaolin Monks, with every secret revealed!
- **Kombatants:** Every Fatality in the game listed, and noted!
- **Q&A:** We answer your most difficult questions with our best answers!
- **Secrets:** Find out every secret in the game!

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Basics

| Action | PlayStation 2 | Xbox |
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| Move | Left Analog Stick | Left Analog Stick |
| Quick Attack | SQUARE | X |
| Launch Attack | TRIANGLE | Y |
| Power Attack | CIRCLE | B |
| Jump | X | A |
| Throw | R2 | BLACK |
| Fatality | L1 | WHITE |
| Lock-On/Block | L2 | Left Trigger |
| Modifier | R1 | Right Trigger |

Basic Attacking

Shaolin Monks features a system called “multi-directional kombat”, which allows you to attack enemies that are closing in from all sides. By pressing an attack button and a corresponding direction, your character will throw out a punch or kick in that direction.

So in essence, attacking is fairly easy to do in the game. But the tough part is when you want to make some big, big combos. Launch Attacks allow you to send all enemies flying into the air, while Power Attacks will send enemies away from you. The combat system in Shaolin Monks is designed so that you can actually cancel any attack with a jump, so that after you use a Launch Attack, you can immediately jump up and attack your enemies with an air combo. So, a simple combo might have you do the following:



Launch Attack, Jump, Quick Attack, Launch Attack, Power Attack

This combo would launch an opponent, and then land three attacks before you hit the ground. As you gain more skills and moves, you'll be able to develop more complex attacks.

Experience Points

Not all of the moves in the game are available to you at the beginning. You'll have to learn some of them, while others are purchased through the menu screen. With each enemy that you defeat, you'll earn a little bit of experience that can be put towards new attacks. You can also find experience globes around Earth and the Outworld. The amount of experience you get from minor enemies depends on how you finish them, whereas experience from bosses is always the same, no matter how they're done in.



Special Moves and Fatalities

A trademark of the Mortal Kombat series has been their over the top special moves, such as Kung Lao's Hat Toss or Liu Kang's Bicycle Kick. These moves are also available in Shaolin Monks, by use of the Modifier button. By holding down this button and pressing either Quick, Launch or Power Attack, you'll perform a different special move that's magnitudes more powerful than your regular attacks.

As with regular attacks, Special Attacks can also be upgraded to up to four levels. For example, Kung Lao's Hat Toss at level 2 allows it to ricochet off walls, while at level 4 it becomes a temporary shield. Again, upgrades are available by defeating more enemies and getting more experience.

Fatalities are given to you early, and there are actually three different versions of them. The normal Fatality allows you to

off an enemy instantly at the cost of your blood gauge. Press the Fatality button and you'll be asked to input five commands for the fatality. If you do not input it correctly, the action will resume, but you will still have your blood gauge filled. A Multality is a multi-enemy fatality that can take care of anyone within a given range. Finally, there are Brutalities, which can be likened to "berserk mode". Inputting a Brutality will cause you to gain super-human power and speed, allowing you to take care of enemies with high efficiency. For all fatalities, you are required to fill up a blood gauge, which builds as you attack. There are a total of three levels that you can fill, and each fatality type requires a different level. Regular fatalities require one level, Multalities require two, and Brutalities require three.



Finally, special abilities abound in the game. In total, there are five special abilities that you'll pick up in the game.

Long Jump

This will allow you to cross many wide chasms that you'll encounter in the game. It's also useful for avoiding attacks and creating distance between you and your enemies. You'll learn this after you defeat the Oni Warlord in the first level.

Fist of Ruin

Allows you to destroy evil structures that impede your progress. Throughout the game you'll encounter many evil looking statues in the game. These can be taken down with the Fist of Ruin ability. You'll gain this power after your battle with Reptile.

Double Jump

Allows you to jump a second time while in the air. Handy for accessing hard to reach places and rewards. You'll gain this after you defeat Goro.

Wall Run

This will allow your fighter to run directly up walls or along them by holding the Modifier button. This power is granted to you shortly after your fight with Baraka.

Swing Ability

There are many structures that can be gripped, and the Swing Ability will let you do just that. You'll be able to become a world class gymnast in no time! This power is granted to you after your fight with Scorpion.

Evasion and Blocking

Like all good fighters, even if you have a strong offense, you're nothing without a great defense. This is how champions are built, how victories are earned, and it's no different in Shaolin Monks. To block, you'll have to lock-on to an enemy with the Lock-On Button, and then continue holding it so that you can block. However, blocking not only leaves you standing still, but it also drains your energy constantly.

An easier method of avoiding damage is to evade. By pressing Block and the Jump buttons together, you'll be able to get out of harms way quickly and efficiently. Plus it allows you to gain a better strategic advantage on enemies when you end up facing their backside. Be wary of certain enemies in the game, however; they can also block your attacks, so you may have to find other avenues in order to defeat them.

Konquest Walkthrough

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Goro's Lair

Goro's Lair is essentially a tutorial level that will allow you to get accustomed to Shaolin Monk's combat system, so there are no bosses, nor are there any puzzles to get through. Midway through the stage (no pun intended), you'll face off with an Oni Warlord, which is a larger version of the Oni enemies you've been creaming. Before the fight, pick up the nearby sword and get ready to do battle. The Oni Warlord's attacks harm both his minions and you, so steer clear of him when he raises his hand. After the attack is done, the Oni Warlord will momentarily stop. Take this time to rush in and kill him with your equipped weapon. He should go down very easily.

While this area is very short and easy, there are numerous secrets that can be had in this stage.



Secrets (7/68)

Concept Art: In the first room of the game, destroy the skeleton hanging on the wall to reveal the icon.

Movie: This is extremely hard to get early on, so come back to this area when you have the Double Jump or Wall Run ability.

Concept Art: When you see a shadow moving across the moon, shoot at it to reveal the Red Koin.

Concept Art: In the same area as the moon, drop on the left most part of the bridge, to find another Red Koin.

Concept Art: In the room where you learn your first Fatality, uppercut an enemy in the middle of the room to cause something to fall, which will reveal another Red Koin.

Fatality Image: In the room where you have to throw an enemy into a wall to progress, double jump near the end of the room to find this Koin.

Concept Art: In the final bridge room, drop down to get the Red Koin.

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Wu-Shi Academy

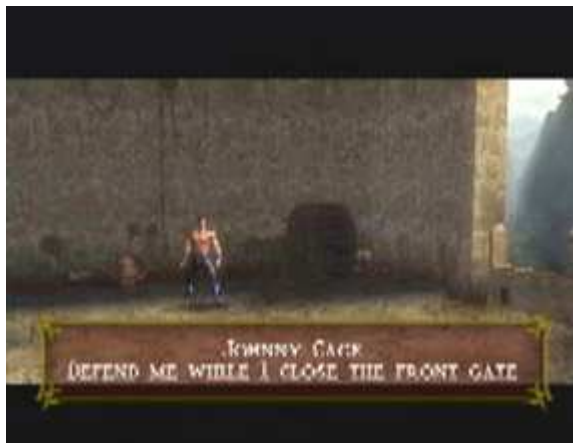
Shang Tsung's forces are flooding the academy, so it's up to you to fend them off for as long as possible!

