

PRIMA® OFFICIAL GAME GUIDE

COVERS XBOX 360™ AND PLAYSTATION®3



The cover art features a dramatic confrontation between the Mortal Kombat and DC Universe universes. On the left, Scorpion, a character from Mortal Kombat, is shown in his signature yellow and black armor, holding a large, jagged blade. In the center, a group of DC characters, including Wonder Woman, Superman, and Batman, are depicted. Batman is on the right, in a dynamic pose, while Wonder Woman and Superman are in the middle. The background is a dark, stormy sky with a bright light source. The title "MORTAL KOMBAT" is written in a large, metallic, blocky font, with "VS" in a smaller font between it and "DC UNIVERSE", which is in a stylized, italicized font. Above the title is the Mortal Kombat dragon logo.

MORTAL KOMBAT[®]

VS

DC UNIVERSE[™]



BASED ON A GAME
RATED BY THE
ESRB



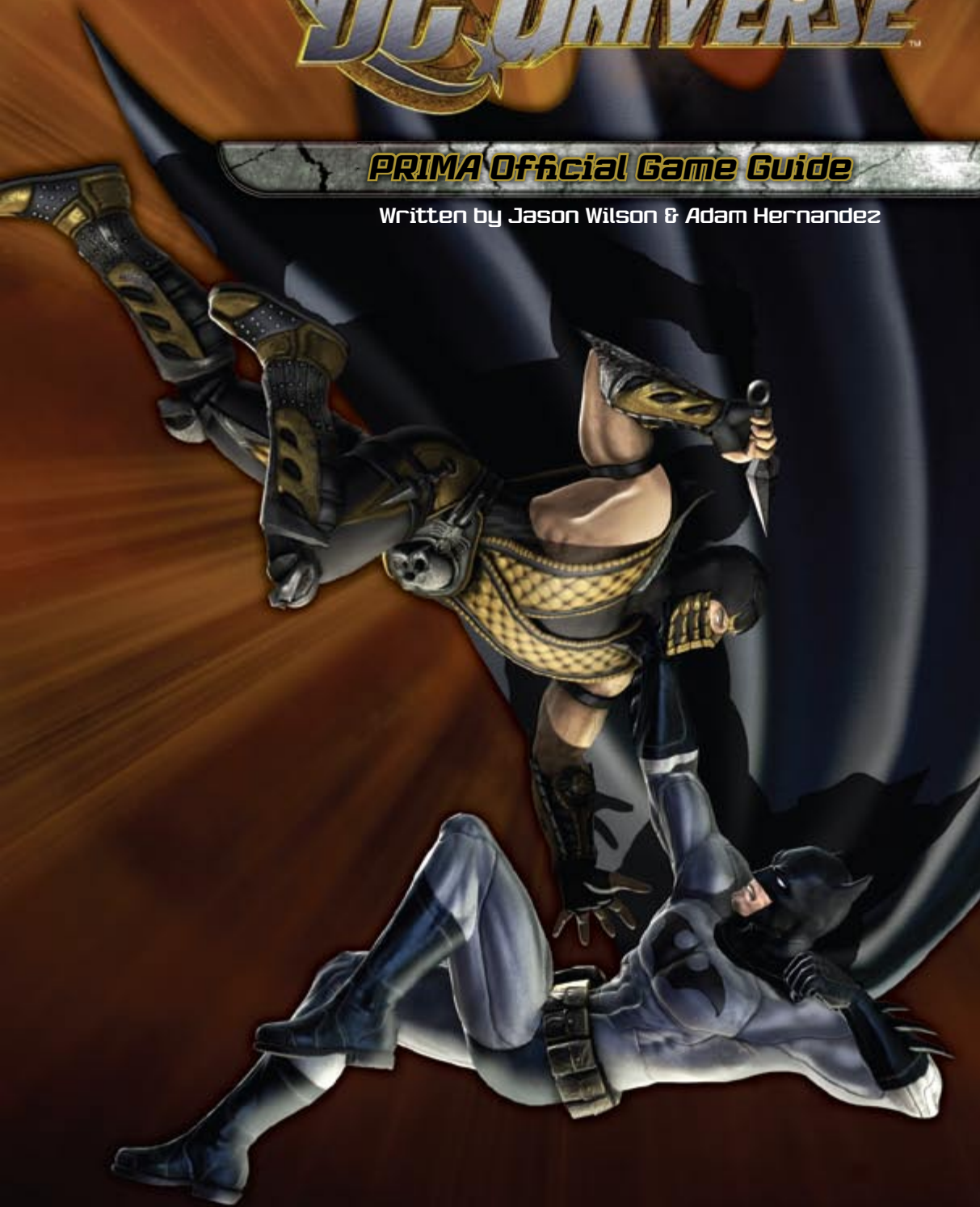
 **MIDWAY**



MORTAL KOMBAT[®] VS DC UNIVERSE[™]

PRIMA Official Game Guide

Written by Jason Wilson & Adam Hernandez





Prima Games

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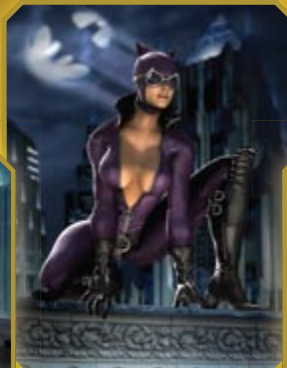
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From the author:

I want to thank Ed Boon and Prima for the opportunity to help write a strategy guide on a game in a series that I have played obsessively and spent countless hours of my life and quarters on since 1992. I also wanted to thank the guys at Midway for their invaluable help with the fine details of this game: John Edwards, Eddie Ferrier, Paulo Garcia, Hans Lo, Brian Lebaron, and Hector Sanchez. My co-author, Adam Hernandez, who I think worked for 72 hours straight at one point taking screenshots that went into the quadruple digits. Marc Riegel, who laid out this fine strategy guide and had to deal with an impossible task of my chicken scratch names and locations for pictures and text, John Browning and Donato Tica at Prima, who were patient and always willing to lend a helping hand, and my wife Stacey Graham, who had to endure my thievery of the living room television for more than a month, and probably became very sick of hearing things like "BATMAN" and "THE FLASH" at intolerable decibels.

Introduction



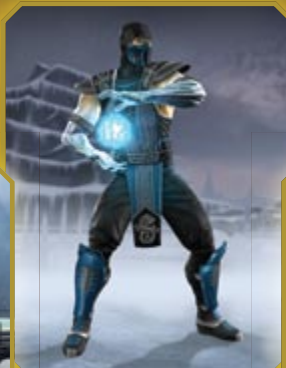
The long-running *Mortal Kombat* franchise makes its debut on next-generation consoles, firmly planting its roots on the PlayStation 3 and the Xbox 360 with a co-licensed blockbuster of epic proportions: *Mortal Kombat vs. DC Universe*. As you've probably heard, this game in the *Mortal Kombat* franchise takes the battle back to basics, but with a twist. Gone are the fighting style and weapon changes for each character. The game is now basic to the core, with a 2D fighting element in a 3D environment. The game was purposely developed with this in mind, allowing the player to focus on hand-to-hand combat instead of the incessant dodging and countering that plagues many of today's 3D fighting games.



Introduction



The *Mortal Kombat* team has worked long and diligently to create an excellent introduction for the franchise on next-generation consoles. This action-packed guide will prepare you for the fight ahead and make you a better player. Period. We provide in-depth strategies about spacing and distancing, running, advanced and expert level combos, when to use and not use the Rage Meter and the grueling Pro Move attacks so you can become a powerhouse at *Mortal Kombat vs. DC Universe*. So what are you waiting for, young Kombatant? Step into the arena!



Basic Info and Terminology

Button Layout/Controller Key

MK vs. DCU uses a four-button face layout with Attacks 1-4 in the same positions on the PS3 and Xbox 360 controllers. Each attack button for each character will be thoroughly detailed in each character's specific strategy section. For reference, the basic methods of attack will require you to use all of the following:

Attack Buttons

| | Xbox 360 | PS3 |
|----------|----------|-----|
| Attack 1 | X | ■ |
| Attack 2 | Y | ▲ |
| Attack 3 | A | X |
| Attack 4 | B | ● |

NOTE

The damage that each move inflicts will be posted in parentheses throughout this guide.



Basic Info and Terminology

Basic Attacks

| Attack Type | Xbox | PS3 | Damage |
|--|--|--|-------------|
| Backward Evade: Attacks 1 + 2 simultaneously | X + Y | X + ■ | - |
| Block | (RT) | (R2) | - |
| 3D Movement | ↑ or ↓ and (LT) | ↑ or ↓ and (L2) | - |
| Restricted 3D Movement | analog stick (all jumps are disabled) | analog stick (all jumps are disabled) | - |
| Grab | A and X or (LB) | X and ■ or (L1) | 15% maximum |
| Klose Kombat | B and Y or (RB) | ▲ and ● or (R1) | 30% maximum |
| Low Klose Kombat | B and Y or (RB) when crouched | ▲ and ● or (R1) when crouched | 30% maximum |
| Rage Mode | (LT) + (RT) | (L2) + (R2) | 5% |

Grounded Attacks/Functions

Hold Block: Lies on the ground for an extended period of time, then while holding block, press:

Attack 1: Double Foot Rising Kick (5%)

Attack 2: Uppercut (3%)

Attack 3: Low Offensive Kick (5%)

Attack 4: Rising Kick (5%)

Tap Away: Roll Backward

Tap Up: Roll Upward

Tap Down: Roll Forward

Tap Toward: No Move

Tap Down/Away: Quick Get Up

Air Attacks

Attack 1: Combo Starter (3%)

Attack 2: Pop-Up Attacks (5%)

Attack 3 or 4: Standard Jump Kick (7%) (Can be done very late, hitting your opponent's toe!)

Jump Straight Up + Attack 3 or 4: Stationary Jump Kick (7%)



General Strategies

Overhead Attacks



Each character has a specific number of limited overhead attacks with varying speeds which can hit a ducking, blocking opponent through their block. Based on the move's properties, some overhead attacks knock the opponent up, acting as a pop-up attack as well as an overhead attack. Good players learn how to trick the opponent after performing an overhead attack. Usually players think they need to block standing up after being hit with the first overhead attack, which gives you the golden opportunity to perform a low attack, sweep, or grab. Note that not every character has an overhead attack, but they all have middle attacks that can also act as overheads, or even pop-ups.

Pop-Up Attacks



Pop-up attacks let you juggle your opponent for multiple hits and large amounts of damage if your execution skills are on point. Most pop-ups can be followed up with juggle attacks from various special moves, and timed punches performed by pressing Attack 1 while standing. Besides each character's specific moves that launch the opponent in the air, you can also pop the opponent up with any character by jumping in with Attack 2.



General Strategies

Combo Initiator



By jumping in with Attack 1, you can start most chain combos with this additional hit. It is definitely the best jump-in attack, and it gives you a burst of offensive momentum, even if your opponent is in block stun. Most of the time, this is the basis for your attacks: jumping in at opportune moments away from the arc area of possible uppercuts or defensive jumping attacks.

Middle Attacks



Probably the most important moves in the game, middle attacks require your opponent to block standing up because these attacks hit ducked opponents even when they're in the block stun animation. Middle attacks are deceptive because some of them look like they hit low, causing you to think that the natural state for your opponent to block would be in the low position. While not formidable attacks on their own, middle attacks are extremely deadly when used in chain combos that have an automatic middle attack as part of the chain combo, causing an opponent to block high in the middle of a combo if they start their blocking animation in the low position.

High Attacks



High attacks are basic-level attacks that hit an opponent who is standing, and not blocking. These attacks do not hit low, which means they are easily avoided by ducking, blocking while in a crouched position, or blocking while standing. High attacks are generally the first hit for a chain combo string.



Low Attacks



These moves require you to block in a crouched position. Low attacks are offensive attacks that knock you down, such as a sweep or a non-advancing attack that slightly stuns your opponent. Characters with sweep attacks have a better chance at a high/low mix-up game, which can cause your opponent to block the wrong way just once, leaving them extremely vulnerable to a knock down, combo, or throw. Use low attacks after a high attack because your opponent will not be expecting them.

Pro Moves



Pro Moves are expert-level moves that are incorporated only after performing a specific sequence of attacks. There are only two ways to perform a Pro Move: either immediately after the attack listed under each character's "Pro Move" in the Character Strategies section, or after a specific combo that also incorporates that same attack. For example: Jax can perform his Pro Move after Down Away 2, then Hold 1, and then—immediately after seeing the animation for Hold 1-FF Attack 2. There will be a small earthquake-like sound, and the screen will have a ripple effect if the Pro Move was successful. You have only four frames of animation to perform the Pro Move, which means you need to be extremely quick. Master each character's Pro Moves in Single Player Training Mode to get used to the timing for each.



General Strategies

Chain Combos



Standard chain combos are multi-hit attacks that each character can perform using a sequence of predetermined button inputs. For example, one of Baraka's chain combos is done by pressing Attacks 1, 1, and 2 in succession. If you are having problems with the timing, you can always hold down the button of the last attack immediately after pressing the button for the second attack. The correct way of doing this would be to press Attack 1, 1, then hold down the button for Attack 2. Most of these combos start as a high attack and end as a high attack. The key to maximizing chain combos is to find the ones that are most suitable for your character, looking especially for these versions:

1. Combos that are fast and have excellent recovery time.
2. Combos that start as high attacks and have middle attacks or end as low attacks.
3. Combos that start as low attacks and knock your opponent down if successfully performed.

As a bonus, you can also perform special moves after the second hit (whether blocked or not) in a chain combo, but not after the third hit.



Special Move Cancels



Special Move Cancels are similar to “two-in-ones” from numerous other fighting games. The idea is that after any high attack, you can cancel that move if you quickly input the motion for a special move afterward. For example, you can press Attack 1 then quickly do Sub-Zero’s Freeze. This also works for moves that don’t necessarily hit the character as a combo, but create a very high level of confusion instead. Try performing random Teleports after a high attack with Raiden, or Sub-Zero’s Ice Nugget special move. If you are having problems performing the special moves, you can hold or tap Down/Toward or Down/Away instead of actually performing the motion and press the attack button (basically tapping the control pad as \swarrow or \searrow and pressing whatever attack button the special move is assigned to). Certain combos are easier if you use this technique.

