

# Mortal Kombat 3 FAQ/Move List

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## Mortal Kombat 3 for Genesis

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## I. Introduction

"There is no knowledge that is not power. You have been chosen to represent Earth in Mortal Kombat. Be warned. Although your souls are protected against Shao Kahn's evil; your lives are not. I cannot interfere any longer, as your Earth is now ruled by the Outworld Gods. These are the words of Rayden.

For centuries, Earth has used Mortal Kombat to defend itself against the Outworld's Emperor Shao Kahn. But, Kahn becomes frustrated by failed attempts at taking Earth through tournament battle. He enacts a plan which began 10,000 years ago. During this time Kahn had a queen. Her name was Sindel and her young death was unexpected. Kahn's shadow priests, led by Shang Tsung, made it so Sindel's spirit would someday be reborn. Not on the Outworld, but on the Earth Realm itself. This unholy act gives Shao Kahn the power to step through the dimensional gates and reclaim his queen. Thus enabling him to finally seize the Earth Realm.

Upon reaching the portal into Earth, Shao Kahn slowly transforms the planet into a part of the Outworld itself. Kahn strips the Earth of all human life, claiming every soul as his own. But there are souls which Kahn cannot take. These souls belong to the warriors chosen to represent Earth in a new Mortal Kombat. The remaining humans are scattered throughout the planet. Shao Kahn sends an army of fierce Outworld Warriors to find and eliminate them.

After the first tournament, Sonya Blade turned up missing. Jax then embarked on a rescue mission into the Outworld. He found Sonya being held captive with her nemesis Kano. In freeing Sonya, Jax also frees Kano. Kano then uses the chance to escape arrest.

The ultimate advancement in Lin Kuei technology comes with the creation of the first cyber-assassin. They begin converting their human ninjas into soulless machines. But Sub-Zero refuses to take part and is marked for death by his own clan.

After winning the first Mortal Kombat and escaping from the Outworld, Liu Kang looks to the future. He begins training a new generation of Shaolin alongside Kung Lao. But nothing could prepare them for the unexpected Outworld invasion..."

This is the plot for Mortal Kombat 3, tying the previous two games and this one together. This FAQ contains a comprehensive move list, character bios, cheat codes, a pros and cons list for using each character, and some frequently asked questions for Mortal Kombat 3 for the Genesis. I've also read that a lot of people are having trouble with this game, and I have added a Tips and Hints section to help overcome the seemingly brutal AI.

## II. Cheat Codes and Secrets

*Mercy:* To perform a Mercy, it's the same for every character. Hold **Run** and Press **Down, Down**.

*This can only be done on the third round of a match and MUST be done to perform an animality. It grants the opponent a tiny bit of health back and must be executed just like a fatality, when you're prompted to "FINISH HIM/HER!"*

*Unlock Smoke:* At the main menu, press **A, B, B, A, Down, A, B, B, A, Down, Up, Up**.

*These cheats will make the starting menu larger and give you a ton more options:*

*Cheats Menu:* **A, C, Up, B, Up, B, A, Down**

*Secrets:* **B, A, Down, Left, A, Down, C, Right, Up, Down (lol, Bad Lad Crud)**

*Endurance Match:* **A, B, C, Start all at the same time**

## III. Character Bios

**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.

**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, Lao must use his greatest fighting skills to bring down Shao Kahn's reign of terror.

**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.

**Lt. Sonya Blade:** Sonya disappeared after the first tournament, but was 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.

**Maj. Jax Briggs:** 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 Jax is prepared to win.

**Kano:** Thought to have been killed in the first tournament, he is instead found in the Outworld where he once again escapes capture by Lt. Sonya Blade. 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. Kano is the man to do it.

**Shang Tsung:** 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 ever-scheming Shang Tsung is instrumental in Kahn's conquest of Earth. He has now been granted more power than ever.

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

**Sub-Zero:** The ninja returns unmasked. He was betrayed by his own ninja clan—the Lin Kuei. He broke 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.

**Sektor:** Sektor is actually the code name for unit LK-9T9. He was the first of three prototype cybernetic ninjas. 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 for the clan. Sektor revives the Outworld invasion—he has no soul to take.

**Cyrax:** Cyrax is unit LK-4D4, the second of three prototype cybernetic ninjas built by the Lin Kuei. Like his counterparts, his 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.

