

Mortal Kombat Trilogy Sub Zero Character FAQ

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Sub Zero Character FAQ: Version 1.1

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--Section 1: Introduction--

This FAQ is intended to be an informational guide for Sub-Zero, possibly one of the most played Mortal Kombat characters in the series. This FAQ will cover both the Masked and Un-Masked Sub-Zero's, covering their moves, finishing moves, and endings.

--Section 2: Classic Sub-Zero--

Thought to have been vanquished in the Shaolin tournament, Sub-Zero mysteriously returns. It's believed this secretive member of the Lin Kuei, a legendary clan of Chinese "ninjas", has returned to again attempt an assassination of Shang Tsung. To do so, he must fight his way through Shao Kahn's tournament.

--Classic Sub-Zero's Moves--

Ice Ball: Quarter Circle Forward + High Punch

Sub-Zero throws a ball of ice across the screen, freezing his opponent

Ice Puddle: Quarter Circle Backward + Low Kick

Sub-Zero throws a ball of ice into the ground, creating a puddle which an advancing opponent slips on

Slide: Back + Low Kick + Low Punch + Block

Sub-Zero slide across the ground, knocking his opponent off their feet

--Classic Sub-Zero's Finishing Moves--

Finishing Move 1: (Close Range)Down + Down + Down + Forward + High Punch

Sub-Zero reverts back to his classic finishing move, gripping the opponents head, and tearing backward, although the screen fades before seperation ,you still hear the scream and rip

Finishing Move 2: (Close Range) Down + Forward + Forward + Forward + High Punch

Sub-Zero uppercuts the opponent, and rains ice down onto the ground, creating a spike into the air, soon after, the opponent comes crashing down atop of it

Animality: (Stand Close) Back + Back + Down + Forward + Low Punch

Brutality: High Punch - Low Punch - High Punch - Block - Low Kick - Low Kick - High Kick - High Kick - Low Punch - High Punch - Low Punch

Sub-Zero gets brutal with several two-fisted uppercuts a few roundhouse kicks exploding the opponent into a thousand pieces

Friendship: (Close) Down - Back - Back - Forward - Low Kick

Turns a jack in the box until a giant snowman head pops out, scaring the opponent away

Pit Fatality: Forward - Down - Forward - Forward - High Punch

--Sub-Zero's Combo's--

First Combo: High Punch - High Punch - Back + Low Kick - Back + High Kick - Forward + Low Kick (26%)

Second Combo: High Punch - High Punch - Down + Low Punch - Down + High Punch - Jump Kick - Slide (33%)

I've found that with Classic Sub-Zero, you can do major damage against just about anyone, either on this game, or in the Arcade. If you range both your Ice Ball and your Ice Puddle, no one can jump in, or jump out.

Playing against him at higher levels, will net you a headache. He is quick to counter punch a jump kick, and even quicker to drop an Ice Puddle when you land, and smash you with an uppercut.

--Classic Sub-Zero's Ending Movie--

Having been killed in the first tournament, Sub-Zero somehow seems to have emerged to win the third tournament. However, upon removing his mask both the Outworld and the Earth-born warriors are shocked to discover the true identity of this warrior. A warrior who has long been missing from a previous Mortal Kombat, and one who will return in the fourth tournament.

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--Section 3: Sub-Zero--

The ninja returns unmasked. He was betrayed by his own clan, the Lin Kuei. He broke sacred codes of honor by leaving his clan and is marked for death. But, unlike the ninja, his persurors come as machines. He must not only defend from the Outworld, but he must elude his souless assassins.

--Sub-Zero's Moves--

Ice Ball: Quarter Circle Forward + High Punch

Sub-Zero throws ice in the direction of his opponent, freezing them in place

Ice Rain: (Three Ranges)

On Opponent: Quarter Circle Forward + Low Punch

In Front of: Down + Forward + Back + Low Punch

Behind Oppn: Down + Back + Forward + Low Punch

Sub-Zero unleashes a rain of ice from the air down atop of his opponent

Ice Clone: Quarter Circle Back + Low Punch

(Can be done in Mid-Air)

Sub-Zero ducks from harms way with a clone of himself. Once the opponent hits the clone, it freezes

Slide: Back + Low Punch + Block + Low Kick

Slide forward as if sliding on ice, knocking the opponent off their feet

--Sub-Zero's Finishing Moves--

Fatality 1: (Close) Block - Block - Run - Block - Run

Sub-Zero gets physcial, grabbing up his opponent, and freezing them, takes a second, and then snaps them over his head, raining blood and body parts across the ground

Fatality 2: (Sweep Range) Back - Back - Down - Back - Run

Sub-Zero opens his hand, and blows a frozen mist into his opponent, turning them to a statue of ice, which topples and shatters across the ground

Animality: Forward - Up - Up

Turns into a giant Polar Bear, and maus the opponent viciously

Brutality: High Punch - Low Kick - High Kick - Low Punch - High Punch - High Kick - High Kick - High Punch - High Punch - Low Punch

The Iceman Cometh in this wicked combo that reduces the opponent to bloody slush

Friendship: (Hold Block) Low Kick - Run - Run - Up

Sub-Zero turns himself into a giant snowman

Pit Fatality: Back - Down - Forward - Forward - High Kick

--Sub-Zero's Combo's--

First Combo: High Kick - High Kick - Back + High Kick (18%)

Second Combo: High Punch - High Punch - Low Punch - Low Kick - Back + High Kick - Back + High Kick (23%)

Third Combo: High Punch - High Punch - Low Kick - Back + High Kick - Back + High Kick (26%)

Fourth Combo: High Punch - High Punch - Low Punch - Back + High Kick (22%)

Sub-Zero in his unmasked form, is a powerhouse. If you can master the timing of the Ice Showers, and the various combos that can be performed after a freeze, you'll rule the PSX and an arcade machine.

Playing against him is a bit hard. He can counter anything that you have with a well timed Ice Shower. Not to be underestimated, he can cost you a few continues.

--Sub-Zero's Ending Movie--

In vicious battle, Sub-Zero faces Cyrax and Sektor: but not alone. He finds his third Lin Kuei assassin - the elusive Smoke. Before automation, Smoke and Sub-Zero were allies. Sub-Zero helps Smoke recall his past and regains him as an ally once again. Sub-Zero defeats his cyborg assassins with the help of Smoke and finds it takes all of his own inner strengths to defeat Kahn and his Outworld minions. The former ninja once again disappears into the shadows, his legacy known only by a select few.

Section 4: Credits

Mary, my girlfriend, who is still keeping with me and my late nights. "It's for notarity Princess!"

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