

Mortal Kombat Gold FAQ

by ICEOUT0002

Updated to v2.22 on Apr 17, 2005

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Mortal Kombat Gold (Dreamcast) - The Total FAQ
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Version 2.22
Updated 04/17/2005

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01) UPDATES

2.22: Updated e-address, minor size compacting, a few very minor fixes.

2.21: Cyrax and Fujin fatalities fixed.

2.20 : 03/09/2004

* Corrected motion for Kung Lao/Fujin's dive kick.

* Typos fixed in Jax/Cage sections.

2.15 : 10/01/2001

* 12th and final version. Condensed FAQ by 25%, lost the filler.
Corrected info concerning VMU saves, Cyrax typo, other typos.

2.13 : 01/17/2001 6:23 PM EST

* The final move FOUND! (thanks to TRMK)

2.12 : 01/01/2001 12:00 AM EST

* Put in Kai's handstand moves

* Removed some typos

2.11 : 10/19/1999 1:08 AM EST

- * New "red" version available: Noob's 3rd outfit crash fixed, Sektor's repeated teleport punch combo no longer works, settings can be saved.
- * 3 new combos
- * KL's alternate weapon draw
- * Fixed some small mistakes

2.01 : 09/16/1999 9:24 AM EST

- * Added Goro's 1-button fatalities
- * Crooked Sword moves fixed

2.00 : 09/11/1999 4:40 PM EST

- * Sektor's Spike Stage Fatality FOUND!
- * Noob Saibot outfit game-crash bug (see EXTRA OUTFITS)
- * Added KOMBAT THEATER info

1.90 : 09/10/1999 7:06 PM EST

- * Sektor's Fan Stage Fatality FOUND!

1.80 : 09/10/1999 1:02 PM EST

- * Sektor's Smasher Fatality FOUND!
- * Noob's no-block fireball added!
- * Numbered Kombat Kodes and list of KOMBAT KODE cheats
- * Kung Lao's Spin can be done both the MK2 and MK3 way

02) PLAYING OPTIONS

* Practice

Practice your combos and techniques against an active or inactive opponent without rounds or time limit. Also has a moves list you can look at.

* Tournament

Standard Elimination, any of the characters can be computer-controlled or human. (You can make them all CPU players and just watch.)

* Endurance

See how many opponents you can beat on one lifebar!
ULTIMATE: You get a ranking at the end. Lineup resets.

* 2-on-2 Kombat

Each side selects two fighters, the second one joining in when the first gets knocked out.

* Group Select (2-player game only)

A shrunken select screen appears. You start with Cyrax on the top-left and move down each time you win.

* Random

Randomly selects your character.

* Hidden

Hides your select square.

* Weapon

Select a different weapon than usual from a picture of 20.

03) EXTRA OUTFITS

* At the select screen, hold START and press any button and the square will flip to a yin-yang.

* Unless indicated, do 1 flip for an alternate color.

Cage	(tuxedo)	: 3 flips
Kai	(leather jacket/sunglasses)	: 3 flips
Scorpion	(unmasked/grey suit)	: 2 flips
Noob	(unmasked)	: 1 flip
Noob	(hooded jacket) *see note	: 3 flips
Rayden	(no sleeves)	: 2 flips
Sonya	(pink with no cap)	: 3 flips
Tanya	(black outfit)	: 3 flips
Sub-Zero	(half frozen)	: 2 flips
Sub-Zero	(unmasked)	: 1 flip
Reptile	(ninja outfit from MK2)	: 2 flips
Liu Kang	(no tank top)	: 1 flip
Liu Kang	(traditional costume)	: 2 flips
Cyrax	(unmasked)	: 2 flips

* On early (yellow disc) copies, attempting to access this costume will crash the game and reset the Dreamcast!

04) KOMBAT KODES

* In 2-player games, a "VS" screen appears before the match starts.

* Use LP,BL,and HK to change icons. Hold UP to go backwards.

