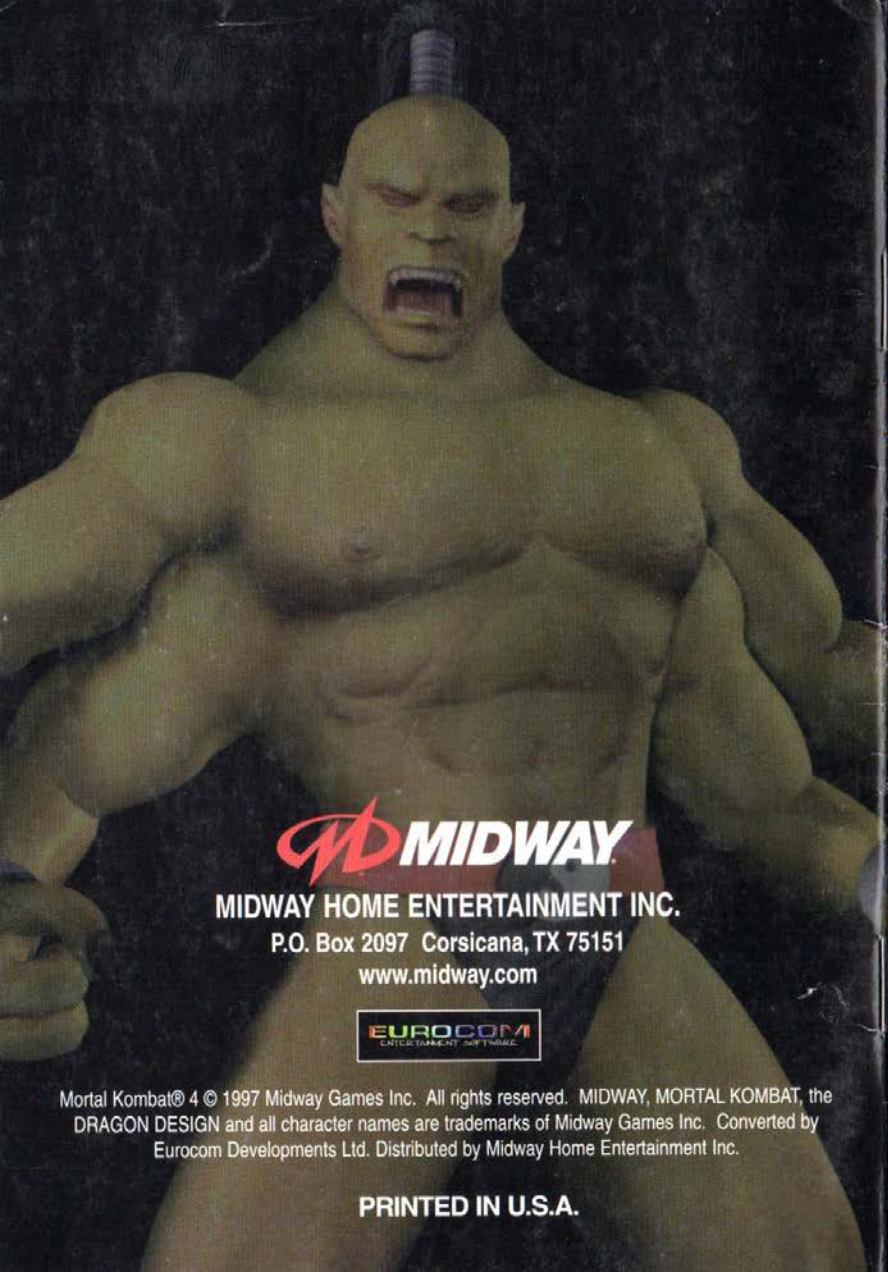


MIDWAY

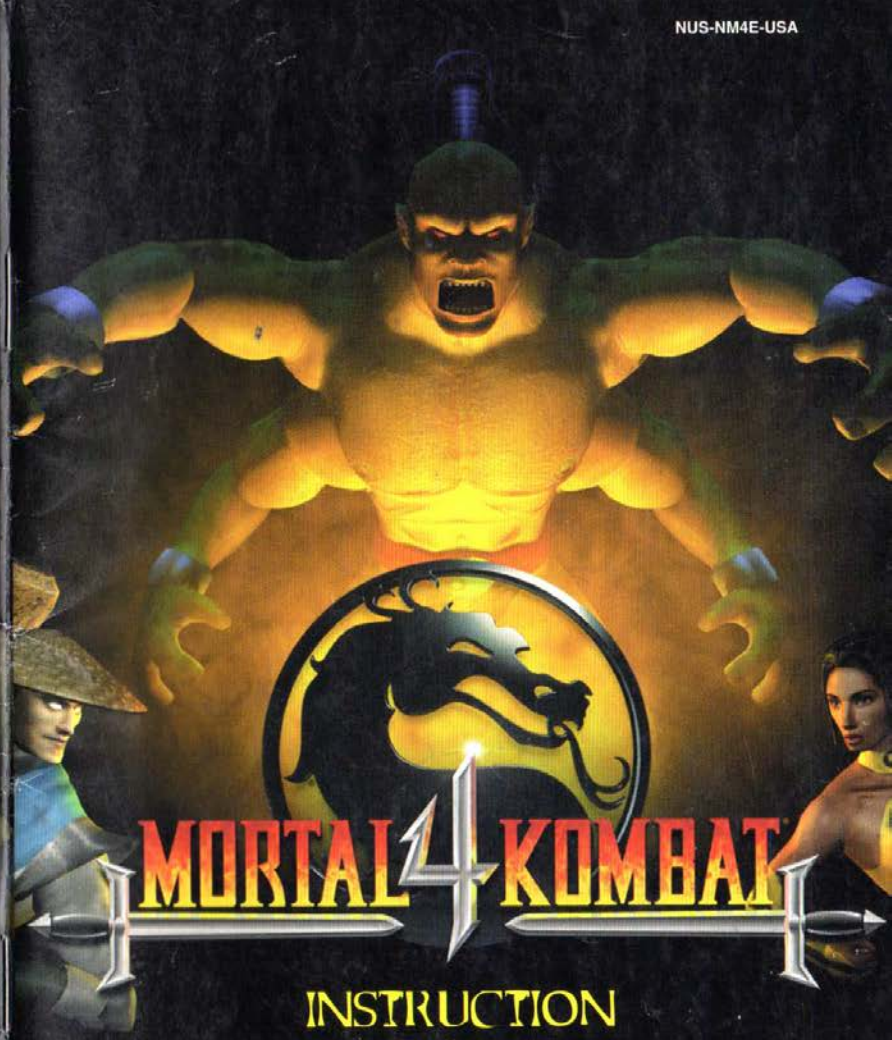
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EUROCOM
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NUS-NM4E-USA