Away Attacks



Your character’s basic attacks—Attack 1, 2, 3, or 4—change slightly if you hit your opponent standing face-to-face after they have attempted to jump over you. Some of the attacks that normally would just hit an opponent will now knock them down instead. This is a useful mix-up tactic if you want to surprise your opponent and smash them in an area where a wall leading to Free Fall Kombat is nearby.

General Strategies

Corner



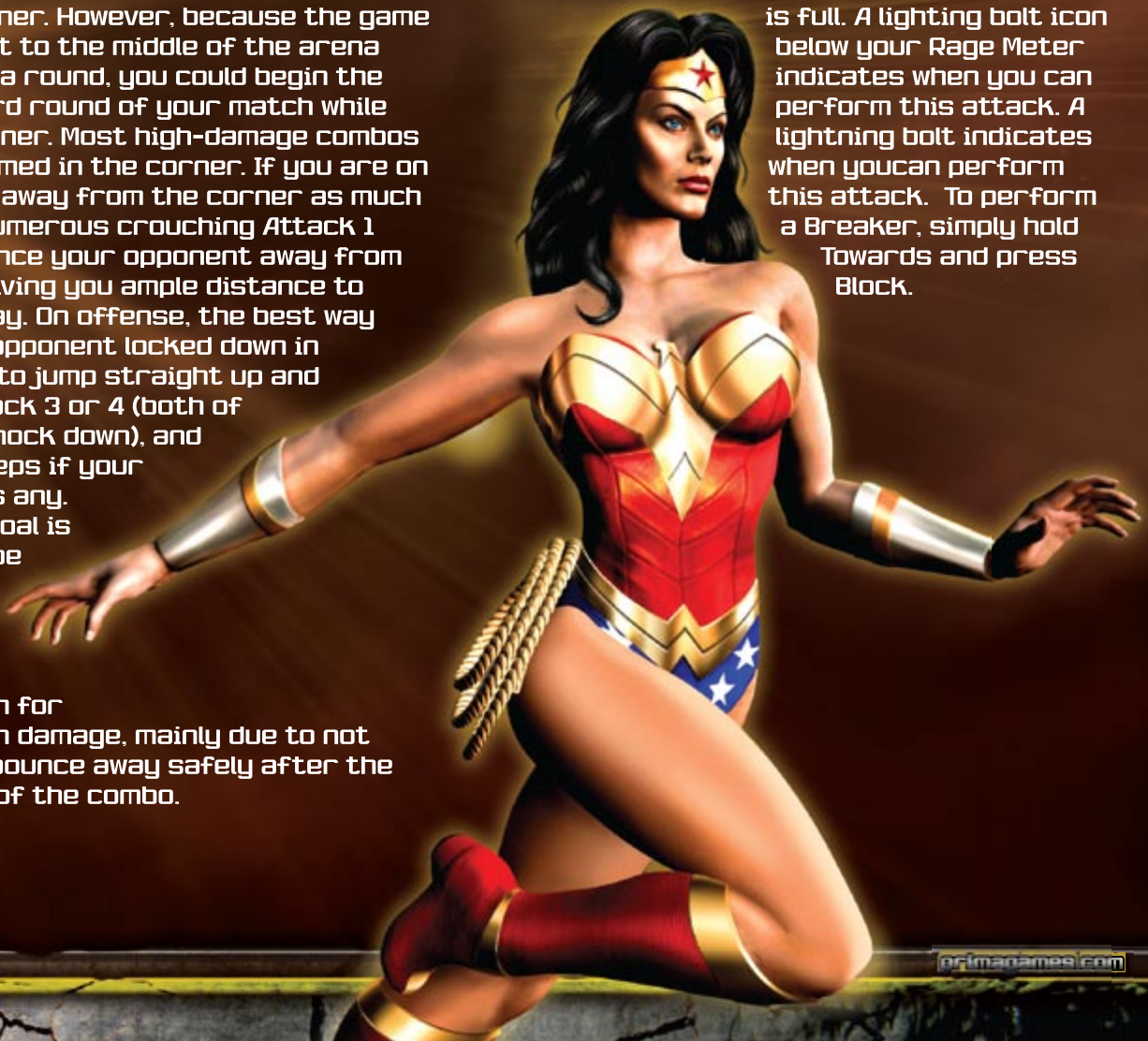
The "corner" for 3D *Mortal Kombat* games has always been a bit ambiguous. Unless you are rotating the camera angle trying to avoid projectiles and lead your opponent to an area of the arena that is not close to a barrier leading to Free Fall Kombat, it is very difficult to maneuver, attack, and defend when you are in the corner. However, because the game does not reset to the middle of the arena when you lose a round, you could begin the second or third round of your match while still in the corner. Most high-damage combos can be performed in the corner. If you are on defense, stay away from the corner as much as possible. Numerous crouching Attack 1 moves will bounce your opponent away from you slightly, giving you ample distance to make a getaway. On offense, the best way to keep your opponent locked down in the corner is to jump straight up and down with Attack 3 or 4 (both of these kicks knock down), and repeated sweeps if your character has any. The ultimate goal is to fool your foe into a combo leading to a pop-up attack, which will juggle them for extremely high damage, mainly due to not being able to bounce away safely after the first few hits of the combo.

Breakers



As in the previous 3D *Mortal Kombat* games, Breakers can stop your opponent from attacking you, allowing you to go on offense or just get out of a sticky situation. You can perform these if you are getting hit, or even if you are in block stun, as long as one of the two bars in your Rage Meter

is full. A lightning bolt icon below your Rage Meter indicates when you can perform this attack. A lightning bolt indicates when you can perform this attack. To perform a Breaker, simply hold Towards and press Block.



Rage Mode



Rage Mode allows your character to move toward and attack your opponent regardless of any special moves or attacks thrown at you. Rage Mode inflicts larger amounts of damage on your opponent, and is available only when your Rage Meter is full. You can usually get a full Rage Meter about two times a match if you aren't using any Breakers, and it is best to use it only when your opponent does not have a full Rage Meter near the very end of the match. When Rage Mode is activated, it will knock your opponent down unless they counter it by activating their own full Rage Meter. Keep in mind that even if you activate the Rage Meter, you can still take damage, even if the attacks don't knock you down. You can also block while you are in Rage Mode. The Rage Meter increases when you perform offensive attacks on your opponent—whether they are blocking or not—and when you are taking damage. For example, if you are hit with a 40 percent combo, 20 percent of your Rage Meter will be filled. You can block the first hit against someone who has activated the Rage Meter, but the second hit will break your guard, and the third hit will cause damage. You can even perform full combos after the third hit! Each successful hit in Rage Mode inflicts 50 percent more damage compared to a regular move. For example, if you perform a combo that normally inflicts 20 percent damage, it will do 30 percent damage in Rage Mode.

Throws



By pressing **LB** on Xbox 360 or **L1** on PS3, you can throw your opponent (if they are in a standing position) and toss them to the ground. Your opponent can counter this with a timed press of any attack button to reduce damage. If this was successful, your opponent will slide and revert back to a standing position. Throws are generally best used in a high/low mix-up game. You can also aim your throws (holding Back or Towards when you input the throwing command) towards different areas of the environment, including breakable areas that allow you to juggle your opponent if they are tossed into them. Completely avoid being thrown by pressing **LB** on Xbox 360, **L1** on PS3, or Attacks 1 + 3 simultaneously while your opponent is trying to throw you.

Grabs/Klose Kombat



By pressing **RB** on Xbox 360 or **R1** on PS3, you can grab your opponent and be switched to a close, "boxing-style" combat. If you are on the offensive, you can inflict more damage on your opponent by pressing any of the Attack buttons during this combat sequence. If you are on defense and correctly guess the attack your opponent is using, you will dodge the attack and the Klose Kombat sequence will end, allowing you to escape further damage. Remember, the person that initiates the grab is **ALWAYS** on offense. You can also grab ducking opponents if you are in the crouching position and perform the same button sequence for the grab.

Completely avoid being grabbed by pressing **RB** on Xbox 360, **R1** on PS3, or Attacks 2 + 4 when your opponent is trying to throw you.

Free Fall Kombat/Test Your Might



Certain stages have areas that can be broken through, leading to lower, alternate areas of the stage. If you successfully perform an attack that knocks your opponent through a wall in one of these stages, you can tack on extra damage the same way you do during Klose Kombat. The one major difference in this is the "Super" Meter located next to your character when you are falling. You can counter your opponent's attacks by pressing the same attack button that they did, which will allow you to be on the offensive. (Sometimes

it is a good idea to watch your opponent's buttons on-screen to see what kind of pattern they are doing.) Once your Super Meter is full, you can unleash a Super Move that adds to the total damage amount upon landing by pressing **R2** on Xbox 360, or **R1** on PS3. Don't be greedy, though! If you keep adding on extra attack damage without unleashing your Super Move, you run the risk of your opponent performing a counter move, leaving you with absolutely nothing, and having most of the damage inflicted revert back to you. Stages that have areas that you can be knocked through for "Test Your Might" wall combat allow the player who has initiated the wall strike to press any of the attack buttons to inflict more damage, while the player on defense can counter by pressing the attack buttons to decrease the damage being inflicted.

Running



New to 3D *Mortal Kombat* games, running allows you to keep with the game's offensive mindset and gives you the following added abilities: jumping over special moves at distances you would normally not be able to, keeping your opponent from spamming special moves incessantly across the screen, and being able to immediately run back up to your opponent after knocking them down.

Note that you can only run up to about a one jump distance from your opponent. After reaching this distance, you revert to walking speed.

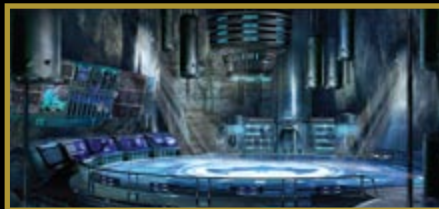


Stage Layout/Combat

Stages with Free Fall Combat



Apokolips



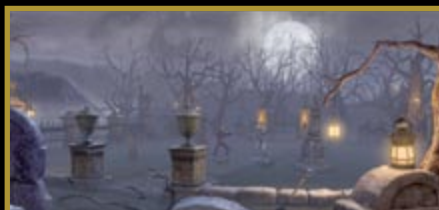
The Batcave



The Fortress of Solitude



Gotham City



Graveyard



Netherrealm



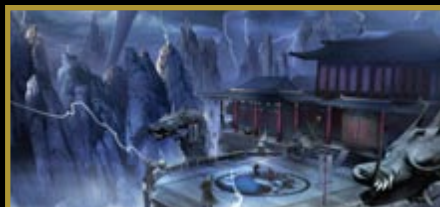
Dan Senate



UN Space Station



Special Forces

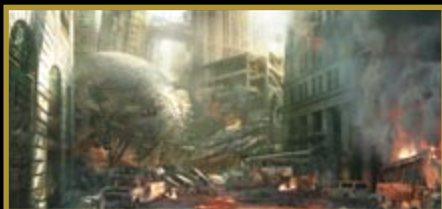


Temple



Throne Room

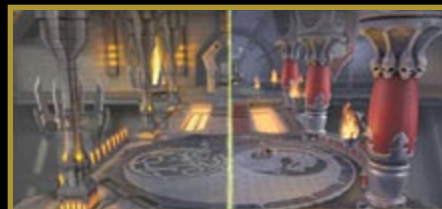
Stages with Test Your Might



Metropolis



Gotham City

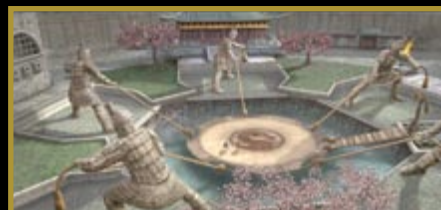


Throne Room

Stages without Test Your Might or Free Fall Combat



Themyscira



Wu Shi Academy

3D Movement/Analog Control



Even though *MK vs. DCU* is technically a 3D game, most of the fighting styles and advantages revolve around a 2D engine. Projectiles play a very important role in the game, and up-close moves are not easily dodged. There are two ways to walk in 3D: use the analog stick (you cannot jump, but you can perform all of your special moves), or hold **LT** on Xbox 360 or **L2** on PS3 while moving up or down on the d-pad. The first step you take in 3D will still cause you to be hit by projectiles, and the startup of the actual movement is slow, so keep that in mind when using this technique.

