
PlayStation
NTSC U/C
PlayStation
MATURE
M
AGES 17+
CONTENT RATED BY
ESRB
SLUS-00330
MORTAL KOMBAT
TRILOGY
MIDWAY

WARNING: READ BEFORE USING YOUR PlayStation™ GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation™ game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions - **IMMEDIATELY** discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS

Do not connect your PlayStation™ game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PlayStation™ DISC

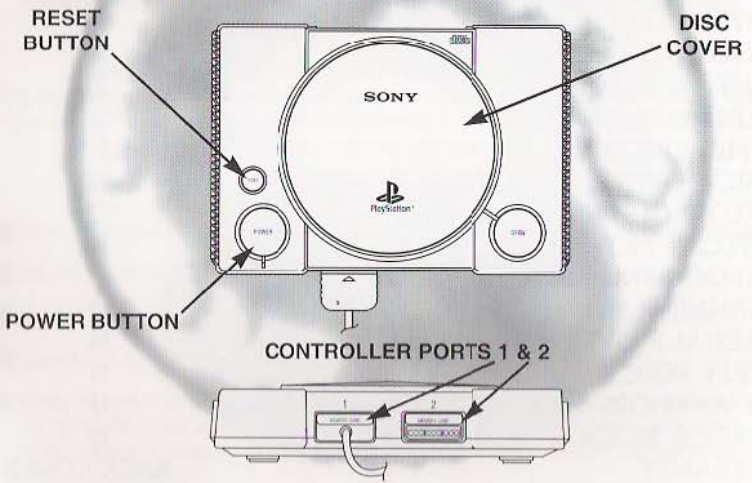
- This compact disc is intended for use only with the PlayStation™ game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

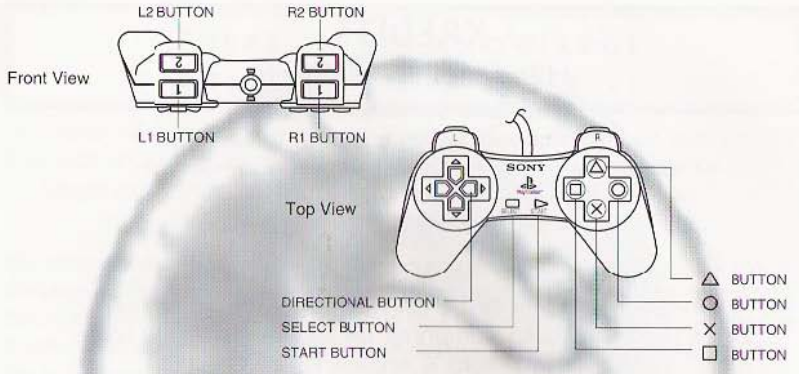
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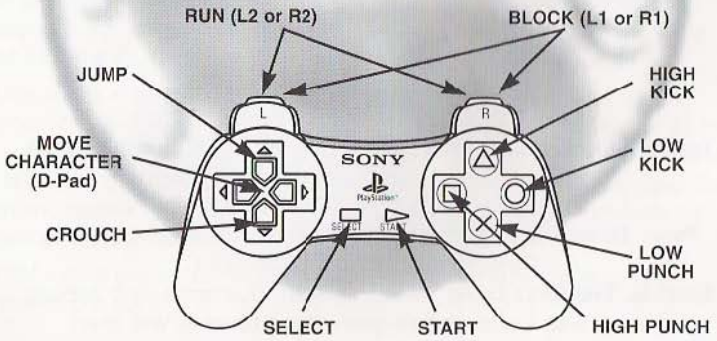
GETTING STARTED

Set up your PlayStation™ Game Console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the MORTAL KOMBAT TRILOGY™ disc and close the disc cover. Insert game controllers and turn on the PlayStation™ game console. Follow on-screen instructions to start a game.