MORTAL KOMBAT 4

INSTRUCTION MANUAL

MATURE
M
CONTENT RATED BY ESRB

MIDWAY

NINTENDO 64

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

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THIS GAME IS COMPATIBLE WITH THE RUMBLE PAK AND CONTROLLER PAK ACCESSORIES. BEFORE USING THE ACCESSORIES, PLEASE READ THE RUMBLE PAK AND CONTROLLER PAK ACCESSORY INSTRUCTION BOOKLETS CAREFULLY. FOLLOW ON-SCREEN INSTRUCTIONS TO DETERMINE WHEN YOU SHOULD INSERT OF REMOVE THE RUMBLE PAK ACCESSORY.

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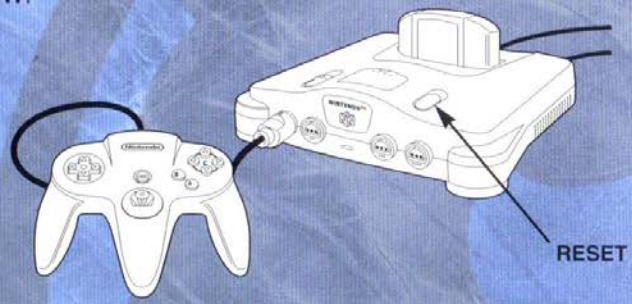
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GETTING STARTED

WARNING: NEVER TRY TO INSERT OR REMOVE A GAME PAK WHEN THE POWER IS ON, UNLESS PROMPTED TO DO SO!

- Turn the power **OFF** on your N64™.
- Insert the Game Pak into the slot on the N64™. Press firmly to lock the Game Pak in place.
- Turn the power switch **ON**. After the appearance of the title and legal screens, you may bypass the demo at any time by pressing **START**.



Nintendo 64 Compatible Accessories

This game is compatible with the Rumble Pak and Controller Pak accessories. Please read the Rumble Pak and Controller Pak accessory Instruction Booklets carefully. Follow On-Screen instructions to determine when you should insert or remove the Rumble Pak or Controller Pak accessories.

Anytime you start a game, you will be prompted to insert your Rumble Pak at that time. If you are not using a Rumble Pak, just press the **Start Button** when the Rumble Pak insert prompt is displayed. You can also disable the Rumble Pak in the Options Menu (see pg. 10).

* **REMEMBER** *

It is important to only switch your Rumble Pak and Controller Pak when prompted to do so.

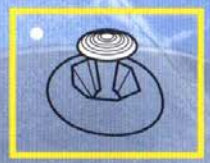
KONTROL STICK FUNCTION

The Nintendo 64 **Control Stick** uses an analog system to read the angles and directions of its movement. This allows precision control that is not possible using the conventional **Control Pad**.

When turning the Control Deck power **ON**, do not move the **Control Stick** from its neutral position on the controller.



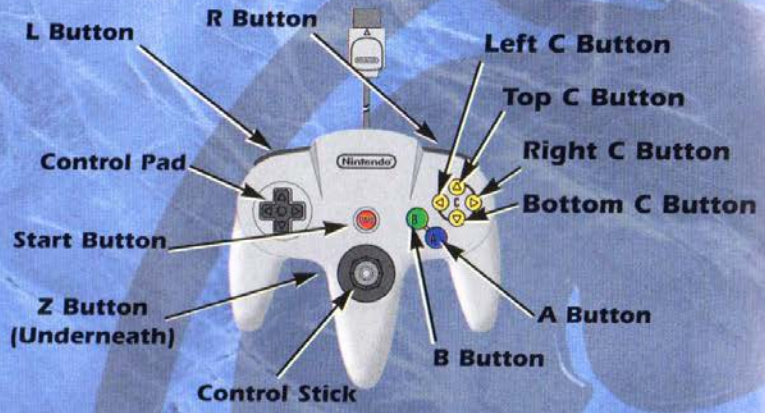
If the **Control Stick** is held at an angled position (as shown in the picture on the left) when the power is turned **ON**, this position will be set as neutral. This will cause games using the **Control Stick** to operate incorrectly.



