

Mortal Kombat II - Special Moves



Liu Kang

Special Moves:

High Fireball: F, F, HP (can be performed in air too)

Low Fireball: F, F, LP

Flying Kick: F, F, HK

Bicycle Kick: Hold LK for 4 seconds

Finishing Moves:

Fatality 1: D, F, B, B, HK (close)

Fatality 2: Hold BL, D, F, Up, B, D, F... (sweep)

Friendship: F, B, B, B, LK

Babality: D, D, F, B, LK

Stage: Hold BL, B, F, F, LK (close)



Kung Lao

Special Moves:

Teleport: D, Up

Diving Kick: D + HK (in air)

Hat Throw: B, F, LP (Use Up and D to control the hat)

Whirlwind Spin: Up, Up, LK (keep pressing LK to spin longer)

Head butt: HP (close)

Finishing Moves:

Fatality 1: F, F, F, LK (sweep)

Fatality 2: Hold LP, B, F, release LP (far) - **SG**

Fatality 2: Hold LP, B, F, release LP (far), control the hat with Up and D so that it hits your opponents neck - **A, PC, S32, SS, SN, PSX, PS2, XB, GC, PSP**

Friendship: B, B, B, D, HK

Babality: B, B, F, F, HK

Stage: F, F, F, HP (close)



Johnny Cage

Special Moves:

Drop-Kick: HK or LK (close)

Shadow Kick: B, F, LK

Low Green Bolt: B, D, F, LP

High Green Bolt: F, D, B, HP

Shadow Uppercut: B, D, B, HP

Ball Breaker: LP + BL (close)

Finishing Moves:

Fatality 1: D, D, F, F, LP (close)

Fatality 2: F, F, D, Up (close), Hold D + LP + LK + BL until Cage performs the move and he will knock off three heads

Friendship: D, D, D, D, HK

Babality: B, B, B, HK

Stage: D, D, D, HK (close)



Reptile

Special Moves:

Acid Spit: F, F, HP

Slide: B + LP + LK + BL - **A, PC, SS, SN, PSX, PS2, XB, GC, PSP**

Slide: B + LK + HK - **SG, S32**

Forceball: B, B, HP + LP

Invisibility: Up, Up, D, HP (using BL)

Finishing Moves:

Fatality 1: B, B, D, LP (half screen)

Fatality 2: F, F, D, LK (must be Invisible and close)

Friendship: B, B, D, LK

Babality: D, B, B, LK

Stage: D, F, F, BL (close)



Sub-Zero

Special Moves:

Freeze: D, F, LP

Ground Freeze: D, B, LK

Slide: B + LP + LK + BL - **A, PC, SS, SN, PSX, PS2, XB, GC, PSP**

Slide: B + LK + HK - **SG, S32**

Finishing Moves:

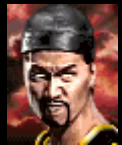
Fatality 1: PART 1 - F, F, D, HK (sweep) PART 2 - When your opponent is frozen, jump into close range and press: F, D, F, F, HP

Fatality 2: Hold LP, B, B, D, F, release LP (far)

Friendship: B, B, D, HK

Babality: D, B, B, HK

Stage: D, F, F, BL (close)



Shang Tsung

Special Moves:

Flaming Skull: B, B, HP

Two Flaming Skulls: B, B, F, HP

Three Flaming Skulls: B, B, F, F, HP

Morphs:

Liu Kang: B, F, F, BL

Kung Lao: B, D, B, HK

Johnny Cage: B, B, D, LP

Reptile: Hold BL, Up, D, release BL, HP

Sub-Zero: F, D, F, HP

Kitana: BL, BL, BL

Jax: D, F, B, HK

Mileena: Hold HP for 2 seconds and release

Baraka: D, D, LK

Scorpion: Hold BL, Up, Up, release BL

Raiden: D, B, F, LK

Finishing Moves:

Fatality 1: Hold HK for 2 seconds and release it (sweep)

Fatality 2: Up, D, Up, LK (close)

Fatality 3: Hold LP for 25 seconds during the round and release when announcer says "Finish Him/Her!" (sweep)

Friendship: B, B, D, F, HK

Babality: B, F, D, HK

Stage: Hold BL, D, D, Up, release BL, D (close)



Kitana

Special Moves:

Fan Swipe: B + HP

Fan Throw: F, F, HP + LP (works in air too)

Fan Lift: B, B, B, HP

Flying Punch: F, D, B, HP

Finishing Moves:

Fatality 1: BL, BL, BL, HK (close)

Fatality 2: Hold LK, F, F, D, F, release LK (close)

Friendship: Hold BL, D, D, D, Up, LK

Babality: D, D, D, LK

Stage: F, D, F, HK (close)



Jax

Special Moves:

Energy Wave: F, D, B, HK

Ground Pound: Hold LK for 3 seconds, then release

"Gotcha" Grab: F, F, LP (Keep tapping LP for extra hits)

Back Breaker: BL (in air)

Body Slam: Perform a Throw and repeatedly press HP

Finishing Moves:

Fatality 1: BL, BL, BL, BL, LP (not too close but < sweep)

Fatality 2: Hold LP, F, F, F, release LP (close)

Friendship: D, D, Up, Up, LK

Babality: D, Up, D, Up, LK

Stage: Up, Up, D, LK (close)



Mileena

Special Moves:

Teleport Kick: F, F, LK

Ground Roll: B, B, D, HK

Sai Throw: Hold HP for 2 seconds and release (can be done in air too)

Finishing Moves:

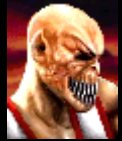
Fatality 1: F, B, F, LP (close)

Fatality 2: Hold HK for 3 seconds and release (close)

Friendship: D, D, D, Up + HK

Babality: D, D, D, HK

Stage: F, D, F, LK (close)



Baraka

Special Moves:

Blade Swipe: B + HP

Double Kick: HK, HK

Blade Spark: D, B, HP

Blade Fury: B, B, B, LP

Finishing Moves:

Fatality 1: B, B, B, B, HP (close)

Fatality 2: B, F, D, F, LP (close)

Friendship: Up, F, F, HK

Babality: F, F, F, HK

Stage: F, F, D, HK (close)



Scorpion

Special Moves:

Spear: B, B, LP

Teleport: D, B, HP (can be done in air too)

Air Throw: BL (in air)

Scissors: F, D, B, LK

Finishing Moves:

Fatality 1: Up, Up, HP (sweep)

Fatality 1 "Toasty" Version: D, D, Up, Up, HP (sweep)

Fatality 2: Hold HP, D, F, F, F, release HP (close) - **A, PC, SS, SN, PSX, PS2, XB, GC, PSP**

Fatality 2: Hold HP for 3 seconds and release it (close) - **SG, S32**

Friendship: B, B, D, HK

Babality: D, B, B, HK

Stage: D, F, F, BL (close)



Raiden

Special Moves:

Lightning: D, F, LP

Torpedo: B, B, F (can be done in air too)

Teleport: D, Up

Electric Grab: Hold HP for 5 seconds and release (2-Player Game Only)

Finishing Moves:

Fatality 1: Hold LK for 3 seconds, then release and tap BL + LK (close)

Fatality 2: Hold HP for 4 seconds, then release (close)

Fergality: B, B, B, BL (stage: Armory only, Oooh Nasty must be on, take a look at Kodes and Secrets for more information) - **SG**

Friendship: D, B, F, HK

Babality: D, D, Up, HK

Stage: Up, Up, Up, HP (close)