

# Killer Instinct Gold FAQ/Move List

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KILLER INSTINCT GOLD FAQ 8.0 08/08/2004  
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## \*\* UPDATES \*\*

8.0: Added a neat glitch, and some more corrections.

## \*\* LEGEND \*\*

UB U UF

B \* F 1 2 3 = P

DB D DF 4 5 6 = K

C: hold/charge then release

#: can be followed with auto-double

\$: only in combo

^: air only (^): ground/air

QCT: D,DF,F

HCT: B,DB,D,DF,F

QCB: D,DB,B

HCB: F,DF,D,DB,B

QCD: DF,D,DB

QCDF: DB,D,DF

HC: charge B,F

RC: charge F,B

DP: F,D,DF

CB: Combo breaker motion

OH: Overhead (must be blocked standing!)

DC: Direct counter (stops overhead specials)

PR: Pressure Attack

A2: Air Double

AJ: Air Juggle

UC: Ultra Combo

U1: First Round Ultra

UB: Ultra Bonus add-on/Ultra Breaker

PD: Parry Dizzy (after parry)

P3: Parry Opener (after parry)

TH: Throw (B+throw button to reverse)

## \*\* GAMEPLAY INFORMATION \*\*

The Auto-Double is a 2-hit attack that follows the opener.

Opener -> Auto

3 or 6      2 or 5

2 or 5      1 or 4

1 or 4      3 or 6

Combo Breakers can be done while you are being comboed. Do the motion with punch(1/2/3) if they used kick(4/5/6) and vice versa. Autodoubles are the easiest to break, manuals much harder!

Everyone except Spinal and Gargos can parry.

The move is B+1 and will counter the following moves:

Standing 2/3/5/6

Combo's SkullCrush

Tusk's BackStab

Linked buttons for all characters: 3/6 > 2/5

The following openers will end, not link a combo:

Jago/Orchid Slide w/6

Spinal's Sword Skrape

Gargos' Shoulder and Leapfrog

Ultra Combo: Can only be done when opponents lifebar is flashing red and in a combo. It will add 14,18,22,26,or 30 hits depending on the number different end specials you did during the match. During the first few frames of the UC, doing the Ultra Bonus Add-On will add hits in the end. Conversely, if you are being Ultra'ed, you can use the UB to break out of it like a combo breaker.

First Round Ultra Combo: Must be done in a combo that just erased the first(green) lifebar. Must have done at least one end special beforehand.

The Ultimates follow the same rules as the Ultra, except you can do the first one out of one as well(and the opponent can block it!)

Linked Attacks are like the traditional chain attacks that have to be timed to combo. Unlike the standing manual double system, these vary for everyone.

To do the Air Double, you must hit your opponent out of the air with a basic jumping attack(the auto-double rules apply here.)

Hitting your opponent with two projectiles(a slow followed by a fast, or a bolt followed by a beam for Fulgore) will cause a knockdown.

\*\* T.J. COMBO \*\*

Specials

Backhand : HC+1 #

2x Backhand : RC+1 # / CB,HCT+1 #

Roll : HC+2 # / RC+2 #

2x Roll : CB,HCT+2 #

Powerline : HC+3 / CB,HCT+3 #

-cancel : F,B+3

-roll : F,B+2 #

-backhand : F,B+1 #

-switch : F,B+4(close)

Cyclone : C3 then... / \$C3 (10-40% damage depending on delay.)