To reset the neutral position once the game has started, let go of the **Control Stick** so it can return to its center position (as shown in the picture on the left) then press **START** while holding down the **L** and **R Buttons**.

The **Control Stick** is a precision instrument, make sure not to spill liquids or place any foreign objects into it. If you need assistance, contact Nintendo Consumer Assistance at 1-800-255-3700 or your nearest Nintendo Authorized Repair Center℠.

KONTROLLER



Menu Selections

- **Control Pad Up, Down, Left** or **Right** to highlight options
- Press the **A Button** to select options
- Press the **B Button** to return to a previous menu.

To quit a game in progress, press the **Start Button**. At the Pause Options Screen, select **Quit**, then select **Yes** to return to the Main Menu. You can also select **Continue** to return to your game.

In certain game modes, you may also have the option to select **Restart Your Match** to begin your fight again.

DEFAULT KONTROLS



Move Kontrol Index

Control Pad	=	Up, Down, Back, Forward, (U, D, B, F)
LP	=	Low Punch
LK	=	Low Kick
HP	=	High Punch
HK	=	High Kick
BLK	=	Block
RN	=	Run



At the Title Screen, press the **Control Pad Up** or **Down** to highlight, then press the **A Button** to select from one of the many game modes. They are:

Arcade

1 on 1 Kombat

It's you against the CPU. You select one character, then go to the Destiny Screen to choose the difficulty of your journey. Also, you can take on a buddy in a 2 player game. Each player selects one character, then go straight to a Lair to battle it out.

2 on 2 Kombat

Select 2 characters, then take on 2 characters chosen by the CPU. You'll then go to the Destiny Screen to select the difficulty of your opponents. When you or the CPU loses the first match, the second chosen character will appear to continue the battle. A loser is determined when both chosen players have been eliminated.

Also, you and a friend can choose two characters, then battle it out. When a player loses his first match, the second chosen character will appear to continue the battle. A loser is determined when both chosen players have been eliminated.

Team

You take on the CPU with a team of MK4 characters. When you select this game mode, you'll go to the Choose Team Size Screen. Press the **Control Pad Up** or **Down** to highlight options. To select the size of a team, press the **Control Pad Left** or **Right**. When your team sizes are set the way you want, select Choose Team Members to set up your team.



You'll view the Character/ Team Select Screen. Follow on-screen instructions to set up your team. Select Begin Fight when you're ready.

You can also take on your friend with a team of MK4 characters. (See **Team**, on the previous page, for team selection instructions.) The player who loses all his characters first will be defeated.

Endurance

You'll view a sub menu when you select this option. When you select **Endurance** from the sub menu, you'll select a character, then go to the Destiny Screen to select a difficulty. You'll fight one round at a time against each character on the column you choose on the Destiny Screen. Your Health never regenerates in any Endurance mode, and you must win every match to win. Lose one match, and the game is over.

VS Endurance

The CPU chooses the characters for you and a friend in a pre-determined order. Both players use each standard character in the game to continue battling each other. When one player uses all of the game's standard characters, the endurance match is over. The player with the most wins claims victory.

Ultimate Endurance

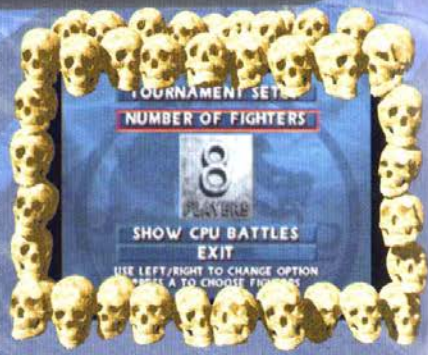
You'll fight one round at a time against each character in the game. You must win every match to win this game mode. Lose one match, and the game is over. When you're finished (win or lose), your Ultimate Kombat Rating will be displayed with statistics and a Kombat rating level.

Tournament

The Tournament Mode lets you select a 4 or 8 player tournament. Up to 3 or 7 of your friends can participate to complete a tournament field. Here's how (see next page):

MAIN MENU

Tournament Setup



When you select Tournament from the Main Menu, you'll view the Tournament Setup Screen. Press the **Control Pad Left** or **Right** to select a 4 or 8 Player tournament. Highlight Show CPU Battles, then press the **Control Pad Left** or **Right** to toggle between Skip and Show CPU Battles.

Select Number of Fighters, then press the **Control Pad Up** or **Down** to highlight a character for each of the players. Press the **Control Pad Left** or **Right** to cycle the available characters, then press the **A Button** to cycle between Human and CPU controlled players. To change the difficulty level of a player, press the **Bottom C Button**. Repeat this process until the tournament is set up the way you want. Press the **Start Button** to view the Tournament Bracket, then press the **A Button** to begin fighting.

Practice

Select this option to practice your MK fighting skills. You'll view the Practice Mode Screen to set up your practice session the way you want. Press the **Control Pad Up** or **Down** to highlight an option, then press **Left** or **Right** to cycle the options. Here are the options:

Player 1/2 (character name)

Select the player you want to practice with and against.

Difficulty

The default is **Novice**. Set the level of difficulty you want to practice against.