Two Tarkatan minions ambush you from the bushes. These baddies can be pretty tough thanks to their amazing speed and powerful blades; they also have Baraka's patented Blade Spark move, which should be avoided. Once you get more powerful, these guys aren't too bad though. Use your projectile attacks from a distance to knock them down, and then run in with a launching attack.

Once they are downed, continue on the path toward another Tarkata. Once he is dead, continue on down the path. You eventually end up at an intersection with the left path leading to spikes and the right path leading to a bridge. The left path is inaccessible as of now because you don't have the Fist of Ruin move yet (as an aside, this is where you'll fight Ermac, so take note of it), so head right. Across the bridge you will witness another cut-scene that shows a Tarkatan warrior fling a helpless monk onto a catapult. He is then flung into oblivion. Fight off these Tarkatans and continue on. If you want, you can also use the catapults to get rid of them, but be careful, because you won't gain any experience if you do this.

Once they are dead, head up the slopes to the left near the fire breathing dragon. At the top of the slopes and to the right, you will see a Tarkata standing in front of a pile of spiked balls. Throw him into the balls sending them below breaking the wall near the Masked Guard. With that done, head back to the broken down wall. Near the slopes and fire breathing statue, portal in two more Tarkatan warriors. Take them down and proceed past the broken wall.

Around the bend, another Tarkata awaits. You need to throw this guy up into the catapult behind him. Once that's done he is flung into another barricade near where you threw the other Tarkata threw the spiked balls. Head back up that way and through the broken barricade. Throw a Tarkata through the barricade and then return to where the first catapult is. Next, jump over the spikes and onto the platforms that are situated in the middle of them. Be careful of the fire-breathing statues though!



Continuing on, you'll be accompanied by Sonya Blade, but she'll be quickly captured by the Tarkatans. Continue onwards and you'll meet up with Johnny Cage, who will help you out with your foes. Follow him and be sure to pick up any weapons lying around, and be sure to pick up the Dragon Token, which gives you a health upgrade. It's located in the Armory with all the weapons. Johnny Cage needs your protection in the next section as he opens the gates, so deal with the Tarkatas that appear. Once he has opened the gates, follow him again and he'll need more protection as he opens more gates. Before this, watch out for the incoming boulders that are being flung in your direction.

Now, it's time for the monks to fight back! Find a weapon and climb up the wall of the academy, and then use your weapon to cut the pots of searing hot oil to get rid of all of the Tarkatas. Finally, exit the area with Johnny.

In the next area, you'll have to put out the flames that have engulfed Wu-Shi Academy. This is where the first Test Your Might challenge begins. On the ground, find a switch that you can activate using the Throw button. Then start the Test Your Might challenge. You need to have your power meter over the line before you press the Fatality button, so keep mashing the buttons until you do so. This will extinguish the flames on one of the temples. Climb to the top of that very temple to find the next gate to extinguish more flames. Do this a total of five times to save Wu-Shi Academy from destruction. Now go back the way you came from.



You'll view a cutscene, and then the action will continue. Avoid the swinging tree trunks and make your way down here to the two Masked Guards. These guys can block your attacks, so the best strategy to deal with them is to wait for them to attack, block and then counterattack.

Then finish them off as you please. Continue straight – the right path leads to a statue you can't get past – and head into the portal to get to Outworld.

Secrets (16/68)

Concept Art: In the first area with the catapults, throw someone onto the third catapult and they'll crash through a wall containing the Red Koin.

Warrior Shrine (Vs. Level): In the first area, use the fourth catapult to throw someone into the barrier and reach this koin!

Concept Art: The co-op switch in the second part of the stage (where you fight with Johnny Cage) will unlock an area where you can get this Koin.

Wu-shi Academy (Vs. Level): The co-op switch in the second part of the stage (where you fight with Johnny Cage) will unlock an area where you can get this Koin.

Arena Art: You'll see a Red Koin floating above some spikes on a ledge. You'll need to use the Swing ability to get there.

Johnny Cage: After the first Test Your Might, climb up the temple right beside you, and then climb up again to get Johnny Cage!

Fatality: When you get the Double Jump ability, go back to the place where you had to cut the ropes on the pots. There's a slightly hidden wall on the left, Wall Run, then Double Jump to get the Red Koin!

Concept Art: Just before entering the portal to Outworld, there's a Red Koin, but you can only get it if you have the Swing Ability.

Concept Art: Go the very first part of the stage, and destroy the statue with the Fist of Ruin ability. Continue onwards to fight Ermac! Defeat him to get the Red Koin.

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The Portal

Essentially, the portal is just that; a portal to the other areas in the game. It's the intersection between Outworld, the Wasteland, and the Earth Realm, so you'll get to see it many, many times.

The two types of enemies you'll face here are the Priests that you've probably seen from Mortal Kombat 2, and the Demon Captains. The latter are extremely vicious, specializing in both hand to hand and mid-range combat with their weapons, so be careful. On the other hand, the Priests are fairly easy to deal with, but they can teleport out of harms way. There are a total of four areas that you can visit via the portal:

- Soul Tombs
- Foundry
- Living Forest
- Evil Monastery



First, we'll head to the Evil Monastery. Turn right after you have dealt with the first priests, then Long Jump over the gap, and be prepared to face off against two Demon Captains. Continue towards the dead end and a bridge will form, allowing you to get to the portal.

Secrets (17/68)

Wasteland (Vs. Level): Find the co-op switch in the portal and step on it to get a ledge that will give you another playable stage!

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Evil Monastery

This is the home of Princess Kitana, so you and your partner will have to chase her up to the top of the building, but it isn't easy. Head into the Monastery, and you'll face off against Demon Archers and Demon Captains. Make your way up the stairs and towards the lever. Complete the Test Your Might challenge, and spikes will protrude from the ground on the lower level. Toss your enemies onto these spikes and the door will open allowing you to proceed.

The next room is really tricky. Your Long Jump won't clear the spikes and you can't jump high enough, so what are you to do? It's actually fairly simple; grab an enemy and toss them onto the spikes, then use his body to climb up the ledge! The following room doesn't require the solving of any puzzles, but there is an endless amount of bad guys here, which can be a good or bad thing. If you want to build up your character a little bit, this is the perfect place to do it. Otherwise, run past everyone and continue to the next room, taking care of any enemies that get in your way.

After the last room, you'll end up outside of the Monastery. Here you'll learn the Multality, which allows you to take care of several enemies at the same time. Use a Multality to proceed. Once you've done that, the next couple of sections are fairly similar. You'll enter an area and then gates will drop, and several enemies will appear, ready to take you out. Well,

turn the tables on them and the gates will lift up, allowing you to continue. Make your way up the Monastery and eventually you'll reach a save point. Save and get ready to fight!

Boss: Kitana, Jade, Mileena

This could arguably be the hardest boss fight in the game, due to the numbers against you. The fight is broken up into two parts. During the first half of the fight, you'll have to do battle with all three ladies at the same time. The objective here is to throw Kitana into the middle of the battlefield, where she'll be imprisoned. When this happens, a meter indicating how close she is to breaking free of the mind spell that's entrapped her will come up. Fend off both Mileena and Jade while this goes down and Kitana will finally be freed from the spell of her father.