BUTTON DEFAULTS ARE SHOWN BELOW:



KREDITS

MIDWAY DESIGN TEAM

Design and Software: Ed Boon
Design and Graphics: John Tobias
Graphics: Steve Beran, Dan Forden, Tony Goskie, Dave Michicich & John Vogel
Sound and Music: Dan Forden

AVALANCHE SOFTWARE TEAM

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MIDWAY HOME ENTERTAINMENT TEAM

Executive Producer: Michael Rubinelli
Associate Producer: Michael Gottlieb
Assistant Producer: Brian Y. Loke
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Testers: Richard Blair, Ross Deynata, Kevin Elrod, Erwin Gasmin, Andy Kaffka, Florence Mandilag, Fred Pampo, William Sutjiadi & Jason Ubalde
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Special Thanks: David Schwartz, Mark Guidarelli, Rob Atesalp, Sam Devol, Curtis Cherrington, Brian Lowe & Will Shen

THERE IS NO KNOWLEDGE THAT IS NOT POWER...

"You have been chosen to represent Earth in Mortal Kombat. Be warned. For although your souls are safe from Shao Kahn's evil, your lives are not. I can no longer interfere. Your Earth is now ruled by the Outworld Gods."
...These are the words of Rayden

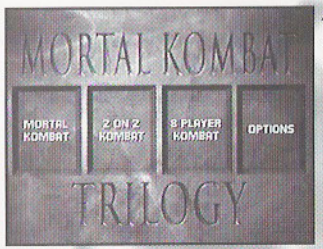
For nine generations, the Mortal Kombat tournament was ruled by the Outworld's finest Warrior, Prince Goro. It was agreed that if the Outworld could claim victory in 10 consecutive tournaments, it would then rule the Earth. With the Earth on the brink of destruction, a new generation of Warriors gathered and claimed victory.

With victory in hand, Warrior Monk, Liu Kang, had now become the new champion. But his victory was short lived. He and his comrades were lured into the Outworld to compete in a second Tournament.

But Liu Kang and his comrades discovered an evil deception. The Tournament was merely a diversion devised by the Dark Emperor to break the rules set forth by the Elder Gods. The Dark Emperor would witness the reincarnation of his former Queen, Sindel. This unholy act gave Shao Kahn the power to step through the dimensional gates to reclaim his Queen and seize control of the Earth.

This Trilogy of events comprises Shao Kahn's final attempt at taking control of the Earth.

MODE SELECT SCREEN



At the Title Screen, press **START** to get to the Mode Select Screen. Select from these four choices:

- MORTAL KOMBAT
- 4 PLAYER 2 on 2 KOMBAT
- 8 PLAYER TOURNAMENT KOMBAT
- OPTIONS

Press the **D-Pad Left/Right** to highlight the option you want, then press any **Action Button** to select.

KONTROL KONFIGURE



Highlight "KONTROL KONFIGURE" at the Options Screen, and press the **X Button** to select it. At the Kontrol Konfigure Screen, press the **D-Pad Up** or **Down** to highlight the control you want to change. Cycle through the available options by pressing the **D-Pad Left** or **Right**.

To exit the KONTROL KONFIGURE Screen, highlight **EXIT** then press any **Action Button**.

PLAYER SELECT SCREEN

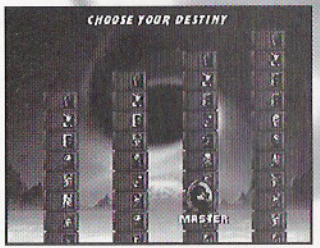


The first three options will take you to the PLAYER SELECT Screen.

It displays mug shots of the various Fighters available in the game.

The Mortal Kombat mode is a one or two player game. The 4-Player mode will allow each player to select two Fighters. The 8-Player mode is an eight player tournament. Use the **D-Pad** to highlight the Fighter(s) you want. You can also select and fight with **"Classic" Characters** by pressing the **SELECT Button** when you highlight Kano, Kung Lao, Jax or Rayden. Once your Fighter is highlighted, press any **Action Button** to select and begin your Kombat!