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

**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.

**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.

## IV. Controls

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**Z** = High Kick

**A** = Low Punch

**C** = Low Kick

**X** = High Punch

**Y** = Run

**B** = Block

## V. Move List

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### Liu Kang

**High fireball:** Forward, Forward, High Punch

**Low fireball:** Forward, Forward, Low Punch

**Super Kick:** Forward, Forward, High Kick

**Bicycle Kick:** Hold Low Kick for 4 seconds, then let go.

**Air fireball:** Forward, Forward, High Punch

**Fatality 1:** Up, Down, Up, Up, Block+Run

**Fatality 2:** Forward, Forward, Down, Down, Low Kick

**Friendship:** Run, Run, Run, Down+Run

**Babality:** Down, Down, Down, High Kick

**Stage Fatality:** Run, Block, Block, Low Kick

**Animality** (*Sweep distance*): Down, Down, Up

## Kung Lao

**Teleport**: Down, Up

**Tornado attack**: Forward, Down, Forward, Run

**Teleport Kick**: Down, High Kick while in air

**Hat Throw**: Back, Forward, Low Punch

**Fatality 1** (*Half screen away*): Run, Block, Run, Block, Down

**Fatality 2** (*Inside sweep distance*): Forward, Forward, Back, Down, High Punch

**Friendship**: Run, Low Punch, Run, Low Kick

**Babality**: Down, Forward, Forward, High Punch

**Stage Fatality**: Down, Down, Forward, Forward, Low Kick

**Animality**: Run, Run, Run, Run, Block

## Sub-Zero

**Ice Clone**: Down, Back, Low Punch

**Slide**: Back+Low Kick+Block+Low Punch

**Ice Shower**: Down, Forward, High Punch

**Ice Puddle**: Down, Forward, Low Punch

**Backwards Ice Shower**: Down, Back, Forward, High Punch

**Fatality 1** (*Close*): Block, Block, Run, Block, Run

**Fatality 2** (*Sweep Distance*): Back, Back, Down, Back, Run

**Friendship**: Low Kick, Run, Run, Up

**Babality**: Down, Back, Back, High Kick

**Stage Fatality**: Back, Down, Forward, Forward, High Kick

**Animality** (*Close*): Forward, Up, Up

## Sektor

**Homing Missile**: Down, Back, High Punch

**Straight Missile**: Forward, Forward, Low Punch

**Teleport Punch**: Forward, Forward, Low Kick

**Fatality 1** (*Half Screen Away*): Forward, Forward, Forward, Back, Block

**Fatality 2** (*Sweep Distance*): Low Punch, Run, Run, Block

**Friendship** (*Half Screen Away*): Run, Run, Run, Run, Down

**Babality**: Back, Down, Down, Down, High Kick

**Stage Fatality**: Run, Run, Run, Down

**Animality** (*Close*): Forward, Forward, Down, Up

## Cyrax

**Capture Net**: Back, Back, Low Kick

**Far Bomb**: Hold Low Kick, press Forward, Forward, High Kick

**Short Range Bomb**: Hold Low Kick, press Back, Back, High Kick

**Flying Jump**: Down, Forward, Block (Press Low Punch for mid-air throw)

**Teleport**: Forward, Down, Block

**Fatality 1:** Down, Down, Up, Down, High Punch

**Fatality 2 (Close):** Down, Down, Forward, Up, Run

**Friendship:** Run, Run, Run, Up

**Babality:** Forward, Forward, Back, High Punch

**Stage Fatality:** Run, Block, Run

**Animality (Close):** Up, Up, Down, Down

## Smoke

**Spear:** Back, Back, Low Punch

**Teleport Punch:** Forward, Forward, Low Kick

**Air Throw:** Press Block while in mid-air

**Invisibility:** Up, Up, Run

**Fatality 1 (Sweep Distance):** Hold Block and Run, press Down, Down, Forward, Up

**Fatality 2 (Full Screen Away):** Up, Up, Forward, Down

**Friendship:** Run, Run, Run, High Kick

**Babality:** Down, Down, Back, Back, High Kick

**Stage Fatality:** Forward, Forward, Down, Low Kick

**Animality (Just outside of half screen away):** Down, Forward, Forward, Block

