



# Introduction

The *Mortal Kombat*® franchise has a long history stretching back to the early 1990s, when the first *Mortal Kombat* title hit the arcades in all of its 2D fighting-game glory. With the decline of arcades, the series moved to consoles, starting with *Mortal Kombat*®: *Deadly Alliance*™. Now, as the next generation of gaming looms on the horizon, Midway is bringing the current generation of *MK* to a close with *Mortal Kombat*®: *Armageddon*™.

As the final *MK* title to grace the PlayStation2 and Xbox, *MK Armageddon* contains every character ever featured in a *Mortal Kombat* fighting game to date. This brings the character count to an astonishing 62

characters, all with a brutal history in the *MK* franchise. The blast from the past doesn't stop at the characters, as the development team has also included aerial combat, reminiscent of *Mortal Kombat*® II and *Ultimate Mortal Kombat*® 3.

*Mortal Kombat: Armageddon* will bring an end to the current generation of *MK*; the series will transition to next-generation consoles after this title. This guide will make sure you get the most out of the current-generation *MK* finale with strategies on aerial combat, ground combat, individual character strategies, a look at *Ultimate MK3*, and even an in-depth chapter on Motor Kombat.





# Basic Info and Terminology

To get the most from this guide and become a respectable player, you need to learn the basic terms used in this franchise and fighting games in general, as well as some basic skills you'll need to take your game to the next level. This section has everything you need.

## Button Layout

This game allows players to customize their controllers to make fighting as easy and as comfortable as possible. To make things easier, this guide references the specific button commands in the game, instead of the buttons on the controller. In addition, all commands assume the player is facing to the right.

Controller Key		
PS2 Notation	Xbox Notation	Move
■	X	Attack 1
▲	Y	Attack 2
X	A	Attack 3
●	B	Attack 4
L2	L	Change Fighting Style
L1	WHIT	Pickup
R1	R	Block
R2	BLK	Throw
←+R1	←+R	Parry (while being attacked)
→+R1	→+R	Breaker (while being attacked)
→	→	Tap Forward/Inch Forward
←	←	Tap Back/Inch Backward
↑	↑	Tap Up/Sidestep Up
↓	↓	Tap Down/Sidestep Down
↗	↗	Tap Diagonally Up-Forward/Jump Forward
↘	↘	Tap Diagonally Down-Forward

Controller Key (continued)		
PS2 Notation	Xbox Notation	Move
↙	↙	Tap Diagonally Down-Back
↖	↖	Tap Diagonally Up-Back/Backward Jump
→	→	Hold Forward/Walk Toward Opponent
←	←	Hold Back/Walk Away From Opponent
↘	↘	Hold Diagonally Down-Forward/Crouch
↙	↙	Hold Diagonally Down-Back/Crouch
←←	←←	Back Dash
↗	↗	Forward Jump
↖	↖	Backward Jump
↑	↑	Sidewalk Up
↓	↓	Sidewalk Down

Grounded Key Terms		
PS2 Notation	Xbox Notation	Move
▲	Y	High Grounded Uppercut
■ or ●	X or B	Mid Grounded Kick
X	A	Low Grounded Kick
Hold R1	Hold R	Stay Grounded
←+R1	←+R	Backward Tech Roll
↑+R1	↑+R	Background Tech Roll
↓+R1	↓+R	Foreground Tech Roll



## Basic Information

All *Mortal Kombat* players must know some basic information to become better players. These are key elements that many players either overlook or aren't aware of. Take a moment to familiarize yourself with this information, as it will be the basis of the advanced strategies covered later in this guide.

### Fighting Stances

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During the transition to the PlayStation2 and Xbox, the franchise was changed to include the addition of multiple fighting stances for each character. These fighting stances allowed players to shift from one fighting style to another with one button press.

In this game, the number of fighting stances per character has been cut down to a hand-to-hand fighting style and a weapon-based fighting style. Each fighting style offers a different set of attacks. To use your character to full potential, learn both of your character's fighting styles.

### Canned Combos

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Canned combos are strings of attacks that result in an uninterrupted assault on an opponent when executed with proper timing. If the first attack in a canned combo connects, your opponent will not be able to block any of the following attacks within that combo string. Many of the canned combos transition from one fighting stance to another or to an aerial combo.

Most of your offensive strategies involve connecting with the first attack in these canned combos, then executing the most damaging moves in your character's arsenal. To interrupt a canned combo, use a Breaker.

### Movement

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While this game relies more on combos and special attacks than anything else, movement is still a deciding factor in a win or loss. Most players make the mistake of either constantly rushing their opponent or standing in one place until they decide to attack. There should always be some sort of movement, no matter what the situation.

Even moving forward and backward, or sidestepping into the foreground or background is effective in the heat of combat. The more you move, the harder it is for an opponent to land an attack.

### Frame Data

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This game runs at 60 frames per second, and every attack is composed of a specific number of frames of animation. For example, Scorpion's backflip kick takes 30 frames of animation to hit an opponent. If the kick is blocked, Scorpion has 10 frames of recovery time. This is referred to as a 10-frame disadvantage, and means Scorpion cannot block, attack, or move in any way for the next 10 frames of animation.

If Scorpion's kick connects, however, he may have what is referred to as a 10-frame advantage. This means that Scorpion's opponent cannot block, attack, or move in any way for the next 10 frames of animation.

Frames are the most basic element of fighting games, but can be hard for beginners to understand. Think of frames as an amount of time. For every second, there are 60 frames. Therefore a 60-frame attack would take one second to hit an opponent. Likewise, if an attack has a 60-frame disadvantage on block, the character will not be able to block, attack, or move in any way for one second if the attack is blocked.

Throughout this guide, the terms frame advantage and frame disadvantage are used to describe specific attacks. While frame data is not as important to *Mortal Kombat* as it is to other fighting games, it still plays a part in advanced strategies.

