

# Ultimate Mortal Kombat Trilogy

## راهنمای کلیدها

<b>U</b> = جهت بالا	<b>HP</b> = مشت بلند
<b>D</b> = جهت پایین	<b>LP</b> = مشت کوتاه
<b>F</b> = جهت جلو	<b>HK</b> = لگد بلند
<b>B</b> = جهت عقب	<b>LK</b> = لگد کوتاه
	<b>BL</b> = دفاع
	<b>RN</b> = دویدن

برای گرفتن وقت اضافه برای انجام فتالاتی میتوانید در هنگام فینیش هم ( دویدن را نگه داشته دوبار جهت پایین را بزنید و دویدن را رها کنید)

در واقع با اینکار مقداری به خون حریف اضافه میشود و متن Mercy را مشاهده خواهید کرد

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### Moves of Fighters:

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MKT Chameleon

#### Special Moves:

- 01) Spear: B, B, **LP**
- 02) Lightning Lift: B, B, **HP**
- 03) Forward Teleport Punch: D, F, **HP**
- 04) Ice Freeze: D, F, **LP**
- 05) Acid Spit: F, F, **HP**
- 06) Fast Force Ball: B, F, **HP**
- 07) Dashing Elbow: B, F, **LP**
- 08) Slow Force Ball: F, B, **HP**
- 09) Green Blast: D, B, **LP**
- 10) Teleport Punch: D, B, **HP**
- 11) Cheap Freeze: D, D, **LP**
- 12) Control Orb: D, D, **HP**
- 13) B, D, **LP** - (RANDOM MOVE FROM 4)
- 14) Ground Freeze: D, B, **LK**
- 15) Slide: (B+**BL**+**LK**)
- 16) Telekinetic Slam: B, D, B, **HK**
- 17) Teleport Slam: D, U
- 18) Hand Raise?: B, B, D, **HP**

#### Finishing Moves:

Fatality 1 - Clone Massacre/Ice Shatter: B, F, D, D, **RN**

Fatality 2 - Electrocuting: **RN, BL, RN, RN, HK**  
 Fatality 3 - Ice and Fire: F, F, D, D  
 Fatality 4 - Telekinetic Slam/Hell Hand: F, U, U, **LP** [Past Sweep]  
 Fatality 5 - Beat-Down: F, D, **HP**  
 Fatality 6 - Netherrealm Acid Spit: F, F, F, **LP**  
 Fatality 7 - Telekinetic Beat-down + Teleport Decap: B, B, D, D  
 Anti-Fatality: (Hold **HP**), F, F, F, F, (Release **HP**)  
 Animality - Penguin: F, B, **LP**  
 Pit: **RN, RN, BL**  
 Babality: U, U, B, F, **BL**  
 Friendship - Chameleons Pose: B, F, B, D, **RN**  
 Brutality: **HP, HP, BL, LK, HK, BL, LK, HK, BL, HP, LP, HP, BL, LK, HK, BL, LK, HK, BL, HP, LP**  
 Mercy: (Hold **RN**) D, D, (Release **RN**)

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**MTK Chameleon**

### **Special Moves:**

- 01) Sai Throw: (Hold **HP** - 3 Sec) (Release **HP**)
- 02) Air Sai Throw: (Hold **HP** - 3 Sec) (Release **HP**) (In Air)
- 03) Fan Toss: F, F, **HP**
- 04) Fan Lift: B, B, **HP**
- 05) Square Wave Punch: D, B, **HP**
- 06) Fireball: D, F, **HP**
- 07) Boomerang - High: B, F, **HP**
- 08) Bo Smash: F, B, **HP**
- 09) Shadow Kick: D, F, **LK** OR B, F, **HK**
- 10) Boomerang - Low: B, F, **LK**
- 11) Teleport Kick: F, F, **LK**
- 12) Boomerang - Low: D, D, **BL**
- 13) Ground Roll: B, B, **HK** OR B, B, D, **HK**
- 14) Boomerang - Mid: B, F, **LP**
- 15) Returning Boomerang: B, B, F, **LP**

### **Finishing Moves:**

- Fatality 1 - Head Decap: F, D, D, F, **LP**  
 Fatality 2 - Staff Impale: (Hold **HK**), F, B, F, F, (Release **HK**)  
 Fatality 3 - Bo Shake: **RN, BL, BL, BL**  
 Fatality 4 - Nail Spit: F, F, F, **BL**  
 Fatality 5 - Upside D Head Impale: U, U, **HP**  
 Fatality 6 - Boomerang Massacre: D, B, **HK**  
 Anti-Fatality: F, F, D, **HK**  
 Animality - Skunk: U, D, **HP**  
 Pit: D, F, D, F, **LP**  
 Babality: D, D, D, B, **HK**  
 Friendship - Mirror: F, D, D, **HP**  
 Brutality: **HP, HP**  
 Mercy: (Hold **RN**), D, D, (Release **RN**)
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**MKT Johnny Cage**

**Special Moves:**

- 1) Low Green Orb: D, F, **LP**
- 2) High Green Orb: D, B, **HP**
- 3) Shadow Kick: B, F, **LK**
- 4) Shadow Uppercut: B, B, **HP**
- 5) Front Kick: F, F, **LK**
- 6) Ducking Nut Punch: F, F, **LP**

**Finishing Moves:**

- Fatality 1 - Backbreaker: D, D, F, F, **LP**  
Fatality 2 - Uppercut Decap: F, F, D, U (Hold D for more Heads!)  
Fatality 3 - Shadow Kick + Torso Rip: F, F, F, **HP** {or} F, F, F, **HK** {or} (Hold **LK**), F, F, F (Release **LK**)  
Fatality 4 - Massive Orb Attack: (Hold **LK**), B, B, B, (Release **LK**)  
Animality - Kangaroo: D, F, F, **HK**  
Pit: D, D, **HK**  
Babality: B, B, B, **HK**  
Friendship - To My Greatest Fan: D, D, D, D, **HK**  
Brutality: **HP, LK, HK, LP, HP, HK, HK, HP, HP, LP, HP**  
Mercy: (Hold **RN**), D, D, (Release **RN**)
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**UMK3 Jade**

**Special Moves:**

- 1) Boomerang: B, F, **LP**
- 2) Return Boomerang: B, B, F, **LP**
- 3) Up Boomerang: B, F, **HP**
- 4) Pink Staff Smack: B, B, **HP**
- 5) Pink Fan: F, F, **HP**
- 6) Down Boomerang: B, F, **LK**
- 7) Projectile Shield: B, F, **HK**
- 8) Shadow Kick: D, F, **LK**

**Finishing Moves:**

- Fatality 1 - Bo Shake: U, U, D, F, **HP**  
Fatality 2 - Bo Impale: : **RN, RN, RN, BL, RN**  
Fatality 3 - Boomerang Massacre: B, B, F, **BL**  
Fatality 4 - Reverse Staff Impale: F, B, **HP**  
Animality - Kitty: F, D, F, F, **LK**  
Pit: B, F, D, **RN**  
Babality: D, D, F, D, **HK**  
Friendship - Pogo Staff: B, D, B, B, **HK**  
Brutality: **HP, LK, HP, LP, HK, HK, LK, BL, BL, HP, HK**  
Mercy: (Hold **RN**), D, D, (Release **RN**)
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**UMK3 Kitana**

**Special Moves:**

- 1) Fan Toss: F, F, (**HP+LP**)
- 2) Fan raise: B, B, B, **HP**
- 3) Square Wave Punch: D, B, **HP**
- 4) Air Fan Toss: (IN AIR:) F, F, (**HP+LP**)

**Finishing Moves:**

Fatality 1 - Kiss of Death: B, D, F, F, **HK**  
Fatality 2 - Fan Decapitation: **RN, RN, BL, BL, LK**  
Fatality 3 - Stick of Death: **RN, RN, RN, RN, B**  
Animality - Bunny: F, F, F, **RN**  
Pit: F, D, D, **LK**  
Babality: F, F, D, F, **HK** {or} **RN, RN, RN, U**  
Friendship - Bubbles!: B, B, **LP** {or} **RN, RN, RN, RN, RN, U**  
Brutality: **HP, HP, BL, HK, BL, LK, BL, LP, BL, HP, BL**  
Mercy: (Hold **RN**), D, D, (Release **RN**)

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**UMK3 Reptile**

**Special Moves:**

- 1) Acid Spit: F, F, **HP**
- 2) Slow Force Ball: B, B, (**HP+LP**)
- 3) Fast Force Ball: F, F, (**HP+LP**)
- 4) Slide: (B+**LP+BL**) {or} (B+**BL+LK**)
- 5) Elbow Dash: B, F, **LK**
- 6) Invisibility: U, D, **HK**