## Sheeva

**Teleport Stomp:** Down, Up

**Ground Stomp:** Down, Down, Back, High Kick

**Fireball:** Down, Forward, High Punch

**Fatality 1 (Close):** Hold High Kick, press Forward, Back, Forward, Forward

**Fatality 2 (Close):** Forward, Down, Down, Forward, Low Punch

**Friendship:** Forward, Forward, Down, Forward, High Punch

**Babality:** Down, Down, Down, Back, High Kick

**Stage Fatality:** Down, Forward, Down, Forward, Low Punch

**Animality (Close):** Run, Block, Block, Block, Block

## Kabal

**Fireball:** Back, Back, High Punch

**Dash 'N' Spin:** Back, Forward, Low Kick

**Ground Saw:** Back, Back, Back, Run

**Fatality 1 (Close):** Run, Block, Block, Block, High Kick

**Fatality 2 (Just outside Sweep Distance):** Down, Down, Back, Forward, Block

**Friendship:** Run, Low Kick, Run, Run, Up

**Babality:** Run, Run, Low Kick

**Stage Fatality:** Block, Block, High Kick

**Animality:** Hold High Punch, press Forward, Forward, Down, Forward

## Stryker

**Machine Gun Baton:** Back, Forward, High Punch

**Low Grenade:** Down, Back, Low Punch

**High Grenade:** Down, Back, High Punch

**Baton Trip:** Forward, Back, Low Punch

**Baton Toss:** Forward, Forward, High Kick

**Fatality 1** (*Just outside Half Screen*): Forward, Forward, Forward, Low Kick

**Fatality 2** (*Close*): Down, Forward, Down, Forward, Block

**Friendship:** Low Punch, Run, Run, Low Punch

**Babality:** Down, Forward, Forward, Back, High Punch

**Stage Fatality:** Forward, Up, Up, High Kick

**Animality** (*in between Close and Sweep Distance*): Run, Run, Run, Block

## Kano

**Cannonball:** Hold Low Kick for 3 seconds, then let go.

**Diagonal Cannonball:** Forward, Down, Forward, High Kick

**Throw Knife:** Down, Back, High Punch

**Knife Uppercut:** Down, Forward, High Punch

**Strangle:** Down, Forward, Low Punch

**Air Throw:** Press Block in mid-air

**Fatality 1** (*Sweep Distance*): Low Punch, Block, Block, High Kick

**Fatality 2** (*Close*): Hold Low Punch, press Forward, Down, Down, Forward

**Friendship:** Low Kick, Run, Run, High Kick

**Babality:** Forward, Forward, Down, Down, Low Kick

**Stage Fatality:** Up, Up, Back, Low Kick

**Animality** (*Close*): Hold High Punch, press Block, Block, Block

## Shang Tsung

**One Fireball:** Back, Back, High Punch

**Two Fireballs:** Back, Back, Forward, High Punch

**Three Fireballs:** Back, Back, Forward, Forward, High Punch

**Hellfire:** Forward, Back, Back, Low Kick

**Fatality 1** (*Close*): Hold Low Punch, press Run, Block, Run, Block

**Fatality 2** (*Close*): Hold Low Punch, press Down, Forward, Forward, Down

**Friendship:** Low Kick, Run, Run, Down

**Babality:** Run, Run, Run, Low Kick

**Stage Fatality:** Up, Up, Back, Low Punch

**Animality** (*Just outside Sweep Distance*): Hold High Punch, press Run, Run, Run

*You can turn into the following 12 characters*

**Liu Kang Morph:** 360 on the D-Pad

**Kung Lao Morph:** Run, Run, Block, Run

**Cyrax Morph:** Block, Block, Block

**Kano Morph:** Back, Forward, Block

**Kabal Morph:** Low Punch, Block, High Kick

**Nightwolf Morph:** Up, Up, Up

**Sektor Morph:** Down, Forward, Back, Run

**Smoke Morph:** Forward, Forward, Low Punch

**Jax Morph:** Forward, Forward, Down, Low Punch

**Sonya Morph:** Down+Block+Run+Low Punch

**Sub-Zero Morph:** Forward, Down, Forward, High Punch

**Stryker Morph:** Forward, Forward, Forward, High Kick

## Nightwolf

**Energy Arrow:** Down, Back, Low Punch

**Reflect Projectile:** Back, Back, Back, High Kick

**Shoulder Charge:** Forward, Forward, Low Kick

**Red Shoulder Charge:** Back, Back, Forward, High Kick

**Hatchet Uppercut:** Down, Forward, High