### Tech Rolling

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When a character rolls off the ground, it is referred to as a tech roll. To tech roll, hold block and press any direction as you're getting up off the ground. Using a tech roll can keep opponents from attacking your character while you're on the ground. It forces your opponents to stop their current series of attacks when you hit the ground.

If your opponent is not using tech rolls, you can inflict a significant amount of damage after knocking your foe to the ground by using ranged attacks and other special moves. Most skilled players will tech roll every chance they get, so don't rely on attacks that connect when an opponent is on the ground. The combo information in the character section of this guide details the best combos to use for each character.

### Multi-Tiered Areas

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Many of the stages have multiple tiers where characters can fight. These stages have specific areas where a character can be knocked into the next tier or into a death trap. A character who is knocked into the next tier takes additional damage. The amount of damage depends on the area they were knocked into. Knowing



where these areas are can change the flow of a fight. The Stage Strategies section of the guide details the multi-tiered stages and the death traps within.

## Death Traps & Stage Hazards

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Each stage features multiple areas where you can finish off the current round by knocking your opponent into a death trap. These death traps are marked on the ground by a red circular outline. If you stand inside of the outline, you can knock your opponent into a death trap, effectively ending the round no matter how much health your opponent has remaining.

In addition to death traps, many of the stages also feature stage hazards. These are marked in the same fashion as death traps, except that the circular outline is yellow instead of red. Stage hazards do not deplete your opponent's health bar, but they inflict additional damage.

## Fatalities

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Fatalities are a staple of the series since the original title hit arcades back in 1992. Midway has upped the ante by introducing kustom fatalities to replace the character-specific fatalities of the past. The kustom fatalities allow players to create their own mix of violence with a few well-timed command inputs. The kustom fatalities section of this guide details to the fullest every option available to finish off your opponent.

## Weapons

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Almost every character uses a weapon in one of the fighting styles. Certain stages also contain powerful weapons you can pick up and use against your opponent. When using your character's weapon, you can change back and forth at will between the weapon and your character's other fighting style. If you change fighting styles while using a stage weapon, however, you drop the weapon and have to pick it up to use it again. Weapons offer a variety of attack options, from canned combos to juggles, and can also be used during aerial combat.

## Breakers

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Breakers allow you to interrupt attacks, including canned combos and aerial combos. Each player is allowed to use up to three Breakers per match. The number of Breakers remaining is indicated by the lightning bolt emblem under your character's health bar.

Focus on using all three Breakers throughout the course of a match to interrupt your opponent's combos. Use them sparingly to ensure that you have a Breaker available when you need it, but if you lose a match with Breakers still remaining, you could have prolonged your death or won the match by using a Breaker near the end of the final round.

## Parries

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New to the series is the ability to parry an opponent's attack. When you parry an attack, you gain a small amount of frame advantage. You can use this frame advantage to stop your opponent's momentum and begin your offensive strategies. There is no limit to the number of parries you can use in a match, but be careful not to overuse them. A throw cannot be parried, and if you begin to overuse the parry, your opponent will start to use more throws to avoid being parried.

## Practice Mode

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To become a serious competitor, you will need to spend a good deal of time in the Practice Mode. Here you will be able to see all of your character's special attacks and canned combos, and can practice them all you like. Use the Practice Mode to perfect your execution of your character's special attacks and all the combos and juggles listed in the Character Guide section. The more you practice these attacks, the easier it will be for you to pull them off in the heat of battle.

## Fighting the Computer

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While fighting against the computer is not recommended, it's still a good way to hone your skills in a battle setting. The game features online play and the ability to play another person on the same console, but before you jump into a real match, make sure you're ready. Playing against the computer allows you to use canned combos and juggles under the pressure of combat, which cannot be duplicated in Practice Mode. After you can execute all of these attacks flawlessly against the computer, you're ready to take on human opponents.



# General Strategies

You can use certain strategies no matter which character you choose to play with. Knowing these strategies will help you become a better player by letting you take advantage of the depth featured in the fighting engine. You cannot become a top player with any character without first knowing these general strategies.

## The Art of Fighting

The point of this guide is to make you a better player. To reach this goal, you must understand how a good player thinks while playing. This is referred to as the Art of Fighting. Study this section, because it serves as the foundation for taking your game to the next level.

### Offense vs. Defense

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Novice players assume that they have to attack all the time. Offense is important, but defense wins battles. Too many players rush in, mindlessly attacking their opponents with no plan or purpose. If you don't know when to block or evade, you'll never have the opportunity to attack. At the same time, if you play too defensively, you'll leave yourself open and your opponent will be able to attack at will.

Finding a good balance between offense and defense is the key to winning. If an opponent is constantly hitting you, step back and block or evade until your opponent makes a mistake or allows you to safely attack.

### Bait and Switch

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In this game, you can't wait for your opponent to attack, then block and counterattack. This is one big mind game—the one who plays the smartest wins. Because of this, you need bait to lure your opponent into an attack.

Most players react similarly to certain situations. For example, after blocking certain attacks, most players immediately attempt to counterattack. Use this knowledge to your advantage by using one attack instead of a full canned combo string. Your opponent, seeing that you have stopped attacking, will begin a counterattack. At this point, follow up your initial attack with a low attack that evades high attack, or a parry that gives you frame advantage and allows you to connect

with a full canned combo. This is referred to as baiting your opponents—making them do what you want them to do so you can land a successful attack or combo.

### Have Patience

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Novice players tend to think they always have to be in their opponent's face and attacking. Mindless attacking is a route to defeat, so take your time and see what works and what doesn't. If something doesn't work, stop using that technique, pay attention to what your opponent did to stop or interrupt your attack, and figure out why it didn't work. If you can determine why an attack didn't work, you can use that knowledge to come up with better strategies. If you don't understand why your attack failed, you will never learn better strategies.

## Using Frame Advantage

High-level play begins and ends with the use of frame advantage. Because the game is not heavily dependent on frame data, many players use frame advantage without realizing it. Under most circumstances, if you block an attack, you are free to counterattack before your opponent can block again.