- punch: 3 / F+3

- cancel: 2

Side Switch : HC/RC+4 (close)

Fake Dizzy : HCB+4 (any button to cancel)

TJ Tremor : HC/RC+5 # / ^HCF+5 #

Skull Crush : HC+6 #

Punches : \$HC+6 (0-3 enders)

Rising Knee : B,F+K or F,B+K (when getting up)

- (can go to ^HCT+5/^HCB+5)

Other

Uppercut : D+3

Backfist : B+3

Roll Away : B,B

#### Supers

Super Freight Train : HCB,F+3 (1-5 hit depending on super bar)  
Super Tremor : (^)HCB+5 (dizzies)  
Shadow Roll : HCB,F+2 #  
Backhand Barrage : \$HCB,F+1 #  
Rolling Thunder : \$HCB,F+2 #

CB: HC+x

OH: B+2

DC: B+3 / 5 (low specials)

PR: F+6

A2: F,B+K

AJ: HC+3 / C3

PD: HC+3

P3: HC+2

TH: F+2

UC: RC+3

U1: HC+6

UB: HCB,F+3

#### Ultimates

Gun Shot : CF,HCB+6

See Ya! : \$C4

#### Links

D+6>D+3/5

D+2,D+2

#### Enders

(HC+1/HC+3/HC+4/HC+5) > HC+6

#### \*\* SPINAL \*\*

##### Specials

Soul Drain : QCT+1 (drains super)

- (can buffer any QCT+P/K)

Power Devour : B+1(C) (steals projectiles)

Skele Skewer : QCT+2 #

Flame Blade : QCT+3 #

1 Skull : QCB+2 (1 energy square)

6 Skulls : QCB+3 (6 squares)

Skull Fire : QCT+K (need skull)

Skeleport : QCB+K (need skull)

- (can buffer any QCT+P/K)

##### Other

Power Swat : D+3

Dive Kick : ^D+6

Sword Skrape : DB/D/DF+6 # (direction determines length)

Back Kick : B+6

Run : F,F / B,B (interruptable)

##### Supers

Grim Reaper : QCB,HCT+3 #

Skull Finish : QCB,QCDF+6 / \$B,QCDF+6

Blue Skull : QCB,QCDF+5 (dizzies)

Wild Slash : \$QCT,B+2 #

Super Skrapes : \$QCT,B+6 #

CB: QCB+x (gain 3 skulls)  
OH: B+3  
DC: 6  
PR: F+3  
A2: D+K  
AJ: QCT+2 / QCT+K  
TH: F+6  
UC: QCB+3  
U1: QCT+3  
UB: QCB,QCDF+6

#### Ultimates

Skull Drop : QCT,QCT+1  
Conductivity : \$D,D+4

#### Links

D+5>D+2>D+3

#### Enders

(QCB+2/QCB+4/QCB+5/QCB+6) > QCT+1

#### \*\* MAYA \*\*

##### Special

Cobra Bite : B,F,1 / F,B,1  
SavageBlade : B,F,2 #  
Mantis : B,F,3 # / ^F,B,3 #  
Jungle Flip : B,F,6 #  
-2nd flip : ^B,F,4 #  
-mantis : ^F,B,3 #  
Jungle Flip : (^)B,F,4 #  
-mantis : ^F,B,3 #  
Flip Kick : B,F,5 #

##### Other

Leg Launch : D+6

Tree Cutter : HCB,F+6  
Long Mantis : HCB,F+3 #  
Just for Kicks : \$HCB,F+5 #  
Multi-slicer : \$HCB,F+2 #

CB: B,F+x  
OH: B+3  
DC: 6  
PR: F+6  
A2: F,B+K  
AJ: B,F,6  
PD: B,F,1  
P3: B,F,2  
TH: F+3  
UC: F,B,6  
U1: F,B,3  
UB: HCB,F+6

#### Ultimates

Shrink Ray : QCT,B+1  
Elephant : \$HCB,F+4

## Links

D+2>D+6

D+3>D+5

## Enders

(B,F,1/B,F,3/B,F,4/B,F,6) > F,B,1

## \*\* GLACIUS \*\*

### Special

Ice Grip : QCT+1 #

Cold Shoulder : QCT+2 #

Switch Blade : QCT+3

Arctic Blast : QCB+P

Liquidize : (^)QCT+4

- life gain : C4 (need super energy)

- uppercut : QCT+5 # / QCT+6

Uppercut : (^)QCT+5 #/(^)QCT+6

-liquidize : QCT+4

-go behind : HCB+6 (# 1/4)

