

Mortal Kombat Trilogy - Special Moves

Abbreviation - Move

B - Back
F - Forward
D - Down
Up - Up
LP - Low Punch
HP - High Punch
LK - Low Kick
HK - High Kick
BL - Block
R - Run

How To Do: Animality

On the third round defeat your opponent and when you see Finish Him/Her press and hold Run and tap Down, Down, Down and release Run (past sweep). Then defeat your opponent again and perform the Animality.

How To Do: Babality and Friendship

Don't use BL during the final round.



Johnny Cage

Special Moves:

High Green Orb: F, D, B, HP

Low Green Orb: B, D, F, LP

Shadow Uppercut: B, D, B, HP

Shadow Kick: B, F, LK

Red Shadow Kick: B, B, F, HK - **PC, PSX, SS**; B, B, F, LK - **N64**

Finishing Moves:

Fatality 1: D, D, F, F, LP (close) (to knock off three heads **N64 only**, Hold D + LP + BL + LK)

Fatality 2: D, D, F, F, LK (close) - **PC, PSX, SS**; (outside sweep) -**N64**

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

Babality: D, F, B, B, HK (half screen)

Friendship: D, D, D, D, LK

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

Stage: D, B, F, F, HK

Combos:

HK, LK, HK, LK, LK (27%)

HP, HP, LP, D + LP (19%, 17% for **N64**)



Noob Saibot

Special Moves:

Clone Throw: F, F, HP

Teleport Slam: D, Up

No Block Ball: D, F, LP

Finishing Moves:

Fatality 1: B, B, F, F, HK (sweep)

Fatality 2: D, D, Up, R (sweep)

Animality: B, F, B, F, HK (sweep)

Babality: F, F, F, LP

Friendship: F, F, B, HP (full screen)

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

Stage: F, D, F, BL

Combos:

HP, HP, LP, HK (22%)

LK, LK, LK, LK (23%)



Baraka

Special Moves:

Blade Fury: B, B, B, LP

Head Swipe: B + HP

Spark Toss: D, B, HP

Blade Spin: F, D, F + BL (Keep Tapping BL & Hold B Or F To Move)

Finishing Moves:

Fatality 1: B, B, B, HP (close when starting the key combination)

Fatality 2: B, F, D, F, LP (close when starting the key combination)

Animality: Hold HP, F, B, D, F, release HP (sweep)

Babality: F, F, F, HK

Friendship: D, F, F, HK

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

Stage: LK, R, R, R, R

Combos:

HP, HP, B + HP, F + HP (22%, 21% for **N64**)

HK, HK, LK, B + HK (23%, 25% for **N64**)

HK, HK, B + HP, F + HP (23%) - **PC, PSX, SS**

HK, HK, B + HP, B + HP, F + HP (21%) - **N64**



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)

Babality: F, F, B, HP

Friendship: R, R, R, Up

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

Stage: R, BL, R

Combos:

HP, HP, LP (18%)

HK, HK, B + HK (19%)

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



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)

Babality: D, D, F, LK

Friendship: B, F, B, D + R

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

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%)



Rayden

Special Moves:

Lighting Toss: D, F + LP

Reverse Lighting Toss: D, B + LP

Teleport: D, Up

Torpedo: B, B, F

Shocker: Hold HP for 3 seconds, release

Finishing Moves:

Fatality 1: Hold HP for 8 seconds, then release (close)

Fatality 2: Hold LK for 3 seconds, release LK, BL + LK rapidly (close)

Animality: D, F, D, HK (sweep)

Babality: D, D, Up, HK

Friendship: D, B, F, HK (half screen)

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

Stage: D, D, D, HP

Combos:

HK, LK, B + HK (18%)

HP, HP, LP, LP (19%, 27% for **N64**)

HP, HP, LP, F + HP (36%, 31% for **N64**)

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



Classic Rayden

Note: This character is not available in the Nintendo 64 version of the game.

Special Moves:

Torpedo: B, B, F (Can do in air)

Lightning: D, F, LP

Teleport: D, Up

Finishing Moves:

Fatality 1: F, F, B, B, B, HP (sweep)

Babality: Up, Up, D, HK (past sweep)

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

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

Combos:

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

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



Rain

Special Moves:

Mind Control Orb: D, F, HP

Super Roundhouse Kick: B + HK

Lighting Grab: B, B, HP

Finishing Moves:

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

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

Animality: BL, BL, R, R, BL (close)

Babality: F, B, B, HP

Friendship: F, F, F, LP

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

Stage: F, D, F, LP

Combos:

HP, HP, LP, HP (22%)

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

HK, HK, LP, HP (23%)



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, 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 (close)