**Finishing Moves:**

Fatality 1 - Tasty: B, F, D, **BL**  
Fatality 2 - Acid Bath: F, F, U, U, **HK**  
Fatality 3 - Acid Spit: F, F, F, **LK**  
Animality - Monkey: D, D, D, U, **HK**  
Pit: **BL, RN, BL, B**  
Babality: F, F, B, D, **LK**  
Friendship - Reptile In The Box: D, F, F, B, **HK**  
Brutality: **HP, BL, HK, HK, BL, HP, LP, LK, LK, BL, LP**  
Mercy: (Hold **RN**), D, D, (Release **RN**)

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**UMK3 Scorpion**

**Special Moves:**

- 1) Spear: B, B, **LP**

- 2) Teleport Punch D, B, **HP**
- 3) Forward Teleport Punch: D, F, **HP**
- 4) Air Teleport Punch: (IN AIR:) D, B, **HP**
- 5) Air Forward Teleport Punch: (IN AIR:) D, F, **HP**
- 6) Air Throw: (IN AIR:) (**BL**)

### Finishing Moves:

Fatality 1 - Hell Burn: F, F, D, U, **RN**  
 Fatality 2 - Toasty!: D, D, U, **HK**  
 Fatality 3 - Uppercut, Catch+Burn!: F, F, F, **HK**  
 Fatality 4 - Hell Hand: F, F, F, (B+**LP**) (Sweep)  
 Animality 1 - Penguin: F, U, U, **HK**  
 Animality 2 - Scorpion: B, F, D, **HP**  
 Pit: F, U, U, **LP**  
 Babality: D, B, B, F, **HP**  
 Friendship - Skull In The Box: B, F, F, B, **LK**  
 Brutality: **HP, HP, BL, HK, HK, LK, HK, HP, HP, LP, HP**  
 Mercy: (Hold **RN**), D, D, (Release **RN**)

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**UMK3 Ermac**

### Special Moves:

- 1) Green Fireball: D, B, **LP**
- 2) Teleport Punch: D, B, **HP**
- 3) Telekinetic Lift: B, D, B, **HK**
- 4) Air Teleport Punch (In Air): D, B, **HP**

### Finishing Moves:

Fatality 1 - Telekinetic Massacre: D, U, D, D, D, **BL** {or} B, F, D, D, **RN**  
 Fatality 2 - Decapitating Uppercut: **RN, BL, RN, RN, HK**  
 Fatality 3 - Telekinetic Separation: F, F, D, D  
 Fatality 4 - Telekinetic Beatdown: B, B, D, D  
 Animality - Frog: B, B, **LK**  
 Pit: **RN, RN, RN, RN, LK**  
 Babality: **RN, RN, RN, U**  
 Friendship - Magic Bunny: **RN, RN, RN, RN, RN, U** {or} B, F, B, D, **RN**  
 Brutality: **HP, HP, LP, BL, HK, LK, BL, HP, LP, LK, HK**  
 Mercy: (Hold **RN**), D, D, (Release **RN**)

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**UMK3 Mileena**

### Special Moves:

- 1) Sai Toss: (Hold **HP**) 3 seconds, (Release **HP**)
- 2) Air Sai Toss: (In Air): (Hold **HP**) 3 seconds, (Release **HP** IN AIR)
- 3) Teleport Kick: F, F, **LK**
- 4) Ground Roll: B, B, D, **HK**

### Finishing Moves:

Fatality 1 - Spits Nails: B, B, B, F, **LK**  
Fatality 2 - Suck and Spit: D, F, D, F, **LP**  
Fatality 3 - Teleport Kick Decap: **RN, BL, BL, BL**  
Fatality 4 - There Goes His Legs!: F, F, F, **BL**  
Animality - Skunk: F, D, D, F, **HK**  
Pit: D, D, D, **LP**  
Babality: D, D, F, F, **HP**  
Friendship - Mirror Don't Like: D, D, B, F, **HP**  
Brutality: **HP, LP, LP, HP, BL, HK, LK, HK, BL, HP, LP**  
Mercy: (Hold **RN**), D, D, (Release **RN**)

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**UMK3 Sub-Zero (Classic)**

### Special Moves:

- 1) Ice Freeze: D, F, **LP**
- 2) Ice Clone: D, B, **LP** (Can be done in air)
- 3) Lin Kuei Cheap Freeze: B, B, B, **LP**
- 4) Slide: (B+**LP**+**BL**) {or} (B+**BL**+**LK**)
- 5) Ground Ice: D, B, **LK**

### Finishing Moves:

Fatality 1 - Censored Head Rip: D, D, D, F, **HP** {or} B, B, D, B, **RN**  
Fatality 2 - Ice Stalagmite: **BL, BL, RN, BL, RN**  
Fatality 3 - Freeze+Shatter: F, F, D, **HK** {or} U, U, D, D {or} D, F, F, **RN**  
Fatality 4 - Uppercut Onto Ice: D, F, F, F, **HP**  
Animality - Icy Loch Nes Monster?: D, D, D, **LP**  
Pit: F, D, F, F, **HP** {or} B, D, F, F, **HK**  
Babality: D, B, B, **HK**  
Friendship - Snowman Head In A Box: **LK, RN, RN, U**  
Brutality: **HP, LP, HP, BL, LK, LK, HK, HK, LP, HP, LP**  
Mercy: (Hold **RN**), D, D, (Release **RN**)

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**UMK3 Smoke (Human)**

### Special Moves:

- 1) Spear: B, B, **LP**
- 2) Teleport Punch: D, B, **HP**
- 3) Teleport: D, U
- 4) Air Throw: (**BL**) IN AIR
- 5) Air Teleport Punch: (In Air): D, B, **HP**

### Finishing Moves:

Fatality 1 - Smoke Massacre: B, F, D, D, **RN**  
Fatality 2 - Beat Into Ground: **RN, BL, RN, RN, HK** {or} **RN, BL, RN, RN, LK**  
Fatality 3 - Crazy Kill: U, U, D, D  
Fatality 4 - Forward Teleport Punch Head Decap: F, D, F, **HP**

Animality - Porcupine: F, F, B, **HK**

Pit: F, U, U, **LP**

Babality: D, B, B, F, **HP** {or} D, D, D, **LK**

Friendship - No Smoking Allowed: **LK, RN, RN, LK** {or} B, F, B, D, **RN**

Brutality: **HP, HP, BL, LK, HK, HP, HK, HP, HK, LP, LK**

Mercy: (Hold **RN**), D, D, (Release **RN**)

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**UMK3 Noob Saibot**

### Special Moves:

1) Anti-Block Fireball: D, F, **LP**

2) Shadow Throw: F, F, **HP**

3) Teleport Slam: D, U

4) Taunt?: D, D, **BL**

### Finishing Moves:

Fatality 1 - Teleport Massacre: B, F, D, D, **RN**, THEN MAY HOLD (**RN**) - TRANSITION ON Fatality 4

Fatality 2 - Fireball Death: **RN, BL, RN, RN, LK**

Fatality 3 - Clone Massacre: F, F, F, **BL** {or} **RN, BL, BL, BL**

Fatality 4 - Teleport Massacre: B, F, D, D, **HK**

Animality - Anteater: F, B, F, **HK**

Pit: F, D, F, **BL** {or} **BL, BL, HK**

Babality: D, D, D, **LK**

Friendship - Bowling: **LK, RN, RN, LK** {or} B, F, B, D, **RN**

Brutality: **HP, LK, LP, BL, LK, HK, HP, LP, BL, LK, HK**

Mercy: (Hold **RN**), D, D, (Release **RN**)

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**UMK3/MKT Rain**

### Special Moves:

1) Blue Control Orb: D, F, **HP**

2) Lightning Lift: B, B, **HP**

3) Super Roundhouse Kick: (B+**HK**)

### Finishing Moves:

Fatality 1 - Upside Down Uppercut: F, F, D, U, **RN**

Fatality 2 - Electrocutation: **RN, BL, RN, RN, LK** (Crashed My Emulator!!!!)