Punch

**Fatality 1 (Close):** Up, Up, Back, Forward, Block

**Fatality 2 (Half Screen Away):** Back, Back, Down, High Punch

**Friendship:** Run, Run, Run, Down

**Babality:** Forward, Back, Forward, Back, Low Punch

**Stage Fatality:** Run, Run, Block

**Animality (Close):** Forward, Forward, Down, Down

## Sonya

**Leg Throw:** Down+Block+Low Punch

**Energy Spring:** Down, Forward, Low Punch

**Bicycle Kick:** Back, Back, Down, High Kick

**Flying Punch:** Forward, Back, High Punch

**Fatality 1 (Full Screen Away):** Hold Block and Run, press Up, Up, Back Down

**Fatality 2:** Back, Forward, Down, Down, Run

**Friendship:** Back, Forward, Back, Down, Run

**Babality:** Down, Down, Forward, Low Kick

**Stage Fatality:** Forward, Forward, Down, High Punch

**Animality (Close):** Hold Low Punch, press Back, Forward, Down, Forward

## Sindel

**Scream:** Forward, Forward, Forward, High Punch

**Fireball:** Forward, Forward, Low Punch

**Fireball in Air:** Down, Forward, Low Kick

**Fly:** Back, Back, Forward, High Kick

**Fatality 1 (Sweep Distance):** Run, Run, Block, Run, Block

**Fatality 2 (Close):** Run, Block, Block, Run, Block

**Friendship:** Run, Run, Run, Run, Run, Up

**Babality:** Run, Run, Run, Up

**Stage Fatality:** Down, Down, Down, Low Punch

**Animality:** Forward, Forward, Up, High Punch

## Jax

**Missile:** Back, Forward, High Punch

**Two Missiles:** Forward, Forward, Back, Back, High Punch

**Qudra Slam:** Throw, then rapidly hit High Punch

**Ground Punch:** Hold Low Kick for 3 seconds, then let go

**Dash Punch:** Forward, Forward, High Kick

**Gotcha Grab:** Forward, Forward, then rapidly hit Low Punch

**Air Grab:** Press Block in mid-air

**Fatality 1 (Half Screen Away):** Run, Block, Run, Run, Low Kick

**Fatality 2 (Close):** Hold Block, then press Up, Down, Forward, Up

**Friendship:** Low Kick, Run, Run, Low Kick

**Babality:** Down, Down, Down, Low Kick

**Stage Fatality:** Down, Forward, Down, Low Punch

**Animality (Close):** Hold Low Punch, then press Forward, Forward, Down, Forward

## Shao Kahn

**Green Fireball:** Back, Back, Forward, Low Punch

**Flying Shadow Kick:** Forward, Forward, High Punch

**Shoulder Charge:** Forward, Forward, Low Punch

**Taunt:** Down, Down, High Kick

**Point and Taunt:** Down, Down, Low Kick

## Motaro

**Teleport:** Down, Up

**Fireball:** Down, Back, High Punch

**Grab:** Forward, Forward, Low Punch

**Tail Trip:** Same as sweep kick, press Back and Low Kick

## VI. Character Pros and Cons

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This is a list of sorts, part strategy, to explain what attacks work well against certain opponents based on various things such as special move cool down times, and other factors.

### Sub-Zero

#### Pros:

-His ice puddle is great for tripping up anyone, especially the AI. It can take you a long way through the roster, especially if you're close enough to the point where the puddle will spawn right under them.

-His Ice Shower can thankfully freeze Shao Kahn, which will give you a ton of breathing room.

-Sub-Zero's ice clone can be put right in the way for Nightwolf and Shao Kahn's shoulder charge attacks, as well as Kano's cannonball, and Liu Kang's Bicycle Kick.

#### Cons:

-His ice shower leaves him extremely vulnerable to many attacks, and it can easily be dodged.

-The same applies for his ice puddle, because the animation takes so long.

## Jax

#### Pros:

-He has an amazing ground-level game and can throw people off with that ground punch attack.

-Jax thankfully has a projectile attack, which will knock enemies out of the mid-air.

