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- 1) INTRODUCTION

Seeing that there were no FAQs for this version of the game, I decided

to make one. This guide is for the Mega/SEGA CD version of the game which was first released in early 1994.

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## 2) WHAT'S NEW

The standard Genesis/Mega Drive version of this game had been released a year earlier. When this version was announced, people were expecting an arcade perfect version. This was not that case, but it was certainly better than the last version. What's new in this version:

- \*It is much faster
  - \*Characters have more animation (colours are still grainy though)
  - \*The music is much better
  - \*There are more sound effects and character voices
  - \*Stages look better
  - \*It has an FMV sequence at the start
  - \*Cheat menu is slightly different
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## 3) CONTROLS

Whilst the game can be played with a 3 button pad, my advise is to get a six button one as it is superior in every way. Anyway, I will list the pad set ups for either pad type here.

### 3 BUTTON PAD

BL: START  
LK: B  
HK: C  
LP: A  
HP: A [HIGH or LOW-PUNCH] as [PUNCH]

### 6 BUTTON PAD

BL: Y or B  
LK: C  
HK: Z  
LP: A  
HP: X

The d-pad is the same for either pad:

R: right  
U: Up (jump)  
D: Down (duck)  
L: Left

LEGEND

High Punch: HP  
Low Punch: LP  
High Kick: HK  
Low Kick: LK  
Block: BL  
QCF: Quarter circle forward

LOW PUNCH  
A punch to the waist.

HIGH PUNCH  
This punch aims to the head.

LOW KICK  
This kick kicks at the legs.

HIGH KICK  
This kick aims for the head.

BLOCKING  
Hold down the block button to block any attack apart from throws.  
However, when you block and are hit by moves you will suffer a  
little damage.

CLOSE MOVES  
If you are close to your opponent, you can do some different attacks.  
Press the HK button to do a throw. LP for a head blow. LK to knee the  
opponent.

These attacks can knock the opponent back slightly, but I would  
actually do the punch combo instead. Just hold right or left (depending  
on which side of the screen you are on) then hammer a punch button.

COMBOS  
If you hammer the LP or HP buttons, you will do a combo of punches.  
This can do great damage if you place every hit in.

UPPERCUTS  
Duck and press HP or LP to uppercut.

ROUNDHOUSE KICKS  
Hold L and press HK for this.

SWEEPS  
Hold L and press LK to sweep the opponent and make them fall.

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#### 4) MOVES LIST

There are several playable characters in Mortal Kombat. Each character has at least 2 special moves. Move commands are listed when a character is facing right, reverse the commands when facing left.

##### LIU KANG

This fighter is the main hope for winning the tournament. However, I certainly don't think he is the best character.

Fireball: R,R+HP

A projectile attack.

Flying kick: R,R+HK

This move is great for a surprise but don't over use it as if it is blocked the opponent can counter attack easily.

##### RAYDEN

A thunder god who is my favourite character.

Bolt: QCF+HP

A bolt of electricity projectile attack.

Torpedo: L,R,R

A great move where Rayden dives across the screen to push the opponent.

Teleport: D,D,U

Rayden teleports near the opponent.

##### SONYA

A police agent and the only woman fighting in the tournament.

Leg grab: DL+LP+BL+LK

Sonya will grab and slam the opponent with her legs.

Force wave: R,L+LP

A pink projectile attack

Jumping attack: R,L+HP

As the name implies.

##### KANO

On the run from Sonya. He is the leader of a terrorist group.

Plasma dagger: Hold BL, L,R

Kano throws a dagger at the opponent.

Spin: Hold BL, then 360 motion on pad

Kano will spin in the air and cannon ball into the opponent. If you hold the block button, Kano will keep spinning. Let go to cannon ball into the opponent.

#### SCORPION

A ninja and deadly enemy of Sub Zero. He has a yellow costume.

Line grab: L,L+LP

Scorpion will throw out a line, if it hits the opponent they will be dragged towards Scorpion and stunned for a second. Uppercut them.

Teleport punch: QCB+HP

Scorpion will teleport to the other side of the screen and punch the opponent.

#### SUB ZERO

A ninja and deadly enemy of Scorpion. He has a blue costume.

Freeze: QCF+P

A projectile. If it hits, it will freeze the opponent. You can hit them whilst they are frozen. If you try to freeze them again, you will be frozen so be careful.

Slide: DL+HK+HP

A ducking slide attack which travels across the screen.

#### CAGE

A movie star who enters the tournament.

Shadow kick: L,R,R+LK

A kick which travels across the screen.

Fireball: L,R,R+LP

A projectile attack.

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#### 4) FATALITY LIST

When the message "FINISH HIM!!" or "FINISH HER!!" for Sonya appears, you have a few seconds to input a command to do your character's fatality. This move will usually kill the opponent and are what made this game popular in the first place.

#### LIU KANG

KARTWHEEL UPPERCUT: 360 motion

Liu Kang will cartwheel across the screen and then do an uppercut.  
This is the only fatality which doesn't kill the opponent by the way.

RAYDEN

ELECTROCUTION: R,R,L,L,L+HP (close range)

Rayden will send a bolt of electricity into the opponent's head,  
making it explode.

SONYA

KISS OF DEATH: R,R,L,L+BL

Sonya will send out a kiss which will set fire to the opponent when  
it hits.

KANO

HEART RIP: D,DR,R+LP (Close range)

Kano rips out the opponent's still beating heart.

SUB ZERO

SPINAL CORD RIP: R,D,R+HP (Close range)

Possibly the most violent move in the game. Sub Zero removes the  
opponent's head complete with spinal cord.