Fatality 3 - Summoned Death: **RN, BL, BL, BL**

Fatality 4 - Lightning Split: F, F, F, **BL**

Animality - Elephant: **BL, BL, RN, RN, B**

Pit: F, D, F, **BL** {or} **BL, BL, HK**

Babality: D, D, D, **LK**

Friendship - Flowers: **LK, RN, RN, LK**

Brutality: **HP, HP, BL, LK, HK, BL, LK, HK, BL, HP, LP**

Mercy: (Hold **RN**), D, D, (Release **RN**)

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**MK3 Cyrax**

**Special Moves:**

- 1) Green Net: B, B, **LK**
- 2) Long Bomb Toss: (Hold **LK**), F, F, (**HK**)
- 3) Short Bomb Toss: (Hold **LK**), B, B, (**HK**)
- 4) Air Throw: (IF OPPONENT IN AIR): D, F, **BL**, THEN (**LP**)
- 5) Hammer Time: B, B, **HP**
- 6) Exploding Teleport: F, D, **BL**

**Finishing Moves:**

- Fatality 1 - Self Destruct: D, D, F, U, **RN**  
 Fatality 2 - HeliCyrax: D, D, U, D, **HP**  
 Fatality 3 - Bomb/Teleport Throw/Missile Massacre: B, B, F, **HP**  
 Animality - Shark: U, U, D, D (Hold **RN** for Another Result)  
 Pit: **RN, BL, RN**  
 Babality: F, F, B, **HP**  
 Friendship - The Charleston: **RN, RN, RN, U**  
 Brutality: **HP, HK, HP, HK, HK, HP, HK, HP, HK, LK, LP**  
 Mercy: (Hold **RN**), D, D, (Release **RN**)
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**MK3 Jax**

**Special Moves:**

- 1) Single Fireball: B, F, **HP**
- 2) Double Fireballs: F, F, B, B, **HP**
- 3) Gotcha Grab: F, F, **LP, LP, LP, LP, LP**
- 4) Cyber Dash: F, F, **HK**
- 5) Ground Pound: (Hold **LK**) 3 seconds
- 6) Back Breaker: (**BL**) IN AIR

**Finishing Moves:**

- Fatality 1 - Blade Arms: (Hold **BL**), U, D, F, U, (Release **BL**)  
 Fatality 2 - Giant Boot: **RN, BL, RN, RN, LK**  
 Fatality 3 - Brutal Beating: F, F, F, **RN**  
 Fatality 4 - Ground Pound Massacre: F, F, D, **RN**  
 Animality - Lion: (Hold **LP**), F, F, D, F, (Release **LP**) {or} **RN, RN, RN**  
 Pit: D, F, D, **LP**  
 Babality: D, D, D, **LK**  
 Friendship - Jumprope: **LK, RN, RN, LK**  
 Brutality: **HP, HP, HP, BL, LP, HP, HP, HP, BL, LP, HP**  
 Mercy: (Hold **RN**), D, D, (Release **RN**)
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**MK3 Kabal**



### Special Moves:

- 1) Fireball: B, B, **HP**
- 2) Web Spin: B, F, **LK**
- 3) Ground Saw: B, B, B, **RN**
- 4) Air Fireball: (IN AIR:) B, B, **HP**

### Finishing Moves:

Fatality 1 - Head Inflate: D, D, B, F, **BL**  
Fatality 2 - Scary Face: **RN, BL, BL, BL, HK**  
Fatality 3 - Whirlwind Death: (Hold **HP**), B, B, F, (Release **HP**)  
Fatality 4 - Summoning Saws: F, F, F, **RN**  
Anti-Fatality - Lost his Head: (Hold **HP**), F, F, F, F, (Release **HP**)  
Animality - Bony Rhino: (Hold **HP**), F, F, D, F, (Release **HP**)  
Pit: **BL, BL, HK**  
Babality: **RN, RN, LK**  
Friendship - Mortal Marshmallows: **RN, LK, RN, RN, U**  
Brutality: **HP, BL, LK, LK, LK, HK, LP, LP, LP, HP, LP, LP**  
Mercy: (Hold **RN**), D, D, (Release **RN**)

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**MK3 Kano**

### Special Moves:

- 1) Knife Toss: D, B, **HP**
- 2) Choke Hold: D, F, **LP**
- 3) Air Throw: (**BL**) IN AIR
- 4) Cannon Ball: (Hold **LK**) 3 seconds, {or} B, B, **LK**
- 5) Upwards Ball Roll: F, D, F, **HK** {or} F, F, **LK**
- 6) Knife Swipe: D, F, **HP**

### Finishing Moves:

Fatality 1 - Eye Laser: **LP, BL, BL, HK**  
Fatality 2 - Skelton Rip: (Hold **LP**), F, D, D, F, (Release **LP**)  
Fatality 3 - Shake/Roundhouse Kick (If Close) - Knife Decap (If Far): F, F, F, **LP**  
Animality - Spider: (Hold **HP**), **BL, BL, BL**, (Release **HP**)  
Pit: U, U, B, **LK**  
Babality: F, F, D, D, **LK**  
Friendship - Bubblegum: **LK, RN, RN, HK**  
Brutality: **HP, LP, BL, LP, HP, BL, HK, LK, BL, HK, LK**  
Mercy: (Hold **RN**), D, D, (Release **RN**)

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**MK3 Kung Lao**

### Special Moves:

- 1) Hat Toss: B, F, **LP**
- 2) Spinning Shield: F, D, F, (**RN+RN**) {or} F, F, (**LK+RN**)
- 3) Teleporting Whirlwind: B, F, **LK**

- 4) Reverse Hat Throw: D, F, **LK**
- 5) Dive Kick: (IN AIR): (D+**HK**)
- 6) Teleport: D, U
- 7) Tornado Spin + Teleport Attack: B, F, **LK**
- 8) Diagonal Returning Hat: D, F, **LK**

**Finishing Moves:**

Fatality 1 - Deadly Spin Shield: **RN, BL, RN, BL, D**  
 Fatality 2 - Hat Toss: F, F, B, D, **HP**  
 Fatality 3 - Roundhoused to Pieces: **RN, RN, BL, BL**  
 Fatality 4 - Whirlwind Clones: F, D, F, **BL**  
 Animality - Cougar: **RN, RN, RN, RN, B**  
 Pit: D, D, F, F, **LK**  
 Babality: D, F, F, **HP**  
 Friendship - Play Fetch: **RN, LP, RN, LK**  
 Brutality: **HP, LP, LK, HK, BL, HP, LP, LK, HK, BL, HP**  
 Mercy: (Hold **RN**), D, D, (Release **RN**)

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**MK3 Liu Kang**

**Special Moves:**

- 1) High Fireball: F, F, **HP**
- 2) Low Fireball: F, F, **LP**
- 3) Flying Kick: F, F, **HK**
- 4) Bicycle Kick: (Hold **LK** 3 SECONDS) {or} F, F, **LK**
- 5) Air Fireball: (IN AIR): F, F, **HP**

**Finishing Moves:**

Fatality 1 - Fire Transformation: F, F, D, D, **LK**  
 Fatality 2 - MK1 Arcade: U, D, U, U+(**RN+BL** SIMULTANEOUSLY)  
 Fatality 3 - Liu Massacre: B, F, **LK** (MAY CONTROL)  
 Fatality 4 - Head Transportation: B, B, D, D, **LK**  
 Animality - Dragon: D, D, U  
 Pit: **RN, BL, BL, LK**  
 Babality: D, D, D, **HK**  
 Friendship - Shadow Show: **RN, RN, RN, D**  
 Brutality: **HP, LP, HP, BL, LK, HK, LK, HK, LP, LP, HP**  
 Mercy: (Hold **RN**), D, D, (Release **RN**)

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**MK3 Nightwolf**

**Special Moves:**

- 1) Arrow: D, B, **LP**
- 2) Projectile Reflect: B, B, B, **HK**
- 3) Hatchet: D, F, **HP**
- 4) Shoulder Charge: F, F, **LK**

5) Red Shoulder Charge: B, B, F, **HK**

6) Uppercut??: F, F, **LP**

### **Finishing Moves:**

Fatality 1 - Energy Channel: U, U, B, F, **BL**

Fatality 2 - Lightning Axe: B, B, D, **HP**

Fatality 3 - Hatchet Decap: D, D, F, D

Fatality 4 - Deadly Green Magic: B, B, B, **LP**

Animality - Wolf: F, F, D, D

Pit: **RN, RN, B**

Babality: F, B, F, B, **LP**

Friendship - Hatchet Juggling: **RN, RN, RN, D**

Brutality: **HP, HP, HK, LK, LK, BL, BL, LP, LP, HP, HK**

Mercy: (Hold **RN**), D, D, (Release **RN**)

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**MK3 Sektor**

### **Special Moves:**

1) Missile: F, F, **LP**

2) Homing Missile: D, B, **HP**

3) Teleport Punch: F, F, **LK**

4) Hammer Attack: F, F, **HK**

5) Easy Missiles: D, **LP**

### **Finishing Moves:**

Fatality 1 - Trash Compactor: **LP, RN, RN, BL**

Fatality 2 - Flame Thrower: F, F, F, B, **BL**

Fatality 3 - Rocket Massacre: B, B, F, **HK**

Fatality 4 - Hammer Massacre: F, F, D, **HK**

Animality - Bat: F, F, D, U

Pit: **RN, RN, RN, D**

Babality: B, D, D, D, **HK**

Friendship - Test of Strength: **RN, RN, RN, RN, D**

Brutality: **HP, HP, BL, BL, HK, HK, LK, LK, LP, LP, HP**

Mercy: (Hold **RN**), D, D, (Release **RN**)