Most players commonly know this, but may not know that frame data is the basis of this thought process. You can attack after blocking an opponent's attack because your opponent is at a frame disadvantage after their attack is blocked. Knowing how to fully use frame advantage and avoid frame disadvantage is a critical factor in becoming a good player.

### Poking

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Most of the attacks are not safe when blocked. Almost anytime you block and attack, you are free to counterattack without fear of interruption from your opponent. At any point during a match, your opponent can use one of three Breakers, but these inflict no damage and are of little concern when dealing with frame data.

Every canned combo in the game leaves you at a frame disadvantage. You can use a few single attacks

with safety, however. Under most circumstances, these attacks are the first in a canned combo, so they are not only safe for you, but your opponent will be expecting the full canned combo. Instead, use the single attack, then go into a throw or low attack to confuse opponents and keep them on the defensive. These attacks are listed under offensive and defensive strategies in the Character Guide section.

## Parrying

The parry is your primary source of frame advantage. After a successful parry, you'll have enough frame advantage to connect with almost any attack in your character's move list. Use this advantage to execute the best canned combo available for your character. These combos are in the Character Guide section.



## Low Attacks

While you won't necessarily get frame advantage from a successful low attack, you will knock your opponent back, giving you space to move and time to set up your next attack. If you attack immediately after a low attack, a skilled opponent can block or interrupt your follow-up attack. Do not treat low attacks like parries; use them as a defensive measure to reposition yourself and get back on the offensive.



## Know Your Surroundings

Your environment is a key part of the fight. Keep an eye on where you are in a stage and stay aware of the location of death traps and stage hazards. Using this

knowledge to your advantage means the difference between winning and losing. This is really important, because you can win a round by knocking your opponent into a death trap or lose a round when your opponent knocks you into one.

## Stage Weapons

Used properly, the weapons you can pick up within the various stages have a significant impact on the fight. Stage weapons are more powerful than the character-specific weapons and can deal more damage. You can't change fighting stances without dropping the stage weapon, but you can knock your opponent into the air, then follow up with an aerial combo.

Stage weapons also make it easier to knock your opponent into a stage hazard or death trap, because almost every attack using a stage weapon sends your opponent flying away. Knowing where the hazards and death traps are allows you to line up your opponent for a fatal attack.



## Death Traps

Of all the various hazards and weaponry that are in each stage, the most important to look out for are the death traps. Because you can end the round in one blow, make it a priority to get your opponent's back to death traps and keep your own back away from them.

It's possible to knock your opponent into a death trap from the side instead of head-on, but your opponent can also knock you into a death trap from the side. It's difficult to knock your opponent into a death trap when your back is facing it, however. Focus on keeping your opponent's back in line with the death trap.

If an opponent knocks you down during this situation, use your tech rolls to move back into position, keeping your back away from the death trap.

Certain characters have special attacks that put them on the opposite side of their





# Stage Strategies

## Arena as Arsenal?

Several of the arenas employed in the vicious Mortal Kombat tournaments are as deadly as the weapons each fighter carries. Instant-kill zones called death traps can end a fight with one punch, no matter who has been dominating the match up to that point. Special weapons, like hammers, can tip the scales in favor of the fighters fast enough to grab them after the round begins. Many stages have multiple areas, each with different death trap sites. Knowing where you stand at all times is critical to victory.

## Death Traps



There's more to fear than a jaw-shattering uppercut in certain stages—death traps end a round instantly. There's no chance for the victor to claim a Fatality, but there's also zero possibility that the victim will claw his way back from the brink of doom, either. Death traps, like lava pools and acid baths, are marked with red lines. These lines either arc around the death trap area, marking areas you should never back yourself into, or lie right along the edge of the kill zone.

The easiest way to lose a match is to keep your back to a death trap, so always be aware of the red lines in the arena when fighting.

## Tiers



Many stages are multitiered; some have more than three areas into which you can launch your opponent. The breakaway surfaces, such as walls or gates, are marked with yellow lines. When you pass into another tier, you cannot retrace your steps. If you access a new tier during Round 1, for example, you fight the other rounds in the new tier. Two stages—Hell and Outworld Spire—work as endless loops, recycling tiers as long as the combatants keep knocking each other off the current platform.

## Weapons



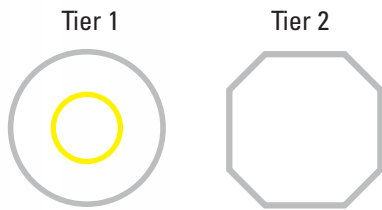
Several stages contain weapons that are stronger than those held in each combatant's arsenal. The war hammer is a wicked bludgeoning tool, for example, that can launch a rival into the air. This is a great way to make use of a breakaway wall or death trap, but if you're a skilled aerial fighter, you can also use the hammer to start a powerful combo.

The stage weapons are in a central location, often marked by a green glow. As long as you do not switch fighting stances, you hold on to the stage weapon. Should you switch back to your unique weapon or empty your hands, the stage weapon returns to its original site.



### Bell Tower

Death Traps: 2  
Tiers: 2  
Weapon: —



The Bell Tower returns in with two unmarked death traps, so players will have no warning before falling to their doom. The top tier is safe from harm aside from a few breakable objects that will not add any additional damage. There is a series of bells on the stage's bottom tier, accessible by slamming a fighter into the massive bell in the top floor's center.



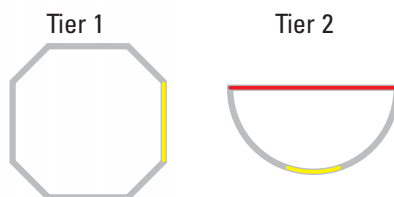
After blasting opponents against the bell and sending them crashing to the floor below, you can jump down and tenderize them further by smashing them against the smaller bells that surround the arena. These bells and gongs do extra damage to opponents unlucky enough to be kicked or punched into them.