The first part of the fight requires a lot of jumping around, as well as projectile attacks. Keep your distance with a Fireball or a Hat Toss, and do everything you can to launch them into the air to connect with a fancy combo. Kung Lao is especially good during this fight, because his Spin attack can take out people from all angles.

After Kitana has been freed, take care of Jade and Mileena! This part is significantly easier since it's only a two on one situation if you're running solo. To help you out, there are traps on either side of the statues in this area that you can use to imprison either girl, which will give you about 30 seconds of play time with the other. Take advantage of this! You can also perform a Test Your Might challenge on the prison, which will cause significant damage to them. Once they have been defeated, use a Fatality to finish them off!

After the battle, you'll learn the Fist of Ruin ability, which will let you destroy all of those evil looking statues in the game. Back track and destroy all of those statues to lower the gates, and you'll eventually unlock another portal, which will take you to the hub Portal.

Secrets (22/68)

Concept Art: There's a Dragon Token outside the Monastery's first room that you can't reach. Throw something at it (fireball, hat, enemy, etc.) and the Red Koin will appear right beside you.

Evil Monastery: There's a co-op switch located in this room, step on it and enter the next area to get the Koin!

Concept Art: In the room with the two giant claws, throw enemies onto both claws to reveal the Koin.

Kitana: In the area where you first learn the Multality, jump onto the broken pillar on the left, then jump to the roof to get Kitana!

Concept Art: Simply go back to the place where you fought Kitana, Mileena and Jade and the Red Koin will be waiting for you!

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Living Forest

Welcome to the home of Reptile! The evil ninja wannabe is lurking somewhere in here, so sniff him out and kick his butt!

In the first area, head forward and use your Fist of Ruin to destroy the statue here. There are some new enemies here, called Putris Corpse. They're fairly slow, but they are powerful and also cough up blood to damage you. Take them out as fast as you can, or better yet, feed them to the living trees that are scattered around the area!

The living trees are the big tree with a gaping mouth, and the smaller one which can pick up both friend and foe and slam them to the ground, causing major damage. Continue forward and destroy the other two statues with the Fist of Ruin to progress to the next area.

A new enemy is introduced here, called the Brother of Shadow. They attack in groups of four, and move extremely fast. If you can connect with a Multality here, it'll make your life easier, but otherwise, the best thing to do is to run past them or use a Long Jump to get away as quickly as possible. At the end of the area, Long Jump and grab the ledge to pull yourself up.

The next area is a small area with several enemies. The exit is located close to the waterfall here, but you can stick around build up some experience. You'll also encounter the Clay Soldiers, which are just as annoying as the Brother of Shadows. They have shields that protect them from your attacks, so use three Strong attacks to break their shields, and then go to town. In the next area, jump over the water to avoid the water snakes that pop up. The Clay Statues here can be a pain, but throw them into the water and the snakes will take care of them, or give them to the Living Tree so that he can play. Continue onwards, making sure not to fall into the water. Finally, you'll be at Reptile's Lair. Or at least the entrance to it, any ways.



Before you can advance any further, gates pop up and four water snakes will surround you. To make matters worse, Putrid Corpses will start popping up to give you trouble. Feed each of the snakes one Putrid Corpse and the gates will lower, allowing you to enter Reptile's Lair.

Once inside, you'll have to solve another puzzle, using your multi-directional kombat skills. Clay statues will rush towards you, and it's your job to destroy all of them in order to proceed. Once you have done that, go through the door, walk through the long, long tunnel and get ready to fight!

Boss: Reptile

Like the boss fight before, this is a two part fight. The first part of the fight is against the huge snake that Reptile summons. Actually, you're not fighting the snake so much as you are fighting its patterns. The game will switch to a pseudo-side view that allows you to see the platforms better. Your goal is to avoid the snake and destroy each of the three pillars that are located in Reptile's lair. It gets increasingly harder as the snake gets faster with each pillar that's broken, but it's not very hard. Once you have done that, it's time to fight Reptile!



This ninja has several moves available to him, such as his flip orb, slide, invisibility and acid spit. He also has the ability to break air combos using his teleport, so be very careful not to extend your combos for too long. The best air combos will consist of two powerful attacks that slam Reptile into the ground, allowing you to relaunch him while he's still on the ground. If you hit Reptile enough, he'll teleport to the top of the stage and start spamming fireballs in your direction. Avoid them and wait for him to teleport back, and continue attacking.

When his health is half gone, Reptile will go completely invisible, making the fight much more difficult. There are several strategies to defeat Reptile in this state, but the best thing to do is to fire a projectile in his direction. Even if he blocks it, he won't be invisible anymore. Keep attacking him and eventually you'll be able to finish him off with a fatality.

Once defeated, you'll gain the Wall Climb ability. Use this to climb out of Reptile's pit, and backtrack all the way to the Portal.

Secrets (31/68)

Concept Art: In the first area there are some branches that you can reach by using a Double Jump and then Swinging. There's a Dragon Token, shoot it for your prize.

Fatality Image: After you get the above Dragon Token, continue onwards and fight Mileena! Defeat her to get this Koin.

Reptile: In the area with the small pool with water snakes, make the Clay Soldiers come to life and throw them into the column that is half broke on the right side of the creek. It is right at the fork of the creek, near where you entered.

Concept Art: Throw a Clay Soldier into the furthestmost room to reveal the Koin.

Fatality Image: There's a small space behind the Living Tree, in the area with the water snakes. Double Jump to get the koin.

Concept Art: In the area with the entrance to Reptile's Lair, go on the left side of the giant snake head and wall run up the wall and jump over.

Concept Art: Go back to the first room of Reptile's Lair and step inside the circle. Statues will fly at you before, crush them all and get the koin.

Fatality Image: Going down the hall to Reptiles house, there is an eye at the top of the tunnel that will be half closed, shoot it and get the icon.

Deadpool (Vs. Level): It's in the fifth area of the Living Forest, and it's pretty clear in sight. You'll see the co-op switches in clear view, so step on them to get the Koin.

Living Forest (Vs. Level): In the same room as the above koin, find the golden ball and drop down to the right of it to find this koin!

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Soul Tombs

Now that you have the Wall Climb ability, you can finally access the Soul Tombs. The entrance to this place is located on the lower section of the Portal hub, in the same area as the Foundry. Climb up the wall, minding the skulls that attack you. Once you climb up, enter the portal to go to the Soul Tombs.

When you enter the Soul Tombs, the building is split up into two rooms: Red and Green. You can go into either room, but we'll do the Red room first. Head into the red room, and then you'll be faced with two exits. Go into the one that's slightly cobwebbed, and you'll come to a room with two floors, and a ton of Tarkatas. You can either stay and fight or flee, so it doesn't really matter what you do. Either way, continue on and you'll end up outside.

Here, run straight ahead, avoiding the spikes that pop up towards you. Take control of the lever for a Test Your Might challenge. Here, you have to time your pull of the lever with the Masked Guard. You have to crush him in order for the gate to stay down. Do this a total of three times to continue. Now, continue on and you'll come to another Test Your Might challenge. Complete this and then the red door that you might have found earlier is now opened. Back track and go through that door, and enter it. You'll soon have to face the Orochi Hellbeast, which is a fearsome mini-boss.