### Other

Ice Smash : D+3

Disco Kick : D+6 (goes under projectiles)

### Super

Super Slams : QCDF,B+1

Ice Breath : QCB,F+3 (drains super)

Turn Punch : HCB+6

Axe Attack : \$QCDF,B+2 #

WaterFrenzy : \$QCDF,B+6 #

CB: QCT+x

OH: B+3

DC: 3

PR: F+6

A2: QCT+K

AJ: QCT+6

PD: QCT+3

P3: QCT+5

TH: F+3

UC: QCT+4

U1: QCB+4

UB: QCDF,B+1

### Ultimates

3-D Ice Shatter : B,D,DB+4

Ice Javelin : \$HCB,F+5

## Links

D+2>D+5

## Enders

(QCT+1/QCT+3/QCB+3/QCT+6) > QCT+4

## \*\* SABREWULF \*\*

### Special

Howl : B,F,1(C) / F,B,1(C) (gains super)

Fake Howl : B,F,4 / F,B,4

Roll : B,F,2 / F,B,2 #  
Lunge : B,F,3 # / F,B,3 # (C3 to taunt, 2 to cancel)  
Claw Spin : B,F,5 / F,B,5 #  
Flip Kick : B,F,6 / F,B,6

#### Other

Hop : F,F / B,B  
-4 hit roll: B,F or F,B+5  
-4 hit claw: B,F or F,B,5  
Claw Upper : anti-air D+3

#### Super

Loopy : HCB,F+6  
Shock Ball : HCB,F+3 (drains super)  
Electro Smash : ^HCB+3 (dizzies)  
Pizza Cutter : \$HCB,F+2 #  
Spinning Doom : \$HCB,F+5 #

CB: B,F+x  
OH: B+3  
PR: F+6  
A2: F,B+P  
AJ: B,F,3 or 3  
PD: B,F,6  
P3: B,F,5  
UC: B,F,4  
U1: F,B,4  
UB: HCB,F+6

#### Ultimates

Bat Attack : C1  
Electricity : \$C6

#### Links

D+2>D+6

#### Enders

(B,F,1/B,F,3/B,F,5/B,F,6) > B,F,4

\*\* TUSK \*\*

#### Special

Back Stab : HCB+1 close #  
Web Of Death : QCD+3 #, (F+3 #)  
Conqueror : DP+P  
Boot Kick : QCD+K #  
Skull Splitter : QCDF+6 #  
Fake : QCT+4

#### Other

Launcher : D+3  
Double Sword : F+3  
Circle Slash : B+6

#### Super

Destroyer : QCB,QCDF+3  
Fire Wave : (^)QCDF,B+4  
Spin Roll : QCDF,B+6 #  
Kick Krazy : \$QCD,F+6 #  
Circle Of Doom : \$QCT,B+3 #

CB: DP+x  
OH: B+3  
A2: QCD+K  
AJ: QCDF+6 / QCD+3,F+3 / DP+1  
PD: DP+1  
P3: QCD+3  
TH: F+6  
UC: HCB+2  
U1: HCT+2  
UB: QCB,QCDF+3

#### Ultimate

Fire Storm : QCT,QCT+2  
Dinosaur : \$DP+5

#### Links

D+6>D+5

#### Enders

(HCB+1/DP+3/QCD+6/QCDF+6) > DP+1

\*\* JAGO \*\*

#### Special

Fireball : QCT+P  
Uppercut : DP+P  
-air kick : (miss) QCD+K  
Red Fireball : C3, QCT  
Fake Fireball : QCT+4  
Laser Blade : QCD+2/3 #  
Ninja Slide : QCDF+K #  
Wind Kick : QCD+K #  
-2nd hit : B,F+6 (after QCD+6) (also cancels at distance)

#### Other

Launcher : anti-air D+3  
Kick Away : B+6

#### Super

Tiger Fury : QCB,QCDF+3  
Fusion Ball : HCB+1 (drains super)  
Turbo Kick : QCD,F+5 #  
Multi Kicks : \$QCD,F+5 #  
Super Slider : \$QCDF,B+6 #