Babality: R, R, R, LK

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

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

Stage: Up, Up, B, LP

Morphs:

Noob Saibot: F, D, D, B, HK

Kung Lao: R, R, BL, R

Baraka: D, D, LK - **PC, PSX, SS**; R, R, LP, BL - **N64**

Johnny Cage: B, B, D, LP - **PC, PSX, SS**; F, D, F, HP - **N64**

Nightwolf: Up, Up, Up

Sonya: D, D, D + R + LP + BL

Sindel: B, D, B, LK

Rayden: D, B, F, LK - **PC, PSX, SS**; BL, R, BL - **N64**

Ermac: D, D, Up

Smoke: F, F, LP - **PC, PSX, SS**; B, B, D, LK - **N64**

Rain: R, BL, LK

Cyrax: BL, BL, BL

Stryker: F, F, F, HK

Scorpion: D, D, F, LP

Kabal: LP, BL, HK

Reptile: R, BL, BL, HK

Kitana: F, D, F, R

Jax: F, F, D, LP

Kano: F, B, F, BL

Sektor: D, F, B, R

Sub-Zero - F, D, F, HP - **PC, PSX, SS**

Mileena: R, BL, HK

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

Human Smoke: ??? - **PC, PSX, SS**; BL, R, LK - **N64**

Jade: F, F, D, D + BL

Sheeva: F, D, F + LK

Shao Kahn: B, F, HK - **PC, PSX, SS**

Motaro: F, D, B, HP - **PC, PSX, SS**

Kintaro: Hold LP for 3 sec, rel. - **PC, PSX, SS**

Goro: B, B, B, LK - **PC, PSX, SS**

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

Klassic Kung Lao: B, D, B, HK - **PC, PSX, SS**

Klassic Rayden: B, B, F, R - **PC, PSX, SS**

Klassic Jax: D, F, B, HK - **PC, PSX, SS**

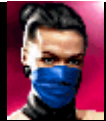
Klassic Kano: F, Up, B, D, F... (360° back) - **PC, PSX, SS**

Combos:

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

HK, HK, B + HK (19%)

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



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)

Babality: F, F, D, F, HK

Friendship: D, B, F, F, LP

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

Stage: F, D, D, LK

Combos:

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

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



Kano

Special Moves:

Sword Toss: D, B + HP

Slice Uppercut: D, F + HP

Ball Roll: Hold LK for 3 seconds, then release

Upwards Ball Roll: F, D, F + HK

Psycho Ball Roll: F, D, F + LK

Violent Grab: D, F + LP

Throw (In Air): BL

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)

Babality: F, F, D, D, LK

Friendship: LK, R, R, HK

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

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%)



Classic Kano

Note: This character is not available in the Nintendo 64 version of the game.

Special Moves:

Roll Spin: Hold BL, 360° then release BL

Knife Throw: Hold BL, B, F

Knife Spin: B, F, HP (tap HP for faster spins)

Finishing Moves:

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

Babality: B, B, D, D, LK (past sweep)

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

Stage: B, F, F, BL

Combos:

HP, HP, HP, HP (22%)

LK, LK, HK, F + HK (21%)

LK, LK, HK (19%)



Scorpion

Special Moves:

Spear: B, B, LP

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

Forward Teleport Punch: D, F, HP (can do in air)

Air Throw: BL (can do in air)

Finishing Moves:

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

Fatality 2: F, F, B, LP (past sweep)

Fatality 3: F, F, D, Up, R (close) - **N64**

Animality: F, Up, Up, HK (close)

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

Stage: F, Up, Up, LP

Combos:

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

HK, HK, LK, LK (23%)

HP, HP, U + LP (18%)



Sub-Zero

Note: This character is not available in the Nintendo 64 version of the game.

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

Finishing Moves:

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

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

Animality: F, F, Up, Up (close)

Babality: D, B, B, HK

Friendship: LK, LK, R, R, Up

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

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%)



Human Smoke

Special Moves:

Spear: B, B, LP

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

Air Throw: BL (can do in air)

Finishing Moves:

Fatality 1: F, F, B, R (outside sweep)

Fatality 2: R, BL, R, R, HK (outside sweep)

Animality: F, F, F, B, HK (half screen)

Babality: B, B, F, R

Friendship: D, F, F, F, R

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

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%)



Reptile

Special Moves:

Acid Spit: F, F, HP

Fast Force Ball: F, F, HP + LP

Slow Force Ball: B, B, HP + LP

Slide: B + LP + BL + LK

Invisibility: Up, Up, D, HK

Reverse Elbow: B, F, LK

Finishing Moves:

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

Fatality 2: F, F, Up, Up, HK (close)