Orochi Hellbeast comes partnered with three Tarkatas, but they're easily disposed of if you use a Multality. As for the Hellbeast itself, it's an easy opponent because it can't block. When it kneels down, get behind it to avoid its fire and to really lay a beating on it. Be careful when it rears back though, as it'll become a towering inferno that does an insane amount of damage. If you don't want to get up close and personal, stay back and fire projectiles at it to take it down.

Once you have finished this, go back to the main room, and then head to the Green room. In the first room, head right and you'll be outside again. This segment of the stage takes a lot of platforming skills, so be mindful of all the attacks that are thrown towards you. Once inside you'll see a huge blade spinning above you. Take the stairs to get to the second level, and then knock the Tarkatas off the blade to create a step for you. Touch the panel on the ground to trigger an event. Go back to the first green room and pick up the weapon that's lying on the ground, and destroy the two poor kids that are in the torture device. Go inside the soul room and you'll see a cutscene involving Shang Tsung. Defeat the enemies here, and destroy the soul tomb with three or four Strong Attacks. Afterwards, head back to the main room to take on Baraka.



Boss: Baraka

Like other boss battles before, this is a multi-part fight.

First, Baraka will come at you normally, so take care of him as fast as possible. Then he'll throw flaming monks at you. Kill them quickly to regain health, and then continue fighting Baraka.



Once you have gotten him roughed up, Baraka will flee to the other side of the arena and repeatedly shoot blade sparks at you. The only way to defeat him is to throw projectiles at him as well. Kung Lao is particularly effective here because his level 2 Hat Toss ricochets and has a better chance of hitting this beast. Once he's had enough of that, Baraka will futilely attack you again, knocking off two swords for you to play with. This is his most dangerous form, and the only way to kill him is to impale him with each sword. Pick up a sword and start attacking him. Soon enough your weapons will clash, bringing up a Test Your Might challenge. Once you win, Baraka will be dazed, so throw your weapon and it'll impale him. Do it again and you'll finally beat this monster.

Overall Baraka is the hardest boss in the game. You can't combo him due to his combo breakers, and he has quick close and mid-range attacks. The best thing to do is to knock him down and then quickly launch him for quick combos.



When Baraka dies in a blaze of glory, a portal will open up, taking you to Wu-Shi Academy. Go through it. When you arrive in the academy, make your way towards the levers that you pulled when you had to extinguish the fires in the temple during the first part of the game. You'll eventually come across an evil statue, that you can destroy using Fist of Ruin. Do so and gain the Wall Run ability. Now, head back towards the portal and back to the Soul Tombs. Make your way back to the portal hub.

Secrets (47/68)

Arena Art: Look to your immediate left at the start and shoot the Dragon Token

Arena Art: Wall Run up the wall with the room leading to Baraka's lair (also known as the Main Room)

Kombat Tomb (Vs. Level): Throw an enemy into each spiked coffin to unlock this stage! Baraka: In the two-floor room, take out the statue with Fist Of Ruin, then jump to the platform to get Baraka

Movie: When you destroy the above statue, there's another Koin there.

Movie: In the area with the three Test Your Might challenges, Wall Run up the left wall and kick the skull. Then defeat the priest to get your Koin.

Fatality Image: After the Test Your Might challenges, in the next room double jump in the bottom left corner to find this Koin.

Fatality: There's a Dragon Token hovering over the room with all the Tarkatas. Break the wall and then shoot the Dragon Token.

Concept Art: In the room with all of the Tarkatas and fire blasting from below, there's a red skeleton. Destroy it to get the Koin.

Concept Art: After you beat the Orochi Hellbeast, go back and stand in the middle for 10 seconds. The Koin will appear!

Arena Art: In the room with the flood of Tarkatas, throw someone onto the spiked hook to unlock this Koin.

Concept Art: During the platforming section where you're outside the tombs, there's a huge dinosaur flying above you. Launch an enemy into it and it'll drop a Koin.

Fatality: After the above section, the next room has a giant blade that rotates around. Above it there's a Koin. Long Jump to get it.

Kombat Crag (Vs. Level): In the room after the one mentioned above, there's an evil statue. Fist of Ruin it and get the koin!

Fatality Image: Immediately after getting the above Koin, wall run up the prison to get the next Koin.

Fatality: There's another Koin in this room if you jump into the middle section, and then Long Jump

Arena Art: If you go back to the Soul Tomb after defeating Baraka, you can get this Koin.

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Wasteland / Netherealm

From the portal entrance, drop down and head left to the next portal. This will take you to the Foundry, but you can't access this part yet. Head right and you'll find a place where you can Wall Run and Wall Jump. Make your way up and you'll eventually come across a portal that will take you to the Wasteland.

In the Wasteland, you'll face off with the Red and Black Dragon Mercenaries, who are also fighting each other. These guys are extremely strong, but they're manageable if you've been upgrading your skills. Find a sharp bladed weapon, and then make your way to the gate on the other side of the area. It's locked, so use your Wall Climb ability to climb up to the second tier. Long Jump across the gap, and then cross the bridge.

Your progress is blocked by a huge pile of bodies, so simply slash through them with your weapon to go further.



The next room will be a little tricky, but it's good that you have the help of Raiden. He will intermittently summon lightning to electrocute the pool of blood in this room, so all you need to do is throw them into the pool and Raiden will do the rest. After everyone is dead, open the gate with the lever here. Head back and go through the gate, and you'll have to take on Sub-Zero!

Boss: Sub-Zero

Subby isn't so difficult, but he does have two fast moves that you have to watch out for, namely his ice blast and his slide. Both do significant damage and can really rough you up for the rest of the level. As with the other Kombatants, he cannot be juggled for very long. In fact, his combo breaker is more powerful than the rest because it damages and freezes you at the same time! Keep your distance with projectile attacks and you should be fine.



Once he gets some sense knocked into him, Sub-Zero will join your team. You'll cross the river of blood with him, and once you've done that, he'll open a door for you by freezing it. When he freezes the door, use a Strong Attack to break it down. Inside, there's a giant spiked wheel that leads to a container of blood. Throw enemies onto the wheel to cause the

container to overflow. Then Sub-Zero will need some protection as he freezes the blood so that you can scale the wall. Head for the exit, and Subby will once again assist you by creating a wall for you to run on. However, this is where you two split up, as he chases Scorpion through a portal. Wall Run to the other side, use the save point, and the get ready for another boss fight!

Boss: Goro

As intimidating as he was in the fighting game, Goro's got nothing on you. He's very much the pushover, and you shouldn't have any problems with him if you keep your distance. Goro loves to charge in head first, so jump to safety when he approaches and fire back some projectiles. Another note that's important to keep in mind is that Goro cannot block any attacks, unlike the other Kombatants that you've faced, so you have free reign of the air. After taking a couple of licks, Goro will grab a pillar and use it as a weapon. Be careful of the shockwaves that emanate when he throws the pillar to the ground.



Following Goro's defeat, Raiden will open up a portal to the Deadpool. Jump in and get ready for some fun. There are three hooks in the Deadpool that you'll need to utilize so that you can escape. Toss your enemies onto these hooks and the next door and portal will open, taking you back to the Foundry entrance. From here, drop down and swing up the poles to reach the Netherrealm, Scorpion's territory.