CB: DP+x  
OH: B+3  
DC: 6  
PR: F+6  
A2: QCD+K  
AJ: HCB+1 / QCDF+6 / DP+1 / 4  
PD: DP+1  
P3: QCD+5  
TH: F+3  
UC: QCD+4  
U1: QCDF+4  
UB: QCB,QCDF+3

#### Ultimates

Dragon Blast : QCB,F+2  
Ghost Sword : \$DP+6

Links  
2,2  
D+2>D+6

Enders  
(QCF+3/QCD+3/DP+3/QCD+6) > DP+2

\*\* ORCHID \*\*

Special

Tonfa Fire : QCF+P  
Fake Fire : QCT+4  
Ichi : QCD+2 #, (F+2 #), (B+2)  
San : QCD+3  
Flik Flak : QCD+K #  
Slide : QCDF+K #  
Air Buster : DP+K

Other

Uppercut : anti-air D+3  
Double Sweep : D+6

Supers

Gravity Kicks : QCB,QCDF+6  
Neon Tiger : QCD,F+5 #  
Tiger Chomp : \$QCD,F+5 #  
Baton Battering : \$QCDF,B+3 #

CB: DP+x  
OH: B+3  
DC: 6  
PR: F+6  
A2: QCD+4  
AJ: QCDF+6 / DP+4  
PD: DP+4  
P3: QCD+2  
TH: F+3  
UC: QCD+1  
U1: QCDF+3  
UB: QCB,QCDF+6

Ultimates

Shock Wave : B,D,DB+5  
Tiger Kill : \$HCB,F+3

Links  
D+2>D+5

Enders  
(QCD+3/QCDF+4/QCD+6/DP+6) > QCT+1

\*\* KIM WU \*\*

Fire Flower : QCT+1  
Fireball : QCT+2/3 / ^QCT+P  
Air Fireball : ^QCB+P  
Fire Cracker : QCD+2/3 #



Slide Kick : QCD+K #  
Upper Kick : QCDF+5  
Split Kick : QCDF+6 #  
Uppercut : DP+P (when getting up)

#### Other

Roll : F,F  
-s.kick : QCD/QCDF+K #  
-f.flower : QCB/QCT+1  
Nunchuku : B+3

#### Super

Snap Dragon : QCB,HCT+3  
Shadow Kick : QCD,F+6 #  
Giant Fireball : ^QCT,B+2  
Whip Lash : \$QCD,F+3 #  
Multi Kick : \$QCD,F+6 #

CB: DP+x  
OH: B+6  
DC: 6  
PR: F+6  
A2: QCT+P  
AJ: QCDF+6  
PD: QCD+2  
P3: QCD+5  
TH: F+3  
UC: QCDF+4  
U1: QCD+4  
UB: QCB,HCT+3

#### Ultimates

Shooting Star : B,F,D,DF+5  
Xploding Star : \$HCT,B+4

#### Links

D+2>D+6

#### Enders

(QCT+1/QCD+3/QCD+6/QCDF+6) > QCDF+5

\*\* FULGORE \*\*

#### Special

Laser Storm : QCT+P  
fake : QCB+1  
Uppercut : DP+P (2 hit w/CHEAP JUGGLES)  
- (after DP+3 - can go to ^QCD+3)  
Eye Laser : QCD+2/3 # (2 short, 3 long)  
Air Beam : ^QCD+3 (1 block needed)  
Reflect : QCB+4(C) (sends back projectiles)  
Cyber Dash : HC+5/6 # / QCDF+5/6 #  
Plasmaport : B,D,DB+P/K (button determines position)

#### Other

Claw Smash : F+3

#### Supers

Rocket Upper : QCB,HCT+3  
Target Lock-On : HCT+4

Triple Storm : (lock-on) HCT+1  
Inviso : HCB+6 (repeat to cancel)  
Chest Rays : \$QCD,F+4 #  
Slashing Time : \$QCDF,B+6 #