Animality: D, D, D, Up, HK (close)

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

Stage: BL, R, BL, BL

Combos:

HP, HP, D + LP (18%)

HK, HK, B + HK (21%)

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



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

Quad Slam: After throw repeatedly tap HP

Backbreaker: BL (in air)

Finishing Moves:

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

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

Animality: Hold LP, F, F, D, F, then release LP (close)

Babality: D, D, D, LK

Friendship: LK, R, R, LK

Brutality: HP, HP, HP, BL, LP, HP, HP, HP, BL, LP, HP

Stage: D, F, D, LP

Combos:

HK, HK, B + HK (19%)

HP, HP, BL, LP, B + HP (24%)

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



Classic Jax

Note: This character is not available in the Nintendo 64 version of the game.

Special Moves:

Energy Wave: F, D, B, HK

Air Energy Wave: F, D, HK (in the air)

Backbreaker: BL (in air, close)

Gotcha Grab: F, F, LP (tap LP for more hits)

Ground Slam: Hold LK for 3 seconds, then release LK

Quad Throw: Throw and tap HP repeatedly

Finishing Moves:

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

Babality: D, Up, D, Up, LK

Friendship: D, D, Up, Up, LK (sweep)

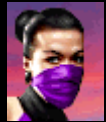
Brutality: HP, HP, BL, HK, LP, LP, HP, BL, HK, HK, HP

Stage: Up, Up, D, LK

Combos:

HP, HP, HP, LP, B + HP (28%)

HK, LK, LK, HK, LK, B + HK (28%)



Mileena

Special Moves:

Sai Toss: Hold HP for 2 seconds, then release

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)

Babality: D, D, F, F, HP

Friendship: D, D, B, F, HP

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

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%)



Sektor

Special Moves:

Straight Missile: F, F, LP

Homing Missile: F, D, B, HP

Teleport Punch: F, F, LK

Double Missile: B, B, F, LP

Finishing Moves:

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

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

Animality: F, F, D, Up (close)

Babality: B, D, D, D, HK (close)

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

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

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%)



Liu Kang

Special Moves:

High Fireball: F, F, HP

Low Fireball: F, F, LP

Flying Kick: F, F, HK

Bicycle Kick: Hold LK for 3 seconds, then release

Super Kick: Hold LK, B, F, release LK

Finishing Moves:

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

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

Animality: D, D, Up (sweep)

Babality: D, D, D, HK

Friendship: R, R, R, D + R

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

Stage: R, BL, BL, LK

Combos:

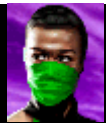
HP, HP, B + LP (13%)

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%)



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

Second Chance: B, B, F, LP

Finishing Moves:

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

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

Animality: F, D, F, F, LK

Babality: D, D, F, D, HK

Friendship: B, D, B, B, HK

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

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)



Sheeva

Special Moves:

Ground Stomp: B, D, B, HK

Fireball: D, F, HP

Aerial Stomp: D, Up

Finishing Moves:

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

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

Animality: R, BL, BL, BL, BL (close)

Babality: D, D, D, B, HK

Friendship: F, F, D, F, PAUSE + HP

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

HK, HK, B + HP, B + HP or B + LP (27%) - **N64**



Kung Lao

Special Moves:

Hat Toss: B, F, LP

Diving Kick: D + HK (in air)

Spinning Shield: F, D, F, R, R, R

Teleport Attack: D, Up

Double Teleport Attack: D, D, Up

Finishing Moves:

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

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

Animality: R, R, R, R, BL (close)

Babality: D, F, F, HP

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

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

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%)



Klassic Kung Lao

Note: This character is not available in the Nintendo 64 version of the game.

Special Moves:

Shield Spin: Up, Up, LK (tap LK to keep spinning)

Torpedo: B, B, F

Hat Throw: B, F, LP

Teleport: D, Up

Dive Kick: D + HK (in the air)

Finishing Moves:

Fatality 1: Hold LP, B, B, F, then release LP (aim hat up toward the neck) (Full Screen)

Babality: F, F, B, B, HK

Friendship: B, B, B, D, HK (sweep)

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

Stage: F, F, F, HP

Combos:

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

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



Smoke

Special Moves:

Spear: B, B, LP

Teleport Uppercut: F, F, LK

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)

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

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%)



Nightwolf

Special Moves:

Shoulder Ram: F, F, F, LK

Arrow Shot: D, B, LP

Hatchet Swipe: D, F, HP

Projectile Reflection: B, B, B, HK

Fast Shoulder Ram: B, B, F, HK

Finishing Moves:

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

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

Animality: F, F, D, D (close)

Babality: F, B, F, B, LP

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

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

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%)