-The projectile fire can also knock down a mid-bicycle kick Liu Kang

-Jax's multi-slam is capable of an incredible amount of damage if it connects, which is pretty easy to do, as is the Gotcha-Grab. They're both quite similar.

-His mid-air grab can be useful for opponents who like to spam attacks from the sky such as jump-kicking.

#### **Cons:**

-The ground punch is also his greatest weakness, as it will force an opponent into the air and a possible jump kick while Jax is vulnerable, if they don't stay on the ground.

-His projectile has a decent range but can still be jumped over for a jump kick.

-He is one of the characters without a real stunning or cheap ability, so a slightly higher level of skill is required to use him effectively.

## **Kung Lao**

#### **Pros:**

-Teleporting sends him flying up into the air, making it easy to kick on the way up and back down.

-Kung Lao's spin will draw in enemies close to him and do some damage, which can be much better than a block if timed correctly.

-Using the teleport kick is just as good as the cyborgs' teleport punches.

#### **Cons:**

-Timing and proximity are really important for the spin attack, otherwise you run the risk of getting hit by a projectile.

-While the teleport can be useful, it's best not to spam it, lest your opponent duck and uppercut you right out of the sky.

-His repertoire against the two final enemies of the game is really limited in terms of using attacks to gain the upper hand. You'll have to not rely so much on special attacks and a little moreso on luck to defeat them.

-Kung Lao's hat throw speed as been nerfed in this game, and now it has an arc.

## **Shang Tsung**

#### **Pros:**

-Can turn into any one of the playable characters. Depending on who he turns into, refer to the other pros and cons in this list.

-Shang Tsung does have his own playstyle though, and it can take some mind games to use it to destroy your opponent depending on the difficulty level or skill of your friend.

-His flaming attack is extremely spammable and can deal great damage if you keep it up, so long as the enemy keeps falling for it without blocking it. Still, the triple flaming heads are difficult to work around.

-Depending on the character he's turned into at the end of the match, he can do their fatality.

-He can now summon fireballs from the ground, which will juggle an opponent right to you.

#### **Cons:**

-While his flaming skulls attack can do some major damage, it \*can\* be worked around (difficult as it may be), and this method becomes lost.

-For other cons, refer to the other characters as the flaming skulls are his only unique attack.

## **Liu Kang**

#### **Pros:**

-The super kick is a fast, powerful attack that will send your enemy flying if it connects.

-The bicycle kick will carry him over Jax' ground punch attack, which will grant you a guaranteed connection.

-His low and high fireballs can be used for some great mind games against your opponent.

-Pressing either combination for the fireball attacks in mid-air will launch a fireball in the air, which is great to throw off your enemies.

#### **Cons:**

-Can be caught in Smoke's spear while performing the bicycle kick, setting you up for a free hit, so be careful when using it. Attacks that can also hit him mid-bicycle include Sektor's missiles, Cyrax' web, Sheeva's teleport stomp, her fireball attack, Sindel's Scream, Kung Lao's hat throw, Sub-Zero's ice clone, Motaro's fireball, Shao Kahn's projectile, and Jax' as well.

-While his fireball attacks are fast, his cool down time for them feel pretty drawn out, more-so than they really are because it's a very easy attack to see coming.

-His flying super kick can be countered by a well-placed jump kick or an uppercut. Kung Lao, Smoke, Sheeva, and Sektor can teleport right out of the way.



## Sektor

### Pros:

- Can teleport out of the way of attacks, as well as sending them into the air if the punch connects.
- The straight missiles travel fairly fast, which leads to them being spamable. This can work great against Shao Kahn.
- Sektor's homing missile gives you a free hit against enemies, and dodging that missile will become the AI's priority. Use that to your advantage to lure them into an uppercut or straight missile spam.

### Cons:

- Like Jax, Kano, and Kung Lao, does not have any attacks that stun opponents.
- If the teleport punch is dodged, much like Kung Lao's teleport, it will leave him wide open for an attack.

## Cyrax

### Pros:

- His green net attack will pull an opponent right to you if it connects, and they will be stunned while in the net. Use this for a free shot against them.
- Cyrax' bombs can juggle an opponent. When the hits connect, they send the opponent flying at you. Shoot a far bomb and then a close bomb right after for maximum effect.
- Cyrax can teleport away to the other side of your opponent, helping you get out of cornering situations.
- Has an air throw ability which will stop enemies right in their tracks if they go for a jump kick or punch, can also be used in the short amount of cool-down time for Sektor's and Kung Lao's teleports.