#01	111-111	FREE WEAPON	(falls in center)
#02	100-100	THROWING DISABLED	
#03	444-444	ARMED AND DANGEROUS	(weapons already out)
#04	666-666	SILENT KOMBAT	
#05	050-050	EXPLOSIVE KOMBAT	
#06	222-222	RANDOM WEAPONS	(different one is drawn)
#07	123-123	NO POWER?	(one hit kills!)
#08	555-555	MANY WEAPONS	(about 8 different ones are scattered)
#10	060-060	NO RAIN	(Text appears only on Wind stage)
#11	002-002	WEAPON KOMBAT	(can't drop weapons)
#13	012-012	NOOB SAIBOT MODE	(does nothing)
#14	020-020	RED RAIN	(on Wind Stage)
#15	010-010	MAXIMUM DAMAGE DISABLED	
#16	110-110	THROWING AND MAX DAMAGE DISABLED	
#26	001-001	UNLIMITED RUN	
#33	321-321	BIG HEAD MODE	

KOMBAT ZONE CODES

#17	011-011	GORO'S LAIR	(rocks, stage fatality)
#18	022-022	THE WELL	(heads)
#19	033-033	ELDER GODS	
#20	044-044	THE TOMB	(spiked balls)
#21	055-055	WIND WORLD	(rain)
#22	066-066	REPTILE'S LAIR	(rocks)
#23	101-101	SHAOLIN TEMPLE	
#24	202-202	LIVING FOREST	
#25	303-303	THE PRISON	(fan stage fatality)
#27	313-313	ICE PIT	
#28	323-323	THE CHURCH	
#29	343-343	THE NETHERREALM	

#30 353-353 THE SOUL CHAMBER

#31 363-363 LADDER? (hidden stage!)

05) COMBO SYSTEM

Air starters : Jumping HP or jump up, HK/LK (follow with ground combo)

Basic series : HP>HP>HK>(B+LK/B+HK)

Ground series : HP>HP>HK>(HK/LK)>Draw Weapon(this hits)/Special Move

Pop-up series : HP>HP>HK>(D+HP/D+HK) (follow with air juggle)

Weapon series : HK>Any weapon attack except throw

Midair series : Jumping HP>(HK/LK/LP)

* HP, D+HP/HK and HP, HP, D+HP will NOT WORK.

HK, D+HP/HK can only be done in a combo.

* Doing Kai's Handstand (BL+LK) in a combo give you a free upper kick finish.

* If the combo reaches 40.5% or more, "MAXIMUM DAMAGE" appears and you get knocked back. "MAX DAMAGE" does not appear on throws or Goro's Stomp.

* Throws and Breakers will not count as hits in combos, though the damage will be added.

06) BASIC MOVES

UNARMED PUNCH ATTACKS

HP : High Jab

LP : Middle Jab

crouch+HP : Uppercut

crouch+LP : Low Jab

jump+HP : Jumping Jab

jump+LP : Jumping Power Punch (knocks down)

close HP : Face Punch

close LP : Basic Throw

HP, HP : Left-right High

LP, LP : Left-right Low

KICK ATTACKS

HK : Face Kick

LK : Quick Kick

B+HK : Roundhouse

B+LK : Foot Sweep

crouch+HK : Uppercut Kick / Crouching Mid/High Kick

crouch+LK : Ankle Kick

UB/UF+HK : Jump Kick

UB/UF+LK : Drop Kick

U+HK/LK : Front Leg Kick

close HK : Knee Strike

close LK : Bone Breaker

OTHER ATTACKS

crouch+RN : Pick up and throw non-weapon object

MOVEMENT

RN, RN : Sidestep away from screen

D, RN, RN : Sidestep into screen

UB/UF : Jump back/forward

U : Jump straight up

D(hold) : Crouching

F+hold RN : Run forward

OTHER

BL : Standing block
crouch+BL : Crouching block
Hold B/DB : Throw protection

07) WEAPON MOVES

(draw move) : take out or throw if in hand
(Jump)+HP : Midair upper-swing
(Jump)+LP : Midair down-swing
crouch+RN : pick up weapon

BROADSWORD (Scorpion)

HP : Quick Hit
B+HP : Overhand
LP : Weak Upper
B+LP : Upper Slash
D+LP : Sword Spin (hold LP B/F moves)

CLUB (Jax)

HP : Side Swipe
B+HP : Overhead Smash
LP : Hit into screen
B+LP : 2-hit upper

SPEAR (Shinnok)