In the Netherrealm, everything is hot to the touch, so watch your step! Make your way down and soon enough you'll encounter Scorpion!

Boss: Scorpion

This fight is separated into three portions. The first is a simple one on one confrontation with the undead man. Keep it simple with the combos and watch out for his spear attack as well as his teleporting punch. Like the other Kombatants, he's not susceptible to air combos, so limit your combos to simple attacks. When he's had enough, Scorpion will retreat, and you'll have to follow him.



The view switches to a 3rd person view behind Scorpion. Fire will shoot up from the ground, but it's easy to avoid as the ground will glow before the fire erupts. When Scorpion tosses his spear into the ground, run towards it and Test Your Might with him! If you are successful, you'll pull Scorpion closer for some more damage. Repeat this as many times as you need to, and Scorpion will die... or does he?



Emerging from the fire, Inferno Scorpion is much tougher to handle. He'll whip his spear around menacingly, so avoid it for as long as possible. As an aside, when he's executing his special spear attack, you can't knock him down, but projectiles still hurt him. Once he's dead, hit him with a Fatality and he'll finally be done. With Scorpion defeated, make your way back to the Foundry entrance. It'll finally be open!

Secrets (57/68)

Concept Art: In the first area, throw someone into the pole in the middle of the lava

Fatality Image: After you cross the gap on the second floor of the first area, move the camera to the left and you'll spot a Koin.

Concept Art: In the area where Raiden helps you defeat the knights, revisit it and there'll be an Oni Overlord there. Defeat him for a koin.

Fatality Image: After you rescue Kabal, look to the right to find the koin.

Sub-Zero: After the boat ride with Sub-Zero, look to the left, it's behind the lion statue. Use the Wall Run to get it.

Arena Art: In the room with the giant spiked wheel, climb up the frozen blood, then Long Jump over the wheel to get the koin.

Arena Art: In the room after the giant spiked wheel, head all the way to the bottom right and get the Dragon Token, and you'll get the Red koin.

Concept Art: After you beat Goro, go back to the same place to get the koin again.

Arena Art: In the Dead Pool, throw three enemies into the acid, and it'll appear over a grating.

Arena Art: This one is in the Netherrealm. You can't miss it. Really.

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| Part 1 | Part 2 | Part 3 | Part 4 | Part 5 | Part 6 | Part 7 | Part 8 | Part 9 |
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Foundry

The Foundry consists of one giant maze and the final boss battles, so it's actually quite short compared to the last three areas that you've explored. At the start of the area, head up the slope and activate the weapon forging process with the lever at the end of the hallway with the mallets. Next, head down to the first floor and turn the lever that's in the room to the right of the main room. Staying on the first floor, head down the long corridor; you'll know this is the correct way because two Demon Archers will burst from each wall to ambush you. Head into the next room and you'll see the forging process begin. Go through the next door and you'll find yourself in the inferno room. You'll have to light the fire to melt the metal for your weapon, so toss an enemy in there and continue. Continuing on, you'll eventually have to fight another Orochi Hellbeast and two Demon Guards. These guys are much harder because their range is significantly long and they're powerful, so take care of them with a Multality. Once the Hellbeast is finished, a column will pop up, giving you access to the second floor. Long jump over the spikes and pull the lever, then head around to the other side of the room. You can't Long Jump over, but you can certainly Wall Run!

Continue through the next three rooms, and you'll finally get your weapon; a huge battleaxe. Take this weapon to the main room of the Foundry. Head to the second floor and then go right. You'll see two huge magical stones. Destroy

these with your weapon, and then the entrance will open! Follow the path to your destined battles!

Boss: Shang Tsung

Despite being the main bad guy in the entire story, Shang is a true pushover. He has his moments though. Watch out for his Triple Fireball, as well as the Triple Fireballs from the ground. The easiest way to avoid either is to Long Jump and then toss a projectile towards Shang. Every now and then Shang will morph into a character, which is a cue to attack him. Be careful when he blocks, because if you try to chain into combos when he blocks, he'll simply throw you.

Boss: Kintaro

Kintaro isn't tougher than Shang, but he's got a little more so you'll have to tread carefully. Like Goro, Kintaro can't block attacks, but he has an anti-air attack where he'll grab you out of the air and pound you. He also has a fireball attack that does massive damage. Finally, he also has a super jump where he'll crush you from above. There's no way to predict where he's going to end up, so just keep moving. If you see him above you, Long Jump out of the way.



Boss: Shao Khan

The final boss of Shaolin Monks is as much of a pushover as the first two bosses in this segment. He does have stronger attacks though. If you take to the skies, he also has a rising shoulder block that will absolutely kill you. Keep away from him and pepper him with projectiles, since he can't block them. Eventually, Khan will bust out his war hammer and start swinging madly at you. When he does, keep Long Jumping until you're out of harms way. Continue your assault with your projectiles and he'll eventually go down. Congratulations on finishing Shaolin Monks!

Secrets (68/68)

Arena Art: On the entrance, do a Fatality to get a Koin.

Concept Art: In the first room of the Foundry, go up the stairs, double jump towards the middle and keep wall jumping back and forth, and you'll eventually reach the top

Fatality Image: In the main room there's a lever that you can pull. Just before that corner, wall run up the wall to get the Koin.

Scorpion: In the main hallway, two enemies burst out from each side. Toss them towards the left side wall to open up a secret passage. Then toss an enemy into the lava. Step on him, then jump up to get Scorpion.

Concept Art: You'll find it right beside the fire where they start making your axe.

Movie: In the room with the Orochi Hellbeast, climb to the second level and smash the wall in the middle to get a secret movie.

Concept Art: In the room with the smashing hammers, toss someone into them as they come together to kill them and to get another koin.

Concept Art: In the room where you get your weapon, cut the pipes underneath the monster's head to reveal a koin.

Arena Art: In the room after the main hallway, double jump up to the top and break the pot in this area to get the koin.

Dragon Token: Talk to Kitana three times to trigger an event, then head right to fight Kano, and to get a health boost!

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| Part 1 | Part 2 | Part 3 | Part 4 | Part 5 | Part 6 | Part 7 | Part 8 | Part 9 |
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Smoke Missions

Smoke can be found in the Living Forest area, where you'll find the Living Tree and the water snakes. Once inside, Smoke will present you with five special missions that you must complete, and your prize will be Mortal Kombat II, the arcade game.

Mission 1

Find the secret Fatality in the Soul Tombs. In the first Green Room, throw the Tarkatas through the barrier, and then get the Fatality. You'll get 500 experience points for this.

Mission 2

Go back to the Wu-Shi Academy, and go to the first area. There's an area with an Evil Statue, so use the Fist of Ruin to take it down. You can continue into this area, but your mission will be completed once you make it to the next area. You'll get 700 experience points for finishing this mission.

Mission 3

In the Soul Tombs, you'll be asked to make three sacrifices. When you enter the Soul Tomb, a special cutscene will occur, showing you where to go. Enter the room, then toss the Tarkatas into the spiked cages to finish this mission. You'll get 700 experience points for finishing this mission.

