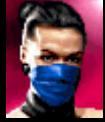


## Ultimate Mortal Kombat 3 - Special Moves



### Kitana

#### Special Moves:

Fan Lift: B, B, B, HP

Fan Toss: F, F, HP + LP (can be done in air too)

Air Punch: D, B, HP

#### Finishing Moves:

Fatality 1: R, R, BL, BL, LK (close)

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

Animality: D, D, D, D + R (between close and sweep) - **A, SS, XB, PS2**

Babality: F, F, D, F, HK

Friendship: D, B, F, F, LP

Brutality: HP, HP, BL, HK, BL, LK, BL, BL, LP, BL, HP, BL - **SG, SN**

Stage: F, D, D, LK

#### Combos:

HK, HK, LK, B + HK (23%)

HP, HP, B + LP, F + HP (25%)



### Reptile

#### Special Moves:

Acid Spit: F, F, HP

Fast Force Ball: F, F, HP + LP

Slow Force Ball: B, B, HP + LP

Invisibility: Up, D, HK

Reverse Elbow: B, F, LK

Slide: B + LP + BL + LK - **A, SS, XB, SN, PS2**

Slide: B + LP + BL or B + BL + LK - **SG**

#### Finishing Moves:

Fatality 1: B, B, F, D, BL (outside sweep)

Fatality 2: Hold BL, F, F, Up, Up, release BL, HK (small distance)

Animality: D, D, D, Up, HK (close) - **A, SS, XB, PS2**

Babality: F, F, B, D, LK

Friendship: D, F, F, B, HK (close)

Brutality: HP, BL, HK, HK, BL, HP, LP, LK, LK, BL, LP - **SG, NS**

Stage: BL, R, BL, BL

#### Combos:

HP, HP, D + LP (18%)

HK, HK, B + HK (21%)

HP, HP, HK, B + HK (24%)



## Sonya

### Special Moves:

Energy Rings: D, F, LP

Wave Punch: F, B, HP

Bicycle Kick: B, B, D, HK

Leg Throw: D + LP + BL

### Finishing Moves:

Fatality 1: Hold BL + R, Up, Up, B, D (half screen)

Fatality 2: B, F, D, D, R (more than half screen)

Animality: Hold LP, B, F, D, F, release LP (close) - **A, SS, XB, PS2**

Babality: D, D, F, LK

Friendship: B, F, B, D + R

Brutality: HP, LK, BL, HP, LK, BL, HP, LP, BL, HK, LK - **SG, SN**

Stage: F, F, D, HP

### Combos:

HP, HP, LP, B + HP (22%)

HK, HK, HP, HP, LP, B + HP (31%)

HK, HP, HP, LP, B + HP (27%)

HK, HP, HP, U + LP (23%)

HP, HP, U + LP (18%)

HK, HP, HP, U + HP (23%)

HK, HK, HP, HP, U + LP (27%)

HK, HK, B + HK (19%)



## Jax

### Special Moves:

Bionic Rush: F, F, HK

Single Shot: B, F, HP

Double Shot: F, F, B, B, HP

Ground Smash: Hold LK for 3 seconds, then release

Gotcha Grab: F, F, LP (keep pressing LP to keep punching)

Quad Throw: Throw and tap HP repeatedly

Backbreaker: BL (in air)

### Finishing Moves:

Fatality 1: Hold BL, Up, D, F, Up, release BL (close)

Fatality 2: R, BL, R, R, LK (full screen)

Animality: Hold LP, F, F, D, F, then release LP (close) - **A, SS, XB, PS2**

Babality: D, D, D, LK

Friendship: LK, R, R, LK

Brutality: HP, HP, HP, BL, LP, HP, HP, HP, BL, LP, HP - **SG, SN**

Stage: D, F, D, LP

### Combos:

HK, HK, B + HK (19%)

HP, HP, BL, LP, B + HP (27%)

HK, HK, D + HP, HP, BL, LP, B + HP (33%)



## Nightwolf

### Special Moves:

Shadow Shoulder: F, F, LK

Red Shadow Shoulder: B, B, F, HK - **SG** only

Arrow Shot: D, B, LP

Hatchet Swipe: D, F, HP

Projectile Reflection: B, B, B, HK

### Finishing Moves:

Fatality 1: Hold BL, Up, Up, B, F, release BL, BL (close)

Fatality 2: B, B, D, HP (sweep)

Animality: F, F, D, D (close) - **A, SS, XB, PS2**

Babality: F, B, F, B, LP

Friendship: R, R, R, R + D (sweep)