CHOOSE YOUR DESTINY



Once you've chosen your Fighter in the 1-Player Mortal Kombat mode, you will be transported to the CHOOSE YOUR DESTINY Screen.

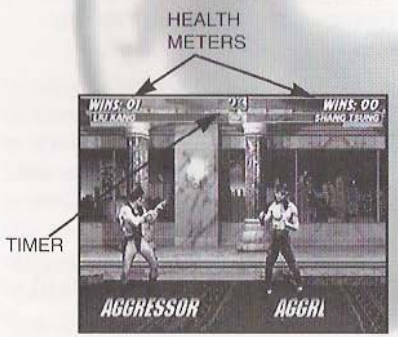
Press the **D-Pad Left/ Right** to toggle between these columns: NOVICE, WARRIOR, MASTER or CHAMPION. Press any **Action Button** to select.

CHOOSE YOUR DESTINY

You'll see a large tower scrolling with the characters' faces. If a second player wishes to join the fight, he may do so once the match begins by pressing the **START Button**. Both players return to the MODE SELECT Screen, where they can select the desired fighting mode.

After selecting the mode, both players go to the SELECT YOUR FIGHTER Screen to choose Warriors again.

FIGHTING SUMMARY



The Tournament first tests a Warrior's fighting skill by pitting him against other Tournament challengers.

In all Mortal Kombat battles, Health Meters in the upper part of the screen measure the health of each Warrior.

FIGHTING SUMMARY

The meters begin each round reflecting each of the Warrior's health at 100%, but they will diminish with each blow taken.

The amount they reduce depends on the type of hit delivered and whether or not it was blocked. When a Warrior's Health Meter runs out, he/she is knocked out and the round goes to the opponent.

If the time is up before either Kombatant is knocked out, 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.

Pay attention to the Run Meters. They allow you to perform combos and run towards your opponent. But they're "time sensitive," so you can only activate the Run Function while the meter is **green**.



AGGRESSOR MODE

At the lower part of the screen an Aggressor Meter will build up as you land more and more hits upon your opponent. Keep an eye on the meter. It grows faster if your opponent blocks attacks. When the meter fully reads "**AGGRESSOR**" you'll be much stronger and inflict heavier damage on your opponent.

SOUND & MUSIC

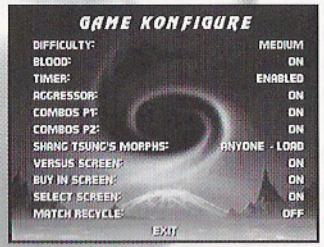
To modify a number of the game's sound features, press the **D-Pad Up/Down**, then press an **Action Button** to highlight a selection. Next, press **Left/Right** to adjust settings.

EFFECTS VOLUME - Adjust the volume of the sounds in the game.

MUSIC VOLUME - Adjust the volume of the music and post-match speech samples in the game. When you're finished making changes, highlight **EXIT** and press any **Action Button** to get back to the Main Menu.

GAME KONFIGURE

Modify a number of the game features. Press the **D-Pad Up/Down**, then press an **Action Button** to highlight a selection. Next, press **Left/Right** to adjust settings.



DIFFICULTY - Select from five different settings: VERY EASY, EASY, MEDIUM, HARD or VERY HARD.

BLOOD - Turn blood ON or OFF. When OFF, Finishing Moves, except for Babalities and Friendships, are disabled.

TIMER - Select ENABLED to have a time limit or DISABLED for no time limit.

AGGRESSOR - Toggles Aggressor mode ON or OFF.

COMBOS - Select ON, OFF or AUTO for each player.

SHANG TSUNG'S MORPHS - Your options are, ANYONE - LOAD (this slows down game play due to loading time) or LIMITED - NO LOAD (pre-select the characters you morph into to eliminate load time.)

VERSUS SCREEN - Turn OFF to speed up the game by skipping the "VS" screen and taking you right to the fight. Default is ON.

BUY IN SCREEN - Turn OFF to skip the Buy In Screens that occur between matches. Default is ON.