Opponent Active/Inactive/Human

You can practice against active characters that fight back or make them inactive to just stand there and take it. Select **Human** if you want to battle a friend.

Background Arena

Choose the arena where you want your practice session to occur.

Practice Info On/Off

Select **ON** to display the buttons pressed during a move.

OPTIONS

Konfigure Kontroller 1 or 2



Make modifications to the default controller configuration. Press the **Control Pad Up** or **Down** to select the button you want to modify, then press **Left** or **Right** to cycle through the available controls for that button. Repeat the process until you have the controller set up the way you want, then select **Exit** to return to the Options Screen.

Difficulty

Set the game's difficulty to one of 6 available settings that range from **Very Easy** (easiest) to **Ultimate** (hardest).

Rounds to Win

Select the number of wins it will take to win a match and defeat your opponent. Choose from 2 to 9 wins.

Continues

Whenever you lose a match, you can press the Start Button to continue your current battle against a human or CPU opponent. You can set the amount of Continues from 0 to 9. Of course, if you select 0, you will not be given an opportunity to continue the game.

Vs Screen

Enabled or **Disabled** the VS Screen that appears prior to each 2 Player Game. Remember, if you disable this option, you won't be able to enter codes prior to a match (see **Secret Kodes**, pg. 20).

Rumble Pak

When you Enable this option, you'll feel the punches and other contact on your Rumble Pak. When disabled, your Rumble Pak will not function.

OPTIONS

Blood
Set this option to **Enabled** to see blood during your match. When you disable blood, you won't see blood, fatalities or the removal of limbs.

Effects Volume
Highlight this option, then press the **Control Pad Left** or **Right** to increase or decrease the volume of the game's effects.

Music Volume
Highlight this option, then press the **Control Pad Left** or **Right** to increase or decrease the volume of the game's Music.

KONTROLLER PAK

Use this option to Load or Save Configuration Data to your Controller Pak. Highlight the option you want, then press the **A Button** to **Load** or **Save** data.

When save data, your Controller Configuration and any game configuration settings will be saved to the Controller Pak until the next time you play **Mortal Kombat 4**. Just select Load Configuration Data to reset the configurations to the settings you saved.

* Important Warning *

Do not remove the Controller Pak or the Rumble Pak from the Controller unless instructed to do so. Doing so may cause the game to operate improperly and/or cause damage to the Pak.

Controller Pak Menu
Press and hold the **Start Button** upon powering up or a reset to access the Controller Pak Menu. The menu will appear after the Legals Screen. This will allow you to view and delete saved information off a Controller Pak.

SELECT YOUR FIGHTER



After selecting any game mode, you'll view the Fighter Select Screen Screen to choose the player you want to fight with. It displays all the available characters and 3 selection options.

Press your **Control Pad Up**, **Down Left** or **Right** to highlight a player or option, then press the **A Button** to select. Included are 3 other on-screen options you can use to select your player(s):

Random
When you select this option, the computer will randomly choose a character for you.

Group (2 Player Only)
When you select this option, the computer will display and select players in a particular order. You must defeat your opponent with each character chosen by the computer.

Hidden
This is handy for a 2 player game. If you don't want your opponent to see the player you select, select this option first. It will hide your cursor, but make sure you keep track of how many times you select **Up**, **Down Left** or **Right**. If you get confused, even YOU won't know who you selected.

Note: If both players select the same warrior, player two will be displayed with a different color.

CHOOSE YOUR DESTINY

Once you've chosen your fighter in any 1-Player **Mortal Kombat 4** mode, you'll view the Destiny Screen.

Press the **Control Pad Left** or **Right** to highlight, then press the **A Button** to select one of these columns: Novice, Beginner, Warrior, Master or Champion. You'll see a large tower scrolling with **Mortal Kombat 4** characters' faces.

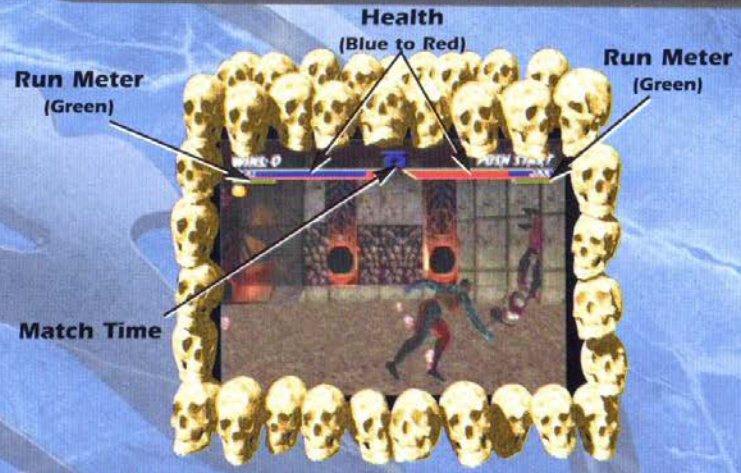




To claim ultimate victory, you must defeat each of the characters on the column. Each time you defeat an opponent, you'll return to the Choose Your Destiny Screen and view your next opponent.

If a second player wishes to join the fight, he may do so at any time by pressing the **Start Button**. Both players then return to the Character Select screen to select a fighter. The Choose Your Destiny Screen will not be displayed in any 2 Player game.

FIGHTING SUMMARY



Mortal Kombat 4 tests a Warrior's fighting skills by pitting him against increasingly formidable challengers. In all Mortal Kombat battles, **Health** meters in the upper portion of the screen measure each warrior's diminishing health.