Defensive Evade



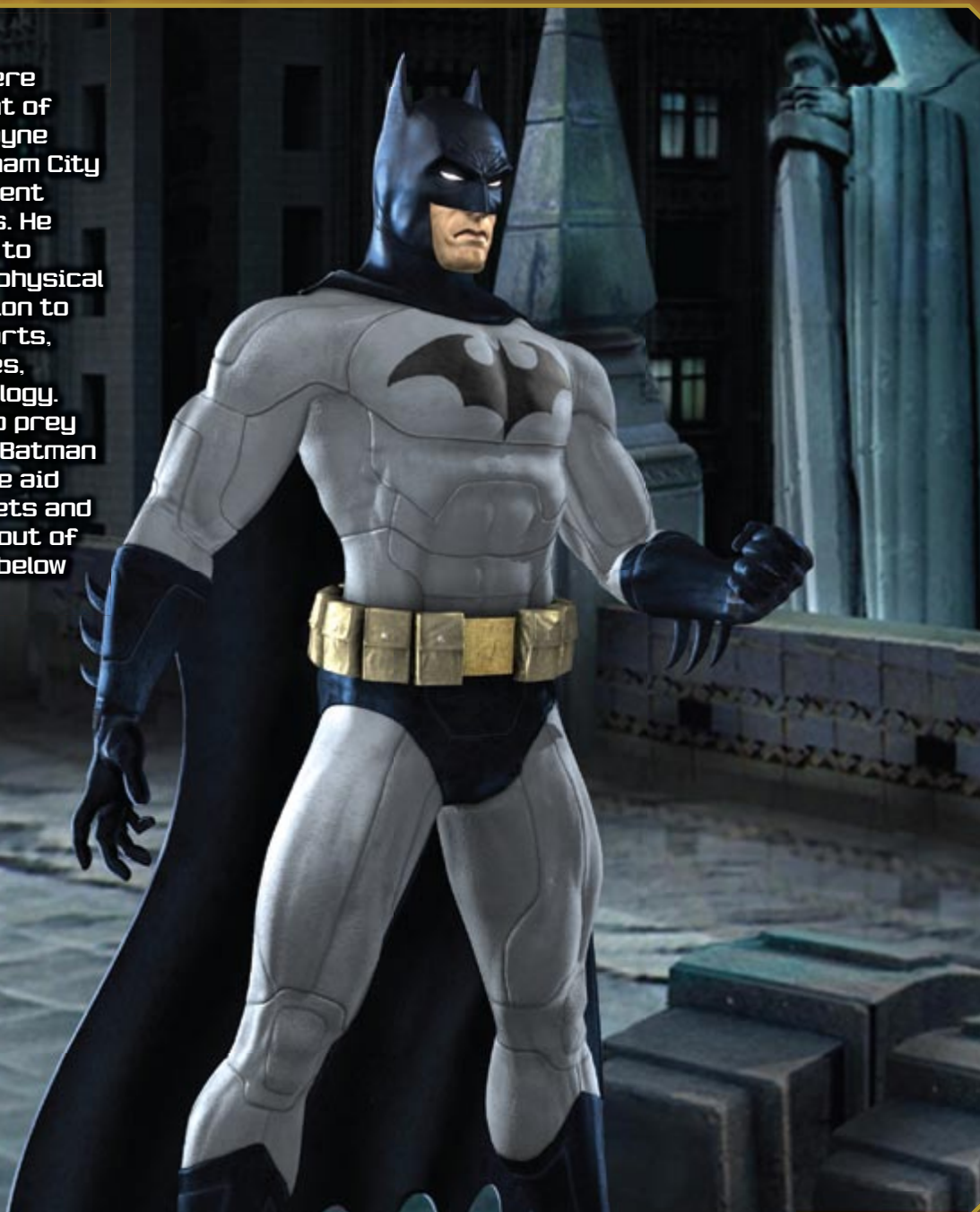
Press Attacks 1 + 2 simultaneously to walk backwards and evade attacks if your enemy is closing in, or to distance yourself for spacing and projectile attacks from afar.

Story/Mythology/ Character Bios

DC Universe

Batman

When his parents were gunned down in front of him, young Bruce Wayne resolved to rid Gotham City of the criminal element that took their lives. He trained extensively to achieve mental and physical perfection, in addition to mastering martial arts, detective techniques, and criminal psychology. Dressing as a bat to prey on criminals' fears, Batman fights crime with the aid of specialized gadgets and vehicles, operating out of his secret Batcave below Wayne Manor.





Captain Marvel

Young Billy Batson was an orphan who wandered into a deep cavern, where he encountered the ancient wizard Shazam, who granted Billy the ability to transform into the hero Captain Marvel. Whenever Billy speaks the name "SHAZAM," a mystical lightning bolt recreates him as a hero with super-strength, flight, speed, and other powers of mythological heroes; but in return he must always fight evil in its form as the Seven Deadly Enemies of Man.



Catwoman

Selina Kyle operates as a costumed cat burglar in Gotham City, and has a love-hate relationship with Batman. She is able to commit nearly impossible crimes thanks to her athletic prowess, her skills with a whip, and her seductive wiles.



Deathstroke

Slade Wilson was given enhanced abilities as part of a military experiment, and has such confidence in his skills as a mercenary and assassin that his chosen costume highlights the fact that he only has one eye. Adept at both sword and gunplay, his superhuman physical abilities are matched by his tactical genius and his facility for manipulating both allies and enemies alike.



The Flash

Police chemist Barry Allen was given the power of superspeed in a freak laboratory accident, and took on the crimson costume of the Flash. Able to travel at near the speed of light, the Flash can also vibrate through most obstacles, and at times has been known to phase into entirely different realities.



Green Lantern

Fighter pilot Hal Jordan was testing an experimental aircraft when he found himself transported into the desert, to the side of a dying alien who gifted him with a glowing ring, which is charged regularly by a green lantern. By taking the ring, Jordan found himself drafted into the Green Lantern Corps, an interstellar police force that assigned him to protect Earth. Jordan can use his ring to conjure up anything he can imagine.



The Joker

An insanely homicidal supervillain, the Joker's white skin, green hair, and blood-red lips belie the chaotic nature underlying his cartoonish appearance. The self-styled Clown Prince of Crime has no superpowers beyond a capacity for incredible violence and a skill for creating deadly mayhem. He frequently concocts elaborate schemes to entrap his arch nemesis, Batman.

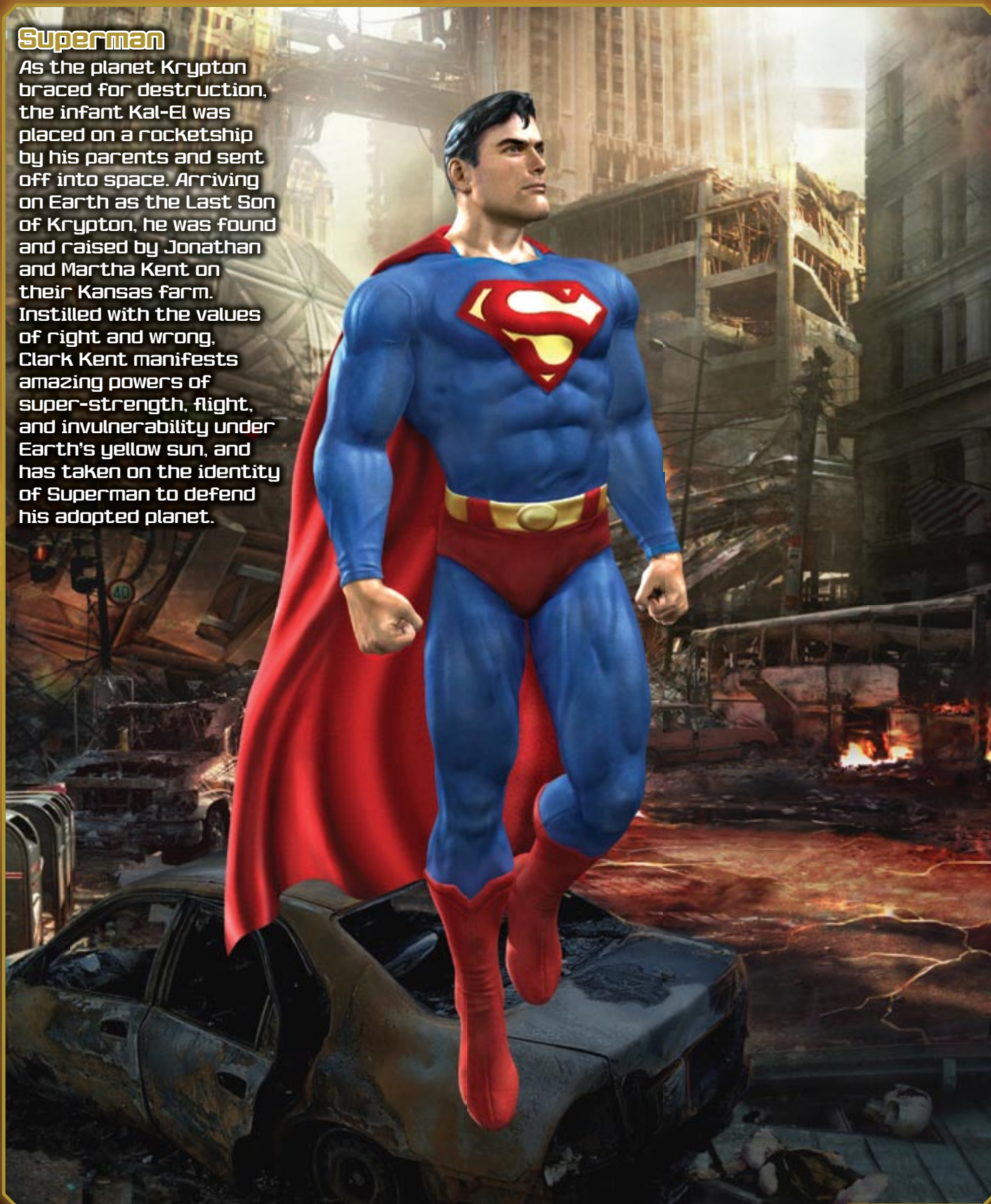


Lex Luthor

One of the richest and smartest men in the world, Lex Luthor is motivated by bottomless ambition, an egotistical disregard for morality, and an intense hatred of Superman. Using the resources of his financial empire as head of LexCorp, Luthor has developed a high-tech suit to duplicate some of Superman's abilities, and is obsessed with removing the man he sees as the main obstacle to his rise to absolute power.

Superman

As the planet Krypton braced for destruction, the infant Kal-El was placed on a rocketship by his parents and sent off into space. Arriving on Earth as the Last Son of Krypton, he was found and raised by Jonathan and Martha Kent on their Kansas farm. Instilled with the values of right and wrong, Clark Kent manifests amazing powers of super-strength, flight, and invulnerability under Earth's yellow sun, and has taken on the identity of Superman to defend his adopted planet.



Wonder Woman

Daughter of Queen Hippolyta of the Amazons, Princess Diana journeyed from the mists of Greek mythology, leaving the female-only island of Themyscira and traveling to "Man's World" as an emissary of peace. Gifted with super-strength and invulnerability, her main tool in crime-fighting is her golden Lasso of Truth, which is unbreakable and forces all captured by it to tell the truth.



Mortal Kombat



Baraka

Tarkatans are vicious mutants from the wastes of Outworld, and Baraka is the most brutal among them. Serving in Shao Kahn's army, he gained the emperor's favor and became one of his personal enforcers. Baraka's retractable blades have slain many of Shao Kahn's opponents, and during the invasion of Earthrealm, he finished many of Earthrealm's defenders. But when Shao Kahn was defeated by the Forces of Light, Baraka vowed to avenge his master and returned to Earthrealm to hunt them down.

Jax

A decorated soldier and formidable warrior, Jax found that he could enhance his strength and fighting ability through technology. Replacing his arms with cybernetics, he has become a juggernaut in the fight to protect Earthrealm. After the emperor Shao Kahn's invasion, Jax realized that the military was unprepared for threats from other realms. He and his partner, Sonya Blade, formed a division of the Special Forces tasked with monitoring threats not from this world. The Outerworld Investigation Agency will soon face its first crisis.



Kano

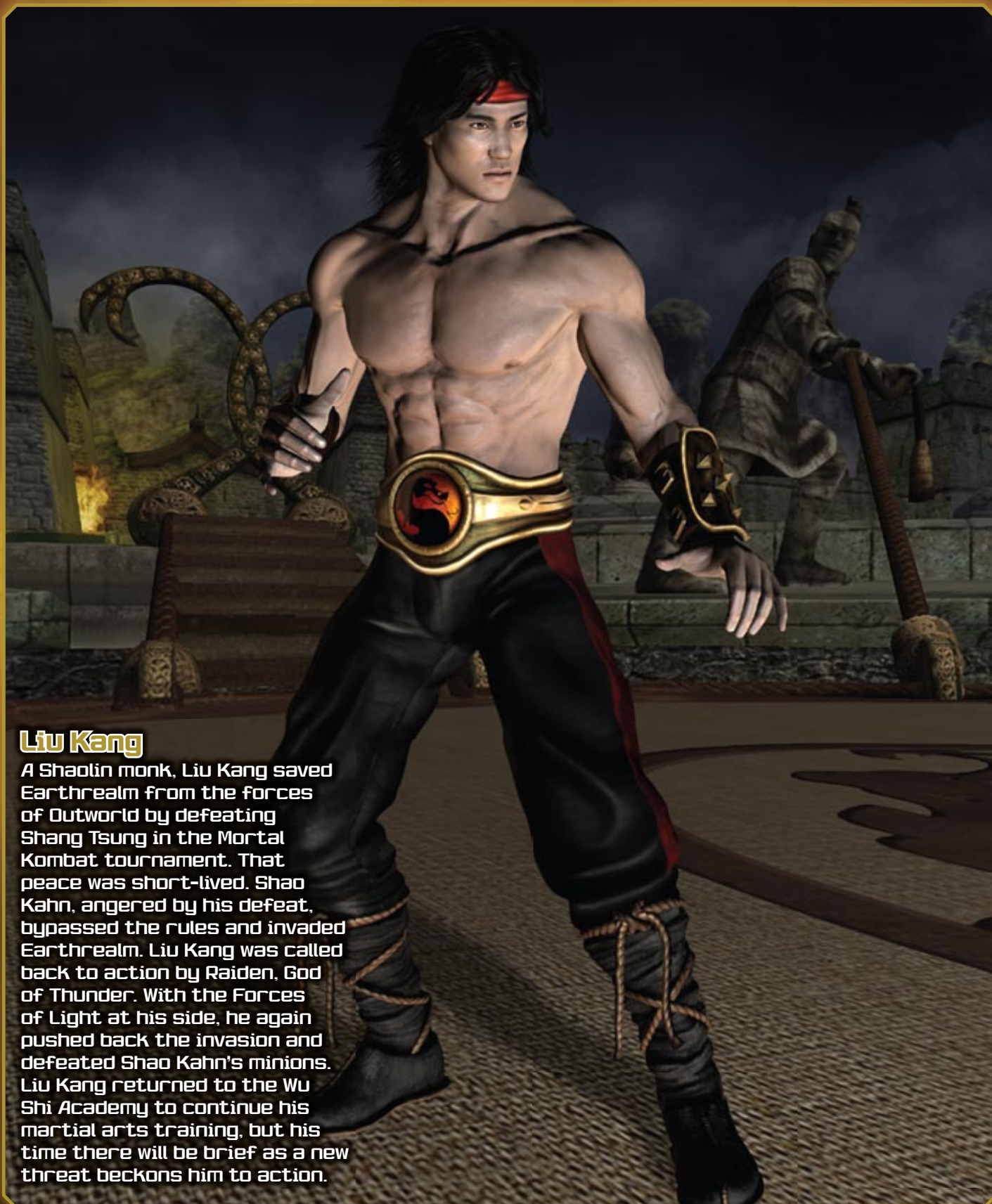
An undisciplined but dangerous thug, Kano is a killer for hire. His allegiance to the Black Dragon clan has been profitable, though dangerous—exactly the way he likes it. Kano joined Shao Kahn's ranks during the invasion of Earthrealm, forsaking his own realm for personal gain. For his crimes, he is constantly hunted by the Special Forces agent Sonya Blade. Though he enjoys the chase, he knows that one day he will finish her in Mortal Kombat. That day might soon be at hand.