HP : Upper
B+HP : Running Stab
LP : Back Spin
B+LP : Sweep

ICE STAFF (Sub-Zero)

HP : Side Swipe
B+HP : Uppercut Swing
LP : Trip
B+LP : Freeze Dash

BOOMERANG (Tanya)

BLADE BOOMERANG (Kitana)

HP : Short Slash
B+HP : Spin Slash
LP : Throw (returns later)
B+LP : Upward Throw (returns later)

HAMMER (Rayden)

HP : Side Swipe
B+HP : Overhead Smash
LP : Hit into screen
B+LP : Uppercut Swing

MACE (Quan Chi)

HP : Overhead Smash
B+HP : Side Swipe
LP : Hit into screen
B+LP : Uppercut Swing

CROSSBOW (Fujin)

HP : Upward Shot

LP : Straight Shot
B+LP : Bouncing Shot

BLADE WHEEL (Sonya)
HP : Upper
B+HP : Backhand Swipe
LP : Downstrike
B+LP : The "Carver"

CURVED SWORD (Jarek)
SCYTHE (Noob Saibot/Reiko)
HP : Uppercut Swing
B+HP : Backhand Swipe
LP : Downstrike
B+LP : Dash Slash

JAGGED SWORD (Liu Kang)
LIGHT SWORD (Cyrax)
HP : Lawnmower Slash (HP,HP for two)
B+HP : Running Stab
LP : Upper
LP,HP: Special Combo
B+LP : Knockdown

AXE (Reptile)
DIAMOND AXE (Kung Lao)
BONE AXE (Baraka)
HP : Upper
B+HP : Axe Spin (hold HP, B/F moves)
LP : Downstrike
B+LP : Backhand Swipe

DAGGER (Kai)
HP : Upper
B+HP : 360 Slash
LP : Downstrike
B+LP : same as B+HP

PIRATE SWORD (Johnny Cage)
HP : Step Slash
B+HP : Upper
LP : Weak Upper
B+LP : Knockdown

CROOKED SWORD (Mileena)
HP : Quick Hit
B+HP : Overhand
LP : Weak Upper
B+LP : Upper Slash

LIGHT GUN (Sektor)
HP/LP : Single Shot

08) LEGEND

Joystick Buttons
UB U UF HP BL HK

B * F LP RN LK
DB D DF

HP/LP : High/Low Punch
HK/LK : High/Low Kick
BL : Block
RN : Run
* : can be done in air

Dreamcast Setup
Front: HP HK Behind: BL RN
LP LK

09) SECRETS

CHEAT CODE

* Do this at the "Mortal Kombat Gold" Title Screen!

- 1) tap Up,Up,Down,Down,Left,Left,Right,Right
(this only has to be done 1 time)
- 2) Press BL+RN together at options screen.

Press BL+RN at option screen at any time later to return to cheat screen.

EASY ENDINGS - Win the game after 1 opponent

FATALITY 1 - HP

FATALITY 2 - LP

PIT FATALITY - D+HP (does spikes fatality on all other stages)

DANGER (one hit kills always on)

KOMBAT KODE (0-30) (Kombat Kode always on - can't use others)

00 - No Kode	01 - Big Heads	02 - Throwing Disabled
03 - Max Damage Disabled	04 - Max/Throw Disabled	05 - Unlimited Run
06 - Free Weapon	07 - Random Weapons	08 - Armed and Dangerous
09 - Many Weapons	10 - Silent Kombat	11 - Explosive Kombat
12 - No Power?	13 - No Rain	14 - Weapon Kombat
15 - Noob Saibot Mode	16 - Red Rain	17 - Goro's Lair
18 - The Well	19 - Elder Gods	20 - The Tomb
21 - Wind World	22 - Reptile's Lair	23 - Shaolin Temple
24 - Living Forest	25 - Prison	26 - Ice Pit
27 - Church	28 - Netherrealm	29 - Soul Chamber
30 - Ladder Stage		

NOOB SAIBOT

* CHEAT CODE must be on.

Select HIDDEN then Reiko (up 2, left 3) with BL+RN

GORO

* CHEAT CODE must be on.

Select HIDDEN then Shinnok (up 1, left 1) with BL+RN

SEKTOR

* CHEAT CODE must be on.