If you can launch a rival into the air in the center of the bottom tier, your foe flies up into the central bell and, after rattling around for a moment, drops back to the floor as a torrent of bats escapes the bell.

On either side of the bottom tier are gold bells that are rung by large wooden logs throughout the match. These are where the unmarked death traps are found. If you back your opponents up to one of these two bells and launch them into the air, they crash down through the flooring and fall to their deaths on the spikes below. To add insult to injury, a rat appears to horde one of their severed limbs.

### Evil Tower

Death Traps: 1  
Tiers: 2  
Weapon: —



The Evil Tower returns, as fighters trade blows under the watchful eyes of cloaked clerics. The small top-floor area features a few hazards, such as breakable pillars that can disrupt juggles or add damage to successful combos. The second tier is down a long flight of stairs, in front of the swirling vortex.



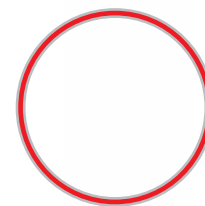
After pushing your opponents down the flight of steps to crash over a debris pile at the bottom, you can back them up to the edge of the arena's bottom tier. The red line signifies a death trap, and indeed, if you can force an enemy over the stage's side during a launching attack, the combatant is sucked into the vortex and destroyed.

The bottom tier is smaller than the top one, and has no stage hazards to speak of—just the deadly vortex that silently waits to be fed a new flesh sacrifice.



### Falling Cliffs

Death Traps: 1  
Tiers: 1  
Weapon: —



The Falling Cliffs is a small circular arena teetering over a sea of spikes that instantly kills any player launched off the rapidly shrinking stage edges. As the fight rages, bits and pieces of the arena fall away, shrinking the borders of the stage. The first land loss happens only seconds after the match's start, with subsequent breakage every 10 seconds thereafter, until the stage becomes the smallest in the game.







# Konquest Mode

Konquest Mode plays like an adventure game mixed with combat specific to Konquest Mode, as well as the standard 3D fighting for which the series is known. In Konquest Mode, you play the role of Taven as he progresses through the backstory.

## Button Layout

Konquest Mode uses a control scheme different from that of the standard fighting game. These controls are specific to Konquest Mode.

Controller Key		
PS2 Notation	Xbox Notation	Move
■	X	Punch/Break Object
▲	Y	Uppercut/Break Object
X	A	Kick/Break Object/Action
●	B	Throw
●, ■	B, X	Throw Slam
●, ▲	B, Y	Throw Punch
L2	L	Konquest Relics Grid
L1	WHIT	Supermove Prompt
R1	R	Block
R2	BLK	Map
R1 + ■	R + X	Roll Forward
R1 + X	R + A	Roll Backward
L1 + ▲	WHIT + Y	Supermove: Ground Pound
L1 + ■	WHIT + X	Supermove: Fireball
L1 + ●	WHIT + B	Supermove: Escape Move
L1 + X	WHIT + A	Supermove: Time Stop

## Map Key

Each area has a map that shows your location, as well as your next objective point's location. These maps are also at the beginning of each area walkthrough in this section. The maps in this section include additional infor-

mation such as the location of treasure chests, checkpoints, and relic items. The key here indicates what the icons on these maps represent.



Map Legend			
✓	Checkpoint	!	Objective
👛	Chest	📦	Power-Up
👛	Hidden Chest	📿	Relic
🗺️	Map	🎵	Soundtrack

## Hints and Tips

While everything can be unlocked via the Krypt, you can also unlock a plethora of alternate costumes, soundtracks, and other goodies as you make your way through the Konquest Mode. There are also many difficult adversaries you must defeat and traps through which you must navigate. To do this, you need to understand the basics of Konquest Mode.



Head to the right first and kick open the chest at the walkway's end. This unlocks Hsu Hao's alternate costume. Head to the other side and kick open the other chest to find 300 koins as well as Cryax's Bomb, another relic item.



Relic Item: Cryax's Bomb

Head to the exit, where there is a green panel on the left side. Access the panel to open the door. Head through the door and open the chest to your right. This will unlock the Elder Gods Male Armor belt for the Kreate a Fighter mode.

Search the bodies on the floor to find koins, Kung Lao's Hat (another relic item), the key card needed to get out of the room, and koins.



Relic Item: Kung Lao's Hat

At the room's end is another chest that unlocks Hotaru's alternate costume. Access the panel to the right of the door to head out of that room.

In the next room, you're instructed to knock the Tekunin into the fan to progress. Stand near the room's middle and use your uppercut attack to clear out the Tekunin that attack you. After you clear the Tekunin, a chest spawns. It holds Cryax's alternate costume.



Relic Item: Nightwolf's Axe

In the room's corners, you can find the relic item Nightwolf's Axe and some koins. Proceed to your next objective.

After you enter the next room, you're granted your second supermove, the Fireball. This triggers another Konquest Kombat battle. Defeat the enemies and head to the room's end. Here are Sektor's Rocket, another relic item, and the panel to open the next door.



Relic Item: Sektor's Rocket

Head to the point of your next objective to find a sword. Grab it to initiate the next Konquest Kombat battle. Clear the enemies to spawn a chest that contains Baraka's alternate costume. Look around the room to find another relic item, Jade's Bracelet, and some koins.



Relic Item: Jade's Bracelet



Relic Item: Sonya's I.D.

Proceed to the next room, where there are a small number of enemies. Look around the room to find Sonya's I.D., another relic item, and koins. Access the panel to open the door, and you enter into Mortal Kombat with Sektor. Defeat Sektor to progress to a cutscene and the next area.