The meters begin each round reflecting health at 100%, but the amount of health is reduced with each blow taken. The reduction amount depends on the type of contact and whether or not it was blocked. When a Warrior's **Health** meter is depleted, he/she is knocked out and the round goes to the opponent.

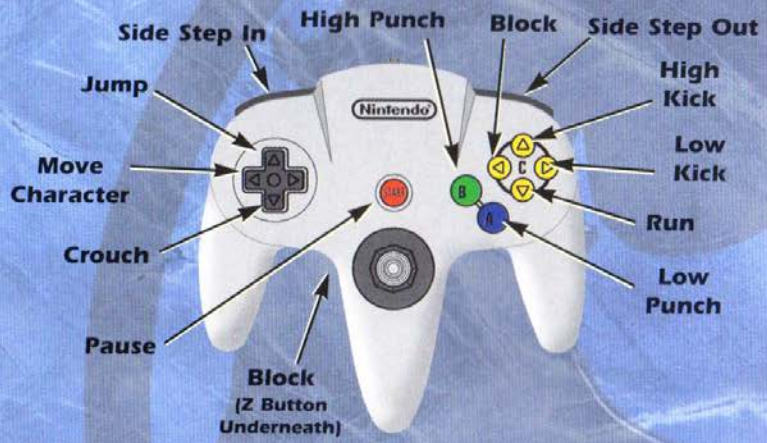
Each match has a 99 second **Match Time** limit. If the time is up before either kombatant has been defeated, the warrior with fewer injuries is declared the victor. The first warrior to win two rounds takes the match and moves on to the next opponent.

The **Run Meter** allows you to run toward your opponent and perform combos, but they are "time sensitive", so you can only activate the Run function (or Combo function) while the meter is green.

If you're defeated by an opponent, you'll find yourself plummeting helplessly into the darkness of a very deep pit. If you have a Continue available, press the **Start Button** to return to the Select a Fighter Screen and select another fighter for battle.

BASIC MOVES

Each Mortal Kombat Warrior has spent years of concentration and intense training to perfect his/her martial arts skills. Before challenging these Warriors in kombat, you'll also need intense training and concentration to learn these fundamental skills.



The best way to begin your training is with the fundamental moves: **Kicks**, **Punches**, **Crouches**, **Jumps** and **Blocks**.

These moves may seem trivial compared to powerful and acrobatic moves, such as a **Flying Kick**. However, knowing how to stop, avoid or counteract a flying kick can be far more useful than knowing how to land one yourself.

The **Run Button** is especially powerful. Backing off won't cut it against this move. Hold the **Run Button** while pressing the **Control Pad** toward your opponent to execute a run. But make sure you have a move ready when you meet face to face.

KLOSE QUARTERS





Moves used during close-in kombat situations are the **Elbow**, the **Knee**, the **Bonebreaker** and the **Throw**. They are highly effective and do not require full limb extension, which is impossible in close quarters. Although these moves are potent, they can only be used when you are directly adjacent to an opponent. Give it a try. Press the Attack Buttons in a certain sequence for different types of "Kombos".

BASIC KOMBAT MOVES

All of the **Mortal Kombat 4** warriors possess expert fighting skills. What raises them above their peers are the special moves which they've created and perfected. In order to become a superior warrior, skilled enough to win the title of Grand Champion, you too must learn and perfect these moves. Whether you use special kicks or elemental bolts, **Mortal Kombat 4** warriors are the fiercest and most ferocious kombatants in the Universe. Mastering their special moves could propel you to that level of greatness (see next page).

KROUCHING MOVES



Defensively, the crouching moves let you escape from close proximity, avoid punches, aerial weapons and throws. Offensively, the uppercut executed from the crouch, is one of the most powerful offensive weapons.



To do the crouching moves, hold the **Control Pad Down (Crouch)** and simultaneously push the **High Kick** or the **Low Kick Button** for a crouching kick. Hold the **Control Pad Down (Crouch)** and push the **High Punch** for an uppercut. The **Block** can always be used to defend against your opponent's moves.

SPINNING MOVES



The spin is the key to exotic moves, such as the **Roundhouse Kick** and the **Foot Sweep**. The **Foot Sweep** hits your opponent's ankles and knocks him on his butt.

The **Roundhouse** is a spinning kick that nails your opponent in the face. To execute the spin moves, hold the **Control Pad** away from your opponent while you press the **Kick buttons**.



All together, these fundamentals are the foundation for both a strong defense and a potent offense.

AERIAL MOVES



The final moves one should learn are these Aerial moves: **Flying Punches** and **Kicks**.



To execute these moves, either jump in place (**Control Pad UP**) or jump toward (**Control Pad UP + Fwd**) your opponent. Press the game's various Attack Buttons while you're in the air. Unlike most attacks, aerial attacks must be timed properly to land blows.

SECRET KODES



At the bottom of the VS Battle Screen you will see a row of six boxes with different icons in them. Player 1 can change the icons in the first three boxes by pressing the **Low Punch** (1st box) **Block** (2nd box), and **Low Kick Buttons** (3rd box).

Player 2 can do the same with the other three symbols. The six symbols represent secret codes which can have subtle or dramatic effects on game play.