SELECT SCREEN - Select FAST to remove character stances from the Select Screen. Default is ON.

MATCH RECYCLE - Select the number of matches you want to continuously fight through (1 to 4). Choose your characters, and when the selected number of matches have been completed, the option will reset back to OFF (default). Works only in 1-on-1 mode, and not against CPU.

BASIC MOVES

EACH KONTESTANT INVITED TO THE TOURNAMENT HAS SPENT YEARS IN PRACTICE AND CONCENTRATION PERFECTING THEIR SKILLS. TO SURVIVE, YOU'LL ALSO NEED INTENSE PRACTICE AND CONCENTRATION TO MASTER THESE BASIC MOVES.

(See controller diagram, pg. 4, for Default controls)

The following moves may seem trivial compared to the more powerful and acrobatic moves, such as Projectiles or a Flying Kick. However, knowing how to stop, avoid or counter these moves can be far more useful than knowing how to land one yourself.

RUN - Hold the **L2** or **R2 Button** while pressing the **D-Pad** to run toward your opponent. Backing off won't help against this move.

BASIC MOVES

KLOSE QUARTERS

Other moves used during close-in Kombat situations are the Elbow, the Knee and the Throw. These are highly effective and do not require full limb extension, which is impossible in close quarters. However, they can only be used when you're directly adjacent to an opponent. **Try this:** Press the **Attack Buttons** in a certain sequence for different types of "Kombos".

SPECIAL MOVES

All of the Mortal Kombat Warriors possess expert fighting skills. In that respect, they are equal to thousands of other Warriors around the universe. What raises them above their peers are the special moves which they have created and perfected. In order to become a superior Warrior, skilled enough to win the title of Grand Champion, you too must learn these moves.

These moves, whether Special Kicks or Elemental Bolts, make the Mortal Kombat Warriors the fiercest and most ferocious Kombatants around. Mastering their special moves will make you the same.

KROUCHING MOVES

Defensively, the Krouching Moves help you avoid punches, aerial weapons and throws. The uppercut, executed from the krouch, is a very powerful offensive attack.

To do the Krouching Moves, hold the **D-Pad DOWN** and then press the **○ or △ Button** for a Krouching Kick. Hold the **D-Pad DOWN** and push the **□ Button** for an Uppercut. The Block (**L1 or R1 Button**) can always be used to defend against your opponents attacks.

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 **D-Pad AWAY** from your opponent while you press either **Kick Button**.

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 the Aerial Attacks: Flying Punches and Kicks.

To execute these moves, either jump in place (**D-Pad UP**) or towards (**D-Pad UP+Fwd/Back**) your opponent. Press an **Attack Button** while you're in the air.
Unlike most moves, 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 Dragon Icons in them. Both Players can change the symbols by pressing their □ △ and ○ **Buttons.**

Player One controls the first three symbols and Player Two controls the last three symbols. These six symbols represent secret codes which can have subtle or dramatic effects on game play.

Each button causes the symbol in the corresponding box to change in a predetermined order. If you hold up while pressing the □, △ or ○ **Buttons,** the order in which the Icons are cycled will reverse.

For example, pressing Player One's □ **Button** once will change the Dragon Icon in the first box into an "MK" symbol. Press it a second time to change it to the third Icon in the sequence (a Yin/Yang) and so on.

0 Dragon
1 MK
2 Yin / Yang
3 3
4 Question
5 Lightning
6 Goro
7 Rayden
8 Shao Kahn
9 Skull

SECRET KODES



Pressing a button more than nine times will cause the order of the Icons to start over. In other words, pressing a button that corresponds to a box with a Skull symbol will change the Skull back to the original Dragon Icon.

Let's take a look at the code: Skull, Shao Kahn, Rayden, MK, Yin/Yang and 3. To enter this code, Player 1 presses □ **Button** nine times, △ **Button** eight times and ○ **Button** seven times.