## Arctika



### Arctika Treasures

- Chests: 15
- Hidden Chests: 4
- Arena: Arctika
- Relic Item: Baraka's Blade
- Relic Item: Blaze's Essence
- Relic Item: Ermac's Gem
- Relic Item: Jax's Beret
- Relic Item: Darrius's Shades
- Relic Item: Rain's Mask
- Relic Item: Ashrah's Doll
- Relic Item: Kano's Mask



### Krimson Forest



#### Krimson Forest Treasures

- Chest: 8
- Hidden Chest: 4
- Supermove: Time Stop
- Relic Item: Sindel's Brush
- Relic Item: Fujin's Cape
- Relic Item: Tanya's Choker
- Relic Item: Daegon's Belt
- Relic Item: Mavado's Hooks
- Relic Item: Kenshi's Blindfold
- Relic Item: Sareena's Sash
- Relic Item: Reptile's Medal
- Alternate Costume: Fujin
- Alternate Costume: Mavado
- Alternate Costume: Reptile
- Alternate Costume: Quan Chi
- Alternate Costume: Sareena
- Soundtrack: The Lost Pyramid Tune
- Soundtrack: Reptile's Lair Fight Tune
- Elder Gods Female Armor: Torso

When you get into the forest, Red Dragon members ambush you. Some of them carry a weapon you can pick up. The weapon kills enemies with one hit, but it does not last the entire fight like your other weapons. You have to continue picking up the weapon every few enemy waves.

At the section's opposite end is Sindel's Brush, another relic item. Make sure you pick this up before you take care of the enemies. If you wait until afterward you

will not have a chance to pick it up. After you dispatch your enemies, a chest spawns, containing Fujin's alternate costume. Head toward your next objective to activate a cutscene leading into Mortal Kombat with Fujin.

After you defeat Fujin, enter the forest's next section. On your left is a chest containing 300 koins. Right next to the chest is the next relic item, Fujin's Cape. Proceed forward to a checkpoint. If you go straight, you come to another chest. Do not open this chest, as it contains poison.

You are now at a fork in the road. Head to your left first to grab the power-up and increase your maximum life. Hidden to the left of the sealed door in front of you is a relic item, Tanya's Choker. Opposite the relic item is a chest containing 300 koins.

Head back the way you came and take the other path at the fork. You come across another chest that contains 300 koins. Continue down the hall through another checkpoint. When you enter the next room you learn your final supermove, Time Stop, which triggers another Konquest Kombat battle.

This Konquest Kombat is harder than the others because there are explosive item containers around the combat area. Also, enemies use poison grenades that contaminate a small area for a short period of time.

Behind the various explosive containers around the room are the soundtrack to the Lost Pyramid, and a relic item, Daegon's Belt. Another relic item, Mavado's Hooks, is also in the room.



Relic Item: Sindel's Brush



Relic Item: Fujin's Cape



Relic Item: Tanya's Choker



Relic Item: Daegon's Belt



Relic Item: Mavado's Hooks



# Create a Fighter

*Mortal Kombat Armageddon* offers players an extremely expansive and versatile tool for conjuring up bruisers and brawlers suited to your particular fighting style. Players can construct move sets from hundreds of punches, kicks, and throws. You can select different fighting stances, which can have a significant effect on your performance in the arena, and assign special moves like Star Screamer and Chest Missile.

You can also dress your fighter up like a paper doll—a violent, bloodthirsty paper doll. Each fighter model, male or female, has a series of individual cosmetic pieces, from mullet wigs to high heels, so you can customize your fighter to look exactly as you want him or her to look. The game offers online play, so getting your fighter in tiptop shape—both cosmetically and in terms of ring-readiness—is important.

## Cost of Customizing

*Mortal Kombat Armageddon* doesn't just hand over the keys to the kingdom when you first begin the fighter creation process. There are plenty of cosmetic pieces and fighting moves you can assign to your personalized fighter right away, but a majority will cost you. You must spend koins, earned during Konquest, to unlock some of the more stylish gear or stronger moves.

Once you spend koins, an item or move remains available for that specific profile no matter how many kombatants you create. Fortunately, you can see how each piece or move looks before committing to a purchase, because once you spend koins and save your game, there are no refunds.

## Appearance

Almost every square inch of your fighter can be dressed up, polished, and decorated with everything from ninja garb to devil horns. There are several categories of personalization and many things you can change for each category. For example, when altering your fighter's lower body, you can add pants, a belt, and boots. Depending on the gender of your fighter, you have different costumes and hairpieces to choose from.



Male fighter model



Female fighter model

Almost every costume piece can be dyed hundreds of colors, so your ensemble can either match or be so garish it will distract your opponent.

## Head

### Male Face

Feature	Price
Cyborg	1,500
Evil	500
Evil Undead	500
Eye Scar	—
Old	1,000
Possessed	2,000
Old Evil	500
Old Undead	—
Outworld	—
Reptile	1,000
Scar	500
Skull	1,500
Flaming Skull	2,000
Skull Tattoo	500
Sorcerer	500
Stubble	1,000
Tarkatan	1,500
Undead	500
Vampire	1,000
Zombie	1,500
Angry	—
Cyborg	1,000
Evil Undead	500
Eye Stripe	500



### Female Hair (cont.)

Feature	Price
Flattop	—
Geisha	500
Geisha Long	500

### Examples



Geisha Long



Anime 2

### Male Helmet

Feature	Price
Bandana	1,000
Beanie	500
Beret	—
Bowler	1,000
Cap	500
Cap Front	1,500
Cowboy	1,000
Cowl	500
Cyber Ninja	1,500
Elder Gods	—
Fedora	1,500
General	500
Half Cowl	1,000
Horned	2,000
Kabal	500
Knit Cap	1,000
Kung Lao	500
MK1 Hood	—
Ninja Hood	1,000
Raiden	500
Early Raiden	1,500
Samurai	500
Shao Kahn	1,500
Space Hawk	2,000
Space Ninja	1,000
Stealth Hood	—
Top Hat	1,000