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**MK3 Shang Tsung**

### **Special Moves:**

1) Single Fireball: B, B, **HP**

2) Double Fireballs: B, B, F, **HP**

3) Triple Fireballs: B, B, F, F, **HP**

4) Ground Fire: F, B, B, **LK**

### **Morphs:**

MK1 Johnny Cage: B, B, D, **BL**

MK1 Kano: F, B, **BL**

MK1 Liu Kang: F, B, F, **HP**  
MK1 Raiden: D, F, B, **LK**  
MK1 Reptile: U, D, **LP**  
MK1 Scorpion: F, F, B, **LP**  
MK1 Sonya: F, B, **HP**  
MK1 Sub-Zero: B, D, B, **LP**  
MK1 Goro: B, B, B, **LK**  
MK1 Shang Tsung: **RN, RN, RN, LP**  
MKII Baraka: D, D, **LK**  
MKII Jax: D, F, B, **HK**  
MKII Johnny Cage: B, B, D, **LP**  
MKII Kitana: B, B, F, **LK**  
MKII Kung Lao: B, D, B, **HK**  
MKII Liu Kang: B, F, F, **BL**  
MKII Mileena: D, B, B, **LK**  
MKII Raiden: D, B, F, **LK**  
MKII Reptile: U, D, **HP**  
MKII Scorpion: F, F, B, **HP**  
MKII Shang Tsung: B, B, **BL**  
MKII Sub-Zero: B, D, B, **HP**  
MKII Jade: B, B, D, **LK**  
MKII Noob Saibot: D, D, B, **HP**  
MKII Smoke: D, D, F, **HP**  
MKII Kintaro: B, B, B, **LP**  
MK3 Cyrax: **BL, BL, BL, B**  
MK3 Jax: F, F, D, **LP**  
MK3 Kano: B, F, **BL**  
MK3 Kung Lao: **RN, RN, BL, RN**  
MK3 Kabal: **LP, BL, HK**  
MK3 Liu Kang: CLOCKWISE {or} D, D, D, D  
MK3 Nightwolf: U, U, UP  
MK3 Sektor: D, F, B, **RN**  
MK3 Sheeva: (Hold **LK**), F, D, F, (Release)  
MK3 Sindel: B, D, B, **LK**  
MK3 Sonya: (Hold **RN+LP+BL+D**), {or} U, U, D  
MK3 Sub-Zero: F, D, F, **HP**  
MK3 Stryker: F, F, F, **HK**  
MK3 Smoke: F, F, **LP**  
MK3 Motaro: D, F, **LK**  
MK3 Shao Kahn: B, D, D  
UMK3 Jade: F, D, D, **BL**  
UMK3 Kitana: F, D, F, **RN**  
UMK3 Reptile: **RN, BL, BL, HK**  
UMK3 Scorpion: D, D, F, **LP**  
UMK3 Classic Sub-Zero: **BL, BL, RN, RN**  
UMK3 Mileena: **RN, BL, HK**  
UMK3 Ermac: D, D, U  
UMK3 Classic Smoke: F, F, D, D  
UMK3 Noob Saibot: F, D, D, B, **HK**  
UMK3 Rain: **RN, BL, LK**  
MKT Johnny Cage: B, B, D, **HP**  
MKT Chameleon: F, F, **LK**  
MKT Khameleon: **RN, BL, D**

Return to Shang Tsung Form: Start

**Finishing Moves:**

Fatality 1: (Hold **LP**), D, F, F, D, (Release **LP**)  
Fatality 2: (Hold **LP**), **RN, BL, RN, BL**, (Release **LP**)  
Fatality 3 - Assisted Fatality: (Hold **HP**), D, D, (Release **HP**)  
Fatality 4 - Shao Kahn Morph: (Hold **HP**), D, D, F, (Release **HP**)  
Animality - Cobra: (Hold **HP**), **RN, RN, RN**, (Release **HP**)  
Pit: U, U, B, **LP**  
Babality: **RN, RN, RN, LK**  
Friendship - Classic Game Reference: **LK, RN, RN, D**  
Brutality: **HP, BL, BL, BL, LK, HP, LP, LP, BL, BL, B**  
Mercy: (Hold **RN**), D, D, (Release **RN**)

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**MK3 Sheeva**

**Special Moves:**

2) Teleport Stomp: D, U  
3) Ground Stomp: B, D, B, **HK**  
4) Fireball: D, F, **HP**

**Finishing Moves:**

Fatality 1 - Hammer Time: F, D, D, F, **LP**  
Fatality 2 - Skin Rip: (Hold **HK**), F, B, F, F, (Release **HK**)  
Fatality 3 - Stomp Impale: B, B, B, **LK**  
Fatality 4 - Uppercut out of Skin: F, F, F, **LK**  
Animality - Scorpion: **RN, BL, BL, BL, B**  
Pit: D, F, D, F, **LP**  
Babality: D, D, D, B, **HK**  
Friendship - Balancing 4 Plates: F, F, D, F, **HP**  
Brutality: **HP, LP, BL, LK, HK, BL, HK, LK, BL, LP, HP**  
Mercy: (Hold **RN**), D, D, (Release **RN**)

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**MK3 Sindel**

**Special Moves:**

1) Fireball: F, F, **LP**  
2) Shriek Wave: ,F, F, **HP**  
3) Levitate: B, B, F, **HK (RN to land)**  
4) Air Fireball: D, F, **LK IN AIR**

**Finishing Moves:**

Fatality 1 - Extreme Shriek: **RN, RN, BL, BL**, +(RN+BL SIMULTANEOUSLY)  
Fatality 2 - Hair Spin: **RN, RN, BL, RN, BL**  
Fatality 3 - Head Decap/Kick: F, F, D, **HP**  
Animality - Wasp: F, F, U, **HP**

Pit: D, D, D, **LP**

Babality: **RN, RN, RN, U**

Friendship - Goal!: **RN, RN, RN, RN, RN, U**

Brutality: **HP, BL, LK, BL, LK, HK, BL, HK, LK, BL, LP**

Mercy: (Hold **RN**), D, D, (Release **RN**)

---



**MK3 Sonya**

### **Special Moves:**

1) Ring Toss: D, F, **LP**

2) Leg Grab: (D+**LP+BL**) {or} D, D, **LK**

3) Bicycle Kick: B, B, D, **HK**

4) Square Wave Punch: F, B, **HP**

### **Finishing Moves:**

Fatality 1 - Kiss of Death Energy Field: B, F, D, D, **RN**

Fatality 2 - Kiss of Flaming Death: (Hold **RN+BL**), U, U, B, D

Fatality 3 - Air Kick???: F, F, F, **LK**

Animality - Bird: (Hold **LP**), B, F, D, F, (Release **LP**)

Pit: F, F, D, **HP**

Babality: D, D, F, **LK**

Friendship - Swinging Arms: B, F, B, D, **RN**

Brutality: **HP, LK, BL, HP, LK, BL, HP, LP, BL, HK, LK**

Mercy: (Hold **RN**), D, D, (Release **RN**)

---



**MK3 Stryker**

### **Special Moves:**

1) Low Grenade: D, B, **LP**

2) High Grenade: D, B, **HP**

3) Poppin' Caps: B, F, **HP**

4) Club Trip: F, B, **LP**

5) Club Throw: F, F, **HK**

### **Finishing Moves:**

Fatality 1 - Cattle Prod: F, F, F, **LK**

Fatality 2 - Dynamite Jacket: D, F, D, F, **BL**

Fatality 3 - Gun Massacre??: D, F, **HP**

Animality - T-Rex: **RN, RN, RN, B**

Pit: F, U, U, **HK**

Babality: D, F, F, B, **HP**

Friendship - Pedestrians: **LP, RN, RN, LP**

Brutality: **HP, LP, HK, LK, HP, LP, LK, HK, HP, LK, LK**

Mercy: (Hold **RN**), D, D, (Release **RN**)

---



### MK3 Sub-Zero (Unmasked)

#### Special Moves:

- 1) Ice Freeze: D, F, **LP**
- 2) Ice Clone: D, B, **LP** {or} F, F, D, **HK** - AFTER FINISH HIM
- 3) Slide: (B+**LP**+**BL**) {or} (B+**BL**),**LK** {or} B, B, **RN**
- 4) Ice Shower: D, F, **HP**
- 5) Close Ice Shower: D, F, B, **HP**
- 6) Far Ice Shower: D, B, F, **HP**

#### Finishing Moves:

- Fatality 1 - Icy Breath: B, B, D, B, **RN**  
 Fatality 2 - Overhead Freeze/Shatter: **BL, BL, RN, BL, RN**  
 Fatality 3 - Freeze+Uppercut: D, F, F, **RN**  
 Fatality 4 - Ice Wall: **RN, RN, RN**  
 Animality - Polar Bear: F, U, U  
 Pit: B, D, F, F, **HK**  
 Babality: D, B, B, **HK**  
 Friendship - Snowman: **LK, RN, RN, U**  
 Brutality: **HP, LK, HK, LP, HP, HK, HK, HP, HP, LP, HP**  
 Mercy: (Hold **RN**), D, D, (Release **RN**)
- 



### MK3 Smoke (Cyborg)

#### Special Moves:

- 1) Spear: B, B, **LP**
- 2) Hammer attack: F, F, **LP**
- 3) Teleport Uppercut: F, F, **LK**
- 4) Air Teleport Uppercut: (IN AIR): F, F, **LK**
- 5) Air Throw: (IN AIR): (**BL**) (While Close)
- 6) Smoke Missile: D, B, **HP**
- 7) Invisibility: U, U, **RN**