Meanwhile, Player 2 presses the □ **Button** one time, the △ **Button** twice and ○ **Button** three times. The match-up screen doesn't stay up for long, so you need to punch in the codes quickly!

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. For example, the code that activates the game's "Throw Disable" feature - MK, Dragon, Dragon, MK, Dragon, Dragon - is easier to remember in numeric form as:100-100. Example, both Player 1 and Player 2 press □ **Button** one time. Got it?

THE WARRIORS


Kano


Reptile


Mileena


Kung Lao


Shang Tsung


Sindel


Sonya


Cyber-Ninja

Smoke


Rain


Jade


Baraka


Original

Sub-Zero


Jax


Rayden


Cyrax


Liu Kang

THE WARRIORS


Sektor


Stryker


Nightwolf


Sheeva


Kitana


Scorpion


Johnny Cage


Ermac


Kabal


Noob Saibot


Unmasked

Sub-Zero


Human

Smoke


Motaro


Shao Kahn


Goro


Kintaro

WARRIOR BIOGRAPHIES

KANO

Kano is thought to have been killed in the first Tournament. Instead, he's found alive in the Outworld, where he once again escapes capture by Sonya. Before the actual Outworld invasion, Kano convinces Shao Kahn to spare his soul. Kahn needs someone to teach his Warriors how to use Earth's weapons, and Kano is the man to do it.

Grab & Choke - D, F, LP

REPTILE

Always a reliable servant to Shao Kahn, Reptile is chosen to assist Jade in the capture of Kitana. In contrast to Jade's instructions, Reptile is ordered to stop the renegade Princess at all costs...even if it means her death.

Slow Forceball - B, B, HP + LP

MILEENA

Murdered by her twin sister Kitana, Mileena finds herself brought back to life by Shao Kahn himself. Her skills as a vicious fighter will be needed to defeat Earth's chosen warriors. Her ability to read the thoughts of her twin sister will enable Kahn to stay one step ahead.

Teleport Kick - F, F, LK

KUNG LAO

Kung Lao's plan to reform The White Lotus Society comes to a halt when Shao Kahn's invasion takes the Earth by storm. As a Chosen Warrior, Kung Lao must use his greatest fighting skills to bring down Shao Kahn's reign of terror.

Hat Throw - B, F, LP

HP - High Punch **HK** - High Kick **BL** - Block **F** - Forward **U** - Up

WARRIOR BIOGRAPHIES

SHANG TSUNG

Shang Tsung is Shao Kahn's lead Sorcerer. He once fell out of favor with his Emperor after failing to win the Earth Realm through Tournament Battle. But the always scheming Shang Tsung is instrumental in Kahn's conquest of Earth. He has now been granted more power than ever.

Flaming Skull - B, B, HP

SINDEL

She once ruled the Outworld at Shao Kahn's side as his Queen. Now, 10,000 years after her untimely death, she is reborn on Earth. Her evil intent is every match for Shao Kahn's tyranny. She is the key to his occupation of Earth.

Shriek Wave - F, F, F, HP

SEKTOR

Sektor is actually the code name for Unit LK-9T9. He was the first of three prototype Cybernetic Ninjas built by the Lin Kuei. Sektor was once a human assassin trained by the Lin Kuei. He volunteered for automation because of his loyalty to the Clan. Sektor survives the Outworld invasion - he has no soul to take.

Teleport Uppercut - F, F, LK

STRYKER

When the Outworld portal opens over a large city in North America, panic and chaos rage out of control. Kurtis Stryker was the leader of a riot control brigade when Shao Kahn began taking souls. He finds himself the lone survivor of a city once populated by millions.

Nightstick Toss - F, F, HK

LP - Low Punch **LK** - Low Kick **RN** - Run **B** - Back **D** - Down

WARRIOR BIOGRAPHIES

NIGHTWOLF

He works as a historian and preserver of his people's culture. When Kahn's portal opens over North America, Nightwolf uses the magic of his Shamen to protect his tribe's sacred land. This area becomes a vital threat to Kahn's occupation of the Earth.