Kitana

Princess of the realm of Edenia, Kitana fights to free her realm from the oppression of Shao Kahn. Long ago, her realm was merged with Outworld when the emperor successfully invaded. When Earthrealm came under threat, she fought beside her new allies Liu Kang, Raiden, and the Forces of Light to deny the emperor yet another conquest. Returning to Outworld, she has discovered a new threat and must uncover the truth behind the devastation.



Liu Kang

A Shaolin monk, Liu Kang saved Earthrealm from the forces of Outworld by defeating Shang Tsung in the Mortal Kombat tournament. That peace was short-lived. Shao Kahn, angered by his defeat, bypassed the rules and invaded Earthrealm. Liu Kang was called back to action by Raiden, God of Thunder. With the Forces of Light at his side, he again pushed back the invasion and defeated Shao Kahn's minions. Liu Kang returned to the Wu Shi Academy to continue his martial arts training, but his time there will be brief as a new threat beckons him to action.



Raiden

Raiden: God of Thunder, Protector of Earthrealm. Ageless and wise beyond measure, he is the defender who rallies Earthrealm's mortals to fight against the forces of evil. When his brother, Shao Kahn, Emperor of Outworld, finally invaded Earthrealm, only Raiden and his Forces of Light stood between slavery and freedom. As Earthrealm merged with Outworld, Raiden held the line and fought back against the emperor, defeating him and freeing Earthrealm. It had seemed that peace was finally achieved, but the battle for Earthrealm has only just begun.



Scorpion

Scorpion was once a member of the Shirai Ryu ninja clan before he was slain by the elder Sub-Zero. Resurrected by the sorcerer Quan Chi, he entered the Mortal Kombat tournament and killed Sub-Zero to avenge the murders of his family and clan. But Sub-Zero's younger brother assumed his name and donned the familiar blue assassin's garb. Though he remains Quan Chi's enforcer, Scorpion will not rest until this Sub-Zero has been slain as well.

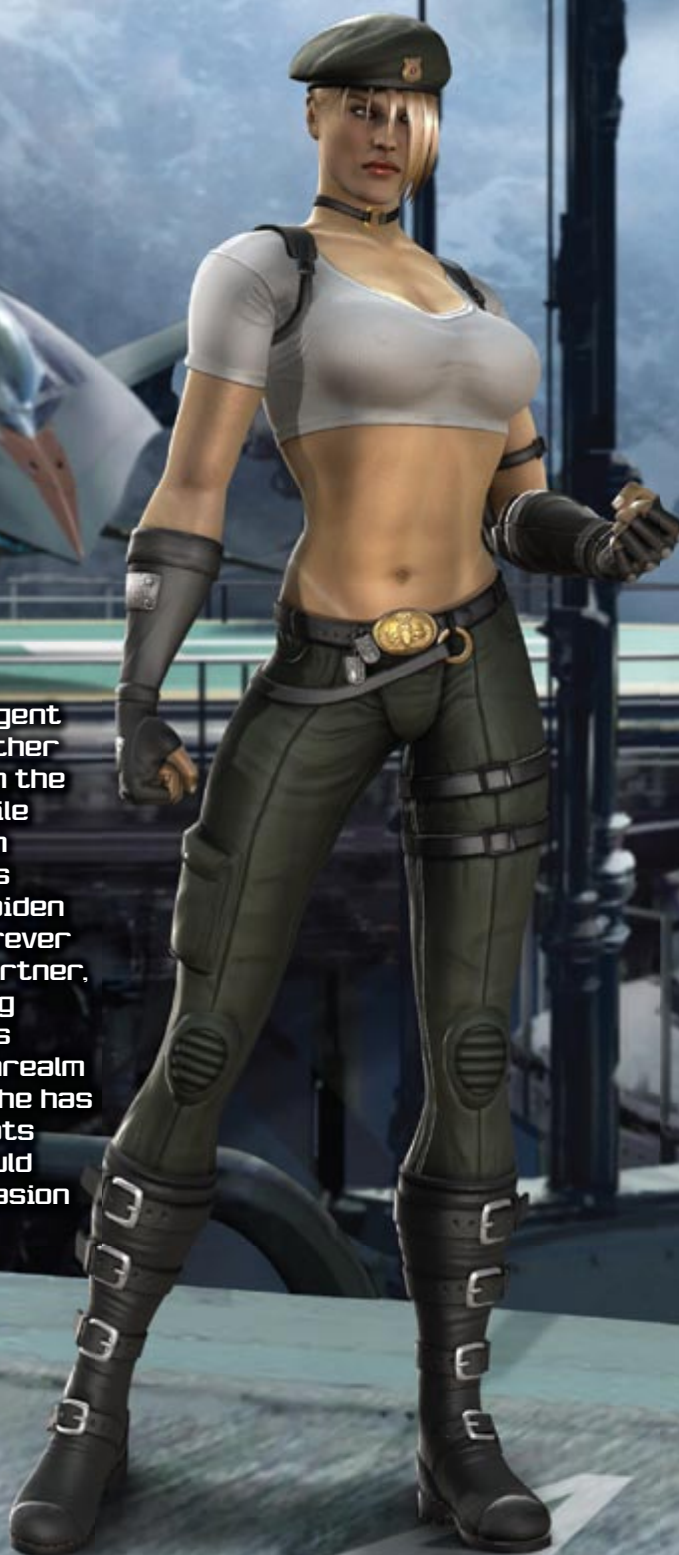
Shang Tsung

A sorcerer who consumes the souls of his victims, Shang Tsung played host to the Mortal Kombat tournament in Earthrealm, stacking the odds in favor of the Emperor of Outworld, Shao Kahn. He was finally defeated by the Shaolin monk Liu Kang and has sought to regain the favor of his master, Shao Kahn, ever since. His hatred of Liu Kang runs deep, and he would desire nothing more than to consume the soul of the one warrior who denied him victory.



Sonya Blade

The impulsive Special Forces agent Sonya Blade knew nothing of other realms until she stumbled upon the Mortal Kombat tournament while pursuing the Black Dragon clan member Kano. On Shang Tsung's island, she met Liu Kang and Raiden and her purpose in life was forever changed. She convinced her partner, Jax, to join her in spearheading a division of the Special Forces dedicated to protecting Earthrealm from outside forces. Though she has defended against exotic threats from other worlds, nothing could have prepared her for the invasion to come.





Sub-Zero

An assassin of the Lin Kuei clan, Sub-Zero commands the power of ice and cold and is skilled in the art of kombat. He assumed the mantle of Sub-Zero when his brother was killed by the ninja specter Scorpion in the same Mortal Kombat tournament that Liu Kang won. Though his brother succumbed to corruption, Sub-Zero struggles with his conscience and questions the methods of his clan. He will one day have to make a choice between loyalty to the Lin Kuei and the safety of Earthrealm.

BOSSES



Darkseid

A ruthless despot, Darkseid rules over the perpetually burning planet known as Apokolips. Obsessed with discovering the "Anti-Life Equation," he plans to use it to complete his quest for absolute power, and rule over all life in the universe. Nearly invulnerable, his powers include the ability to project Omega Beams from his eyes—dark rays with the power to alter, transport, and incinerate everything they come into contact with.

Shao Kahn

Emperor Shao Kahn's lust for power is matched only by his ruthlessness. For ages he conquered other realms and merged them with Outworld. Eventually he turned his attention to Earthrealm. To stave off invasion, Raiden convinced the Elder Gods to enforce the rules of the Mortal Kombat tournament. Only if Shao Kahn were to win the tournament could he take Earthrealm. But Liu Kang defeated Outworld's champion, Shang Tsung, dashing any chance of Shao Kahn's victory. Enraged, Shao Kahn disregarded the Elder Gods' warnings and mounted an invasion. Defeated once again by Raiden and his allies, he was seemingly ripped apart by his own portal. But the realms are never truly safe from the evil that is Shao Kahn...



Story Mode

Playing in One Player Story Mode or Arcade Mode will allow you to play as a group of specific Mortal Kombat or DC Universe characters in predetermined battles. Each chapter allows you to use a different character for a brief period of time all the way until you fight the end boss, Dark Khan.

Choosing Mortal Kombat side:

- Chapter 1: Liu Kang
- Chapter 2: Sonya
- Chapter 3: Jax
- Chapter 4: Sub-Zero
- Chapter 5: Scorpion
- Chapter 6: Shang Tsung
- Chapter 7: Raiden

Choosing DC Universe Side:

- Chapter 1: The Flash
- Chapter 2: Batman
- Chapter 3: Wonder Woman
- Chapter 4: Green Lantern
- Chapter 5: Captain Marvel
- Chapter 6: The Joker
- Chapter 7: Lex Luthor
- Chapter 8: Superman

Finishing the MK Story Mode unlocks Shao Kahn. Press Right Bumper (Xbox 360) or R1 (PlayStation 3) at the Character Selection Screen to select Shao Kahn.

Finishing the DC Story Mode unlocks Darkseid. Press **RB** (Xbox 360) or **R1** (PlayStation 3) at the Character Selection Screen to select Darkseid.

Defeating Dark Kahn Strategies

As Raiden: Repeated Vicinity Blasts when he is floored from using your "Superman" move should be enough to keep him down. You need to space yourself as far away as possible from him in order to leave enough room to do the Superman or Air Superman setups. If all else fails, remember that the difficulty slightly decreases each time you lose a match!

As Superman: Use your 1, 1, 1 combo and a few Ground Pounds mixed in from afar. Repeated Eye Lasers usually catch Dark Kahn, even if he

is jumping at you. Dark Kahn also seems to have problems with mixups involving Superman's Soaring Knockout.

Arcade Mode



A regular ladder match like the good ol' days of arcade Mortal Kombat. Specific bosses are only fought against while playing in Arcade Mode. In this mode, you can choose to fight specifically against Mortal Kombat characters, DC Universe characters, or a combination of both.

Baraka

Technically there are no weapon or style “changes” in the game, but Baraka’s blades are an exception. He is one of only two characters (Deathstroke being the other) who only use Attacks 1-3. Baraka can play a decent run-of-the-mill keep-away game with his Sharp Spark projectile and Chop Chop Blades, but his main objective should be to land his Tears of Pain combo. Tears of Pain puts him in his blade stance, where Baraka is most effective. His blades are his bread and butter. They’re fast, can hit everywhere, and can lead to impressive combos if you can Pro Move with him. His Low Swipe is such a fast and long-ranged low attack that it’s almost criminal not to fire it off at least a couple times whenever you’re in sweep distance.

Once you’ve established you can slice them low at will, it’s time to mix them up with his Downward Swipe attack and eventually his Right to Pain chain combo. Those attacks hit mid and have great recovery time. Plan your attack sequences correctly and your opponent will find it hard to escape, let alone retaliate. Baraka’s Pro Move is off of his Chop Chop Blades. This launches the opponent high into the air and gives you plenty of time to think of a way to combo them. If you’re not in the blade stance, hit them with the Tears of Pain. If you are in the blade stance, juggle them with the Quick Tips chain combo for maximum style and damage. Baraka is an in-your-face, aggressive character due to his blade stance. Speed and pressure are the name of his game. Keep the heat on your opponent and you’ll walk away with the win.