CB: DP+x  
OH: B+6  
DC: 6  
PR: B+3  
A2: DP+P  
AJ: QCD+3 / HCT+1  
PD: DP+1  
P3: QCDF+5  
UC: DP+4  
U1: DP+1  
UB: QCB,HCT+3

#### Ultimates

Death Ray : HCT,B+2  
Mech Morph : \$F,HCT+5

#### Links

D+3>D+2>D+5>D+6

#### Enders

(DP+3/QCD+3/QCT+2/QCDF+6) > DP+1

\*\* GARGOS \*\*

#### Special

Fire Breath : QCT+1 (4 hit,7 hit w/CHEAP JUGGLES)  
Uppercut : DP+3  
Fireball : ^QCT+P  
Taunt : QCD+3(C) (reflects projectiles)  
Flight : ^U+3  
-land : 6  
-move : B/F  
-fireball : QCT+P  
Shoulder : QCD+5/6 #  
Leapfrog : (^)QCDF+6 #

#### Other

Upper Fist : anti-air D+3  
Groin Shot : D+6  
Jump Punch : ^P/K (damage varies on button strength)

CB: DP+x  
OH: B+3  
DC: 6  
PR: F+6  
A2: QCT+P (dosen't combo, though.)  
AJ: QCDF+6  
TH: F+3 (no combos)  
Gargos has no D+1/2/4/5.

#### Enders

DP+3 (repeat)

\*\* STAGE INFORMATION \*\*

## STAGE AND MUSIC SELECT

U+1: CASTLE

U+2: JUNGLE

U+3: SPACESHIP

U+4: STONEHENDGE

U+5: MUSEUM

U+6: HELIPAD

D+1: JAGO BRIDGE

D+2: GARGOS BRIDGE

D+3: STREET

D+4: DOJO

D+5: SHIP

D+6: none

D+5(both sides): Sky Stage

All except the JUNGLE, MUSEUM, and SPACESHIP stages have hidden stage fatalities!

## STAGE OBJECTS

CASTLE : Breakable wall.

JUNGLE : Breakable idols.

SPACESHIP : Metal shard swings when hit.

STONEHENDGE : Breakable pillars.

MUSEUM : Breakable tripods. Breakable pipe valve on upper left area!

HELIPAD : Drums that spin when hit!

STREET : Garbage cans that spin when hit!

SHIP : Breakable crate.

## \*\* CHEATS \*\*

\* Up+Start for a random select.

\* Hit Z to bring up high scores.

\* CHEAP JUGGLES allows anything to juggle.

\* QUICK OPENERS allows basic 1 and 4 attacks to chain infinitely.

\* EARLY ULTIMATES allows them to be done at any time on a second lifebar.

\* KNOCKDOWNS disables the eventual knockdown from too many manuals or linkers.

## CODES (do at character profile screen)

\* Z,A,R,Z,A,B enables Gargos (arcade only).

\* Z,B,A,Z,A,L gives all the hidden colors.

\* Z,B,A,L,A,Z opens up all cheats.

\* Z,L,A,Z,A,R shows ending credits.

## \*\* GLITCHES \*\*

\* You can get a 15-hit Ultra or a 2-hit "Ultimate" if you open with your Pressure Move and only the second hit connects!

\* If Kim Wu misses her Uppercut recovery (DP+P), she can keep doing these until she does another special or until someone gets hit.

## Gargos Glitches

\* C6, ^U+3 causes him to float downward.

\* Doing QCDF+6 while flying or floating causes him to grunt.

\* If the Fire Breath just misses hitting in the combo, it will hit up to 25 times for "KILLER".

\* On the SLOW to NORMAL speeds, leaving Gargos flying will cause him to rise slowly above the playfield! See what happens in about 20 minutes!

\*\* CREDITS \*\*

Ultimate Legality(pic of Fulgore holding up sign)

Killer Instinct Gold (c)1996 Rare/Nintendo

Nintendo 64 (c)Nintendo "Ultimate Combo"

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