Select HIDDEN then Cyrax (up 4, left 3) with BL+RN

MEAT

* Win the "Group" Mode with all 20 regular characters.

"Meat" has all moves of character chosen.

* Hold any button during Scorp's BBQ fatality to hear "TOASTY! 3-D!"

- * Hold D right after doing spikes fatality to have them slide down, "Toasty!"
- * During "CHOOSE YOUR DESTINY" for 1-player games, tap START to rotate the towers and get a different opponent lineup.

KOMBAT THEATER

- * You can re-play the endings of characters you have beat the game with. The 21st window is the game intro, a 22nd window for Sektor opens up when the CHEAT CODE is activated.
- * Tap RN to see character bios (select intro window to see Goro's bio.)

10) BARAKA

Draw Weapon : B,B,HK

Electro Spark : D,B,HP

Shredder : B,B,B,LP

Blade Spin : F,D,F,BL (hold BL to continue, B/F moves)

Blade Swipe : B,HP

COMBO #1: Jump up kick,HP,HP,HK,HK,Blade Swipe (42%)

COMBO #2: (bone axe) Shredder,LP,Electro Spark (45%)

Head Chop : B,B,B,B,HP (close)

Blade Lift : B,F,D,F,LP (close)

Fan Stage : F,F,D,HK

Goro Stage : D,B,B,LK

11) CYRAX

Draw Weapon : B,F,HP

Net : B,B,LK

Bomb (long) : F,F,HK

Bomb (short) : B,B,HK

Teleport : F,D,BL*

Air Throw : D,F,BL then LP*

COMBO #1: Jumping HP,HP,HP,HK,D+HP,jumping HK,Air Throw (32%)

COMBO #2: (corner) Bomb,jumping HP,Air Throw (33%)

Last Request : U,U,F,D,BL (close)

End of the World : D,D,F,U,RN (sweep)

Fan Stage : B,F,F,HP

Goro Stage : D,B,B,LP

12) KUNG LAO

Draw Weapon : B,B,HP or F,F,HK

Hat Toss : B,F,LP

Teleport : D,U/D,D,U (P/K for regular jump up attack)

Dive Kick : U,D,HK in air

Spin : F,D,F,RN or U,U,LK (Hold RN/LK to continue, B/F moves)

COMBO #1: (corner) Jumping HK,hop HK,Hat Toss(early),jumping HP-Kick (36%)

Hat Decap : B,B,F,LP (full screen)

Boomerang Hat : F,F,B,D,HP (full screen)
Fan Stage : D,D,F,HP
Goro Stage : F,D,F,LK

13) KITANA

Draw Weapon : F,B,HK

Fan Lift : B,B,B,HP
Fan Toss : F,F,HP+LP* (Hold HP,F,F,LP also works)
Wave Punch : D,B,HP
Fan Swipe : B,HP

COMBO #1: (corner) Jumping HK,Fan Lift,jumping up HP-Kick,Air Fan Toss,
jumping up HP and LP (43%)
COMBO #2: (corner) Jumping HK,fan toss x4,B+HK (50%)

Exploding Kiss : B,D,F,F,HK (close)
Head Chop : F,F,D,F,LK (close)
Fan Stage : F,D,F,LP
Goro Stage : D,D,F,LK

14) MILEENA

Draw Weapon : F,F,LP

Twin Daggers : Hold HP 1 second,release*
Teleport Kick : F,F,LK*
Roll : B,B,D,HK

COMBO #1: (near corner) Jumping HP,HP,HP,HK,D+HP,jumping HK,
Teleport Kick (31%)

Nail Spit : F,B,F,LP (outside sweep)
100 Sai Shots : B,B,B,F,LK (outside sweep)
Fan Stage : F,F,B,HP
Goro Stage : D,F,D,LP

15) KAI

Draw Weapon : D,B,LP

Upward Fireball : F,F,LP*
Down Fireball : B,B,HP
Zip Punch : D,F,HP
Slide Kick : D,F,LK
Handstand : BL+LK (UB/UF to jump out)
(spin kick) : Hold LP
(hard kick) : HK
(weak kick) : LK
(stand) : BL