#### Finishing Moves:

- Fatality 1 - Armageddon: U, U, F, D  
 Fatality 2 - Bomb Implant: (Hold **BL**+**RN**), D, D, F, U  
 Fatality 3 - Teleport/Uppercut/Bomb Massacre: B, F, F, **BL**  
 Animality - Red Bull: D, F, F, **BL** AFTER THIS MAY HOLD (**RN**) ON ANY CONTROLLER - LOSER WILL RUN AWAY IF FIGHT Smoke VERSUS Smoke AND HOLD (**BL**) - BULL WILL RUN AWAY FROM BULL  
 Pit: F, F, D, **LK**  
 Babality: D, D, B, B, **HK**  
 Friendship - Horn: **RN, RN, RN, HK**  
 Brutality: **HP, LK, LK, HK, BL, BL, LP, LP, HP, BL, BL**  
 Mercy: (Hold **RN**), D, D, (Release **RN**)
-



**MK3 Motaro**

**Special Moves:**

- 1) Fireball: D, B, **HP**
- 2) Grab: F, F, **LP**
- 3) Teleport: D, U

**Finishing Moves:**

- Fatality 1 - Tail Toasty: **RN, BL, RN, BL, D** (Half Screen)
  - Fatality 2 - Horse-Kick Decap: **RN, BL, RN, RN, LK**
  - Fatality 3 - Hell Toasty: **RN, BL, BL, BL**
  - Fatality 4 - Torso Punch: F, F, F, **BL**
  - Pit: B, F, D, **RN**
  - Animality - Huge Motaro: B, B, B, **HP** [Far]
  - Babality: D, D, D, **LK**
  - Friendship - Motaro Hops: **LK, RN, RN, LK**
  - Brutality: D, D, **HP, HP, LK, HP, HP, HP, HP, HP, LK, HP, HP, HP, LK**
  - Mercy: (Hold **RN**), D, D, (Release **RN**)
- 



**MK3 Shao Kahn**

**Special Moves:**

- 1) Fireball: B, B, F, **LP**
- 2) Shoulder Charge: F, F, **LP**
- 3) Knee Lift: F, F, **HP**
- 4) Hammer: B, F, **HP**
- 5) Laugh: D, D, **HK**
- 6) Taunt: D, D, **BL**
- 7) Spear: B, B, **HP**
- 8) Grab and Punch: D, F, **HP**

**Finishing Moves:**

- Fatality 1 - Shao Kahn Massacre: **RN, BL, RN, BL, D**
  - Fatality 2 - Shoulder Charge Decap: **RN, BL, RN, RN, LK**
  - Fatality 3 - Bomb Plant: **RN, BL, BL, B**
  - Fatality 4 - Knee Lift+Torso Rip: F, F, F, **BL**
  - Pit: B, F, D, **RN**
  - Animality - Dragon: D, B, **HP**
  - Babality: D, D, D, **LK**
  - Friendship - Tiny "DMML" Kloner+Armageddon: **LK, RN, RN, LK**
  - Brutality: **HP, HP, HP, HP, HK, HK, HK, HP, HK, HP, HK, HP, HK MAY BEGIN WITH D, D, HP**
  - Mercy: (Hold **RN**), D, D, (Release **RN**)
-





**MKII Baraka**

**Special Moves:**

- 1) Blade Spark: D, B, **HP**
- 2) Blade Swipe: B, F, **HP**
- 3) Blade Fury: B, B, **LP**
- 4) Blade Spin: F, D, F, **BL** {or} B, B, **BL** - (Keep Tapping **BL**, Hold B or F to move)

**Finishing Moves:**

- Fatality 1 - Blade Decapitation: B, B, B, **HP**  
 Fatality 2 - Blade Impale: B, F, D, F, **LP**  
 Fatality 3 - Slice N Dice: F, F, F, **LP**  
 Fatality 4 - Blade Spark Massacre: F, F, B, **HP**  
 Animality - Vulture (Torso Rip): D, F, F, **HK** IF HOLD (**RN**) ON ANY CONTROLLER IN  
 Animality - (Head Decap)  
 Pit: F, F, D, **HK**  
 Babality: F, F, F, **HK**  
 Friendship - Present: U, F, F, **HK**  
 Brutality: **HP, HP, HP, LP, LP, BL, HK, HK, LK, LK, B**  
 Mercy: (Hold **RN**), D, D, (Release **RN**)
- 



**MKII Jax**

**Special Moves:**

- 1) Energy Wave: D, B, **HK** {or} D, F, **HK**
- 2) Gotcha Grab: F, F, **LP**
- 3) Ground Pound: (Hold **LK**) 3 Sec., (Release **LK**) {or} F, F, **LK**
- 4) Hammer Fist: F, F, **HP**
- 5) Backbreaker: (**BL**) IN AIR

**Finishing Moves:**

- Fatality 1 - Head Smash: (Hold **LP**), F, F, F, (Release **LP**)  
 Fatality 2 - Arm Rip: **BL, BL, BL, LP**  
 Fatality 3 - Gotcha Grab of Death: B, F, **LP** MAY MANY TIMES PUSH (**LP**)  
 Fatality 4 - Ground Pound of Death: B, B, B, **LK**  
 Animality - "Simba" Lion Cub: F, F, F, **HK**  
 Pit: U, U, D, **LK**  
 Babality: D, U, **LK**  
 Friendship - Paper Dolls: D, D, U, U, **LK**  
 Brutality: **HP, HP, BL, HK, LP, LP, HP, BL, HK, HK, HP**  
 Mercy: (Hold **RN**), D, D, (Release **RN**)
- 



**MKII Johnny Cage**

### Special Moves:

- 1) Low Flame: D, F, **LP**
- 2) High Flame: D, B, **HP**
- 3) Shadow Kick: B, F, **LK**
- 4) Shadow Uppercut: B, B, **HP**
- 5) Steep Kick: F, F, **LK**
- 6) Split Punch: F, F, **LP** (Works on Everybody!)

### Finishing Moves:

- Fatality 1 - Torso Rip: D, D, F, F, **LP**  
Fatality 2 - Head Uppercut: F, F, D, U (MAY IN END COMBINATION HOLD D - Fatality 2 DO 3 TIMES)  
Fatality 3 - Throw + Shadow Uppercut: F, F, F, **HP** {or} F, F, F, **HK**  
Animality - Kangaroo: D, F, F, **HK**  
Pit: D, D, **HK**  
Babality: B, B, B, **HK**  
Friendship - To My Greatest Fan!: D, D, D, D, **HK**  
Brutality: **HP, LK, HK, LP, HP, HK, HK, HP, HP, LP, HP**  
Mercy: (Hold **RN**), D, D, (Release **RN**)
- 



**MKII Kitana**

### Special Moves:

- 1) Fan Throw: F, F, (**HP+LP**)
- 2) Air Fan Throw: F, F, (**HP+LP**) (IN AIR)
- 3) Fan Lift: B, B, B, **HP**
- 4) Square Wave Punch: D, B, **HP**
- 5) Fan Slice: B, F, **HP**
- 6) Rising Fan Uppercut: D, F, **HP**

### Finishing Moves:

- Fatality 1 - Kiss of Death: (Hold **LK**), F, F, D, F, (Release **LK**)  
Fatality 2 - Fan Decapitation: **BL, BL, BL, HK**  
Fatality 3 - Fan Lift Death: F, F, F, **LK** (Glitchy)  
Animality - Owl: F, F, F, **RN**  
Pit: F, D, F, **HK**  
Babality: D, D, D, **LK**  
Friendship - Kake!: D, D, U, **LK**  
Brutality: **HP, HP, BL, HK, BL, LK, BL, LP, BL, HP, B**  
Mercy: (Hold **RN**), D, D, (Release **RN**)
- 



**MKII Kung Lao**

### Special Moves:

- 1) Hat Throw: B, F, **LP** (U/D to control)
- 2) Whirlwind Spin: U, U, **LK**, {or} B, F, **LK**, THEN PUSH (**LK**)
- 3) Teleport: D, U

- 4) Air Kick: IN AIR (D+**HK**)
- 5) Torpedo: B, B, F - MAY IN AIR

### **Finishing Moves:**

Fatality 1 - Slice: F, F, F, **LK**

Fatality 2 - Hat Throw Decap: (Hold **LP**), B, B, F, (Release **LP**), MAY CONTROL HAT, PUSH (U), {or} (D), CHANGING Fatality 2 RESULT

Fatality 3 - Roundhouse Death: F, F, F, **LP**, {or} **RN, RN, BL**, B

Fatality 4 - Whirlwind Death: B, B, B, **LK**

Animality - Dog: **RN, RN, RN, RN, BL**

Pit: F, F, F, **HP**

Babality: F, F, **HK**

Friendship - Rabbit Out The Hat: B, B, B, D, **HK**

Brutality: **HP, LP, HK, HK, LP, LP, LP, LK, LK, BL, HP**

Mercy: (Hold **RN**), D, D, (Release **RN**)