Special Moves List

Sharp Spark (9%) *



Down Away + 1

* (slight pause if you hold down Attack 1)

Chop Chop Blades (13%)



Away Away + 3

Scrape Kick (14%)



Towards Towards + 2

Blade Cyclone (9%)



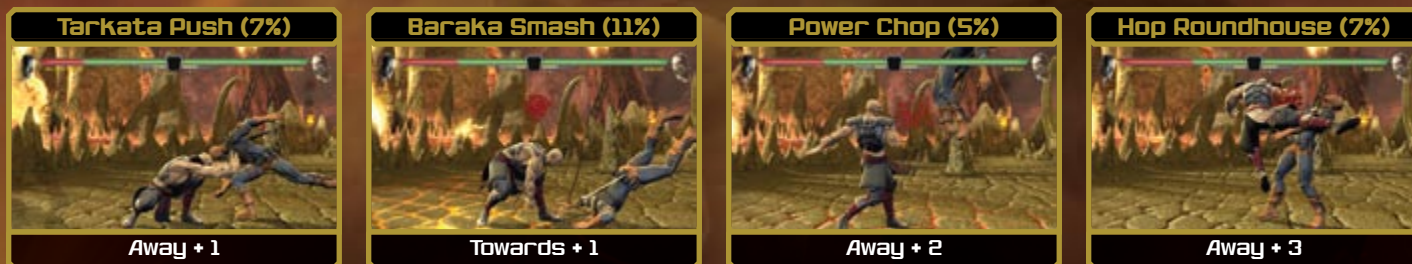
Down Towards + 4

Standard Fighting Style

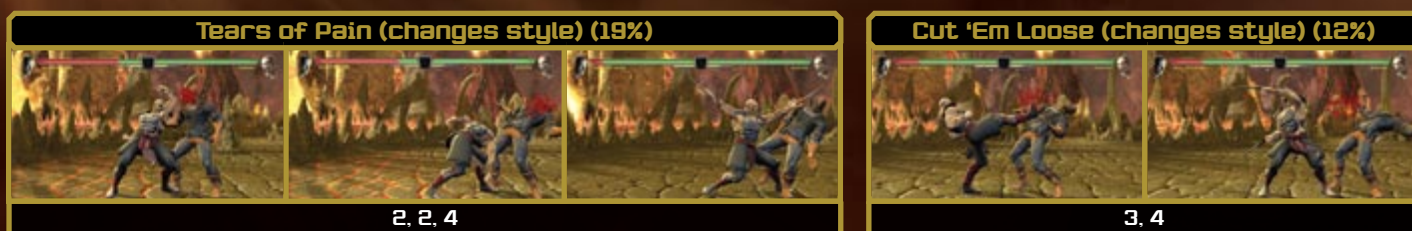
Basic Attacks



Directional Pad + Attacks



Chain Combos



Power Slam (14%)



Away + 3, Towards + 1

Outworld Bash (16%)



Away + 3, 3

Doom Kicks (18%)



Away + 3, Away + 3

Tarkatan Chop (12%)



Away + 3, Away + 2

Ducking Attacks

Low Punch (2%)



1

Uppercut (13%)



2

Low Kick (2%)



3

Change Stance (fighting style)



4

Blade Stance/Fighting Style

Basic Attacks

Quick Slash (5%)



1

Downward Swipe (5%)



2

Rising Blade (9%)



3

Change Stance (fighting style)



4

Directional Pad + Attacks

Lockjaw (5%)



Away + 1

Long Stab (7%)



Away + 2

Low Swipe (7%)



Away + 3

Character Strategies

Chain Combos

Open Wound (8%)



1, 1

Back to Kill (15%)



1, 1, 1

Cold Steel (11%)



1, 1, 2

Quick Tips (16%)



1, 1, 2, 2

Feasting on You (17%)



1, 1, 3

Launching Success (12%) (changes styles)



Away + 2, 4

Tricky Fury (16%)



Away + 2, 3

Reach Out with Anger (12%)



Away + 2, 1

Sharp Situation (17%)



Away + 2, 1, 1

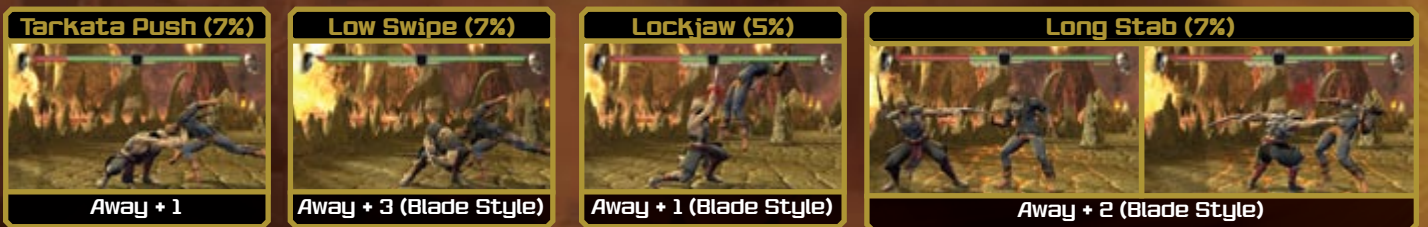
Ducking Attacks



Pop-up Attacks



Low Attacks



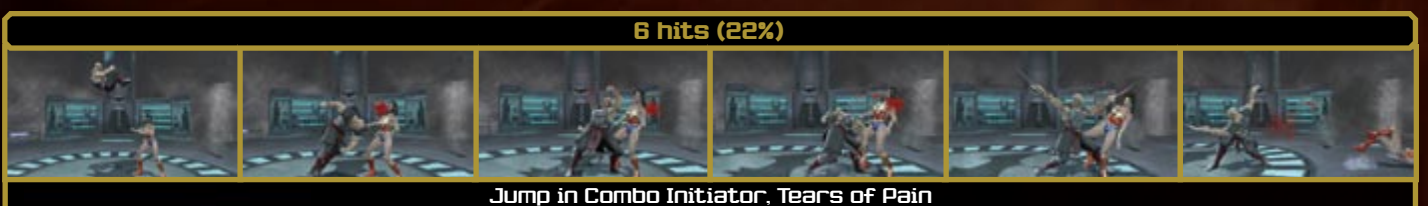
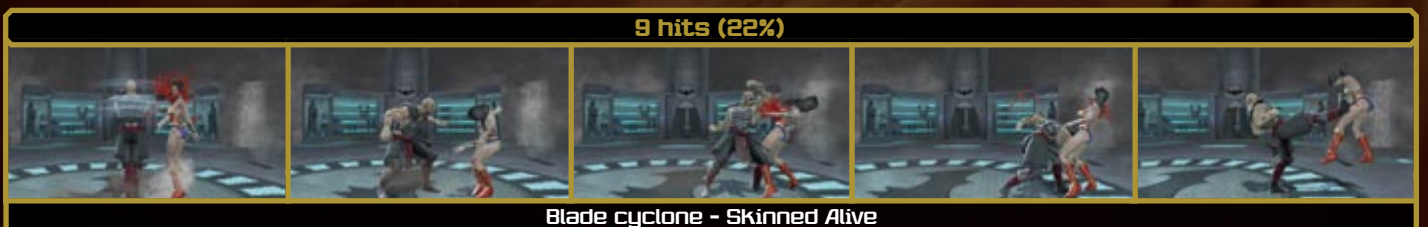
Middle Attacks

Pro Moves



* Perform the scrape kick at the end of the Chop Chop Blades animation

Advanced Combos



Character Strategies

Expert Combos

11 hits (34%)



Cut'em Loose - Blade Cyclone - Double Cuts, Scrape Kick

15 hits (42%)



Tears of Pain, Chop Chop Blades, *Pro Move - Quick Tips

Finishing Moves

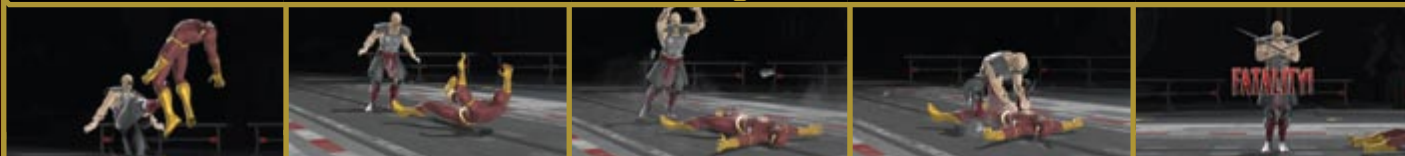
Fatalities

Fatality 1



Away, Towards, Down, Towards, Attack 1

Fatality 2



Towards, Towards, Down, Down, Attack 3

Batman



Batman's plethora of moves are best used when spraying the screen with Sneaky Batarangs and Air Batarangs. Batman's Away + 1 pop-up is the main source for combo setups, and can lead to big juggles and huge damage. It is also extremely difficult to get around the Batarang if the Pro Move is being used. Batman's speed is on the medium side, but his standing Attack 1 is faster than almost every character's. Because of this, experienced players will have a hard time reacting to the standing Attack 1s and uppercut, and Batman can set up his pop-ups or combos with Back + Attack 3.

Special Moves List

Smoke Capsule (10%)



Down Away + 2

Batarang (7%)*



Down Towards + 1

** Can also be done in air*

Leaping Shadow Kick (14%)



Down Towards + 4

Leg Take Down (10%)



Down Away + 4

Sneaky Batarang (4%)



Down Away + 1

Dark Absorption



Away Away + 2

Smoke Escape (14%)



Down Away + 3

Attacks

Basic Attacks

High Punch (3%)



1

Double Bat Kick (12%)



2

Twisting Hook Kick (8%)



3

Spinning hook kick (9%)



4

Directional Pad + Attacks

Overhead Elbow (5%)



Away + 1

Night Move (7%)



Away + 3

Smart Low Kick (2%)



Away + 4

Chain Combos

Reaching Fast Strikes (6%)



1, 1

Around the World (12%)



1, 4

Vengeance (18%)



1, 1, 2

Mind Games (19%)



1, 4, Away + 3

Character Strategies

Power Legs (20%)



3, 2

Phased Out (17%)



3, 4

Tricky Bat (10%)



3, Away + 4

Darkness (13%)



3, Away + 1

Over and Up (17%)



4, 3

Over and Out (21%)



4, 2

Creeping Fangs (16%)



4, Away + 3

Ducking Attacks

Ducking Gut Punch (2%)



1

Uppercut (13%)



2

Low Kick (2%)



3

Reaching Low Kick (2%)



4

Pop-up Attacks

Overhead Elbow (5%)



Away + 1

Middle Attacks

Overhead Elbow (5%)



Away + 1

Twisting Hook Kick (8%)



Attack 3

Smoke Escape (14%)



Down Away + 3

Low Attacks

Night Move (7%)



Away + 3

Leg Takedown (10%)



Away + 4

Pro Moves



Batarang, Down Away + Attack 2 (do this immediately after inputting the command for the Batarang)

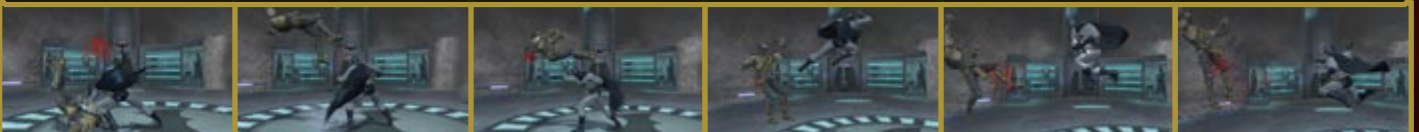
Advanced Combos

6 hits (23%)



Overhead Elbow - Vengeance, Batarang.

4 hits (18%)



Overhead Elbow - High Punch - Jump Kick, Batarang

Character Strategies

Expert Combos

9 hits (30%)



Sneaky Batarang - Phased Out, Leg Takedown

10 hits (38%)