### Cons:

- Cyrax' special abilities have a long cool down time, leaving him exposed to a variety of attacks if his own attacks miss. This is perhaps his only con, and he is arguably the cheapest character in the game.

## Sheeva

### Pros:

- Teleport Stomp will get her out of the way of any attacks plus do great damage, quite spamable.
- Her fireball can knock Liu Kang right out of the air, Kano too with his cannonball attack.
- Teleport stomp takes priority over Sektor's teleport punch.

### Cons:

- Very small repertoire of attacks.
- Like quite a few others in this game, she lacks attacks that stun opponents as well.
- Every single one of her attacks are useless against Shao Kahn and Motaro, except for the fireball when used on Shao Kahn, but it's not reliable at all.

## Sindel

### Pros:

- Her scream attack at a close range will stun an opponent and draw them in for a free hit.
- Sindel's flying ability makes her move awfully fast, allowing you to outmaneuver many attacks.
- Sindel's fireball is one of the fastest projectiles in the game, the only faster ones being Motaro's and Shao Kahn's.

### Cons:

- While flying, she is unable to attack at all and must come back down to the ground to do so.
- Her scream ability must be used at short range to have any effect on an opponent.
- Flying leaves her right in the arc of Motaro's fireball from his tail if she's anywhere near him, as well as Sonya's flying punch at any height, and Shao Kahn's flying shoulder charge.

## Sonya

### Pros:

- Flying punch ability is able to knock down Sindel when she's flying, as well as after certain characters teleport.
- Her leg throw move is extremely swift, and a lot of opponents won't see it coming.

-Sonya now has a bicycle kick of her own, which will arc her upwards and high into the air.

#### **Cons:**

-Leg throw is blockable, and afterwards has a long cool down time.

-If the bicycle kick misses, she's open for an uppercut when she falls back down.

-Kano's cannonball out-prioritizes Sonya's leg throw, as does Stryker's baton attacks.

### **Stryker**

#### **Pros:**

-The high grenade is useful for taking out enemies that have attacks while in mid-air.

-Stryker's baton attacks are extremely dangerous for opponents when at close range.

-A low grenade can be thrown after a high one for maximum effect, then use a Baton Throw to finish this three-tiered combo.

-Often times, early enemies at the bottom of the towers can be spammed with baton attacks without much punishment in return.

#### **Cons:**

-Lacks any moves that stun opponents.

-Has an extremely long cool-down time if the baton attacks are blocked, leaving you open for a free hit.

-The same applies for grenade attacks if they've been jumped over/under (depending on which you decided to throw)

### **Kabal**

#### **Pros:**

-After his dash attack, opponents will be open for a free hit

-Kabal's projectile is one of the faster ones, and it's large to boot.

-The Ground Saw attack gives an element of surprise as it comes from behind the opponent and stuns them for a short period of time, leaving them open for a short window to perform a combo or dash attack followed by a combo, or even just a fireball.

#### **Cons:**

-There the Ground Saw does stun, it's for an extremely short amount of time, so you'll have to react very quickly.

-Left exposed for a good amount of time after the projectile is fired, leaving him open for many attacks, especially Nightwolf's reflecting attack if at close range.

-Even if the fireball does connect, he will be open to attacks fired before his own.

### **Kano**

#### **Pros:**

-Cannonball attack will knock an opponent off of their feet

-The cannonball attack will interrupt Sonya's leg throw

-Knife Uppercut won't send enemies flying but is good for getting them off of your back.

#### **Cons:**

-The cannonball leaves Kano open to a wide variety of projectile attacks, which will knock him down

-The cannonball is an especially bad idea to use against Smoke as Smoke's spear will not only interrupt the attack but will pull Kano to him as well

-Kano has no moves that will stun an enemy.

-The cannonball attack also leaves him vulnerable to Cyrax' net attack

### **Smoke**

#### **Pros:**

-His teleport punch can get you out of a cornered position and give you the upper-hand while the enemy is turning around for a well placed hand-spear

-The spear can stop Liu Kang's bicycle kick, as well as paralyzing him like normal.

-Spear interrupts Nightwolf's and Shao Kahn's shoulder charge attacks.