Hatchet Uppercut - D, F, HP

SHEEVA

She was hand-picked by Shao Kahn to serve as Sindel's personal protector. However, she becomes suspicious of Shao Kahn's loyalty towards her race of Shokan when he places Motaro as the leader of his extermination squads. On the Outworld, Motaro's race of Centaurians are the natural enemy of the Shokan.

Teleport Stomp - D, U

KITANA

Kitana is accused of treason by the high courts of the Outworld after murdering her evil twin Mileena. Shao Kahn appoints a group of warriors specifically to catch his daughter and bring her back alive. But Kitana must find a way to reach the newly crowned Queen Sindel first and warn her of their true past.

Fan Lift - B, B, B, HP

SCORPION

When Shao Kahn makes a failed attempt at stealing the souls which occupy Earth's Hell, Scorpion is able to escape from the nether region. Free to roam the Earth once more, Scorpion holds allegiance with no one. He's a wild card in Earth's struggle against the Outworld.

Teleport Punch - D, B, HP

HP - High Punch **HK** - High Kick **BL** - Block **F** - Forward **U** - Up

WARRIOR BIOGRAPHIES

SONYA

Sonya Blade disappears in the first Tournament, but is later rescued from the Outworld by Jax. After returning to Earth, she and Jax try to warn the U.S. Government of the looming Outworld menace. Lacking proof, they watch helplessly as Shao Kahn begins his invasion.

Bicycle Kick - B, B, D, HK

SMOKE (Cyber-Ninja)

Smoke, unit LK-7T2, is the third prototype cyber-ninja built by the Lin Kuei. He tries to escape the Lin Kuei automation process with Sub-Zero but is captured. His memories are stripped away, leaving behind an emotionless killer. However, Sub-Zero believes that within this machine is a human soul trying to escape.

Spear - B, B, LP

RAIN

Born on Kitana's former world of Edenia, Rain was smuggled away from the realm as a small child shortly after Shao Kahn's take over. Thousands of years later he resurfaced. His allegiance belonging to Kahn, he chose to betray his homeland rather than suffer at the hands of Kahn's extermination Squads.

Lightning Bolt - B, B, HP

JADE

When the renegade Princess Kitana makes her escape into the unknown regions of Earth, Jade is appointed by Shao Kahn to bring her back alive. Once a close friend of the Princess, she is faced with the choice of betraying her friend or disobeying her Emperor.

Shadow Kick - D, F, LK

LP - Low Punch **LK** - Low Kick **RN** - Run **B** - Back **D** - Down

WARRIOR BIOGRAPHIES

BARAKA

Baraka was sent to quell the uprising renegade race in Outworld's lower regions. After his victorious battle, the nomadic warrior returns to fight on the side of villainy. Under the guidance of Shao Kahn, Baraka will once again pose a formidable threat to his Earthen counterparts.

Sword Swipe - B, HP

JOHNNY CAGE

Killed in battle with an Outworld extermination squad, Johnny Cage's life came to a tragic end. But the celluloid superstar manages to cheat death when his path to the after life is blocked by the merger of Earth and Outworld. His soul takes possession of his body once again and enables Cage to rejoin his friends to battle for Earth's survival.

Shadow Kick - B, F, LK

ERMAC

An enigma to all who come into contact with him. Ermac's past remains shrouded in mystery. It's believed that he exists as a life force brought together by the souls of extinguished Outworld Warriors. Shao Kahn has managed to take possession of these souls and use them to fight on the side of tyranny.

Teleport Punch - D, B, HP

KABAL

As a Chosen Warrior, his identity is a mystery to all. It's believed that he is the survivor of an attack by Shao Kahn's extermination squads. As a result, he is viciously scarred and kept alive only by artificial respirators and a rage for ending Shao Kahn's conquest.