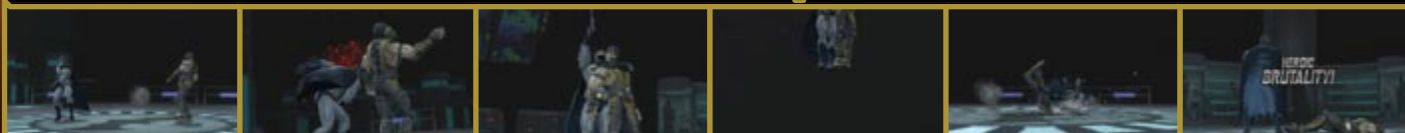


Darkness - Overhead Elbow - Vengeance, Batarang, *Pro Move

Finishing Moves

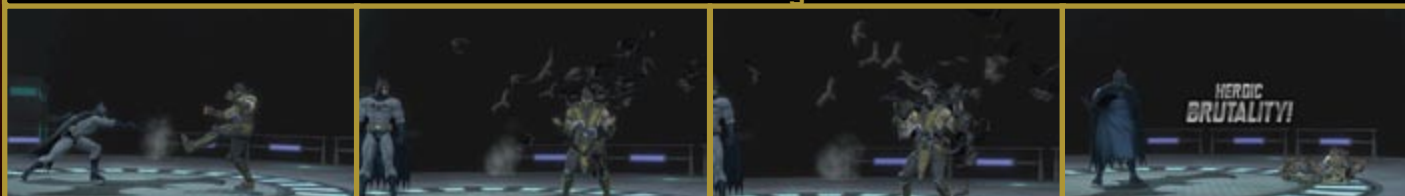
Heroic Brutalities

Heroic Brutality 1



Down, Away, Towards, Towards, Attack 4

Heroic Brutality 2

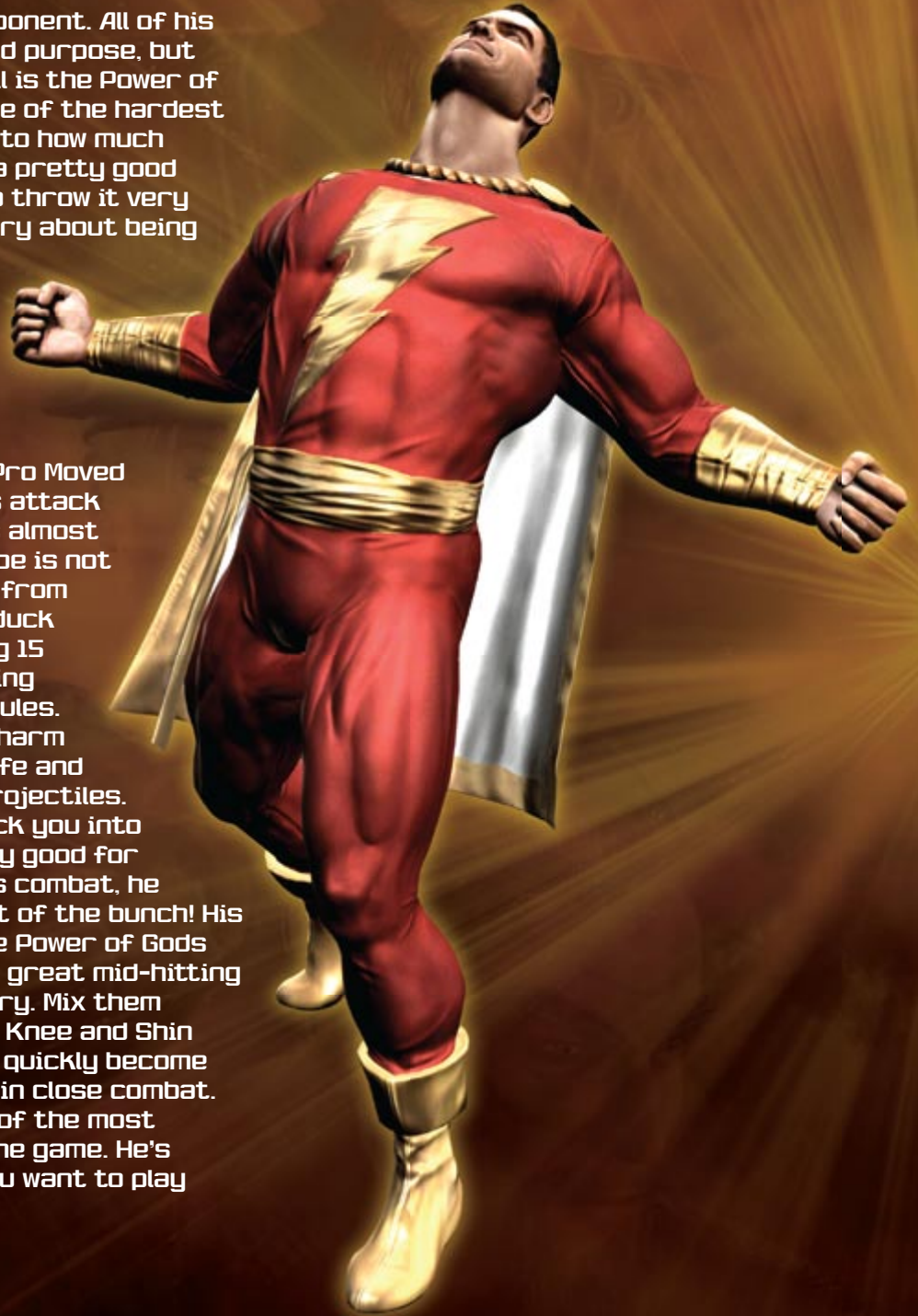


Down, Down, Down, Up, Attack 3

Captain Marvel

Captain Marvel has a solid move-set that can keep the pressure on any opponent. All of his special moves have a place and purpose, but the most effective of them all is the Power of Zeus. The Power of Zeus is one of the hardest projectiles to jump over (due to how much ground it covers), and it has a pretty good recovery time, allowing him to throw it very frequently with not much worry about being punished for it. Naturally, this causes an opponent to simply duck out of harm's way. Unfortunately for an opponent fighting Captain Marvel, they are never out of harm's way.

The Power of Zeus can be Pro Moved into his Strength of Hercules attack (which hits middle and travels almost full screen). This means if a foe is not a full screen's distance away from Captain Marvel and wants to duck his projectile, they risk losing 15 percent of their life from being hit with the Strength of Hercules. This mind game works like a charm when the opponent is low on life and does not want to block any projectiles. Don't let tactics like that trick you into thinking Captain Marvel is only good for projectiles. In close-quarters combat, he happens to be one of the best of the bunch! His most useful chain combos are Power of Gods and Hurtful Justice. Both are great mid-hitting combos and have fast recovery. Mix them up with his Stomach Crushing Knee and Shin Breaker attacks and you can quickly become a nightmare for an opponent in close combat. Overall Captain Marvel is one of the most well-rounded characters in the game. He's dangerous almost any way you want to play him.



Special Moves List

Solomon Escape (6%-11% depending on follow-up attack)



Down Away + 4

Strength of Hercules (15%)



Away Towards + 2

Atlas Clap (14%)



Down Away + 2

Power of Zeus (11%)



Down Away + 1

Achilles Bolt (11%)



Down Away + 3

Mercury Bear Hug (15%)



Away Towards + 4

Attacks

Basic Attacks

Gut Crusher (5%)



1

Power Crusher (7%)



2

Stomach Crushing Knee (5%)



3

Chest Kick (7%)



4

Directional Pad + Attacks

Sky Scraper (7%)



Away + 1

Slammer Fists (11%)



Away + 2

Shin Breaker (5%)



Away + 4

Chain Combos

Stop Right There (8%)



1. 1

Blasted Pain (19%)



1. 1. 2

Power of Gods (15%)



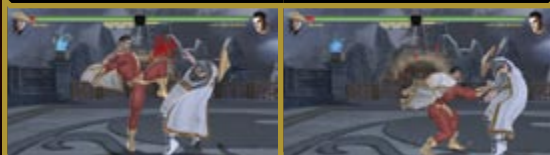
1. 1. 3

Punted Death (17%)



1. 1. 4

Sudden Pain (8%)



3. 1

Hurtful Justice (13%)



3. 1. 1

Character Strategies

Thundering Rage (12%)



3, 2

Power of Wind (12%)



3, 4

Ducking Attacks

Low Punch (2%)



1

Uppercut (13%)



2

Low Kick (2%)



3

Reaching Low Kick (2%)



4

Pop-up Attacks

Sky Scraper (7%)



Away + 1

Middle Attacks

Gut Crusher (5%)



Attack 1

Stomach Crushing Knee (5%)



Attack 3

Slammer Fists (11%)



Away + 2

Low Attacks

Shin Breaker (5%)



Away + 4

Pro Moves



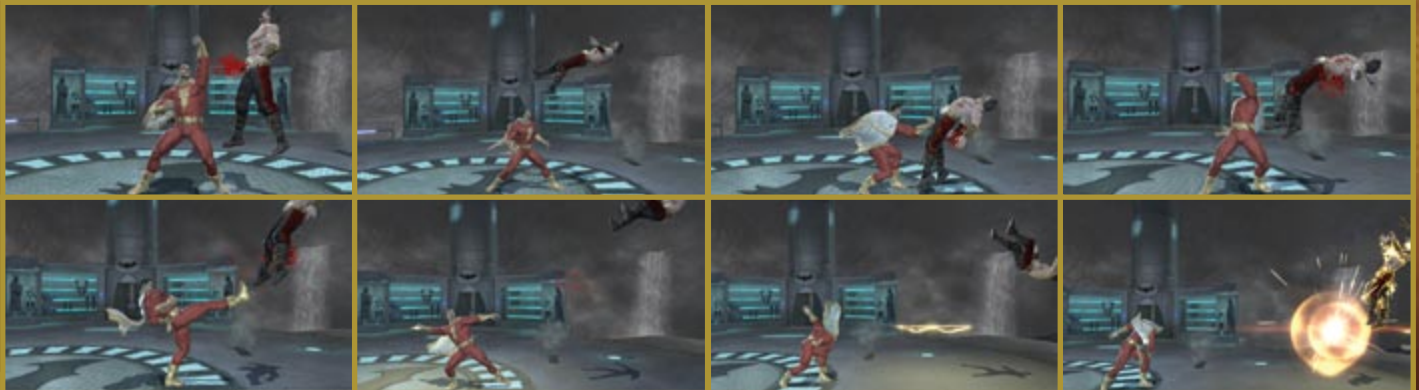
Power of Zeus, Towards + 2 (press Towards + 2 immediately after inputting the command for the Power of Zeus)



Mercury Bear Hug, Attack 2

Advanced Combos

5 hits (30%)



Sky Scraper - Punted Death, Power of Zeus

3 hits (19%)



Jump in Combo Initiator, Solomon Escape - attack 2 - Uppercut.

Character Strategies

Expert Combos

7 hits (28%)



Jump in Combo Initiator, Solomon Escape - attack 2 - Power of Gods, Mercury bear Hug

8 hits (30%)

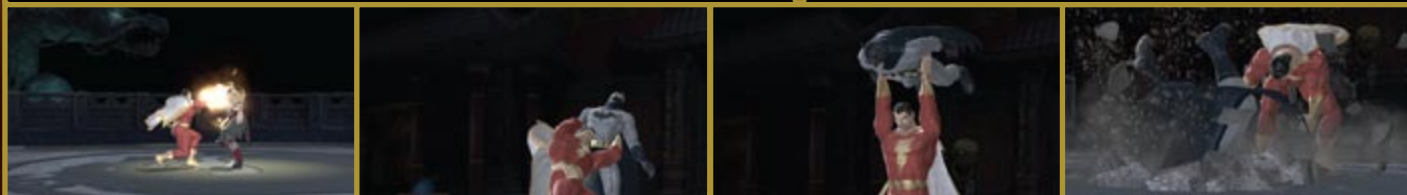


Sky Scrape - Jump attack 2, Low Punch - Power of Gods, Mercury bear Hug, *Pro Move.

Finishing Moves

Heroic Brutalities

Heroic Brutality 1



Down, Towards, Away, Towards, Attack 1

Heroic Brutality 2



Down, Away, Down, Towards, Attack 2

Catwoman

Catwoman is extremely fast, and most of her damage comes off of setups from her Somersaulting Fever and her Pro Move attacks at the end of a combo. Catwoman's Away + 1 pop-up attack is the main setup for her high damaging combos. When in close, she can use her Away + 3 attack and mix it up with her standard low attacks. Standing Attack 1 is very fast, but if your opponent catches on (as is the case with most high attacks) they can simply duck and uppercut it. Catwoman is limited to one low attack that is not one of the standard low attacks each character has. Her Kitty Surprise causes 17 percent damage if the attack connects, so be on the lookout for it if she is moving away from you. Catwoman can also keep her opponents away with the air Whip Sting. Keep in mind that you can also hold down/away to get this special move out in the air instead of jumping and doing the motion. Catwoman will jump off the ground and almost instantly perform the air Whip Sting, which is an unwelcome surprise for unsuspecting opponents.



Character Strategies

Special Moves List

Whip Sting (7%)*



Down Away + 1

Lasso Grip (17%)



Away Towards + 2

Kitty Surprise (16%)



Away Towards + 3

* Can also be done in air

Raging Cat (12%)



Away Towards + 4

Somersaulting Fever (9%)



Down Towards + 3

Nine Lives (goes through certain moves and projectiles)



Down Away + 4

Attacks

Basic Attacks

Quick Scratch (3%)



1

Upward Scratch (7%)



2

Leaping Leg (11%)



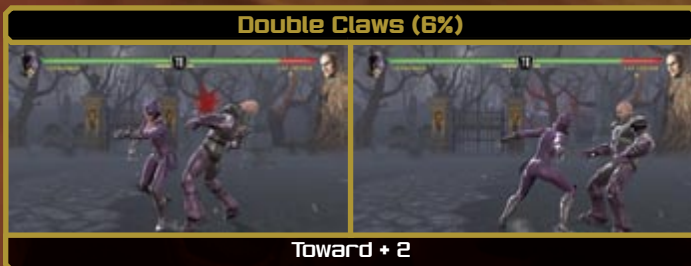
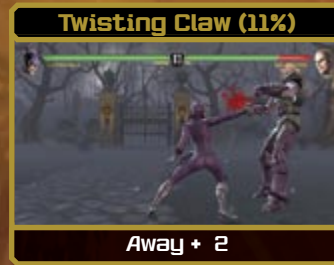
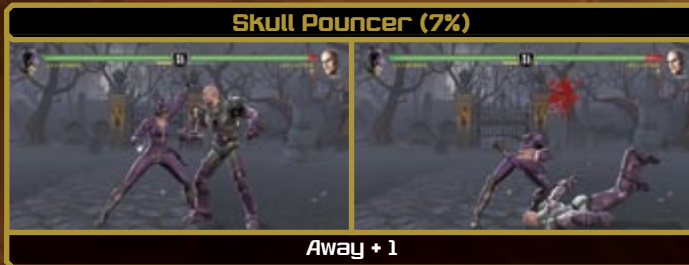
3

Heel Kick (9%)

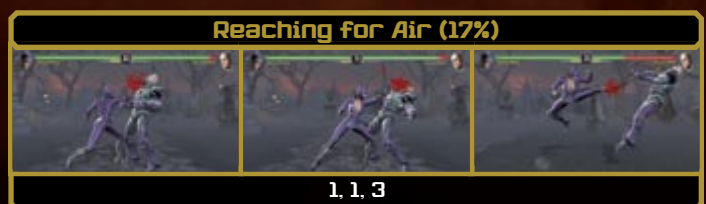
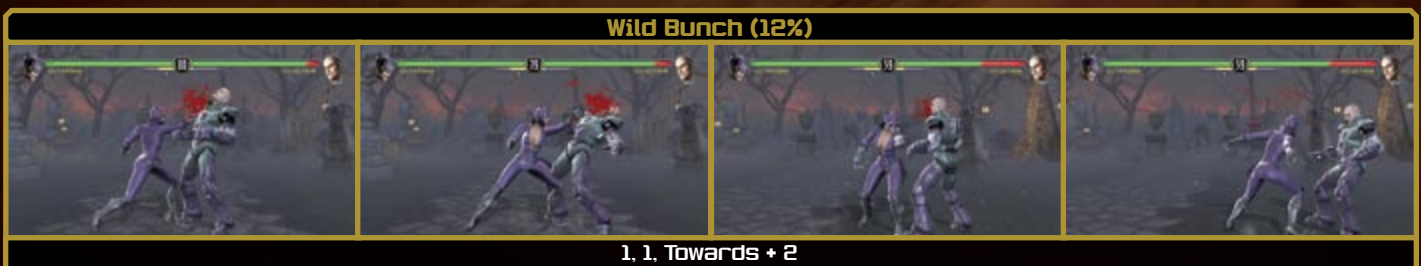


4

Directional Pad + Attacks



Chain Combos



Character Strategies

Brutal Kombo (15%)



1, 1, 4

Hidden Danger (16%)



4, 2

Untameable (20%)



4, 3

Hidden Tricks (20%)



4, Away + 4

Ducking Attacks

Low Jab (2%)



1

Uppercut (13%)



2

Low Kick (2%)



3

Reaching Low Kick (13%)



4

Pop-up Attacks

Skull Pouncer (7%)



Away + 1

Somersaulting Fever (9%)



Down Towards + 3

Low Attacks

Kitty Surprise (16%)



Away Towards + 3

Scratchy Leg (3%)



Away + 3

Middle Attacks

Skull Pouncer (7%)