Pressing a button 7 times will cause the order of the icons to start over again. In other words, pressing a button that corresponds to a box with a skull symbol 7 times will change back to the skull icon.

Each button causes the symbol in the corresponding box to change to the next icon in a pre-determined order. If you hold up while pressing **Low Punch**, **Block** or **Low Kick**, the order in which the Icons are cycled will be reversed.



Some players find it easier to memorize the codes by referring to them in terms of the number of button presses it takes to get the proper symbols in place. In any case, you'll get the hang of it after a few tries. Remember, you have to be fast and precise. No one said this was supposed to be easy.

Note: You can find secret codes in store bought Strategy Guides, game magazines, the Internet or with a little experimentation on your part. Have Fun.

THE STORY

Thousands of years ago in a battle with the fallen Elder God known as Shinnok, I was responsible for the death of an entire civilization.

To rid all realms of Shinnok's menace I waged a war that plunged the Earth into centuries of darkness and banished Shinnok into a place called the Netherealm.

Now after Shao Kahn's defeat at the hands of Earth's warriors, Shinnok has managed to escape his confines in the Netherealm.

The war is now being fought once again. Only this time it can be won by mortals.

- The Words of Raiden



THE MK4 WARRIORS

FUJIN



Better known as the God of Wind, Fujin joins Raiden as one of the last surviving Gods of Earth. Their counterparts were defeated in a war of the heavens between Shinnok's forces and the Elder Gods. He now prepares for the final battle between the forces of light and Shinnok's hell spawned warriors of darkness.

Weapon: Cross Bow



JAREK

Believed to be the last member of Kano's Klan, the Black Dragon Jarek is hunted down by Special Forces agent Sonya Blade for crimes against humanity. With the emergence of a much greater evil, Sonya focuses her strengths on the new menacing Quan Chi. Jarek now finds himself fighting alongside Sonya and Earth's warriors to help defeat the Evil Elder God, Shinnok.



Weapon: Black Dragon Sword





JAX

When Sonya disappears while tracking the last living member of the Black Dragon, Major Jackson Briggs heads after her. He soon finds that Sonya's mission has led her into a battle with the forces of an evil Elder God. This is a battle they must win or their own world will crumble at the hands of Shinnok.



Weapon: Spiked Club

JOHNNY CAGE

After Shao Kahn's defeat, Cage's soul is free to leave to a higher place. From the heavens, he observes his friends once again engaged in battle. When he learns of the war waged against the Elder Gods by Shinnok. Cage seeks out Raiden to help him restore his deceased soul and join Liu Kang in his quest. Once again, Johnny Cage finds himself fighting alongside Earth's warriors.





Weapon: Bowie Knife



KAI

A former member of the White Lotus Society, Kai learned his skills from the great masters throughout Asia. He journeyed to the Far East after meeting his friend and ally Liu Kang in America. Now, they reunite to assist Raiden in his battle with Shinnok.



Weapon: Ghurka Knife

LIU KANG

Still the immortal champion of Mortal Kombat, Liu Kang finds himself venturing into the realm of Edenia to rescue the Princess Kitana from the vile clutches of Quan Chi. Unsuccessful in his mission, Liu returns to Earth and mounts an effort to bring together Earth's greatest warriors. He does it this time not only to free Kitana's home world but also to assist his mentor and Earth's protector, Raiden.



Weapon: Dragon Sword





QUAN CHI

A free roaming sorcerer powerful in the black arts, Quan Chi uses his abilities to free the now evil Elder God Shinnok from his confines in the netherealm. In exchange for his services Shinnok has granted Quan Chi the position of arch-sorcerer of his now expanded Netherealm.



Weapon: Mace

RAIDEN

The God of Thunder returns to Earth after the defeat of Shao Kahn - but finds a new threat when Shinnok's forces, led by Quan Chi's attack of the Elder Gods. With the heavens in disarray, Raiden exists as one of the last Gods of Earth. He must come to the aid of his Elders and put an end to the villainous reign of his ancient enemy.





Weapon: Warhammer

REIKO

Once a general in Shinnok's armies, Reiko lead the forces of darkness into the battle against the Elder Gods. Once thought killed during that onslaught, he resurfaces and joins the battle against Earth's forces.

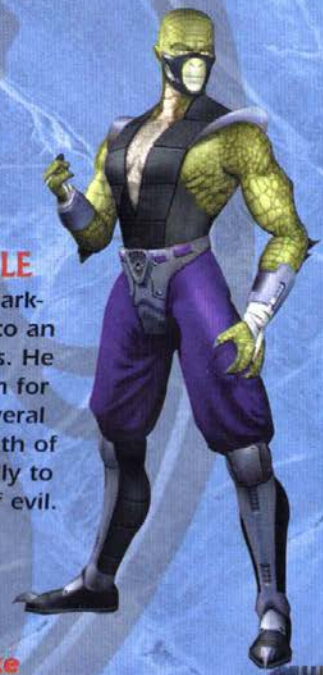


Weapon: Spiked Klub



REPTILE

A general in Shinnok's army of darkness, Reptile once belonged to an extinct race of reptilian creatures. He was banished to the Netherealm for committing genocide against several species. Responsible for the death of millions, Reptile is a dangerous ally to the forces of evil.





Weapon: Battle Axe



SCORPION

In hopes of gaining Scorpion as a new ally in the war with the Elder Gods, Quan Chi makes the dead Ninja an offer he cannot refuse- Life, in exchange for his services as a warrior against the Elders. Scorpion accepts, but hides under ulterior motives.