Mission 4

Do you remember those purple portals in the Portal world? Throw an enemy into each one. There's only two, so it should be easy. You'll get 700 experience points for finishing this mission.

Mission 5

After you have completed all four missions, you'll go to the Pit II. Survive for as long as you need to, and you'll complete all of Smoke's missions! You'll get 700 experience points for finishing this mission.

So now that you've unlocked MK2, what are the other two secrets, you ask? Well, by finishing the game with both Liu Kang and Kung Lao, you'll unlock Scorpion and Sub-Zero for play in story mode, which will give you the last two secrets that you need. Congratulations!

Kombatants

This section deals with all of the characters that are playable in Shaolin Monks. There are three different play modes in the game; Single Player (Story), Ko-op (Story) and Versus mode. In both story modes, you can play as a total of four characters. However, in Versus mode there are an additional four characters to choose from as well, all of whom appear in the game as non-playable characters. Follow the instructions for each character to unlock them, or visit the Secrets page for more information and screenshots.

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|----------|----------|--------|------|--------|---------|----------|----------|
| Kung Lao | Liu Kang | Baraka | Cage | Kitana | Reptile | Scorpion | Sub-Zero |
|----------|----------|--------|------|--------|---------|----------|----------|

Special Moves

Quick Attack

- Teleport (Level 1): MOD+Q
- Double Teleport (Level 2): MOD+Q,Q
- Teleport Stun (Level 3): MOD+Q

Hat Spin

- Spin Attack (Level 1): MOD+L
- Spin Repeat (Level 2): MOD+L,L,L
- Pulse Spin (Level 3): MOD+L,P

Hat Toss

- Hat Toss Straight (Level 1): MOD+Q
- Hat Toss Ricochet (Level 2): MOD+Q
- Hat Toss Spin (Level 3): MOD+Q (Hold 2 Sec)
- Hat Toss 360 (Level 4): MOD+Q (Hold 2 Sec)
- Hat Shield (Level 5): MOD+Q (Hold 3 Sec)

Throws

- Enemy Manipulation (Level 1): MOD+TH (J to release)
- Head Smack (Level 2): MOD+TH,Q
- Flip Up (Level 3): MOD+TH,L
- Power Slam (Level 4): MOD+TH,P
- Directional Throw (Level 5): MOD+TH, Any Direction, TH

| Action | Abbreviation |
|---------------|--------------|
| Quick Attack | Q |
| Launch Attack | L |
| Power Attack | P |
| Jump | J |
| Modifier | MOD |
| Throw | TH |

Fatalities

Single Enemy

- Body Slice: R, R, R, R, Q
- Mid-Air Slice: U, U, U, R, Q
- Friendly Rabbit: U, U, U, D, Q
- Arm Cutter: L, R, L, D, Q
- Head Toss: L, R, L, L, Q
- Many Chops: U, U, L, U, Q
- Headache: U, D, U, R, Q
- Buzzsaw: R, R, U, U, Q
- Very Unfriendly Rabbit: L, U, R, R, Q

Multalities

- Tornado: U, R, D, L, L
- Hat Control: L, R, R, L, L

Brutality

- Razor Edge: L, L, U, U, P

| | | | | | | | |
|----------|----------|--------|------|--------|---------|----------|----------|
| Kung Lao | Liu Kang | Baraka | Cage | Kitana | Reptile | Scorpion | Sub-Zero |
|----------|----------|--------|------|--------|---------|----------|----------|

Special Moves

Fireball

- Fireball (Level 1): MOD+Q
- High/Low Fireball (Level 2): MOD+Q, Q
- Air Fireball (Level 3): (In Air) MOD+Q
- Fireburst Fireball (Level 4): MOD+Q, Q, Q

Flying Kick

- Flying Kick (Level 1): MOD+P
- Bicycle Kick (Level 2): MOD+P (Hold 2 Sec)
- Bicycle/Flying Kick (Level 3): MOD+P (Hold 2 Sec), P

Uppercut

- Uppercut (Level 1): MOD+L
- Uppercut 2 (Level 2): MOD+L, L
- Uppercut 3 (Level 3): MOD+L, L, L
- Uppercut 4 (Level 4): MOD+L, L, L, L

Throws

- Dragon Grapple (Level 1): MOD+TH
- Run Off Back (Level 2): MOD+TH, Q
- Flip Up (Level 3): MOD+TH, L
- Power Slam (Level 4): MOD+TH, P
- Directional Throw (Level 5): MOD+TH, Any Direction, TH

| Action | Abbreviation |
|---------------|--------------|
| Quick Attack | Q |
| Launch Attack | L |
| Power Attack | P |
| Jump | J |
| Modifier | MOD |
| Throw | TH |

Fatalities

Single Enemy

- Shaolin Soccer: D, L, U, R, Q
- Bonebreak Combo: L, U, U, R, Q
- Fire/Kick Combo: L, R, D, D, Q
- Flipping Uppercut: U, R, D, L, Q
- Dragon: D, R, L, L, Q
- Giant Stomp: L, L, L, U, Q
- Head Clap: R, U, R, U, Q
- Arm Rip: D, L, R, U, Q

Multalities

- Fire Trails: U, D, U, D, L
- Dragons Fury: L, R, U, U, L

Brutality

- Rage Mode: R, U, D, D, P

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|----------|----------|--------|------|--------|---------|----------|----------|
| Kung Lao | Liu Kang | Baraka | Cage | Kitana | Reptile | Scorpion | Sub-Zero |
|----------|----------|--------|------|--------|---------|----------|----------|

Baraka is available only in Versus Mode. To unlock Baraka for Versus Mode play, find the Red Yin Yang in The Soul Tomb. In one of the rooms on the red icon path, lower right angled room on the map, you will find it is a two floored room. Get on the top level by climbing the wall. On your right will be a statue you can smash with the Fist of Ruin, smash it to reveal a Red Yin Yang on the floor (not the one we want) and a pathway along the wall behind the statue. Perform a few long and short platform jumps to reach a platform along side the exit door with a Red Yin Yang that unlocks Baraka in Versus Mode.

Special Moves

- Blade Spark: MOD+Q
- Blade Swipe: MOD+L
- Blade Fury: MOD+P
- Grapple: MOD+TH
- Run off Back: MOD+TH,Q
- Flip Up: MOD+TH,L
- Power Slam: MOD+TH,P
- Directional Throw: MOD+TH, Any Direction, TH

| Action | Abbreviation |
|---------------|--------------|
| Quick Attack | Q |
| Launch Attack | L |
| Power Attack | P |
| Jump | J |
| Modifier | MOD |
| Throw | TH |

Fatalities

- Blade Lift: D, L, R, R, Q
- Decapitation: L, L, L, L, Q

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|----------|----------|--------|------|--------|---------|----------|----------|
| Kung Lao | Liu Kang | Baraka | Cage | Kitana | Reptile | Scorpion | Sub-Zero |
|----------|----------|--------|------|--------|---------|----------|----------|

Johnny Cage is available only in Versus Mode. To unlock him, find the Red Yin Yang in The Wu Shi Academy. After you open all the water switches to put the fire out in the Wu Shi Academy, drop back down to the ground level. Get on top of the house with the spiked ball. Then look for an opening with a spiked ball in the tower you just jumped down from. Inside that opening is a Red Yin Yang that unlocks Johnny Cage in Versus Mode.