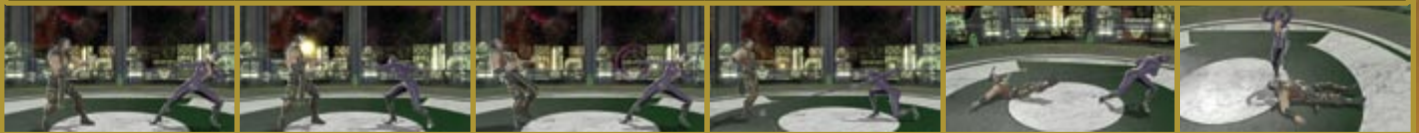


Away + 1

Pro Moves



Whip Sting, Lasso Grip (Make sure you do the Lasso Grip as soon as you see the Whip Sting connect)



Whip Sting, Kitty Surprise (Make sure you do the Kitty Surprise as soon as you see the Whip Sting connect)



Pounce Grab into Whip Crack

Advanced Combos

5 hits (26%)



Skull Pouncer - Long Nails, Lasso Grip

5 hits (19%)



Somersaulting Fever - Quick Scratch - Jump Kick, Whip String

Character Strategies

Expert Combos

8 hits (38%)



Playtime - Brutal Kombo, Lasso Grip

11 hits (33%)

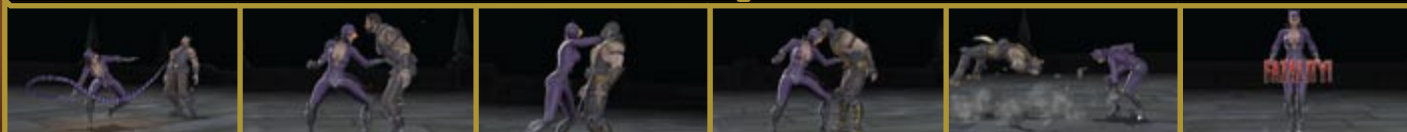


Long Nails, Somersaulting fever - Quick Scratch - Double Claws, Raging Cat - *Pro Move

Finishing Moves

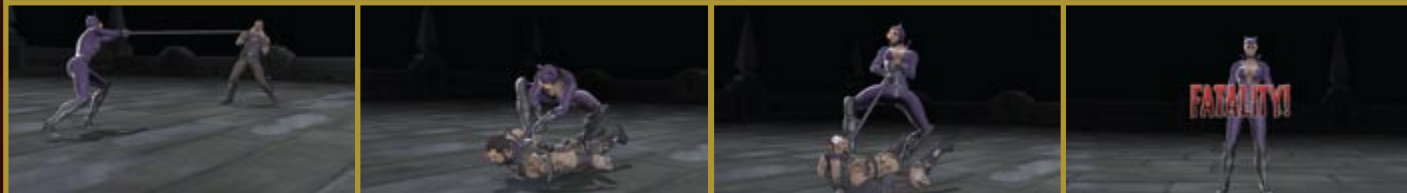
Fatalities

Fatality 1



Down, Away, Down, Towards, Attack 2

Fatality 2

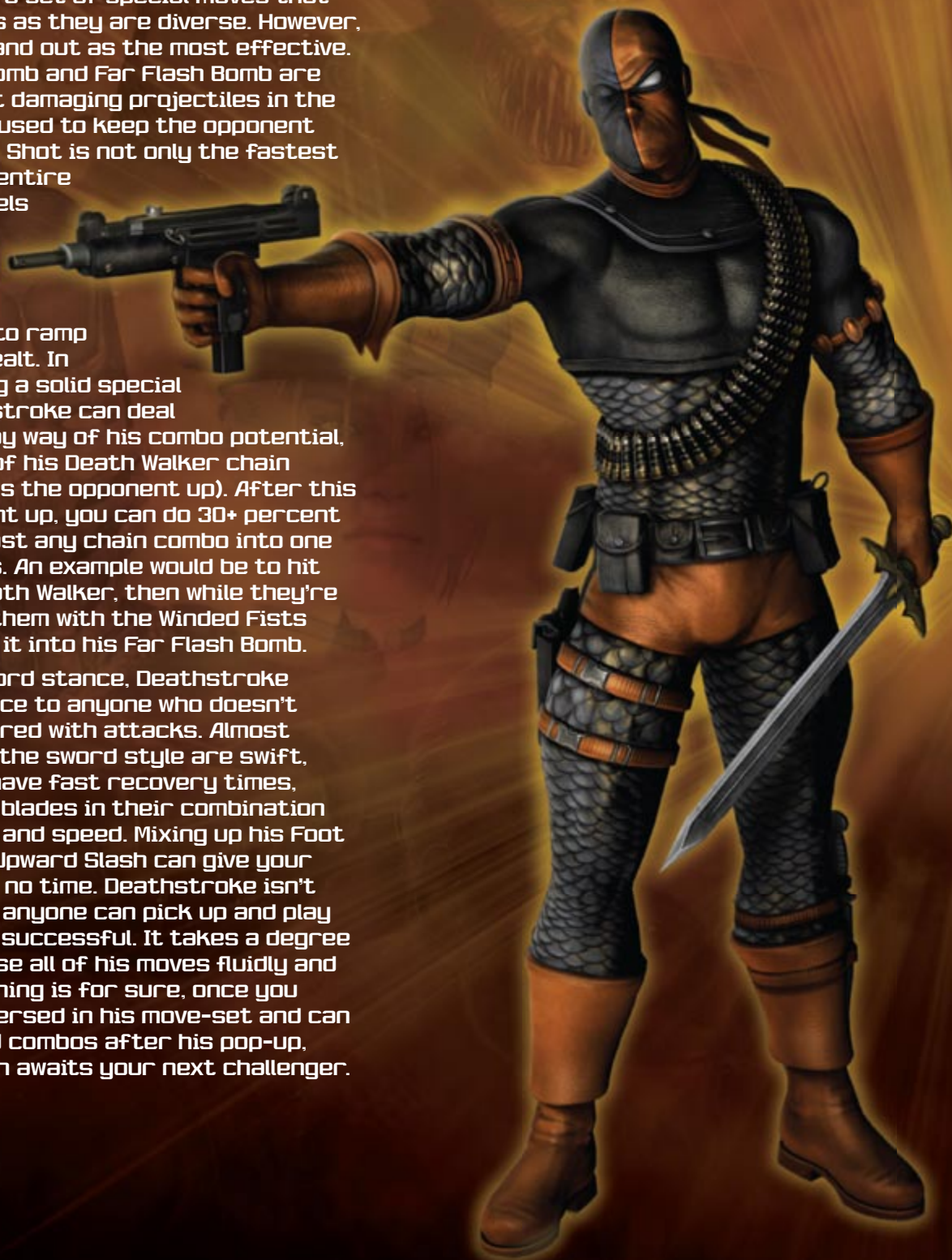


Towards, Away, Towards, Away, Attack 4

Deathstroke

Deathstroke has a set of special moves that are as dangerous as they are diverse. However, a few of them stand out as the most effective. His Close Flash Bomb and Far Flash Bomb are some of the most damaging projectiles in the game and can be used to keep the opponent at bay. The Pistol Shot is not only the fastest projectile in the entire game, but it travels full-screen and can be Pro Moved into a succession of two extra shots to ramp up the damage dealt. In addition to having a solid special move-set, Deathstroke can deal healthy damage by way of his combo potential, particularly off of his Death Walker chain combo (which pops the opponent up). After this pops the opponent up, you can do 30+ percent damage with almost any chain combo into one of his projectiles. An example would be to hit them with his Death Walker, then while they're airborne, juggle them with the Winded Fists chain, and combo it into his Far Flash Bomb.

When in his sword stance, Deathstroke can be a annoyance to anyone who doesn't like to be smothered with attacks. Almost all his attacks in the sword style are swift, purposeful, and have fast recovery times, rivaling Baraka's blades in their combination of effectiveness and speed. Mixing up his Foot Stab and Fierce Upward Slash can give your opponents fits in no time. Deathstroke isn't a character just anyone can pick up and play and expect to be successful. It takes a degree of discipline to use all of his moves fluidly and efficiently. One thing is for sure, once you become better-versed in his move-set and can consistently land combos after his pop-up, nothing but death awaits your next challenger.



Character Strategies

Special Moves List

Close Flash Bomb (14%)



Down Down + 3

Far Flash Bomb (14%)



Down Down + 4

Pistol Shot (10%)



Away Towards + 1

Lunging Stab (10%)



Away Towards + 2

Stomach Stab (3%)*



Down Towards + 1

* After Stomach Stab
Pressing nothing = Upward Kick (14%)
Attack 1=High Kick (14%)
Attack 2=Lunging Kick (14%)
Attack 3=Standing High Kick (14%)
Attack 4=Sliding Low Kick (14%)

Attacks

Basic Attacks

Throat Chop (3%)



1

B-Slap (7%)



2

Power Kicker (7%)



3

Changes Fighting Style (5%)



4

Directional Pad + Attacks

Overhead Hammer (7%)



Away + 1

Swinging Fist (5%)



Away + 2

Retro Fist (11%)



Towards + 2

Kommando Sweep (7%)



Away + 3

Change to sword
fighting style + sword
Low Attack (7%)



Away + 4

Chain Combos

Scales of Fury (6%)



1, 1



Winded Fists (11%)



1, 1, 2



Devilish Warrior (13%)



1, 1, 3

Slice and Dice (changes styles) (17%)



1, 1, 4

Spin Cycle (19%)



Away + 1, 3

Death Walker (12%)



Away + 1, Away + 2

Ducking Attacks

Low Punch (2%)



1

Stranger Uppercut (13%)



2

Low Kick (2%)



3

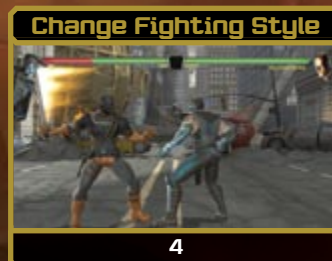
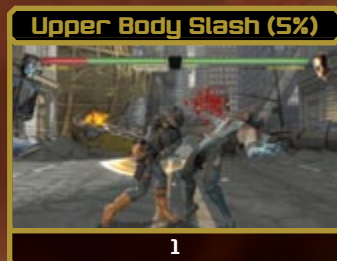
Reaching Low Kick (2%)



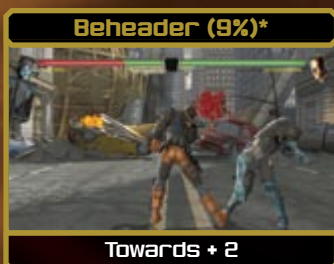
4

Blade Fighting Style

Basic Attacks



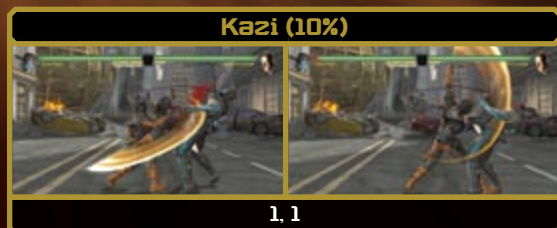
Directional Pad + Attacks



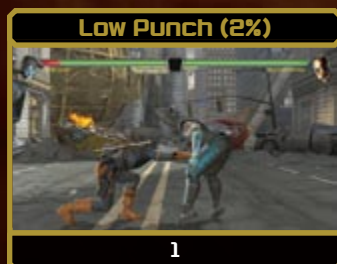
*stuns opponent for free hit



Chain Combos



Ducking Attacks



Pop-up Attacks

Swinging Fist (5%)



Away + 2

Fierce Upward Slash (5%)



Away + 1 (Blade Style)

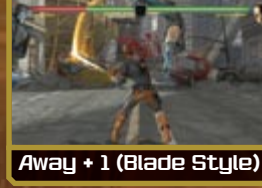
Middle Attacks

Overhead Hammer (7%)



Away + 1

Fierce Upward Slash (5%)



Away + 1 (Blade Style)

Lei Mei Cutter (9%)



Away + 2 (Blade Style)

Razor Swipe (7%)



Attack 2 (Blade Style)

Upper Body Slash (5%)



Attack 1 (Blade Style)

Pro Moves



Pistol Shot. Towards Towards + 2 (immediately after the Pistol Shot connects)

Advanced Combos

5 hits (25%)



Jump in Combo Initiator, Scales of Fury, Stomach Stab - Attack 3 ender

4 hits (28%)



Death Walker - Stomach Stab - Attack 2 ender

Character Strategies

Expert Combos

6 hits (24%)



Swinging Fist - jump attack 2, Slice and Dice, Close Flash Bomb

10 hits (44%)

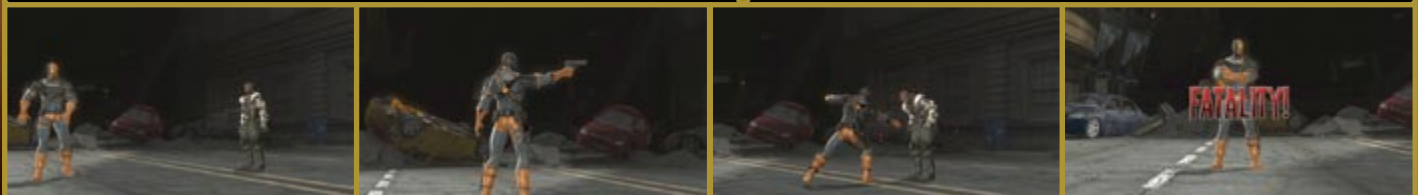


Lunging Stab - Death Walker - Spin Cycle, Pistol shot, *Pro Move

Finishing Moves

Fatalities

Fatality 1



Towards, Towards, Down, Towards, Attack 2

Fatality 2



Towards, Down, Away, Towards, Attack 3

The Flash

To say the Flash is the fastest character in the game is a severe understatement. His speed is second to none, and he can perform high-damage combos off of his Around the World special move setup (think Kabal) and his simple Away + 3 punch, which leads to crazy juggles. The Flash can perform an abundance of high/low mix-ups combining his basics Attacks 1 and 3 with his Fast

Escape and Teleport Flurry special moves. With that said, the Flash's damage is subtle, and most of his high-damage combos involve a high level of execution and precision to make the most of out of the situation. The Flash also has a few moves that have a very low level of retraction, meaning he can be punished pretty easily when certain moves are blocked. The Flash's Away + 4 sweep attack can catch opponents off guard, but should be used sparingly due to the damage that can be inflicted by your opponent after using it.