SCORPION

SET FIRE TO OPPONENT: Hold BL, U,U (Close range)

Scorpion will remove his mask and then breath fire on the opponent,  
burning them up.

CAGE

HEAD UPPERCUT: R,R,R+HP (Close range)

Cage uppercuts the opponent's head off.

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5) REPTILE

Reptile is a hidden character you can fight. He has all of Sub Zero  
and Scorpion's moves and fatalities and is a green coloured ninja. He  
can also move very fast. To fight him, when you are on the pit stage,  
check the background. If there are weird objects passing the moon,  
you can fight Reptile.

CONDITIONS:

\*You must get two flawless victories (perfects)

\*You must finish the opponent with your character's fatality

If you do this, a message will appear on screen saying "YOU HAVE FOUND ME NOW PROVE YOURSELF" You will now get to fight Reptile at the bottom of the pit. If you manage to beat him, you will get lots of bonus points.

Reptile can move very fast as I said. Usually, if you jump away from him he will either do an ice blast or spear, both are followed by an uppercut. Your best bet is to try jump kicking him as much as you can but I have no definite tactics for this guy.

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## 6) CHEATS

The main cheat for this game is something that brings up a cheat menu. At the game start/options screen, input this code:

Down, Up, Left, Left, A, Right, Down

A new cheat mode option will appear. Go on it to enter the cheat menu where you can set up several options, including which stage you want the first fight to be on, if you want the blood on or not.

There are also several "flag" options that you can turn on or off and I will attempt to explain what each one does here:

P1 Win: Kill player two with one hit.

This makes the game much harder for player 1. One hit will knock him out.

P2 Win: Kill player one with one hit.

With this on you can easily beat the AI. One hit and they are knocked out.

Moon: Silhouettes appear in front of the moon.

With this cheat on you can easily fight Reptile by getting 2 flawless victories, then doing a fatality.

Dads: Weird player names.



This is a very funny cheat. The names of each fighter changes between every round, just look at their energy bars to see the different names.

Green: Reptile appears before each match with a hint on how to fight him.

This is a very annoying cheat to have on because Reptile will appear before EVERY round, causing a load time which seems quite long.

Lives: Unlimited credits.

Useful if you are not that good at the beating the AI. This lets you continue as many times at you want/need.

Flag 6: CPU uses fatalities.

If the CPU wins a match, it will always do a fatality instead of uppercutting the opponent.

Turbo: Faster game play.

Yeah...makes the game faster. Mortal Kombat Hyper Fighting, maybe?

Blood: Have blood on or off.

Toggle between having the blood on or off.

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## 7) FAQ

Can you play as either of the bosses?

No. Simple as that. No code will work.

Can you play as Reptile?

No. Again, as simple as that.

I can't do <insert move/fatality here>

Keep trying. Practice makes perfect. All the commands I have given are correct so just jeep trying.

What does Rayden say when he does his torpedo attack?

Most people think it is "Heya-bomba-lay" But there are also people who think it is "SantaMonicaaaa" Johnnygotacar" and even "Heranveryfar"

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#### 8) ONE PLAYER MODE

In the one player mode you fight CPU controlled opponents. You have to fight all the usual ones, and then you take part in three endurance matches where you must beat two opponents. After this, you fight the bosses, The first is the multi armed Goro. The second is Shang Tsung who can morph into any other character, including Goro (But not Reptile). Beat him to see your character's ending.

The normal characters all use their special moves. Mortal Kombat AI is quite random so you'll have to just play well.

However, the bosses are slightly easier to do.

#### GORO

Goro's main attack is his very powerful fireball. It can travel fast across the screen. You can try ducking it, but I always try to leap over it and then jump kick Goro.

At close range, Goro has 2 types of throw. The first is a basic slam attack. The other is an attack where Goro grabs your character and proceeds to beat them a few times.

Goro's other main attack is where he jumps up, and then slams down, crushing the opponent. If he suddenly jumps up, move around to avoid this attack.

#### SHANG TSUNG

Shang can do up to three fireballs in a row. Duck to avoid these, or you can try jump kicking him if you have the chance.

Shang's main tactics are to morph into other characters. He can even change into Goro. He can only stay as another character for a few seconds before changing back.

Neither Goro or Shang have any fatalities. You may not do a fatality on either of them. When you beat them in the winning round, they will fall over, there is no fatality time.

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## 9) BOUNS GAMES

At various points in the game you will have to do a "test your might" bonus game. These let you try and smash a object like wood. To do this, hammer the punch buttons until the level is right, then press the start button. If you met the level, you will smash the object and get a load of points. These bonus games are just for fun and don't really do anything. They can be played with 2 players though.

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## 10) RUMOURS

The most common rumours you will hear for this game are to play as Goro, Reptile and Shang Tsung. You cannot play as them in anyway.

Another popular one was a way to be able to play as one of the guards you see on some of the stages in the background. You cannot do this so don't bother.

Some people also mentioned a wacky code which let you play as Kung Lao (mentioned in the introduction text) but this simply is not true at all either, like all the other rumours.

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## 11) OTHER STUFF

On the back of the box (at least for the US and PAL versions) there is a screenshot from the Genesis/Mega Drive version. It's the one which has the names of the fighters out of their energy bars.

If your are fighting Reptile and a second player challenges you, the character select grid will have screwed up colours.

If you manage to fight Reptile after an endurance fight, the colours will be screwed up again. This is very hard to do though.

Uppercut an opponent on the pit stage instead of doing a fatality to knock them off the bridge and into the pit. This pit is more like the arcade version, with bodies around and blood everywhere.

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12) CREDITS/DISCLAIMER

Only GameFAQs and Neoseeker can use this FAQ. Anyone else must e-mail me.  
My e-mail is:

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So I mean business. Haw.

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