COMBO #1: Upward Fireball,standing HP,jumping HK,Zip Punch (32%)
COMBO #2: (corner) Jumping HK,midair fireball,standing HP,upward fireball,
standing HP,jumping HP-Kick (45%)
COMBO #3: (corner) Hit out of air with jumping HP-Kick into midair fireball,
land, B+HK (53%)

Body Rip : U,F,U,B,HK (close)
Saw Blade : U,U,U,D,BL (outside sweep)
Fan Stage : F,F,D,BL
Goro Stage : B,F,D,HK

16) RAYDEN

Draw Weapon : F,B,HP

Spark : D,B,LP
Wall Smash : F,F,LK*
Teleport : D,U

COMBO #1: (hammer, near corner) B+LP,B+LP,jumping HP,air wall smash (34%)

COMBO #2: (weapon not out) Jumping HP,HP,HP,HK,HK,Draw Hammer,jump HP,
air smash(45%)

Dynamo : F,B,U,U,HK (close)
Electrocute : D,U,U,U,HP (close)
Fan Stage : D,F,B,BL
Goro Stage : F,F,D,LP

17) SHINNOK

Draw Weapon : B,F,LP

IMPERSONATIONS

Kai : F,F,F,LK
Rayden : D,F,F,HP
Liu Kang : B,B,F,HK
Reptile : B,B,F,BL
Scorpion : F,B,LP
Jax : F,D,F,HK
Reiko : B,B,B,BL
Cage : D,D,HP
Jarek : B,B,B,LK
Tanya : B,F,D,BL
Fujin : F,F,B,HK
Sub-Zero : D,B,LP
Quan Chi : F,B,F,LK
Sonya : F,D,F,HP
Kitana : F,F,D,HP
Mileena : B,B,D,LP
Cyrax : D,B,D,LK
Kung Lao : D,F,B,HK
Baraka : F,B,F,LP

The Hand : D,B,F,D,RN (close)
Goal! : D,U,U,D,BL (close)
Fan Stage : D,D,F,HK
Goro Stage : D,F,B,HP

18) LIU KANG

Draw Weapon : B,F,LK

Fireball : F,F,HP*

Low Fireball : F,F,LP
Flying Kick : F,F,HK
Bike Kick : Hold LK 3-5 seconds

COMBO #1: (corner) Jumping HK,hop HK,standing HP,Flying Kick,Flying Kick (36%)
COMBO #2: (jagged sword) Close HK,LP,HP(fast),Flying Kick (34%)

Dragon Morph : F,F,F,D,HK+BL+LK (1/2 screen)
Screen Shot : F,D,D,U,HP (close)
Fan Stage : F,F,B,LP
Goro Stage : F,F,B,HK

19) REPTILE

Draw Weapon : B,B,LK

Acid Spray : D,F,HP
Palm Strike : B,F,LP
Inviso : BL+HK
Super Crawl : B,F,LK

COMBO #1: (corner) Jumping HK,hop HK,Crawl,jumping HP-Kick (36%)

Beauty Treatment : Hold HP+LP+HK+LK then U (close)
3-D Acid Loogie : U,D,D,D,HP (outside sweep)
Fan Stage : D,F,F,LP
Goro Stage : D,D,F,HK

20) SCORPION

Draw Weapon : F,F,HK

Spear : B,B,LP
Tele-Punch : D,B,HP*
Fire Breath : D,F,LP
Air Throw : BL when both in air

COMBO #1: (near corner) Spear,HP,HP,HK,D+HP,run in,standing HP,Fire Breath,
run in,standing HP,Fire Breath (38%)

COMBO #2: Jump up kick,HK,HK,Spear,HP,HP,HK,B+HK (50%)

COMBO #3: (corner) Hit out of air with jumping HP-Kick,air teleport punch,
jump up again with HP-Kick (53%)

B.B.Q. : B,F,F,B,BL (1/2 screen)
Scorpion : B,F,D,U,HP (close)
Fan Stage : F,D,D,LK
Goro Stage : B,F,F,LK

21) JAX

Draw Weapon : D,F,HP

Gun Shot : D,F,LP
Slide Punch : D,B,LP
Earthquake : F,F,D,LK
Backbreaker : BL when both in air
Multi Throw : Throw,then(hold)RN+BL+HK > HP+LP+LK > HP+BL+LK > HP+LP+HK+LK