Brutality: HP, HP, HK, LK, LK, BL, BL, LP, LP, HP, HK - **SG, SN**

Stage: R, R, BL

### Combos:

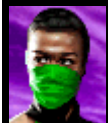
HK, HK, B + HK (19%)

HP, HP, LP, D, F + HP (23%)

HP, HP, LP, HK (22%)

LK, HP, HP, LP, D, F + HP (28%)

HK, HP, HP, LP, HK (27%)



## Jade

### Special Moves:

High Boomerang: B, F, HP

Mid Boomerang: B, F, LP

Low Boomerang: B, F, LK

Projectile Invincibility: B, F, HK

Shadow Kick: D, F, LK

Return Low Boomerang: B, B, F, LP (Will only return if your opponent is human and if he ducks under the boomerang)

### Finishing Moves:

Fatality 1: Hold BL, Up, Up, D, F, HP (close)

Fatality 2: R, R, R, BL, R (close)

Animality: F, D, F, F, LK (close) - **A, SS, XB, PS2**

Babality: D, D, F, D, HK

Friendship: B, D, B, B, HK

Brutality: HP, LK, HP, LP, HK, HK, LK, BL, BL, HP, HK - **SG, SN**

Stage: B, F, D, R

### Combos:

HP, HP, D + LP, D + HP (22%)

HK, HK, LK, B + HK (23%)

HP, HP, D + LP, LK, HK, B + LK, B + HK (25%) (34% CPU)



## Scorpion

### Special Moves:

Spear: B, B, LP

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

Air Throw: BL (in air)

### Finishing Moves:

Fatality 1: D, D, Up, HK (past sweep)

Fatality 2: F, F, D, Up, R (close)

Animality: F, Up, Up, HK (close) - **A, SS, XB, PS2**

Babality: D, B, B, F, HP

Friendship: B, F, F, B, LK (close)

Brutality: HP, HP, BL, HK, HK, LK, HK, HP, HP, LP, HP - **SG, SN**

Stage: F, Up, Up, LP

### Combos:

HP, HP, HK, B + HK (24%)

HK, HK, LK, LK (23%)

HP, HP, U + LP (18%)



## Kano

### Special Moves:

Knife Throw: D, B, HP

Knife Uppercut: D, F, HP

Ball Roll: Hold LK for 3 seconds, then release

Upwards Ball Roll: F, D, F, HK

Grab and Shake: D, F + LP

Air Take Down: BL (in air)

### Finishing Moves:

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

Fatality 2: LP, BL, BL, HK (sweep)

Animality: Hold HP, BL, BL, BL (close) - **A, SS, XB, PS2**

Babality: F, F, D, D, LK

Friendship: LK, R, R, HK

Brutality: HP, LP, BL, LP, HP, BL, HK, LK, BL, HK, LK - **SG, SN**

Stage: Up, Up, B, LK

### Combos:

HK, LP (15%)

HK, D + LP, D + HP (19%)

HK, HK, LK, B + HK (23%)

HP, HP, B + LP (18%)

HP, HP, D + LP, D + HP (22%)

HP, HP, HK, LK, B + HK (26%)



## Mileena

### Special Moves:

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

Air Kick: F, F + LK

Ground Roll: B, B, D, HK

### Finishing Moves:

Fatality 1: B, B, B, F, LK (full screen)

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

Animality: F, D, D, F, HK (close) - **A, SS, XB, PS2**

Babality: D, D, F, F, HP

Friendship: D, D, B, F, HP

Brutality: HP, LP, LP, HP, BL, HK, LK, HK, BL, HP, LP - **SG, SN**

Stage: D, D, D, LP

### Combos:

HP, HP, Up + LP, D + LP (22%)

HK, HK, Up + LK, Up + HK (23%)

HP, HP, HK, HK, Up + LK, Up + HK (30%)

HP, HP, HK, HK, D - F + LK (24%)

HK, HK, D - F + LK (16%)



## Ermac

### Special Moves:

Telekinetic Slam: B, D, B, HK

Green Blast: D, B, LP

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

### Finishing Moves:

Fatality 1: D, Up, D, D, D, BL (sweep)

Fatality 2: R, BL, R, R, HK (close) - **A, SS, XB, SG, PS2; ??? - SN**

Fatality 2: ??? (close) - **SN**

Animality: ??? - **A, SS, XB, PS2**

Babality: ???

Friendship: ???