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**MKII Liu Kang**

### **Special Moves:**

1) High Fireball: F, F, **HP**

2) Low Fireball: F, F, **LP**

3) Air High Fireball: (In Air): F, F, **HP**

4) Flying Kick: F, F, **HK**

5) Bicycle Kick: (Hold **LK**) 5 Sec., (Release **LK**) {or} F, F, **LK**

### **Finishing Moves:**

Fatality 1 - Cartwheel + Uppercut: B, U, F, D {or} F, F, D, D

Fatality 2 - Bicycle Kick Massacre: D, D, D, **LK**

Fatality 3 - Flying Kick Decap: B, B, B, **HK**

Animality - Dragon: D, F, B, B, **HK**

Pit: B, F, F, **LK**

Babality: D, F, B, **LK**

Friendship - Disco Ball: B, B, B, **LK**

Brutality: **HP, HP, HP, LP, LP, LK, LK, HK, HK, HK, HK**

Mercy: (Hold **RN**), D, D, (Release **RN**)

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**MKII Mileena**

### **Special Moves:**

1) Sai Throw: (Hold **HP**) 2 SEC., (Release **HP**) {or} B, B, **HP**

2) Air Sai Throw: (Hold **HP**) 2 SEC., (Release **HP**) {or} B, B, **HP** (IN AIR)

3) Teleport kick: F, F, **LK**

4) Ground Roll: B, B, D, **HK** {or} B, B, **HK**

5) Sai Stab: B, F, **HP**

### **Finishing Moves:**

Fatality 1 - Sai Stab: F, B, F, **LP**

Fatality 2 - Inhale: (Hold **HK**) 3 SEC., (Release **HK**)  
Fatality 3 - Nail Spit: F, F, F, **HK**  
Animality - Hyena: D, D, F, **HK**  
Pit: F, D, F, **LK**  
Babality: D, D, D, **HK**  
Friendship - Flower: D, D, U, **HK**  
Brutality: **HP, LP, LP, HP, BL, HK, LK, HK, BL, HP, LP**  
Mercy: (Hold **RN**), D, D, (Release **RN**)

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**MKII/MKT Raiden**

**Special Moves:**

- 1) Lightning Bolt: D, F, **LP**
- 2) Reverse Lightning Bolt: D, B, **LP**
- 3) Torpedo: B, B, F - (ALSO IN AIR)
- 4) Teleport: D, U
- 5) Shocker: F, F, **HP**

**Finishing Moves:**

Fatality 1 - Exploding Shocker: (Hold **LK**) 3 SEC., (Release **LK**) AND HOLD (**BL+LK**)  
Fatality 2 - Massive Uppercut: HOLD (**HP**) 1 SEC., (Release **HP**)  
Fatality 3 - Torpedo of Death: F, F, F, F  
Fatality 4 - Lightning From Hands: **RN, RN, U** {or} B, B, **HP**  
Animality - Electric Eel: B, B, B, **HK**  
Pit: U, U, **HP**  
Babality: D, D, D, **HK**  
Friendship - Kidd Thunder: D, B, F, **HK**  
Fergality: B, B, B, **BL**  
Brutality: **HP, HP, LK, LK, LK, HK, LP, LP, LP, BL, BL**  
Mercy: (Hold **RN**), D, D, (Release **RN**)

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**MKII Reptile**

**Special Moves:**

- 1) Acid Spit: F, F, **HP**
- 2) Slow Force Ball: B, B, (**LP+HP**) {or} B, B, **HP** {or} B, B, **LP**
- 3) Fast Force Ball: F, F, (**LP+HP**) {or} F, F, **LP**
- 4) Invisibility: U, D, **HP**
- 5) Slide: B, B, **RN**

**Finishing Moves:**

Fatality 1 - Tasty!: B, B, D, **LP** {or} B, B, D, B, **RN**  
Fatality 2 - Invisible Torso Rip: F, F, D, **HK**  
Fatality 3 - Acid Force Ball: B, F, **HP**  
Animality - Lizard: D, D, D, **HK**  
Pit: D, F, F, **BL**  
Babality: D, B, B, **LK**

Friendship - Buy a Reptile Doll: B, B, D, **LK**  
Brutality: **HP, BL, HK, HK, BL, HP, LP, LK, LK, BL, LP**  
Mercy: (Hold **RN**), D, D, (Release **RN**)

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### **MKII Scorpion**

#### **Special Moves:**

- 1) Spear: B, B, **LP**
- 2) Teleport Punch: D, B, **HP**
- 3) Leg Grab: D, B, **LK**
- 4) Air Throw: (In Air): (**BL**)

#### **Finishing Moves:**

Fatality 1 - Toasty!: D, D, U, U, **HP**, {or} U, U, **HP**  
Fatality 2 - Slice: (Hold **HP**) 1 SEC., (Release **HP**)  
Fatality 3 - Teleport Punch of Death: F, F, F, **HK** - IF PUSH AFTER FIRST 2 And MORE IMPACTS In Brutality - MAY TO MAKE 2 TIMES  
Fatality 4 - Choose Your Destiny: B, F, F, **HP** (Close) OPPONENT CAN PRESS (**LP** OR **BL**, OR **LK**), IF HE PRESS NEEDED BUTTON - HE WILL STAY ALIVE  
Animality - Scorpion: B, F, D, **HP**  
Pit: D, F, F, **BL**  
Babality: D, B, B, **HK**  
Friendship - Buy A Scorpion Doll: B, B, D, **HK**  
Brutality: **HP, HP, BL, HK, HK, LK, HK, HP, HP, LP, HP**  
Mercy: (Hold **RN**), D, D, (Release **RN**)

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### **MKII Shang Tsung**

#### **Special Moves:**

- 1) Flaming Skull: B, B, **HP**
- 2) Two Flaming Skulls: B, B, F, **HP**
- 3) Three Flaming Skulls: B, B, F, F, **HP**

#### **Morphs:**

MK1 Kano: F, B, **BL**  
MK1 Sonya: F, B, **HP**  
MK1 Liu Kang: F, B, F, **HP**  
MK1 Johnny Cage: B, B, D, **BL**  
MK1 Raiden: D, F, B, **LK**  
MK1 Scorpion: F, F, B, **LP**  
MK1 Reptile: U, D, **LP**  
MK1 Sub-Zero: B, D, B, **LP**  
MK1 Shang Tsung: **RN, RN, RN, LP**  
MK1 Goro: B, B, B, **LK**  
MKII Scorpion: F, F, B, **HP**  
MKII Reptile: U, D, **HP**  
MKII Sub-Zero: B, D, B, **HP**

MKII Smoke: D, D, F, **HP**  
 MKII Noob Saibot: D, D, B, **HP**  
 MKII Kitana: B, B, F, **LK**  
 MKII Mileena: D, B, B, **LK**  
 MKII Jade: B, B, D, **LK**  
 MKII Kung Lao: B, D, B, **HK**  
 MKII Baraka: D, D, **LK**  
 MKII Liu Kang: B, F, F, **BL**  
 MKII Johnny Cage: B, B, D, **LP**  
 MKII Kintaro: B, B, B, **LP**  
 MKII Jax: D, F, B, **HK**  
 MKII Raiden: D, B, F, **LK**  
 MK3 Kano: B, F, **BL**  
 MK3 Sonya: (Hold **RN+LP+BL+D**), {or} U, U, D  
 MK3 Jax: F, F, D, **LP**  
 MK3 Nightwolf: U, U, U  
 MK3 Sub-Zero: F, D, F, **HP**  
 MK3 Stryker: F, F, F, **HK**  
 MK3 Sindel: B, D, B, **LK**  
 MK3 Sektor: D, F, B, **RN**  
 MK3 Cyrax: **BL, BL, BL, BL**  
 MK3 Sheeva: (Hold **LK**), F, D, F, (Release)  
 MK3 Kung Lao: **RN, RN, BL, RN**  
 MK3 Kabal: **LP, BL, HK**  
 MK3 Liu Kang: 360° {or} D, D, D, D  
 MK3 Smoke: F, F, **LP**  
 MK3 Shang Tsung: B, B, **BL**  
 MK3 Motaro: D, F, **LK**  
 MK3 Shao Kahn: B, D, D  
 UMK3 Kitana: F, D, F, **RN**  
 UMK3 Jade: F, D, D, **BL**  
 UMK3 Mileena: **RN, BL, HK**  
 UMK3 Scorpion: D, D, F, **LP**  
 UMK3 Reptile: **RN, BL, BL, HK**  
 UMK3 Ermac: D, D, U  
 UMK3 Classic Sub-Zero: **BL, BL, RN, RN**  
 UMK3 Classic Smoke: F, F, D, D  
 UMK3 Noob Saibot: F, D, D, B, **HK**  
 UMK3 Rain: **RN, BL, LK**  
 MKT Johnny Cage: B, B, D, **HP**  
 MKT Chameleon: F, F, **LK**  
 MKT Khameleon: **RN, BL, D**

Return to Shang Tsung Form: Start

### Finishing Moves:

Fatality 1 - Possession: (Hold **HK**) 2 SEC., (Release **HK**) {or} B, B, B, **HK**

Fatality 2 - Soul Steal: U, D, U, **LK** IF (Hold **RN**) - WILL TURN IN END

Fatality 3 - Kintaro Morph: B, F, **LP**

Fatality 4 - Klone Beatdown: F, B, **LP** IF (Hold **RN**) - WILL BEAT 3 CHARACTERS AND MAY MORPH IN ANYBODY IN EXECUTION Fatality.