COMBO #1: (corner) Jumping HK,hop HK,standing HP,Slide Punch,standing LP,
Slide Punch (41%)
COMBO #2: (near corner) HP,HK,D+HP,run in,standing HP,Slide Punch,standing
LP,Slide Punch,standing LP,Gun Shot (46%)

Arm Rip : Hold LK before you win then F,F,D,F,release LK (close)
Head Smash : B,F,F,D,BL (close)
Fan Stage : F,F,B,LK
Goro Stage : F,F,B,HP

22) REIKO

Draw Weapon : D,B,HP

Vertical Teleport : D,U* (BL to throw, P/K for regular jump up attack)
Horiz.Teleport : B,F,LK
Flip Kick : B,D,F+HK
Throwing Stars : D,F,LP

COMBO #1: Jump up kick,HP,HK,HK,Flip Kick,standing LP,LP,jumping LK (49%)
COMBO #2: (corner) Jumping HK,hop HK,hop HP and HK,
air teleport with HP,Kick (42%)

Power Kick : F,D,F+HK+BL+LP+LK (close)
Shuriken Massacre : B,B,D,D,HK (outside sweep)
Fan Stage : D,D,B,LP
Goro Stage : F,F,D,LK

23) JOHNNY CAGE

Draw Weapon : F,D,F,LK

High Fire : D,F,HP
Low Fireball : D,B,LP
Groin Punch : BL+LP (dosen't work on women)
Shadow Kick : B,F,LK
Shadow Upper : B,D,B,HP

COMBO #1: Jump up kick,HP,HP,HK,D+HP,run in,HP,jumping HK,Shadow Kick (42%)
COMBO #2: (pirate sword) HK,B+LP,Shadow Kick (27%)

Body Rip : F,B,D,D,HK (close)
Head Punch : D,D,F,D,BL (close)
Fan Stage : D,F,F,HK
Goro Stage : B,F,F,LK

24) JAREK

Draw Weapon : F,F,HP

Forward Roll : B,F,LK
Upward Roll : F,D,F,HP
Blade Toss : D,B,LP
Earthquake : B,D,B,HK

COMBO #1: (corner) Jumping HK,hop HK,standing HP,Blade Toss,Earthquake (35%)

COMBO #2: (curved sword) Jumping up kick, HK, HP, LP, Earthquake (42%)

Heart Pull : F, B, F, F, LK (close)

Eye Beam : U, U, F, F, BL (outside sweep)

Fan Stage : F, D, F, HK

Goro Stage : B, F, F, LP

25) TANYA

Draw Weapon : F, F, HK

Fire Ball : D, F, HP

Air Fireball : D, B, LP in air

Spin Kick : F, F, LK

Splits Kick : F, D, B+LK

COMBO #1: (corner) Jumping HK, hop HK, Spin Kick, standing HP, Spin Kick
Splits Kick (42%)

COMBO #2: (corner / boomerang) Jumping HK, hop HK, Spin Kick, hop HK, Spin
Kick, LP (48%)

Explode Kiss : D, D, U, D, HP+BL (close)

Neck Breaker : D, F, D, F, HK (close)

Fan Stage : B, F, D, HP

Goro Stage : F, F, F, LP

26) FUJIN

Draw Weapon : B, B, LP

Dust Storm : F, D, F, HP

Slam : B, F, D, LK from the dust storm

Spin : F, D, LP (hold) (B/F moves)

Flying Knee : D, F, HK

Diving Kick : U, D, LK in air

COMBO #1: Dust Storm, jump up kick, Dust Storm, Slam, standing HK,
Flying Knee (45%)

COMBO #2: (any weapon) Dust Storm, jumping HP (late), Dust Storm, Slam, standing
HK, jumping LP (50%)

Turkey Shoot : Tap BL+RN 12x (1/2 screen)

Wind Blast : D, F, F, U, BL (outside sweep)

Fan Stage : D, D, D, HK

Goro Stage : B, F, B, HP

27) SUB-ZERO

Draw Weapon : D, F, HK

Ice Ball : D, F, LP

Ice Clone : D, B, LP*

Slide : LP+BL+LK

COMBO #1: (ice staff) B+HP, jumping HK, B+LP, B+HP, jumping HP (31%)