Special Moves

- Shadow Bolt: MOD+Q
- Shadow Uppercut: MOD+L
- Shadow Kick: MOD+P
- Enemy Manipulation: MOD+TH (J to release)
- Head Smack: MOD+TH,Q
- Flip Up: MOD+TH,L
- Power Slam: MOD+TH,P

| Action | Abbreviation |
|---------------|--------------|
| Quick Attack | Q |
| Launch Attack | L |
| Power Attack | P |
| Jump | J |
| Modifier | MOD |
| Throw | TH |

Fatalities

- Torso Rip: D, D, R, R, Q
- Head Decap: R, R, R, R, Q
- Punching Bag: U, L, L, L, Q

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|----------|----------|--------|------|--------|---------|----------|----------|
| Kung Lao | Liu Kang | Baraka | Cage | Kitana | Reptile | Scorpion | Sub-Zero |
|----------|----------|--------|------|--------|---------|----------|----------|

Kitana is available only in Versus Mode. To unlock her, find the Red Yin Yang in the Evil Monastery. Go to the room where you learned the Brutality. To the right of the portal guard, there is a platform where you see two statues and a portal. On this platform you will see a half broken pillar on your left, use a Double Jump to get on top of this pillar, and from this pillar jump onto the roof on the left. On top of the roof to the far left you will find a Red Yin Yang that unlocks Kitana in Versus Mode.

Special Moves

- Square Wave Punch: MOD+Q
- Fan Wave: MOD+L
- Fan Throw: MOD+P
- Enemy Manipulation: MOD+TH (J to release)
- Head Smack: MOD+TH,Q
- Flip Up: MOD+TH,L
- Power Slam: MOD+TH,P Fatalities
- Head Chop: L, L, R, R, Q
- Kiss Of Death: R, R, R, R, Q

| Action | Abbreviation |
|---------------|--------------|
| Quick Attack | Q |
| Launch Attack | L |
| Power Attack | P |
| Jump | J |
| Modifier | MOD |
| Throw | TH |

| | | | | | | | |
|----------|----------|--------|------|--------|---------|----------|----------|
| Kung Lao | Liu Kang | Baraka | Cage | Kitana | Reptile | Scorpion | Sub-Zero |
|----------|----------|--------|------|--------|---------|----------|----------|

Reptile is available only in Versus Mode. To unlock him, find the Red Yin Yang in The Living Forest. In the area after you pass the Brotherhood of the Shadow you will see a small waterfall. Long jump over the waterfall and enter the doorway on your right-hand side. In this area find the first group of Clay Soldiers, smash one of their shields with the Fist of Ruin. Get them to follow you closer to the lower-right corner of the platform. At that corner you will slightly see a large stone pillar across the water stream. Throw the Clay Soldier with the smashed shield across the stream and into the pillar, it should come crashing down. Leave this area the way you came, and go back to that small waterfall. You will see the waterfall is no longer flowing, and inside is a Red Yin Yang that unlocks Reptile in Versus Mode.

Special Moves

- Acid Spit: MOD+Q
- Slide: MOD+L
- Force Ball: MOD+P
- Grapple: MOD+TH
- Run off Back: MOD+TH,Q
- Flip Up: MOD+TH,L
- Power Slam: MOD+TH,P
- Directional Throw: MOD+TH,U/D/L/R,TH

| Action | Abbreviation |
|---------------|--------------|
| Quick Attack | Q |
| Launch Attack | L |
| Power Attack | P |
| Jump | J |
| Modifier | MOD |
| Throw | TH |

Fatalities

- Head Eat: L, R, L, D, Q
- Hidden Chomp: L, L, L, D, Q
- Face Claw: U, U, R, L, Q

| | | | | | | | |
|----------|----------|--------|------|--------|---------|----------|----------|
| Kung Lao | Liu Kang | Baraka | Cage | Kitana | Reptile | Scorpion | Sub-Zero |
|----------|----------|--------|------|--------|---------|----------|----------|

Scorpion is available in both Story and Versus Mode. To unlock him, simply finish the game with Liu Kang. For Versus Mode, find the Red Yin Yang in The Foundry. When you first enter the Foundry you will see a long hallway in front of you. As you walk down it, you will encounter a few enemies who break out of boarded up passageways on the left and right. The final passageway on the left can be broken by throwing an enemy through it. Inside you'll find a lava pit, throw an enemy onto the Lava and use a series of Long Jump and Double Jumps to reach the platform with the Red Yin Yang that unlocks Scorpion in Versus Mode.

Special Moves

- Warp Attack (Level 1): MOD+Q
- Uppercut (Level 1): MOD+L
- Spear Throw (Level 1): MOD+P

Throws

- Enemy Manipulation (Level 1): MOD+TH (J to release)
- Head Smack (Level 2): MOD+TH,Q
- Flip Up (Level 3): MOD+TH,L
- Power Slam (Level 4): MOD+TH,P
- Directional Throw (Level 5): MOD+TH, Any Direction, TH

| Action | Abbreviation |
|---------------|--------------|
| Quick Attack | Q |
| Launch Attack | L |
| Power Attack | P |
| Jump | J |
| Modifier | MOD |
| Throw | TH |

Fatalities

Single Enemy

- Flame: U, U, D, D, Q
- Spear Slice: R, D, R, R, Q

Multalities

- Raise Hell: D, D, D, U, L Brutality
- Searing Blade: R, L, R, R, P

| | | | | | | | |
|----------|----------|--------|------|--------|---------|----------|----------|
| Kung Lao | Liu Kang | Baraka | Cage | Kitana | Reptile | Scorpion | Sub-Zero |
|----------|----------|--------|------|--------|---------|----------|----------|

Sub-Zero is available for play in both Story and Versus Mode. To unlock him, simply finish the game with Kung Lao. To unlock Sub-Zero in Versus Mode, find the Red Yin Yang in Wastelands. Where Sub-Zero freezes the giant door, walk to the right of the outside of the door and you'll see the item on top of the statue. Use the Angled Wall Run to get on top of the statue to unlock Sub-Zero in Versus Mode.

Special Moves

- Freeze (Level 1): MOD+Q
- Slide (Level 1): MOD+L
- Ground Freeze (Level 1): MOD+P

Throws

- Dragon Grapple (Level 1): MOD+TH
- Run Off Back (Level 2): MOD+TH, Q
- Flip Up (Level 3): MOD+TH, L
- Power Slam (Level 4): MOD+TH, P
- Directional Throw (Level 5): MOD+TH +Any Direction, TH

| Action | Abbreviation |
|---------------|--------------|
| Quick Attack | Q |
| Launch Attack | L |
| Power Attack | P |
| Jump | J |
| Modifier | MOD |
| Throw | TH |

Fatalities

Single Enemy

- Head Spine Rip: R, D, R, R, Q
- Ice Grenade: L, L, D, R, Q
- Ice Uppercut: R, R, D, R, Q

Multalities

- Ice Stomp: U, U, D, U, L

Brutality

- Frostbite Rage: U, D, L, U, P

Q & A

Q: Where is (insert random question about secret item)?