Animality - Alligator: (Hold **HP**), F, F, F, (Release **HP**)

Pit: U, U, B, **LP** {or} D, U, D

Babality: **RN, RN, RN, LK** {or} B, F, D, **HK**  
Friendship - Rainbow: **LK, RN, RN, D** {or} B, B, D, F, **HK**  
Brutality: **HP, HP, LK, LK, HK, HK, HK, LP, LP, LP, LP**  
Mercy: (Hold **RN**), D, D, (Release **RN**)

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**MKII Sub-Zero**

**Special Moves:**

- 1) Ice Freeze: D, F, **LP**
- 2) Ground Freeze: D, B, **LK**
- 3) Slide: B, B, **RN** {or} (B+**BL**+**LK**)

**Finishing Moves:**

Fatality 1 - Freeze/Uppercut:

Part 1 - F, F, D, **HK**

Part 2 - F, D, F, F, **HP**, {or} F, F, F, **HK**, {or} B, D, B, B, **HK**

(Can do Part 2 Without Part 1)

Fatality 2 - Ice Grenade: (Hold **LP**), B, B, D, F, (Release **LP**)

Fatality 3 - Freeze Shatter: F, F, F, **HP**

Fatality 4 - Ground Freeze into Spikes: **RN, RN, RN, HK**

Animality - No Klue What That Was...: D, D, D, **LP**

Pit: D, F, F, **BL**

Babality: D, B, B, **HK**

Friendship - Buy A Sub-Zero Doll: B, B, D, **HK**

Brutality: **HP, LP, HP, BL, LK, LK, HK, HK, LP, HP, LP, LP, LP**

Mercy: (Hold **RN**), D, D, (Release **RN**)

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**MKII Smoke**

**Special Moves:**

- 1) Spear: B, B, **LP**
- 2) Teleport Punch: D, B, **HP**
- 3) Leg Grab: D, B, **LK**
- 4) Fast Throw - F, F, **HP**
- 5) Fast Reverse Punch - F, F, **HK**
- 6) Invisibility - U, U, **RN**

**Finishing Moves:**

Fatality 1 - Smoke Possession: B, B, B, **HK**

Fatality 2 - Head Decap Uppercut.: **RN, BL, RN, RN, HK**

Fatality 3 - Massive Smoke Massacre: B, B, B, **HP**

Animality - "Armaddon" - Stegosaurus: F, F, B, **HK**

Pit: D, F, F, **BL**

Babality: D, B, B, **BL**

Friendship - Buy A Smoke Doll: D, D, D, D, **BL**

Brutality: **HP, HP, BL, LK, HK, HP, HK, HP, HK, LP, LK**

Mercy: (Hold **RN**), D, D, (Release **RN**)



**MKII Jade**

**Special Moves:**

- 1) Staff Throw: B, B, **HP**
- 2) Air Staff Throw: B, B, **HP** (in air)
- 3) Fan Throw: F, F, **HP** (also in air)
- 4) Flying Kick: F, F, **HK**
- 5) Sky Kick: F, F, **LK**
- 6) Green Kick: D, F, **LK**

**Finishing Moves:**

- Fatality 1 - Head Uppercut: **RN, RN, RN, HK**  
Fatality 2 - Pole Impale: **RN, RN, RN, BL, RN**  
Fatality 3 - Green Kick Impale: **RN, RN, RN, LK** (IF (Hold **RN**) - WILL ROUNDHOUSE)  
Animality - Bird: F, D, F, F, **LK**  
Pit: F, D, F, **HK** {or} B, F, D, **RN**  
Babality: D, B, B, **HK**  
Friendship - Head on a Pole: D, D, D, **HK**  
Brutality: **HP, HP, HP, HP, HP, HP, HP, HP, HP, HP, HP, HP, HP, HP, HP**  
Mercy: (Hold **RN**), D, D, (Release **RN**)
- 



**MKII Noob Saibot**

**Special Moves:**

- 1) Dark Projectile: B, B, **HP**
- 2) Uppercut Klone: F, F, **HP**
- 3) Sweep Klone: B, B, **LK**
- 3) Teleport Slam: D, U
- 4) Sky Kick: F, F, **LK**

**Finishing Moves:**

- Fatality 1 - Teleport Slam: B, F, D, D, **RN**, AFTER THIS MAY (Hold **RN**) - TRANSITION ON Fatality 4  
Fatality 2 - Leg Grab Decapitation: **RN, RN, LK**  
Fatality 3 - Exploding Dark Projectile: B, B, F, **HP**  
Fatality 4 - Teleport Slams: B, F, D, D, **HK**  
Animality - Have No Klue What That Was...: D, D, D, **HP**  
Pit: D, F, F, **BL**  
Babality: D, D, D, **BL**  
Friendship - Buy A Noob Saibot Doll: B, B, D, **BL**  
Brutality: **HP, LK, LP, BL, LK, HK, HP, LP, BL, LK, HK**  
Mercy: (Hold **RN**), D, D, (Release **RN**)
-





## MKII Kintaro

### Special Moves:

- 1) Fireball: B, F, **HP** {or} (D+**HK**)
- 2) Teleport Stomp: D, U
- 3) Roar: D, D, **LK** {or} (B+**HK**)

### Finishing Moves:

- Fatality 1 - Throws + Uppercut: F, F, F, **HP**  
 Fatality 2 - Torso Punch: B, B, B, **HP**  
 Fatality 3 - Teleport Stomp of Death: **RN**, **RN**, U  
 Fatality 4 - Shokan Toasty!: F, B, **HP**  
 Animality - Winged Bony Dinosaur Thing...: B, B, B, **LK**  
 Pit: D, D, D, **HP**  
 Babality: D, B, B, **BL**  
 Friendship - Shokan Fit + Thumbs Up!: B, B, D, **BL**  
 Brutality: **HP**, **HP**, **HP**, **HP**, **HP**, **HK**, **HK**, **HK**, **HK**, **HK**, **LK**, **LK**, **LK**, **LK**  
 Mercy: (Hold **RN**), D, D, (Release **RN**)
- 



## MKII Shao Kahn

### Special Moves:

- 1) Fireball: B, B, F, **LP**
- 2) Shoulder Charge: F, F, **LP**
- 3) Knee Lift: F, F, **HP**
- 4) Hammer: B, F, **HP**
- 5) Laugh: D, D, **HK**
- 6) Taunt: D, D, **BL**
- 7) Spear: B, B, **HP**
- 8) Grab and Punch: D, F, **HP**

### Finishing Moves:

- Fatality 1 - Shao Kahn Massacre: **RN**, **BL**, **RN**, **BL**, D  
 Fatality 2 - Shoulder Charge Decap: **RN**, **BL**, **RN**, **RN**, **LK**  
 Fatality 3 - Bomb Plant: **RN**, **BL**, **BL**, B  
 Fatality 4 - Knee Lift+Torso Rip: F, F, F, **BL**  
 Pit: B, F, D, **RN**  
 Animality - Dragon: D, B, **HP**  
 Babality: D, D, D, **LK**  
 Friendship - Tiny "DMML" Kloner+Armageddon: **LK**, **RN**, **RN**, **LK**  
 Brutality: **HP**, **HP**, **HP**, **HP**, **HK**, **HK**, **HK**, **HP**, **HK**, **HP**, **HK**, **HP**, **HK** MAY BEGIN WITH D, D, **HP**  
 Mercy: (Hold **RN**), D, D, (Release **RN**)
-



**MK1 Johnny Cage**

**Special Moves:**

- 1) Green Flame: B, F, **HP** {or} D, B, **HP** {or} D, F, **LP**
- 2) Shadow Kick: B, F, **LK**
- 3) Roundhouse Kick: F, F, **LK**
- 4) Nut Punch: F, F, **LP**

**Finishing Moves:**

- Fatality 1 - Deadly Shadow Kick: D, D, F, F, **LP**
- Fatality 2 - Head Uppercut: F, F, D, U (Hold D for more Heads!)
- Fatality 3 - Deadly Nut Punch: F, F, F, **HP** {or}  
 F, F, F, **HK** {or}  
 (Hold **LK**), F, F, F (Release **LK**)
- Fatality 4 - Shadow Kick Through Chest: (Hold **LK**), B, B, B, (Release **LK**) IF (Hold **RN**) -  
 IN END TURN
- Animality - "Blizzard" - Ape: D, F, F, **HK**
- Pit: D, D, **HK**
- Babality: B, B, B, **HK**
- Friendship - Give Em Shades: D, D, D, D, **HK**
- Brutality: **HP, LK, HK, LP, HP, HK, HK, HP, HP, LP, HP**
- Mercy: (Hold **RN**), D, D, (Release **RN**)
- 