Weapon: Long Sword

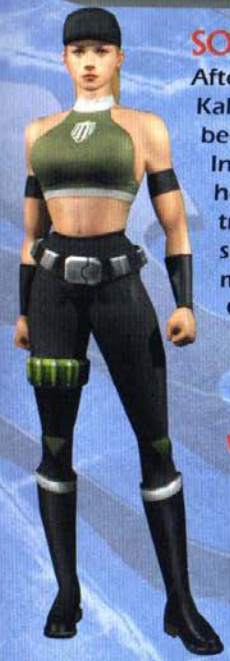


SHINNOK

Banished to the Netherealm for crimes committed against his once fellow Elder Gods, Shinnok is freed from his confines by Quan Chi. With the aid of a traitor he then is able to overtake the realm of Edenia. From there he wages a war against the Elder Gods and awaits a chance to enact revenge against the God who banished him there - Raiden.



Weapon: Battle Staff



SONYA BLADE

After her journey into the Outworld and Shao Kahn's near destruction of Earth, Sonya becomes a member of Earth's own Outworld Investigation Agency. Her first mission leads her to join Liu Kang on his quest to aid the troubled thunder God, Raiden. She must survive long enough to warn her government of the new menace brought on by Quan Chi.



Weapon: WindBlade



SUB ZERO

After Shao Kahn's defeat at the hands of Earth's fighters, Sub-Zero's warrior clan known as the Lin Kuei is disbanded. But with the new threat brought on by Quan Chi, the Ice Warrior once again dons the familiar costume once worn by his brother the original Sub-Zero. He also holds secrets passed on to him by his sibling- secrets that could hold the key to stopping Shinnok.



Weapon: Ice Scepter

THE MK4 WARRIORS

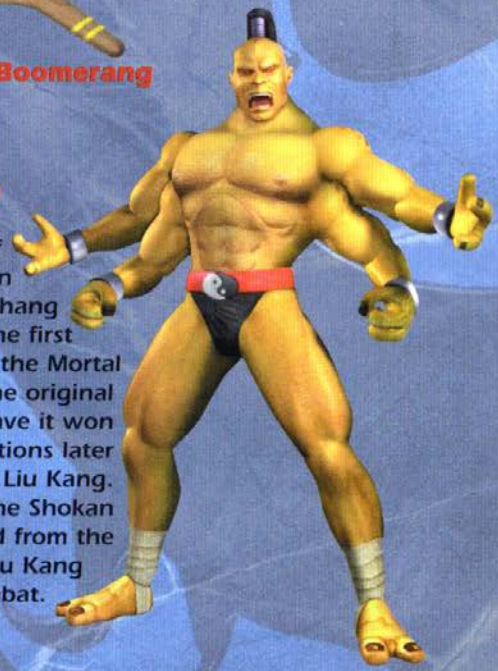


TANYA

As the daughter of Edenia's ambassador to new realms, Tanya invites a group of refugees fleeing their own world into the safety of Edenia. But soon after Queen Sindel allows them through the portal, she learns that one of the warriors is none other than the banished Elder God, Shinnok. The portal leads into the pits of the Netherealm itself, and the once free realm of Edenia is now at the mercy of Shinnok.



Weapon: Boomerang



GORO

The half human dragon stood as Shang Tsung's protector in the first tournament. Goro took the Mortal Kombat title from the original Kung Lao, only to have it won from him nine generations later by Lao's ancestor, Liu Kang. Seeking revenge, the Shokan prince has returned from the Outworld to crush Liu Kang in Mortal Kombat.

SPECIAL MOVES & FATALITIES

LIU KANG

Weapon		B,F, LK
Fireball		F,F, HP
Low Fireball		F,F, LP
Flying Kick		F,F, HK
Bicycle Kick		Charge LK
Fatality:	Dragon	F,F,F,D, BLK+HK+LK (Sweep Distance)
	Toss and Burn	F,D,D,U, HP
	Prison Stage	F,F,B, LP (Close Distance)
	Goro's Lair	F,F,B, HK

RAIDEN

Weapon		F, B, HP
Torpedo		F,F, LK
Spark		D,B, LP
Teleport		D, U
Fatality:	Lightning Impale	D,U,U,U, HP
	Shock of Exploding	F,B,U, U, HK
	Prison Stage	D,F,B, BLK (Close Distance)
	Goro's Lair	F,F,D, LP

SCORPION

Weapon		F,F, HK
Spear		B,B, LP
Teleport Punch		D,B, HP
Flame Breath		D,F, LP
Air Throw		BLK (In Air)
Fatality:	Scorpion	B,F,D,U, HP
	Toasty!	B,F,F,B, BL (Sweep Distance)
	Prison Stage	F,F,D,D, LK (Close Distance)
	Goro's Lair	B,F,F, LK

SONYA

Weapon		F,F, LK
Fireball		D,F, LP
Leg Grab		D+LP+BLK
Square Wave Punch		F,B, HP
Vertical Bike Kick		B,B,D, HK
Air Throw		BLK (In Air)
Front Flip Kick		B,D,F, LK
Fatality:	Kiss Off	D,D,D,U, RN (Sweep Distance)
	Spits	U,D,D,U, HK
	Prison Stage	D,D,B,B, HK (Close Distance)
	Goro's Lair	F,D,F, HP