COMBO #2: (ice staff) Jump up kick, HK, B+LP, jump up kick, HK, B+HP,
jumping HP (43%)

3-D Headrip : F,B,F,D,HP+BL+RN (close)
Ice Smash : B,B,D,B,HP (outside sweep)
Fan Stage : D,U,U,U,HK
Goro Stage : D,D,D,LK

28) QUAN CHI

Draw Weapon : D,B,HK

Skull Fireball : F,F,LP
Teleport Stomp : F,D,LK
Steal Weapon : F,B,HP when their weapon is drawn
Slide Kick : F,F,HK
Air Throw : BL when both in air

COMBO #1: (corner) Jumping HK,hop HK,hop HP and LP,Air Throw (40%)
COMBO #2: (mace) B+LP,B+LP,Teleport Stomp (30%)

Leg Rip : Hold LK before you win then F,D,F,release LK (close)
Imperson-ality : U,U,D,D,LP (outside sweep)
Fan Stage : F,F,D,HP
Goro Stage : F,F,B,LK

29) SONYA BLADE

Draw Weapon : F,F,LK

Purple Fireball : D,F,LP
Bike Kick : B,B,D,HK
Air Punch : F,B,HP
Leg Grab : Hold D,BL+LP
Forward Flipkick : B,D,F+LK
Air Throw : BL when both in air

COMBO #1: (near corner) Jumping HP,HP,HP,HK,D+HP,run in,HK,jumping HP and LP,
Air Throw (49%)
COMBO #2: (blade wheel near corner) Flip Kick,B+HP,B+HP,HP (28%)

Kiss Blade : D,D,D,U,RN (outside sweep)
Deadly Flipkick : U,D,D,U,HK (outside sweep)
Fan Stage : D,B,B,HK
Goro Stage : F,D,F,HP

30) NOOB SAIBOT

Draw Weapon : F,F,HK

Fireball : D,F,LP
White Fireball : B,B,F,F,HK (disables blocking)
Teleport : D,U* (BL to throw, P/K for regular jump up attack)
Air Throw : BL when both in air

COMBO #1: (corner) Jumping HP,HP,HP,HK,D+HP,run in,HP,jumping HP and LP,
Air Throw (48%)
COMBO #2: Jump up kick,HP,HP,HK,D+HP,run in,HP,Fireball (34%)

Torso Kick : HP with FATALITY 1 cheat on
Ice Smash : LP with FATALITY 2 cheat on
Fan Stage : D,B,B,HK
Goro Stage : F,D,F,HK

31) GORO

Draw Weapon : dosen't carry one but can use others

Fireball : F,B,HP
2 Hand Swipe : F,F,HP
High Stomp : F,F,B,HK
Weak Upper : D,D,HP
Big Boot : B,B,HK
Short Stomp : B,F,D,D,HK
Taunt : N/A
Body Lunge : CPU only
Hook Punch : N/A

COMBO #1: Jump up kick,HP,HP,HK,HK,Weak Upper,High Stomp (52%)

COMBO #2: Close HK,HK,Hand Swipe,Short Stomp (41%)

Torso Kick : HP with FATALITY 1 cheat on
Head Punch : LP with FATALITY 2 cheat on

32) SEKTOR

Draw Weapon : B,F,HK

Homing Missile : F,D,B,HP
Straight Missile : F,F,LP
Double Missile : B,B,F,LP
Teleport Punch : F,F,LK*

COMBO #1: Jumping up kick,HK,HK,Teleport Punch,Double Missile (43%)

COMBO #2: Teleport Punch,Double Missile,Teleport Punch,Double Missile (36%)

Flame Blast : F,F,D,F,BL (sweep) *added 1/17/01*
Smasher : F,F,F,B,BL (outside sweep)
Fan Stage : B,F,F,HK
Goro Stage : D,F,B,LK

33) CREDITS

www.videogames.com : Screenshots
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rdm1976@aol.com

The Total MK Gold FAQ can be found at:
members.aol.com/iceout0002/mkgold.txt
www.gamefaqs.com
www.neoseeker.com
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