Brutality: HP, HP, LP, BL, HK, LK, BL, HP, LP, LK, HK - **SG, SN**

Stage: R, R, R, R, LK

### Combos:

HK, LP (15%)

HK, HK, LK, B + HK (23%)

HP, HP, B + LP, D, F, LP (19%)

HP, HP, B + LP, HK, B + LK (24%)



## Classic Sub Zero

### Special Moves:

Freeze: D, F, LP

Ground Freeze: D, B, LK

Slide: B + LP + BL + LK - **A, SS, XB, SN, PS2**

Slide: B + LP +BL or B + BL + LK - **SG**

### Finishing Moves:

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

Fatality 2: ???

Animality: ??? - **A, SS, XB, PS2**

Babality: ???

Friendship: ???

Brutality: HP, LP, HP, BL, LK, LK, HK, HK, LP, HP, LP - **SG, SN**

Stage: F, D, F, F, HP

### Combos:

HP, HP, LK, B + HK, F + LK (26%)

LK, B + HK, F + LK (19%)

HP, HP, D + LP, D + HP (22%)



## Sub Zero

### Special Moves:

Ice Blast: D, F, LP

Ice Clone: D, B, LP (can be done in air too)

Ice Shower:

Front: D, F, B, HP

Over: D, F, HP

Behind: D, B, F, HP

Slide: B + LP + BL + LK - **A, SS, XB, SN, PS2**

Slide: B + LP +BL or B + BL + LK - **SG**

### Finishing Moves:

Fatality1: B, B, D, B, R (sweep)

Fatality2: BL, BL, R, BL, R (close)

Animality: F, F, Up, Up (close) - **A, SS, XB, PS2**

Babality: D, B, B, HK

Friendship: LK, LK, R, R, Up

Brutality: HP, LK, HK, LP, HP, HK, HK, HP, HP, LP, HP - **SG, SN**

Stage: B, D, F, F, HK

### Combos:

HP, HP, LK, HK, B + HK (26%)

HP, HP, B + HK (18%)

HK, HK, B + HK (19%)

HP, HP, LP, B + LK, B + HK, B + HK (23%) (Computer does 30%)

HP, HP, LP, B + HK (22%)



## Sektor

### Special Moves:

Missile: F, F, LP

Heat Seeking Missile: F, D, B, HP - **A, SS, XB, SN, PS2**

Heat Seeking Missile: D, B, HP - **SG**

Teleport Punch: F, F, LK (can be done in air too)

### Finishing Moves:

Fatality 1: LP, R, R, BL (sweep)

Fatality 2: F, F, F, B, BL (far)

Animality: F, F, D, Up (close) - **A, SS, XB, PS2**

Babality: B, D, D, D, HK

Friendship: R, R, R, R, D (half screen)

Brutality: HP, HP, BL, BL, HK, HK, LK, LK, LP, LP, HP - **SG, SN**

Stage: R, R, R, D

### Combos:

HK, HK (15%)

HP, HP, HK, B + HK (22%)

HP, HP, HK, HK, B + HK (26%)

HP, HP, D + LP (18%)



## Sindel

### Special Moves:

Fireball: F, F, LP

Air Fireball: D, F, LK (while jumping or floating)

Scream: F, F, F, HP

Float: B, B, F, HK (press BL to land)

### Finishing Moves:

Fatality 1: R, R, BL, R, BL (sweep)

Fatality 2: R, BL, BL, R + BL (close)

Animality: F, F, Up, HP (close) - **A, SS, XB, PS2**

Babality: R, R, R, Up

Friendship: R, R, R, R, R, Up

Brutality: HP, BL, LK, BL, LK, HK, BL, HK, LK, BL, LP, LP - **SG, SN**

Stage: D, D, D, LP

### Combos:

HP, HP, D + HP (19%)

HP, HP, LP, HK (25%)

HK, HP, HP, D + HP (27%)

HK, HP, HP, LP, HK (33%)

HK, HK, B + HK (19%)



## Stryker

### Special Moves:

Rushing Attack: F, F, HK

Baton Takedown: F, B, LP

Low Grenade: D, B, LP

High Grenade: D, B, HP

Gun: B, F, HP

### Finishing Moves:

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

Fatality 2: F, F, F, LK (full screen)

Animality: R, R, R, BL (sweep) - **A, SS, XB, PS2**

Babality: D, F, F, B, HP

Friendship: LP, R, R, LP

Brutality: HP, LP, HK, LK, HP, LP, LK, HK, HP, LK, LK - **SG, SN**

Stage: F, Up, Up, HK

### Combos:

HP, HP, LP (18%)

HK, HP, HP, LP (23%)

HK, LK, B + LP, B + HK (23%)

HK, LK, B + HK (19%)



## Cyrax

### Special Moves:

Far Bomb Toss: Hold LK, F, F, HK

Near Bomb Toss: Hold LK, B, B, HK

Teleport: F, D, BL (can be done in air too)

Green Net: B, B, LK

Air Run: (When you are on ground, and victim is in air) D, F, BL (When your near the victim in mid air press B + LP to throw.)