### Male Helmet (cont.)

Feature	Price
Trident	—
Viking	500
Wicker Hat	—
Wizard Cap	500

### Female Helmet

Feature	Price
Ashrah	1,000
Bandana	500
Baseball	500
Beanie	—
Beret	500
Bowler	1,000
Cowboy	1,500
Cyrax	500
Elder Gods	—
Fedora	500
Fishing	500
Golf	500
Headband	500
Hotaru	1,000
Knit Cap	500
Kung Lao	1,500
Ninja Hood	—
Military	500
Raiden	1,000
Skull Cap	500
Stealth Hood	500
Top Hat	1,000
Trident	—
Viking Helmet	500

### Examples



Space Ninja

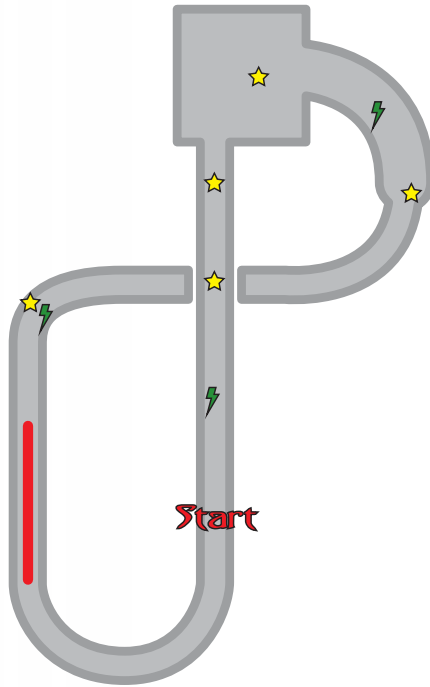


Elder Gods




## Botan Jungle

An ancient temple, hidden in the heart of the jungle, sits like a trap patiently waiting to be sprung. Death-defying jumps over violent waters, pile-driving pillars to pulverize racers—you must tame them all to survive the treacherous Botan Jungle. Negotiating rickety wooden bridges and steering through crumbling ruins require nerves of steel and a risk-taker's heart, as one false turn in this lush paradise could be your last.

The next time Motor Kombat visits this temple, will racers pull back the vines to find the bones of those who couldn't step up to the challenge? Or will they uncover tread marks left during your victory lap?



### Map Legend

-  Death Trap Zone
-  Special Weapon Power-Up
-  Turbo Power-Up

### Track Info

Number of Laps: 5  
Death Traps: 1

### Death Traps

### Pounding Pillars



The final straight stretch of the track, before a wide turn that leads to the start/finish line, hosts a series of pillars that slam down on the track with such ferocious force that any racer caught beneath them is flattened. This instant Fatality slices seconds off your lap time and, if you fall victim while leading in the last lap, can send you to the back of the pack.

Warning signs indicate when a pillar is about to descend—a red outline appears on the track indicating the danger zone. If even your back two tires are caught in the death trap, you'll be treated to a Fatality.

There is a turbo boost power-up before the death trap area; pick it up to speed through the zone at top velocity. The faster you can zoom through the temple interior, the less chance of getting caught under one of the pile drivers. There is also a weapon power-up next to the turbo boost, so if you have a weapon that impedes your rivals' progress, such as Scorpion's spear or Jax's ground pound, grab it and make sure your rival stays in the death trap longer than is prudent.



### Speedster Strategies

The Botan Jungle is shaped like a lopsided figure eight, with one break in the course's center where the two sections of track would overlap. There is a zipper before the gap; as long as you hit the zipper, you survive the jump. Success on the rest of the track depends on managing your speed around the sweeping turns and avoiding a firm bump from the other racers.

With bridges and death-dealing traps on the course, expect other racers jostle like mad to reach the lead position, even if they leave a trail of blood and oil in their wake.

Avoiding obstacles in the first temple chamber and skirting disaster in the death trap area are pivotal to success. If you can avoid getting tripped up, take the wide corners with smooth power-slides to gain the lead. Put distance between you and the other racers by zeroing in on turbo boosts instead of weapon power-ups. That puts you far enough out of range that you can concentrate on natural hazards rather than on the ill will of your rivals.





### Unholy Rollers



Before completing a lap, racers must survive a three-lane death trap. The track is divided into three narrow avenues; after you commit to one of the lanes, you cannot jump to another. The three lanes are marked with either green arrows or red Xs. The green arrows indicate that the lane is safe to use and players can zoom along without a hitch. But if you accidentally drive up the ramp marked with red Xs, you're dropped right in the path of a large stone roller. There is no escape after you see the roller. Step on the gas and accept your fate: Fatality.

The lanes change throughout the race—each time the roller runs its path, it's shuffled to another lane. That means that if you are in the pack's rear, watch out for a last-second lane change by the roller. The green path can turn red right under your wheels, sending you into a death trap with no option of escape.

### Speedster Strategies

The Lost Pyramid offers only one solid straight stretch, which you can take advantage of thanks to a strategically placed turbo boost power-up right after the starting line. The rest of the track is composed of wide turns, two of them dominated by death traps. Use power-slides to negotiate the turns safely and smoothly, especially when out amongst the bones. The desert section of track, with the crumbling pillars, has a few extra obstacles you must avoid to maintain a solid speed and keep up with the pack.



1. After surviving the pits, racers are launched out into the desert. Under the shadow of bleached fossils, you must powerslide around the wide turn that leads toward the roller death trap. The pack can bunch up and stretch out like an accordion out here, so pick up the turbo boost power-up among the bones to make a move for first place.



2. The roller isn't the only way to perish inside the pyramid. After avoiding the roller, you hit another zipper and get launched over an abyss.

3. Once free of the roller and pit, you're spit back out into the hostile desert. The track is littered with columns—both vertical and horizontal. Watch out for the pair of fallen pillars that look like a chevron. Steer between them and avoid the remaining upright columns before heading back across the starting line.