Sindel

Special Moves:

Fireball: F, F, LP

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

Wave Dizzy: F, F, F, HP

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

Double Fireball: B, B, F, LP

Finishing Moves:

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

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

Animality: F, F, Up, HP (close)

Babality: R, R, R, Up

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

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

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%)



Ermac

Special Moves:

Mind Lift: B, D, B, HK

Green Blast: D, B, LP

Teleport Punch: D, B, HP

Finishing Moves:

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

Fatality 2: D, Up, D, D, D, BL (sweep)

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

Babality: D, D, B, B, HP

Friendship: F, F, F, HP

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

Stage: R, R, R, R, LK

Combos:

HK, LP (15%)

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

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

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



Classic Sub-Zero

Special Moves:

Ice Blast: D, F, LP

Ice Rain: D, F, HP - **N64**

Near Ice Rain: D, F, B, HP - **N64**

Far Ice Rain: D, B, F, HP - **N64**

Sub-Xerox: D, B, LP (can do in air) - **N64**

Ground Freeze: D, B, LK

Ground Slide: B + LP + BL + LK

Finishing Moves:

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

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

Animality: ??? - **PC, PSX, SS**; B, B, F, D, LP (close) - **N64**

Babality: D, F, F, HK

Friendship: HK, R, R, Up (close) - **PC, PSX, SS**; B, D, D, F, LK (sweep) - **N64**

Brutality: HP, LP, HP, BL, LK, LK, HK, HK, LP, HP, LP - **PC, PSX, SS**

Brutality: HP, LK, HK, LP, HP, HK, HK, HP, HP, LP - **N64**

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%)



Stryker

Special Moves:

Rushing Attack: F, F, HK

Baton Takedown: F, B, LP

Single Bomb Low: D, B, LP

Single Bomb High: D, B, HP

Double Bomb Low: F, D, B, LP

Double Bomb High: F, D, B, HP

The Gat: 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)

Babality: D, F, F, B, HP

Friendship: LP, R, R, LP

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

Stage: F, Up, Up, HK

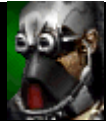
Combos:

HP, HP, LP (18%)

HK, HP, HP, LP (23%)

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

HK, LK, B + HK (19%)



Kabal

Special Moves:

Web Spin: B, F, LK

Fireball: B, B, HP (can do in air)

Ground Saw: B, B, B, R

Finishing Moves:

Fatality 1: D, D, B, F, BL (half screen)

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

Animality: Hold HP, F, F, D, F, then release HP (close)

Babality: R, R, LK

Friendship: R, LK, R, R, Up

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

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%)



Khameleon

Note: This character is only available in the Nintendo 64 version of the game.

Khameleon has all the moves of the other three female ninjas: Mileena, Kitana and Jade.



Chameleon

Note: This character is not available in the Nintendo 64 version of the game.

Chameleon has all the moves of the other male ninjas: Rain, Noob Saibot, Scorpion, Reptile, Ermac, Sub-Zero, Ninja Smoke



Goro

Note: This character is not available in the Nintendo 64 version of the game.

Special Moves:

Grab & Pound: F, F, HP

Spinning Fists: B, B, F, HK

Fireball: B, B, B, LP

Roar: D, D, LK



Shao Kahn

Special Moves:

Hammer: B, F, HP - **PC, PSX, SS**; F, B, B, HP - **N64**

Fireball: B, B, F, LP - **PC, PSX, SS**; F, D, F, LK - **N64**

Grab and Smack: F, F, HP - **PC, PSX, SS**;

Shoulder: D, F, LP - **PC, PSX, SS**; F, F, HP - **N64**

Upwards Shoulder: D, F, HP - **PC, PSX, SS**; D, D, F, HK - **N64**

Insult: D, D, LK - **PC, PSX, SS**; Up, Up, R - **N64**

Laugh: D, D, HK - **PC, PSX, SS**; D, D, R - **N64**

Finishing Moves:

Fatality: F, F, B, HP (sweep) - **N64**



Motaro

Special Moves:

Fireball: F, D, B, HP - **PC, PSX, SS**; Hold LK for 3 sec. - **N64**

Sweep: B + LK

Grab and Smack: F, F, HP - **PC, PSX, SS**; F, F, F, HP - **N64**

Teleport: D, Up - **PC, PSX, SS**; D, B, HK - **N64**

Finishing Moves:

Fatality: F, F, F, HK (close) - **N64**



Kintaro

Note: This character is not available in the Nintendo 64 version of the game.

Special Moves:

Fireball: B, B, F, HP

Teleport Stomp: D, Up

Grab Smash: F, F, HP

Roar: D, D, LK