SUB-ZERO

Weapon		D,F, HK
Ice Blast		D,F, LP
Ice Clone		D,B, LP
Slide		LP+BLK+LK
Fatality:	Head Rip	F,B,F,D, HP+BLK+RN
	Deep Freeze	B,B,D,B, HP
	Prison	D,U,U,U, HK
	Goro's Lair	D,D,D, LK

JAX

Ground Pound		F,F,D, LK
Dash Punch		D,B, LP
Backbreaker		BLK (In Air)
Fireball		D,F, LP
Weapon		B,D,F, HP
Fatality:	Arm Rip	Charge,LK,F,F,D,F
	Head Smash	B,F,F,D, BLK
	Prison Stage	F,F,B, LK (Close Distance)
	Goro's Lair	F,F,B, HP

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QUAN CHI

Weapon		D,B, HK
Air Throw		BLK (In Air)
Tele-Stomp		F,D, LK
Green Skull Fireball		F,F, LP
Weapon Steal		F,B, HP
Dash Kick		F,F, HK
Fatality:	Fatality Steal	U,U,D,D, LP
	Leg Beat	Charge,LK,F,D,F
	Prison Stage	F,F, D, HP (Close Distance)
	Goro's Lair	F,F,B, LK

REIKO

Weapon		F,D,B HP
Teleport Slam		D,U (Teleport) BLK (Slam)
Quick Spin Behind		B,F, LK
Ninja Stars		D,F, LP
Flip Kick		B,D,F, HK
Fatality:	Thrust Kick	F,D,F, LP+BLK+HK+LK (Close)
	Shuryukan	B,B,D,D, HK
	Prison Stage	D,D,B, HK
	Goro's Lair	F,F,D, LK

KAI

Weapon		D,B, LP
Falling Fireball		B,B, HP
Rising Fireball		F,F, LP
Handstand moves		BLK+LK - LP (legspin) - LK (thrust kick) - HK (thrust kick) - BLK (standup)
Turbo Air Fist		D,F, HP
Super Roundhouse		D,F, LK
Fatality:	Dodge Ball	U,U,U,D, BLK
	Prison Stage	F,F,D, BLK (Close Distance)
	Goro's Lair	B,F,D, HK

SHINNOK

Weapon		B,F, LP
*Can draw weapon of whoever he impersonates.		
Impersonation Moves (Acquires special moves)		*Quan Chi - B,F,B,F, LK *Liu Kang - B,B,F, HK *Sub-Zero - D,B, LP *Sonya - F,D,F, HP *Reiko - B,B,B, BLK *Scorpion - F,B, LP *Tanya - B,F,D, BLK *Kai - F,F, LK *Jarek - B,B, LK *Reptile - B,B,F, BLK *Fujin - F,F,B, HK *Raiden - D,F,F, HP *Cage - D,D, HP *Jax - F,D,F, HK
Fatality:	Hand from Hell	D,B,F,D, RN
	Hands from Hell	D,U,U,D, BLK
	Prison Stage	D,D,F, HK
	Goro's Lair	D,F,B, HP

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SPECIAL MOVES & FATALITIES

REPTILE

Acid Bubbles		D, F, HP
Dashing Low Punch		B, F, LP
Invisibility		BLK + HK
Super Krawl		B, F, LK
Weapon		B, B, LK
Fatality:	Face Chew	Hold HP + LP + LK + HK, then press Up
	Puke	U,D,D,D, LP
	Prison Stage	D, F, F, LP (Close Distance)
	Goro's Lair	D,D,F, HK

TANYA

Straight Fireball		D,F, HP
Downward Air Fireball		D,B, LP (In Air)
Rolling Splits Kick		F,D,B, LK
Forward Drill Kick		F,F, LK
Weapon		F,F, HK
Fatality:	Kiss of Death	D,D,U,D, HP+BLK (Close)
	Neck Twist	D,F,D,F, HK
	Prison Stage	B,F,D, HP
	Goro's Lair	F,F,F, LP

JAREK

Cannonball Roll		B,F, LK
Spinning Blade		D,B, LP
Ground Shaker		B,D,B, HK
Vertical Roll		F,D,F, HP
Weapon		F,F, HP
Fatality:	Heart Rip	F,B,F,F, LK (Close Distance)
	Eye Laser	U,U,F,F, BLK
	Goro's Lair	B,F,F, LP

JOHNNY CAGE

Shadow Kick		B,F, LK
Uppercut		B,D,B, HP
Fireball		D,F, HP (high) D,B, LP (low)
Crotch Punch		BLK+LP
Weapon		F,D,F, LK
Fatality:	Torso Rip	F,B,D,D, HK (Close Distance)
	Head Pop	D,D,F,D, BLK
	Prison Stage	D,D,F,F, HK
	Goro's Lair	B,F,F, LK

FUJIN

Weapon		B,B, LP
Whirlwind Spin		F,D,F, LP (Hold LP to keep spin)
Levitate		F,D,F, HP
Slam		B,F,D, LK (Quickly after Levitate)
Super Knee		D,F, HK
Air Dive Kick		D+LK (In Air)
Fatality:	Raise and Destroy	RN+BLK 4 times (Sweep Distance)
	Deadly Winds	D,F,F,U, BLK
	Prison Stage	D,D,D, HK (Close Distance)
	Goro's Lair	B,F,B, HP

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