A: Check either our Konquest section or Secrets section.

Q: Who is the best character to play as?

A: Kung Lao is probably the best character in the game, as far as single player goes. His Hat Spin takes out enemies from all sides, and his level 2 Hat Toss is incredibly dangerous. It's useful for masses of enemies as well as boss characters. Liu Kang may be the champ, but Kung Lao is the deity of the game.

Q: When I cross the river of blood while in the Wasteland, I can't get past the door, what's up with that?

A: Sub-Zero has to freeze the door, and then you need to use a Strong Attack to destroy it. If Subby doesn't follow you, nudge him a little and he'll get the idea.

Q: Did you really list all of the secrets in the game?

A: To be honest, no, we didn't. We have all 68 secrets in the game, but there is one last secret that can be found. Unfortunately, we were sworn to secrecy by certain people. To be honest, we don't even know what the secret is, but we do know of its existence.

Secrets

Extra Fights!

There are some extra fights that you can participate in, although they don't affect the actual storyline of the game. Here is what you need to do in order to find them.

Ermac

To fight Ermac, you need the Fist of Ruin and Swing Ability. Go to Wu Shi Academy and go to the first area of it. Once you're there, look for the big red bridge. Before this, there is a split path. Take the one going over a chasm of spikes. On the other side is an evil Priest statue. Break it and head into the new area. Once you're there, jump onto the area to the left. Use swing to get to higher ground, then interact with the statue. The doors on the other side of the bridge in this area will open, and you will see the Warrior Shrine. Go to the Warrior Shrine, and examine the statue on the left three times to fight...Ermac!

Kano

Just after you face Shao Khan in the cutscene, talk to Kitana three or four times. Destroy the guards that come into the room, and then go through the new door to find...Kano and Jax! Help Jax defeat Kano and you'll also get a health upgrade!

Mileena

In the first area of the Living Forest, use the swing ability on the two big branches that can be found above you as you head for the save structure. Swing over to higher ground, then climb up the ladder. You will be in a new area. Head to the other end of this treetop area to fight...Mileena!

Rescue Kabal

In the Wastelands, there are two doors that are covered with human bodies. One leads to the Elemental Warriors, the other is an area where Shokan warriors are throwing boulders at you. Go through the second door. Simply avoid the boulders and climb the ladders until you reach the top. There you will find Kabal inside a cage. Once he is freed, he will leave his hookwords as a sign of gratitude, which you can use as weapons!

Unlockable Characters

Sub-Zero and Scorpion (Story Mode)

Complete the game with Kung Lao to unlock Sub-Zero, and finish it with Liu Kang to get Scorpion.

Sub-Zero (Versus Mode)

Where Sub-Zero freezes the giant door, walk to the right of the outside of the door and you'll see the item on top of the statue. Use the Angled Wall Run to get on top of the statue to unlock Sub-Zero in Versus Mode.

Scorpion (Versus Mode)

When you first enter the Foundry you will see a long hallway in front of you. As you walk down it, you will encounter a few enemies who break out of boarded up passageways on the left and right. The final passageway on the left can be broken by throwing an enemy through it. Inside you'll find a lava pit, throw an enemy onto the Lava and use a series of Long Jump and Double Jumps to reach the platform with the Red Yin Yang that unlocks Scorpion in Versus Mode.

Reptile (Versus Mode)

In the area after you pass the Brotherhood of the Shadow you will see a small waterfall. Long jump over the waterfall and enter the doorway on your right-hand side. In this area find the first group of Clay Soldiers, smash one of their shields with the Fist of Ruin. Get them to follow you closer to the lower-right corner of the platform. At that corner you will slightly see a large stone pillar across the water stream. Throw the Clay Soldier with the smashed shield across the stream and into the pillar, it should come crashing down. Leave this area the way you came, and go back to that small waterfall. You will see the waterfall is no longer flowing, and inside is a Red Yin Yang that unlocks Reptile in Versus Mode.

Kitana (Versus Mode)

In the Evil Monastery, Go to the room where you learned the Brutality. To the right of the portal guard, there is a platform where you see two statues and a portal. On this platform you will see a half broken pillar on your left, use a Double Jump to get on top of this pillar, and from this pillar jump onto the roof on the left. On top of the roof to the far left you will find a Red Yin Yang that unlocks Kitana in Versus Mode.

Johnny Cage (Versus Mode)

After you open all the water switches to put the fire out in the Wu Shi Academy, drop back down to the ground level. Get on top of the house with the spiked ball. Then look for an opening with a spiked ball in the tower you just jumped down from. Inside that opening is a Red Yin Yang that unlocks Johnny Cage in Versus Mode.

Baraka (Versus Mode)

In one of the rooms in the Soul Tombs you will find a two floored room. Get on the top level by climbing the wall. On your right will be a statue you can smash with the Fist of Ruin, smash it to reveal a Red Yin Yang on the floor (not the one we want) and a pathway along the wall behind the statue. Perform a few long and short platform jumps to reach a platform along side the exit door with a Red Yin Yang that unlocks Baraka in Versus Mode.

Mirror Match-ups in Versus Mode

Normally, you cannot pick the same character in Versus Mode, but there is a way to do it! Simply beat the game with Scorpion and Sub-Zero and the ability to play mirror matches will become available.

Unlock Mortal Kombat 2 (Arcade Game)

Simply finish all five of Smoke's missions to unlock the arcade version of Mortal Kombat 2.

Unlockable Versus Mode Levels

There are seven extra levels in the game that you can use for Versus Mode. Two of them are hidden in Reptile's Lair. If you use the ko-op switches that are lying on the ground in this area, they will open up Red Koins that will give you the Deadpool and the Living Forest as playable levels.

There is yet another in Goro's Lair. There's a co-op switch located near the end of the level that you can activate. Do that and complete the mission to get the level!

The Wastelands can be unlocked by visiting the Portal's co-op switch.

The Tower can be unlocked by using the co-op switch in the second room of the Evil Monastery.

The Soul Tombs can be unlocked if you throw an enemy into each spiked coffin in the second room of the Soul Tombs.

Finally, there are two available in the Wu-Shi Academy level. Visit the first area and use the fourth catapult to open the barrier, and the second one can be found when you fight with Johnny Cage. It's a simple co-op switch!

The Secret of Toasty!

When you are fighting, you can achieve different combo status titles, such as Outstanding and Excellent. If you get enough hits, you'll receive the title of Toasty!, which is immediately followed by the classic "Toasty!" sound bite from Mortal Kombat 2. Press the Start button immediately after hearing it, and you'll receive 1000 experience points!

Secret Menu Codes

The following codes will unlock Scorpion, Sub-Zero and Mortal Kombat 2, all without doing anything in the game!

PlayStation 2 (You must hold L2 for the codes to work)

Scorpion: Square, Up, L1, R1, Left, Right, Square

Sub-Zero: Square, Down, Up, L1, L1, Up, Square

Mortal Kombat 2: Square, Up, Down, Right, Left, R2, Square

Xbox (You must hold White button for the codes to work)

Scorpion: X, Up, L, R, Left, Right, X

Sub-Zero: X, Down, Up, L, L, Up, X

Mortal Kombat 2: X, Up, Down, Right, Left, Black, X