Ground Saw - B, B, B, RN

HP - High Punch **HK** - High Kick **BL** - Block **F** - Forward **U** - Up

WARRIOR BIOGRAPHIES

NOOB SAIBOT

Noob Saibot emerges from the darkest region of reality - a region known as the Netherealm. He belongs to a group called the Brothers of the Shadow, and worships an evil and mysterious fallen Elder God. His mission is to spy on the events taking place in the Battle between the Realms and report back to his enigmatic leaders.

Teleport Slam - D, U

SUB-ZERO (Unmasked)

The ninja returns unmasked. He was betrayed by his own ninja clan - the Lin Kuei. He broke the sacred Codes of Honor by leaving the Clan and is marked for death. But unlike the Ninja of old, his pursuers come as machines. He must not only defend against the Outworld menace, but must also elude his soulless assassins.

Decoy - D, B, LP

SUB-ZERO (Original)

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.

Ground Freeze - D, B, LK

JAX

After failing to convince his superiors of the coming Outworld menace, Jax begins to covertly prepare for future battle with Kahn's minions. He outfits both arms with indestructible bionic implants. This is a war that Jax is prepared to win.

Grab 'n Punch - F, F, LP

LP - Low Punch **LK** - Low Kick **RN** - Run **B** - Back **D** - Down

WARRIOR BIOGRAPHIES

RAYDEN

As Earth's sworn protector, Rayden finds himself banished in the merger between Earth and Outworld. When the Elder Gods refuse to assist him in aiding the Earth, he is forced to take matters into his own hands. He transforms himself into a mortal warrior to fight alongside his human comrades - this time risking his place in the pantheon of gods and giving up his own immortality.

Flying Dive - B, B, F

CYRAX

Cyrax is unit LK-4D4 The second of three prototype Cybernetic Ninjas built by the Lin Kuei. Like his counterparts, Cyrax's last programmed command is to find and terminate the rogue Ninja, Sub-Zero. Without a soul, Cyrax goes undetected by Shao Kahn and remains a possible threat against his occupation of Earth.

Energy Net - B, B, LK

LIU KANG

After the Outworld invasion, Liu Kang finds himself the prime target of Kahn's extermination squads. He is the Shaolin Champion and has thwarted Kahn's schemes in the past. Of all the humans, Kang poses the greatest threat to Shao Kahn's rule.

Flying Kick - F, F, HK

SMOKE (Human)

In his human form, Smoke was a lethal assassin working for the Lin Kuei. But when they decided to automate their ninjas, Smoke is caught in the middle. He became a cyborg assassin, whose human form would exist as a memory forever more.

Teleport Punch - D, B, HP

LP - Low Punch **LK** - Low Kick **RN** - Run **B** - Back **D** - Down

WARRIOR BIOGRAPHIES

MOTARO

In the realm of the Outworld, Motaro's race of Centaurians has long since come into conflict with the Shokan. When Shao Kahn formed special extermination squads to eliminate the Chosen Warriors of Earth, Motaro was appointed to head this elite group of Savage Warriors.

Zap - F, D, B, HP

SHAO KAHN

Long ago, Shao Kahn rose to power in the Outworld, usurping the realm from Kitana's parents and taking Queen Sindel for his bride. Then she died. Now, centuries later, Sindel is reborn. And since Shang Tsung failed to win the Earth Realm through Mortal Kombat I and II, her rebirth is the means by which Kahn will finally seize the planet forever unless...

Zap - B, B, F, LP

GORO

Goro, a 2000 year old half human/dragon, remains undefeated for the past 500 years. He won the title of Grand Champion by defeating Kung Lao, a Shaolin fighting monk. It was during this period that the tournament became corrupted as it fell into the hands of Shang Tsung.

Gotcha - F, F, HP

KINTARO

With Goro missing, Kintaro steps up to take his place as Supreme Ruler of Shao Kahn's armies. Stronger and more agile than his predecessor, he is enraged by Goro's defeat. Kintaro vows to take revenge on the Earth warriors responsible.

Gotcha - F, F, HP

HP - High Punch **HK** - High Kick **BL** - Block **F** - Forward **U** - Up

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