### Finishing Moves:

Fatality 1: D, D, Up, D, HP (close)

Fatality 2: D, D, F, Up, R (close)

Animality: Up, Up, D, D (close) - **A, SS, XB, PS2**

Babality: F, F, B, HP

Friendship: R, R, R, Up

Brutality: HP, HK, HP, HK, HK, HP, HK, HP, HK, LK, LP - **SG, SN**

Stage: R, BL, R

### Combos:

HP, HP, LP (18%)

HK, HK, B + HK (19%)

HP, HP, HK, HP, HK, B + HK (30%)





## Kung Lao

### Special Moves:

Hat Throw: B, F, LP

Diving Kick: D, HK (in air)

Spinning Shield: F, D, F, R (tap R repeatedly)

Teleport: D, Up

### Finishing Moves:

Fatality 1: R, BL, R, BL, D

Fatality 2: F, F, B, D, HP (inside sweep)

Animality: R, R, R, R, BL (close) - **A, SS, XB, PS2**

Babality: D, F, F, HP

Friendship: R, LP, R, LK (past sweep)

Brutality: HP, LP, LK, HK, BL, HP, LP, LK, HK, BL, HP - **SG, SN**

Stage: D, D, F, F, LK

### Combos:

LK, LK, B + HK (19%)

HP, LP, HP, LP, LK, LK, B + HK (34%)

HP, LK, B + HK (18%)



## Kabal

### Special Moves:

Top Spin: B, F, LK

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

Ground Saw: B, B, B, R

### Finishing Moves:

Fatality 1: D, D, B, F, BL (far)

Fatality 2: R, BL, BL, BL, HK (close)

Animality: Hold HP, F, F, D, F, then release HP (close) - **A, SS, XB, PS2**

Babality: R, R, LK

Friendship: R, LK, R, R, Up (outside sweep)

Brutality: HP, BL, LK, LK, LK, HK, LP, LP, LP, HP, LP - **SG, SN**

Stage: BL, BL, HK

### Combos:

HP, HP, D + HP (13%)

LK, LK, HP, HP, D + HP (15%)

HP, HP, HK, B + HK (25%)

HP, HP, D + LP, D + HP (17%)

LK, LK, HP, HP, D + LP, D + HP (17%)

LK, LK, HP, HP, HK, B + HK (18%)

HK, LK, B + HK (18%)

HK, LK, HK, B + HK (24%)



## Sheeva

**Note:** This character is only available in the Arcade, Sega Saturn, PS2, and XBOX 360 versions of the game.

### Special Moves:

Earthquake Stomp: B, D, B, HK

Fireball: D, F, HP

Teleport Stomp: D, Up

### Finishing Moves:

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

Fatality 2: Hold HK, F, B, F, F, release HK (close)

Animality: R, BL, BL, BL, BL (sweep)

Babality: D, D, D, B, HK

Friendship: F, F, D, F, start, HP

Stage: D, F, D, F, LP

### Combos:

HP, HP, LP, F + HP (25%)

HK, HK, LK, B + HK (27%)

HP, HP, LP, HK, HK, LK, B + HK (42%)



## Shang Tsung

### Special Moves:

Single Fireball: B, B, HP

Double Fireballs: B, B, F, HP

Triple Fireballs: B, B, F, F, HP

Triple Ground Fireballs: F, B, B, LK

### Finishing Moves:

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

Fatality 2: Hold LP, R, BL, R, BL (close)

Animality: Hold HP, R, R, R (sweep) - **A, SS, XB, PS2**

Babality: R, R, R, LK

Friendship: LK, R, R, D

Brutality: HP, BL, BL, BL, LK, HP, LP, LP, BL, BL, BL - **SG, SN**

Stage: Up, Up, B, LP

### Morphs:

Cyrax: BL, BL, BL

Classic Sub-Zero: BL, BL, R, R

Ermac: D, D, Up

Jade: F, F, D, D, BL

Jax: F, F, D, LP

Kabal: LP, BL, HK

Kano: B, F, BL

Kitana: F, D, F, R

Kung Lao: R, R, BL, R

Liu Kang: D, B, Up, F, D (360° forward)