There aren't many turbo boost power-ups on the track, so take advantage whenever you see one. If you plan on grabbing the first turbo boost, commit yourself to the right wall of the track so you can try to skate the





Knees Behind Chains			
PS2 Notation	Xbox Notation	Action	Number of Uses
←,←+■	←,←+X	Punch <sup>1</sup>	2

<sup>1</sup>This action will leave the opponent in the forward position.

Boss Knees Behind Chains			
PS2 Notation	Xbox Notation	Action	Number of Uses
→,→+■	→,→+X	Kick	2

Knees Behind Finishers		
PS2 Notation	Xbox Notation	Finisher
←,←+●	←,←+B	Head Rip

Face Down Transitions		
PS2 Notation	Xbox Notation	End Position
↓,←+▲	↓,←+Y	Forward
↓,←+■	↓,←+X	Knees
↑,↓,↑+■	↑,↓,↑+X	Pull Out Sword

Boss Knees Behind Finishers		
PS2 Notation	Xbox Notation	Finisher
↑,↑+●	↑,↑+B	Head Crush

Boss Face Down Transitions		
PS2 Notation	Xbox Notation	End Position
↓,↑+▲	↓,↑+Y	Knees

Boss Face Down Chains			
PS2 Notation	Xbox Notation	Action	Number of Uses
→,→+■	→,→+X	Head Punch	1

Face Down Chains			
PS2 Notation	Xbox Notation	Action	Number of Uses
←,←+■	←,←+X	Knee Drop	1
↑,↑+■	↑,↑+X	Back Stomp	2
→,→+■	→,→+X	Punch	1

Face Down Finishers		
PS2 Notation	Xbox Notation	Finisher
→,→+●	→,→+B	Spine Rip

Boss Face Down Finishers		
PS2 Notation	Xbox Notation	Finisher
↑,↑+●	↑,↑+B	Head Pop
↑,↓+●	↑,↓+B	Exploding Torso

Face Down Finishers With Sword		
PS2 Notation	Xbox Notation	Finisher
→,→+●	→,→+B	Head Stab





# Kustom Fatalities

Face Up Transitions		
PS2 Notation	Xbox Notation	End Position
↓,←+■	Ⓛ,Ⓚ+X	Behind
↓,→+▲	Ⓛ,Ⓚ+Y	Knees Behind
↑,↓,↑+■	Ⓛ,Ⓚ,Ⓛ+X	Pull Out Sword

Boss Face Up Transitions		
PS2 Notation	Xbox Notation	End Position
↓,←+▲	Ⓛ,Ⓚ+Y	Behind
↓,→+▲	Ⓛ,Ⓚ+Y	Knees Behind

Face Up Chains			
PS2 Notation	Xbox Notation	Action	Number of Uses
→,→+▲	Ⓚ,Ⓚ+Y	Punch	2

Face Up Chains With Sword			
PS2 Notation	Xbox Notation	Action	Number of Uses
←,←+■	Ⓚ,Ⓚ+X	Impale <sup>1</sup>	1

<sup>1</sup>You will no longer be able to use sword-based actions after performing this action. In addition, this action will leave the opponent in the knees-behind position.

Boss Face Up Chains			
PS2 Notation	Xbox Notation	Action	Number of Uses
→,↓+■	Ⓚ,Ⓚ+X	Knee	2

Face Up Finishers		
PS2 Notation	Xbox Notation	Finisher
→,→+●	Ⓚ,Ⓚ+B	Head Stomp One
↓,↓+●	Ⓛ,Ⓛ+B	Head Stomp Two

Face Up Finishers With Sword		
PS2 Notation	Xbox Notation	Finisher
↑,↑+●	Ⓛ,Ⓛ+B	Decapitation
←,←+●	Ⓚ,Ⓚ+B	Head Stab

Boss Face Up Finishers		
PS2 Notation	Xbox Notation	Finisher
↓,↓+●	Ⓛ,Ⓛ+B	Head Punch
←,↓+●	Ⓚ,Ⓚ+B	Arms Off



# Character Move Lists

*Ultimate MK3* is an older game and does not have the character depth featured in *MK Armageddon*. Each character has a limited number of special attacks, combos, and Fatalities, which can be found here.



## Classic Sub-Zero

The original Sub-Zero is back, but his motives for being in *Ultimate MK3* are unknown. Classic Sub-Zero is a hidden character; thus, his place in this game is not related to the story. In reality, Classic Sub-Zero is Noob Saibot.

Special Moves		
PS2 Notation	Xbox Notation	Move
↓, →, X	↓, →, A	Freeze Ball
↓, ←, ●	↓, ←, B	Ground Freeze
←+X+●+R1	←+A+B+R	Ninja Slide

Fatalities			
PS2 Notation	Xbox Notation	Move	Distance
→, ↓, →, →, ■	→, ↓, →, →, X	Stage	Close
↓, ↓, ↓, →, ■	↓, ↓, ↓, →, X	Fatality 1	Close

### Note

Classic Sub-Zero does not have a second Fatality, Friendship, Babality, or Animality.



### Sonya

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.



#### Special Moves

PS2 Notation	Xbox Notation	Move
↓, →, X	⬇️, ➡️, A	Energy Rings
↓+X+R1	⬇️+A+R	Leg Grab
→, ←, ■	➡️, ⬅️, X	Square Wave Punch
←, ←, ↓, ▲	⬅️, ⬅️, ⬇️, Y	Bicycle Kick

#### Fatalities

PS2 Notation	Xbox Notation	Move	Distance
→, →, ↓, ■	➡️, ➡️, ⬇️, X	Stage	Close
Hold R1+L1, ↑, ↑, ←, ↓	Hold R+L, ⬆️, ⬆️, ⬅️, ⬇️	Fatality 1	Half
←, →, ↓, ↓, L1	⬅️, ➡️, ⬇️, ⬇️, L	Fatality 2	Any
←, →, ←, ↓, L1	⬅️, ➡️, ⬅️, ⬇️, L	Friendship	Half
↓, ↓, →, ●	⬇️, ⬇️, ➡️, B	Babality	Half
Hold X, ←, →, ↓, →	Hold A, ⬅️, ➡️, ⬇️, ➡️	Animality	Close



### Best Stages

As a punishing character who excels at close-range combat, Ashrah does well on small stages with death traps. On these stages, Ashrah typically only needs one or two mistakes to force an opponent into a death trap. Try to fight on Falling Cliffs, Armory, Battle Arena, Evil Tower, Sky Temple, and Wastelands.