#### **Cons:**

-All projectiles take higher priority over the spear, so if someone throws a projectile while you use the spear, you will be hit and they won't be stunned.

-The spear travels fairly slow, and leaves him open for teleport attacks.

## Motaro

### Pros:

-No projectile attacks will work on him, they all get reflected back at the person who fired them.

-Motaro is one of the two characters with super damaging attacks, doing twice as more damage to opponents.

-He also suffers only half of, if not only a third of the damage the normal characters take, thus he takes a lot of punishment before finally dying.

-Cannot be thrown at all.

### Cons:

-Moves extremely slow

-He his the most gigantic and screen-hogging character in the franchise yet. He might as well have a giant "Kick Me" sign stuck to him.

## Shao Kahn

### Pros:

-Moves quite a bit faster than Motaro

-Has arguably the fastest projectile attack in the game, making it spamable and difficult to block because of the high rate of speed.

-Shao Kahn says some pretty funny things when you use his taunt ability, such as "You Suck!".

-His hammer attack stuns opponents.

-All of his physical attacks hit hard enough to send the opponent flying to the other side of the screen.

### Cons:

-Once again, quite a large character.

-Using a taunt leaves you wide open for an attack from your opponent.

-All of his attacks except for the projectile are pretty short range, meaning you have to get up close and personal (aka in harm's way) to do some major damage.

## VII. Hints and Tips

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As I peruse the board and reviews, I see that many people find this game quite difficult in comparison to it's predecessors. I think I have some advice that might help you out.

**-Know your enemy.** Know what attacks your opponent can do and how to counter them. Timing and trajectory are key.

-The AI isn't as bright as some people make it out to be. This game is meant to be played faster than it's predecessors, as noted with the ability to run. *Many people find **Motaro** to be the **hardest** sub-boss in MK history, but he can **easily be beaten with jump kick spamming**.*

-Whenever your opponent gets close (assuming it's the AI anyway), when they are close enough to touch you, they will ALWAYS initiate a sweep kick. Use this to your advantage. Cyrax can easily catch them in his web mid-sweep kick.

-Okay, so Shao Kahn doesn't have a sweep kick to throw him off. Well, he also almost never blocks. He will sometimes like to get right in your face, and you have to fight fire with fire.

Since Shao Kahn **almost never** blocks, his **worst match-ups are** *Cyrax, Smoke, and Sub-Zero* as they can stun him with their projectiles indefinitely.

-Should Motaro happen to corner you, if your reflexes are fast enough, you can hold back and do jump kicks. Be as fast as you can be, and even though Motaro will block every time, you'll still whittle his life bar down and he won't get to do anything about it.

I hope these tips have helped some of those who find this game incredibly difficult, thank you for reading this FAQ!

## VIII. Frequently Asked Questions

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**Q. Who is that face that keeps appearing in the middle of the character selection screen?**

A. *That's Smoke, the hidden third Cyber Assassin from the Lin Kuei.*

**Q. Is Smoke a playable character? If so, how do I unlock him?**

A. *Smoke is indeed a playable character, please see the Cheats section.*

**Q. What happened to regular Sub-Zero? And where are Scorpion and Reptile?**

*A. I know, I know. For whatever reason, they were omitted from this game, but were added to future updates of this game, though with the sacrifice of Mercies and Animalities*

**Q. What do you mean by updated versions of the game?**

*A. The next two installments in the series before Mortal Kombat 4 are Ultimate Mortal Kombat 3 and Mortal Kombat Trilogy. These two games have the same plot as Mortal Kombat 3, but many more characters to choose from.*

**Q. Why is there no character bio for Smoke?**

*A. Unfortunately, he doesn't have one, and only has an ending because he's a secret character.*

**Q. Why don't Shao Kahn and Motaro have fatalities?**

*A. Because the AI isn't programmed to have them and when they decided to make them playable characters, they were kinda afterthoughts at that point and had to meet a deadline.*

## **IX. Copyright and Legal Info**

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Much thanks to Midway for creating this wonderful and challenging entry to the series, and a huge thanks to SBAllen for hosting this FAQ on [www.GameFAQs.com](http://www.GameFAQs.com)! I hope you all found this FAQ useful and hopefully it helped clear up some issues with that seemingly brutal AI. This FAQ was created by Richard "Sour Diesel" Hull (c)2010.

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