Mileena: R, BL, HK

Nightwolf: Up, Up, Up

Noob Saibot: F, D, D, B, HK - **SG**

Rain: R, BL, LK - **SG**

Reptile: R, BL, BL, HK

Scorpion: D, D, F, LP

Sektor: D, F, B, R

Sheeva: Hold LK, F, D, F, release LK or F, D, F, LK, LK - **A, SS, XB, PS2**

Sindel: B, D, B, LK

Sonya: D + R + LP + BL

Smoke: F, F, LP - **SG**

Stryker: F, F, F, HK

Sub-Zero: F, D, F, HP

### Combos:

HP, HP, LP, B + HK (22%)

HK, HK, B + HK (19%)

LK, HP, HP, LP, B + HK (27%)



## Liu Kang

### Special Moves:

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

Low Fireball: F, F, LP

Flying Kick: F, F, HK

Bicycle Kick: Hold LK for 3 seconds, then release

### Finishing Moves:

Fatality 1: F, F, D, D, LK

Fatality 2: Up, D, Up, Up, BL + R

Animality: D, D, Up (sweep) - **A, SS, XB, PS2**

Babality: D, D, D, HK

Friendship: R, R, R, D + R

Brutality: HP, LP, HP, BL, LK, HK, LK, HK, LP, LP, HP - **SG, SN**

Stage: R, BL, BL, LK

### Combos:

HP, HP, B + LP (13%)

HK, LK, HK, LK (22%)

HP, LK, LK, HK, LK (25%)

HP, HP, BL, LK, LK, HK, LK (28%)

Jump Kick, High Fireball, Flying Kick (28%)



## Smoke

### Special Moves:

Harpoon: B, B, LP

Teleport Uppercut: F, F, LK (can be done in air too)

Air Throw: BL (in air)

Invisibility: Hold BL, Up, Up, R

### Finishing Moves:

Fatality 1: Hold BL Up, Up, F, D (full screen)

Fatality 2: Hold R + BL, D, D, F, Up (sweep)

Animality: D, F, F, BL (full screen) - **A, SS, XB, PS2**

Babality: D, D, B, B, HK

Friendship: R, R, R, HK (full screen)

Brutality: HP, LK, LK, HK, BL, BL, LP, LP, HP, HP, BL, BL - **SG, SN**

Stage: F, F, D, LK

### Combos:

HP, HP, LK, HK, LP (26%)

HK, HK, LP (19%)

HP, HP, HK (18%)

HP, HP, B + LP (18%)



## Human Smoke

### Special Moves:

Spear: B, B, LP

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

Air Throw: BL (in air)

### Finishing Moves:

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

Babality: D, B, B, F, HP

Brutality: HP, HP, BL, LK, HK, HP, HK, HP, HK, LP, LK - **SG, SN**

Stage: F, Up, Up, LP

### Combos:

HK, LP (15%)

HK, D + LP, D + HP (18%)

HP, HP, U + LP (19%)

HP, HP, HK, B + HK (24%)

HK, HK, LK, B + HK (23%)



## Rain

**Note: This character is only available in the Sega Genesis and Super Nintendo versions of the game.**

### Special Moves:

Mind Control Orb: D, F, HP

Super Roundhouse Kick: B + HK

Lighting Grab: B, B, HP

### Finishing Moves:

Babality: F, B, B, HP - **SN**

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

Stage: F, D, F, LK - **SN**

### Combos:

HP, HP, LP, HP (22%)

HK, HK, LK, HK, B + HK (29%)

HK, HK, LP, HP (21%)



### Noob Saibot

**Note:** This character is only available in the Sega Genesis and Super Nintendo versions of the game.

#### Special Moves:

Clone Throw: F, F, HP

Teleport Slam: D, Up

No Block Ball: D, F, LP

#### Finishing Moves:

Babality: F, F, F, LP - **SN**

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

Stage: D, F, BL - **SN**

#### Combos:

LK, LK, LK, LK (23%)

HP, HP, LP, HK (22%)



### Motaro

**Note:** This character is only available in the Sega Genesis and Super Nintendo versions of the game.

#### Special Moves:

Fireball: D, B, HP

Toss: F + LP (close)

Sweep: B + LK

Grab and Smack: F, F, LP

Teleport: D, Up



### Shao Kahn

**Note:** This character is only available in the Sega Genesis and Super Nintendo versions of the game.

#### Special Moves:

Hammer: B, F, HP

Fireball: B, B, F, LP

Shoulder: F, F, LP

Upwards Shoulder: F, F, HP

Insult: D, D, LK

Laugh: D, D, HK