### Worst Stages

Large stages with no death traps do not give Ashrah any advantages. Opponents can distance themselves from Ashrah, making it difficult for her to inflict damage. Without the help of death traps, it takes Ashrah longer to dispose of her opponents. Avoid fighting on Pyramid of Argus, Botan Jungle, Arctica, Lin Kuei Palace, Netherrealm Cliffs, and Edenian Ruins.

## Baraka

**Character Type:** Low Tier

Baraka's Tarkatan race is a mutated hybrid of Netherrealm and Outworld species. A loyal warrior, Baraka serves his new master, the Dragon King, by preoccupying Outworld opposition with his Tarkatan hordes. His ally Mileena poses as Princess Kitana to confuse and misdirect the Dragon King's enemies.



### Character Rating

Offense: 6	Ground Combat: 5
Defense: 5	Aerial Combat: 5
Weapon: 6	Overall: 5

#### Silat Style Ground Attacks

PS2 Notation	Xbox Notation	Move
■	X	Quick Punch
←+■	←+X	Spinning Elbow
→+■	→+X	Nomad Cross
↓+■	↓+X	Ducking Cross Punch
▲	Y	Vertical Elbow

#### Silat Style Ground Attacks (cont.)

PS2 Notation	Xbox Notation	Move
→+▲	→+Y	Frontwards Elbow
↓+▲	↓+Y	Rising Uppercut
X	A	Thai Knee
←+X	←+A	Ankle Kick
↑+X	↑+A	Jumping Roundhouse
↓+X	↓+A	Crouching Kick
●	B	Front Sidekick
←+●	←+B	Hop Dragon Sweep
↓+●	↓+B	Low Demon Spinkick
■, ■	X, X	Steel Punches
←+■, ▲	←+X, Y	Head Spinner
←+■, X	←+X, A	Rocky Road
■, ■, ■	X, X, X	Triple Takeout
■, ■, ▲	X, X, Y	Speedy Elbow
■, ■, X	X, X, A	Chest Damager
■, ■, ●	X, X, B	Silat's Salute
■, ■, L2	X, X, L2	Stay Down

#### Silat Style Air Attacks

PS2 Notation	Xbox Notation	Move
●	B	Rain Drop
■	X	Onslaught
▲	Y	Spin Cycle
X	A	Big Blast Combo
■, ■	X, X	Medium Hit
X, X	A, A	The Twist
■, ■, ■	X, X, X	Take Off
■, ■, ▲	X, X, Y	Power Spin
■, ■, X	X, X, A	Twister
X, X, ▲	A, A, Y	Fierce Power
■, ■, ●	X, X, B	Drop Down
X, X, X	A, A, A	Kickback
X, X, ●	A, A, B	Bird Toss
■, ■, X, ▲	X, X, A, Y	Hurricane
■, ■, X, X	X, X, A, A	Gravity Strikes
■, ■, X, ●	X, X, A, B	Over Head Air Toss

## Blades Style Attacks

PS2 Notation	Xbox Notation	Move
■	X	Downwards Slash
←+■	←+X	Mid-Ripper
→+■	→+X	Face Impaler
↓+■	↓+X	Low Scissors
▲	Y	Throat Slash
↑+▲	↑+Y	Send Them Flying
→+▲	→+Y	Chest Slash
↓+▲	↓+Y	Crouching Dual Stab
X	A	Scarlet Swing
↑+X	↑+A	Up and Beyond
→+X	→+A	Get the Point
↓+X	↓+A	Toe Slash
●	B	Spinning Sidekick
←+●	←+B	Demon Sweep
↓+●	↓+B	Shin Stab
■,■	X,X	Slashing Wind
▲,■	Y,X	Long Tips
▲,▲	Y,Y	Mithril Metal
X,X	A,A	Cyclone
▲,■,■	Y,X,X	Frenzy Slashes
X,X,▲	A,A,Y	Khan's Warrior

## Blades Style Attacks (cont.)

PS2 Notation	Xbox Notation	Move
X,X,●	A,A,B	Baraka's Special
X,X,▲,■	A,A,Y,X	Death's Door
X,X,▲,▲	A,A,Y,Y	Mutant Spikes
X,X,▲,■,■	A,A,Y,X,X	Out of Kontral Slashes

## Blades Style Attacks

PS2 Notation	Xbox Notation	Move
■	X	Thrash Out
▲	Y	Bogie
X	A	Long Legs
●	B	Spinning Feet Grab
■,■	X,X	Rebel
X,X	A,A	Airborne Kick
■,■,■	X,X,X	Fresh Air
■,■,▲	X,X,Y	Spinning Attack
■,■,X	X,X,A	Lucky Wind
X,X,▲	A,A,Y	Somersault
■,■,●	X,X,B	Flip Down
X,X,X	A,A,A	Boot To The Face
X,X,●	A,A,B	Pincer Throw
■,■,X,X	X,X,A,A	Guiding Light
■,■,X,●	X,X,A,B	Zero Gravity

## Best Combos



**Silat:** Speedy Elbow, Change Fighting Style, Out of Kontral Slashes (29% Damage)



**Blades:** Up and Beyond, Out of Kontral Slashes (35% Damage)



**Silat:** Speedy Elbow, Triple Takeout, Mutant Blades (27% Damage)

# MORTAL KOMBAT®

## ARMAGEDDON™

### PRIMA Official Game Guide

Written by Bryan Dawson

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