**MK1 Kano**

**Special Moves:**

- 1) Knife Toss: (Hold **BL**), B, F
- 2) Cannon Ball: (Hold **LK**) 3 seconds {or} B, B, **LK**
- 3) F, D, F, **HK** {or} F, F, **LK**

**Finishing Moves:**

- Fatality 1 - Eye Laser: **LP, BL, BL, HK**
- Fatality 2 - Heart Rip: (Hold **LP**), F, D, D, F, (Release **LP**) {or} F, B, B, B, **LP**
- Fatality 3 - Cannon Ball Smash: F, F, F, **LP**
- Fatality 4 - Juggle Kick: B, F, **LP**
- Animality - Dropping Spider: (Hold **HP**), **BL, BL, BL**, (Release **HP**)
- Pit: U, U, B, **LK**
- Babality: F, F, D, D, **LK**
- Friendship - Ever Seen a Kano Hold a MKII Machine?: **LK, RN, RN, HK**
- Brutality: **HP, LP, BL, LP, HP, BL, HK, LK, BL, HK, LK**
- Mercy: (Hold **RN**), D, D, (Release **RN**)
- 



**MK1 Liu Kang**

### Special Moves:

- 1) High Fireball: F, F, **HP**
- 2) Flying Kick: F, F, **HK**

### Finishing Moves:

Fatality 1 - Cartwheel+Uppercut: B, U, F, D {or} F, F, D, D  
Fatality 2 - Throw+Kick: D, D, D, **LK** - {POSSIBLE DO OTHER SET DURING IN TURN}  
Fatality 3 - Fireball of Death: B, B, B, **HK**  
Animality - Golden Dragon Drop: D, F, B, B, **HK**  
Pit: B, F, F, **LK**  
Babality: D, F, B, **LK**  
Friendship - Catch Fly: B, B, B, **LK**  
Brutality: **HP, HP, HP, LP, LP, LK, LK, HK, HK, HK, HK**  
Mercy: (Hold **RN**), D, D, (Release **RN**)

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**MK1 Raiden**

### Special Moves:

- 1) Lightning Bolt: D, F, **LP**
- 2) Torpedo: B, B, F
- 3) Teleport: D, U

### Finishing Moves:

Fatality 1 - Electrocutation: B, B, B, **LP**  
Fatality 2 - Uppercut + Air Electrocutation: F, F, D, **HP**  
Fatality 3 - Deadly Torpedo: F, F, F, F  
Fatality 4 - Teleporting Death: **RN, RN, U** {or} B, B, **HP**  
Animality - Electric Eel: B, B, B, **HK**  
Pit: U, U, **HP**  
Babality: D, D, D, **HK**  
Friendship - Buzzard Hunting: D, B, F, **HK**  
Brutality: **HP, HP, HP, HP, BL, HK, HK, LP, HP, HP, HP**  
Mercy: (Hold **RN**), D, D, (Release **RN**)

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**MK1 Scorpion**

### Special Moves:

- 1) Spear: B, B, **LP**
- 2) Teleport Punch: D, B, **HP**

### Finishing Moves:

Fatality 1 - Hellfire: U, U  
Fatality 2 - Head Smash: (Hold **HP**) 1 Sec., (Release **HP**)  
Fatality 3 - Uppercut to Hell: F, F, F, **HK**  
Animality - Scorpion: B, F, D, **HP**  
Pit: D, F, F, **BL**  
Babality: D, B, B, **HK**

Friendship - Gift: B, B, D, **HK**

Brutality: **HP, HP, BL, HK, HK, LK, HK, HP, HP, LP, HP**

Mercy: (Hold **RN**), D, D, (Release **RN**)

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**MK1 Sonya**

**Special Moves:**

1) Energy Rings: B, B, **HP**, {or} D, F, **LP**

2) Leg Grab: (D+**LP**+**BL**) {or} D, D, **LK**

3) Square Wave Punch: F, B, **HP**

**Finishing Moves:**

Fatality 1 - Kiss of Death: F, F, B, B, **BL** {or} B, F, D, D, **RN**

Fatality 2 - Kiss of Death Field: (Hold **RN**+**BL**)+U, U, B, D [Far]

Fatality 3 - Leg Grab+Torso Rip: F, F, F, **LK**

Animality - "Vertigo" - Serpent: (Hold **LP**), B, F, D, F, (Release **LP**)

Pit: F, F, D, **HP**

Babality: D, D, F, **LK**

Friendship - Flower Garden: B, F, B, D, **RN**

Brutality: **HP, LK, BL, HP, LK, BL, HP, LP, BL, HK, LK**

Mercy: (Hold **RN**), D, D, (Release **RN**)

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**MK1 Sub-Zero**

**Special Moves:**

1) Ice Freeze: D, F, **LP**

2) Slide: B, B, **RN** {or} (B+**BL**+**LK**)

**Finishing Moves:**

Fatality 1 - Head Rip: F, D, F, **HP**

Fatality 2 - Uppercut: F, F, F, **HP**

Fatality 3 - Freeze/Uppercut: F, F, D, **HP** {or} U, D, **HP**

Fatality 4 - Uppercut/Air Freeze/Shatter: **RN, RN, RN, HK**

Animality - "Talon" - Raptor : D, D, D, **LP**

Pit: D, F, F, **BL**

Babality: D, B, B, **HK**

Friendship - Let it Snow: B, B, D, **HK**

Brutality: **HP, LP, HP, BL, LK, LK, HK, HK, LP, HP, LP**

Mercy: (Hold **RN**), D, D, (Release **RN**)

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**MK1 Reptile**

**Special Moves:**

1) Acid Toss: F, F, **HP**

2) Invisibility: U, D, **HP**

3) Slide: B, B, **RN**

### Finishing Moves:

Fatality 1 - Acid Drench: B, B, D, **LP**

Fatality 2 - Invisible Slice: F, F, D, **HK**

Fatality 3 - Massive Slide+Uppercut: B, F, **HP**

Animality - Alien: D, D, D, **HK IF (Hold RN)** - OTHER RESULT

Pit: D, F, F, **BL**

Babality: D, B, B, **LK**

Friendship - Green Flowers: B, B, D, **LK**

Brutality: **HP, BL, HK, HK, BL, HP, LP, LK, LK, BL, LP**

Mercy: (Hold **RN**), D, D, (Release **RN**)

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**MK1 Goro**

### Special Moves:

1) Fireball: B, B, **LP** {or} (D+**HK**)

2) Jumping Stomp: D, U

3) Roar: D, D, **LK** {or} (B+**HK**)

4) Grab: F, F, **HP**

### Finishing Moves:

Fatality 1 - Hammer+Uppercut: F, F, F, **LP**

Fatality 2 - Balancing Kicks: F, F, F, **LK**

Fatality 3 - Grab and Smash to Pieces: D, F, **HP**

Fatality 4 - Massive Fireball: B, B, B, **HP**

Animality - Blue Dinosaur thing...: B, B, B, **LK**

Pit: D, D, D, **HP**

Babality: D, B, B, **LK**

Friendship - White Buzzard Handler: B, B, D, **LK**

Brutality: **HP, HP, HP, HP, HP, HK, HK, HK, HK, HK, HK, HK, HK, HK**

Mercy: (Hold **RN**), D, D, (Release **RN**)

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**MK1 Shang Tsung**

### Special Moves:

01) Single Fireball: B, B, **HP**

02) Double Fireball: B, B, F, **HP**

03) Triple Fireball: B, B, F, F, **HP**

04) Square Wave Punch: F, B, **HP**

05) Teleport Punch: D, B, **HP**

06) Teleport: D, U

07) Torpedo: B, B, F, **LK**

08) Fast Body Smash: B, B, **LK**

09) Jonny Roundhouse: F, F, **LK**

10) Goro Rush Kick: B, F, **LK**

- 11) Jonny Split Punch: F, F, **LP**
- 12) Sub Slide: B, B, **RN**
- 13) Rising Body Smash: D, F, **HK**

**Finishing Moves:**

Fatality 1 - Roundhouse Decap: (Hold **HK**) 2 Sec., (Release **HK**) {or} (Hold **LP**), D, F, F, D, (Release **LP**)

Fatality 2 - Roundhouse Decap: (Hold **LP**), **RN, BL, RN, BL**, (Release **LP**)

Fatality 3 - Uppercut Destruction: B, F, **LP**

Fatality 4 - Teleport Uppercut: F, B, **LP**

Animality - T-Rex (and Bull?): (Hold **HP**), **RN, RN, RN**, (Release **HP**)

Pit: U, D

Babality: B, F, D, **HK**

Friendship - Bull, {lol}: B, B, D, F, **HK**

Brutality: **HP, HK, LK, BL, LP, HP, HK, LK, BL, LP, HP**

Mercy: (Hold **RN**), D, D, (Release **RN**)

**TrexMob.ir**