Character Strategies

Special Moves List

Fast Escape



Down Away + 3

Super Uppercut (5%)



Down Away + 2

Teleport Uppercut (9%)



Down Away + 4

Around the World (5%)



Away Towards + 4

Flurry Punch (13%)



Away Towards + 2

Teleport Flurry (13%)



Down Away + 1

Attacks

Basic Attacks

Overhead Smash (3%)



1

Face Smash (3%)



2

Quick Chops (6%)



3

Double Palm Thunder (6%)



4

Directional Pad + Attacks

Rolling Thunder (8%)



Away + 3

Low Arm Sweep (6%)



Away + 4

Chain Combos

Rising Lightning (6%)



1, 1

Speed Control (12%)



1, 1, 4

Out of Control (21%)



1, 1, 2

Swift Air (6%)



2, 2

Sonic Blast (9%)



2, 2, 2

Like The Wind (15%)



2, 2, 1

Swift Justice (12%)



2, 2, 3

Character Strategies

Blurry Memory (15%)



3, 1

Speed Force (12%)



3, 4

Ducking Attacks

Multi Low Punches (6%)



1

Uppercut (12%)



2

Low Kick (3%)



3

Quick Low Jab (3%)



4

Pop-up Attacks

Rolling Thunder (8%)



Away + 3 (First low hit must connect)

Rolling Thunder (8%)



Away + 3

Low Arm Sweep (6%)



Away + 4

Low Attacks

Middle Attacks

Overhead Smash (3%)



Attack 1

Rising Lightning (6%)



1, 1

Teleport Uppercut (9%)



Down Away + 4

Pro Moves



Teleport Uppercut, Super Uppercut*

*Perform the Super Uppercut right before the animation for the Teleport Uppercut fist comes out



2, 2, 1 into Teleport Uppercut (as soon as the last hit of the combo sequence hits)



2, 2, 1 into Super Uppercut (as soon as the last hit of the combo sequence hits)



Teleport Flurry into Throw (perform the command for the Throw on the very last hit of the Teleport Flurry)

Advanced Combos

9 hits (17%)



Around the World - Speed Control

17 hits (29%)



Rolling Thunder - Swift Air - Swift Air - Flurry Punch

Character Strategies

Expert Combos

9 hits (28%)



Rolling Thunder - Jumping attack 2 - Teleport Flurry, *Pro Move

15 hits (34%)



Rising lightning, Around the world - Speed Control, *Pro Move - Around the world

Finishing Moves

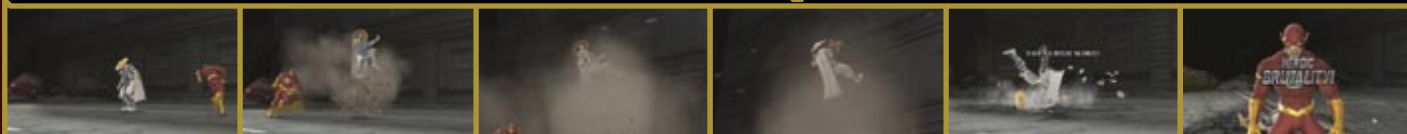
Heroic Brutalities

Heroic Brutality 1



Away, Away, Towards, Towards, Attack 4

Heroic Brutality 2



Down, Towards, Down, Away, Down, Towards, Attack 3

Green Lantern

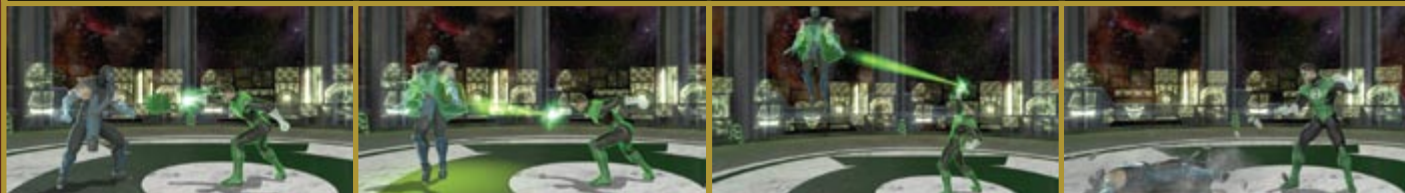


Green Lantern is a mid-level character with a high level of strength who relies mainly on his combo execution ability. Green Lantern is so strong, in fact, that it is a necessity to use Breakers as much as possible on him, or you will lose 35-40 percent life very quickly. A lot of his combos are set up from his Summoned Hand Grab, with his best setup being 1, 1, Summoned Hand Grab. Even though Green Lantern has very few normal medium attacks, both his Strength of Will and Judgement Hammer hit medium, and the Strength of Will knocks down. Green Lantern's long-range game involves a spamming mix-up of the Judgement Hammer and Strength of Will. Both attacks hit medium, and both are extremely fast. The use of Green Lantern's Breaker can completely turn the game around, as it is the only one in the game that pops up your opponent for combo juggles.

Character Strategies

Special Moves List

Summoned Hand Grab (6%)



Down Away + 1

Justice Fist (7%)



Down Towards + 3

Strength of Will (12%)



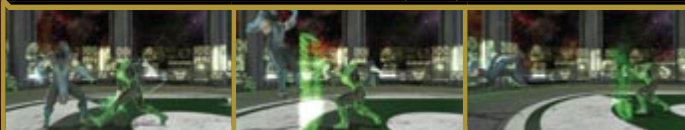
Down Away + 2

Judgement Hammer (10%)



Away Away + 3

Wall Barrier (10%)



Away Towards + 4

Attacks

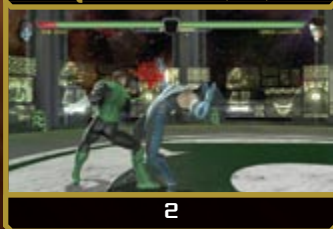
Basic Attacks

Face Knocker (5%)



1

Quick Hook (5%)



2

Forceful Kick (12%)



3

High Kick (9%)



4

Directional Pad + Attacks

Knee Pop (7%)



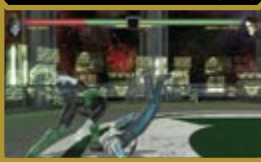
Away + 1

Violent Shove (11%)



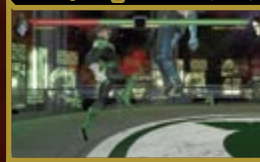
Towards + 1

Overhead Smasher (5%)



Away + 2

Leaping Knee (7%)



Away + 3

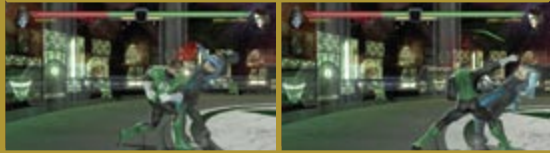
Shin Hitter (2%)



Away + 4

Chain Combos

Cosmic Crack (10%)



1, 1

Space Force (17%)



1, 1, 1

Speed Spacer (10%)



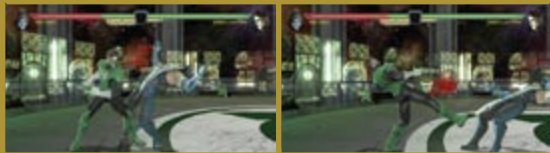
2, 1

Plasmic Stopper (20%)



1, 1, 3

Green Alert (17%)



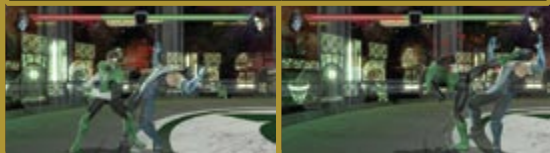
2, 3

Green View (19%)



1, 1, 4

Force of One (14%)



2, 4

Heavy Hitter (17%)



2, 1, 1

Green Force (16%)



2, Towards + 1

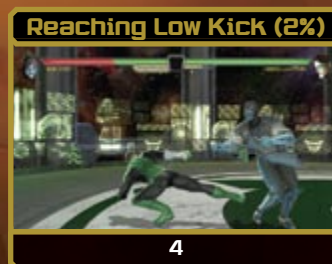
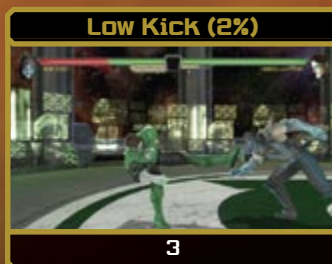
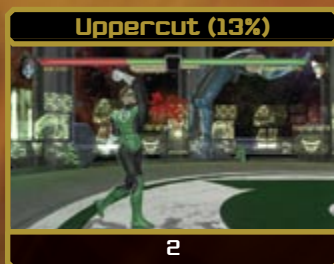
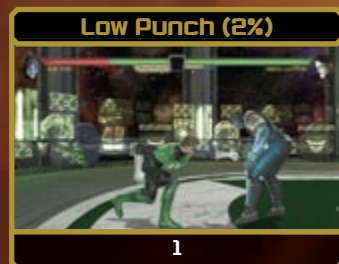
Kicking Force (20%)



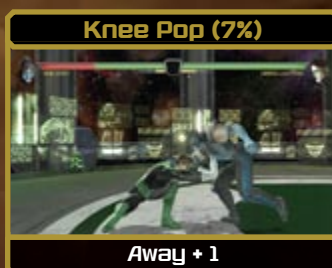
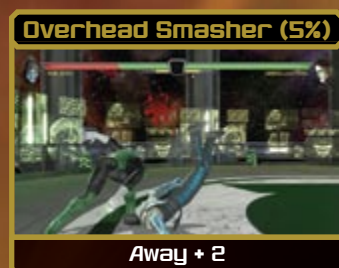
4, Towards + 1

Character Strategies

Ducking Attacks

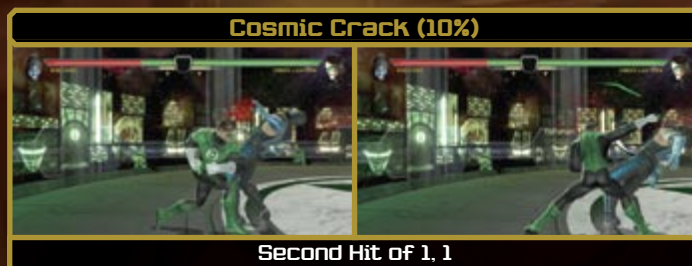
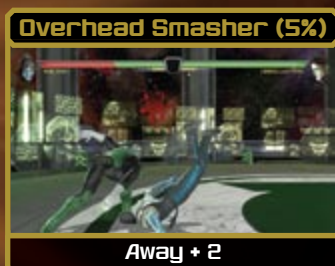


Pop-up Attacks



Low Attacks

Middle Attacks



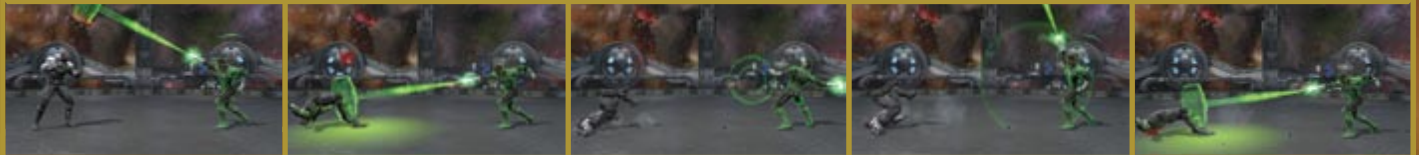
Pro Moves



Overhead Hammer, Overhead Hammer (perform the second one as soon as you see the first one hit),
Overhead Hammer (perform the third one as soon as you see the second one hit)

Advanced Combos

4 hits (23%)



Leaping Knee - Summoned Hand Grab - Uppercut

5 hits (25%)



Jump in Combo Initiator, Plasmic Stopper - Wall barrier

Expert Combos

9 hits (42%)



Plasmic Stopper, Summoned hand Grab - Green View, Judgment Hammer

Character Strategies

5 hits (32%)



Overhead Smasher, High Kick, Strength of Will, *Pro Move, *Pro Move

Finishing Moves

Heroic Brutalities

Heroic Brutality 1



Towards, Away, Down, Away, Attack 3

Heroic Brutality 2



Away, Towards, Down, Down, Attack 4

Jax

Jax might be a slower character, but his strength lies in his projectile attacks to distance himself from his opponent, and his ability to land high damage combos. Jax's Blinding Light hits medium, and temporarily staggers the opponent. You can cancel this into his Ground Pound if you are extremely quick. It can be difficult to jump over this attack, so you can use it as anti-air if your opponent is jumping in at you if timed correctly. (The arc of the blast is so high that your opponent can not jump over it until the blast has finished.) Jax can perform his Ground Pound after his 1, 1 chain, and his Gun Runner reaches about half of the way across the screen. When close, try mixing things up with his 4, 4 chain, Power Fist, and Blinding Light. Without a move that knocks down, most players that fight against Jax can just hold Block while standing up because of the higher susceptibility to be hit with medium attacks. If all else fails, run away and spam the Double Rocket Blasts. Your opponent might be able to duck these, but it's extremely difficult for them to maneuver towards you when doing this, making his far away mix-up game very effective, and most importantly, when dealing with any connecting attacks off of his Pop-Up combo, Jax can deal major damage when it is combined with his Gotcha Grab.



Character Strategies

Special Moves List

Gun Runner (9%)



Away Away + 1

Power Fist (8%)*



Down Away + 2

Blinding Light (8%)



Down Away + 1

* Press Attack 1 (3%) or Attack 3 (10%) after the punch hits for one extra hit on the ground.

Rocket Blast (7%)



Down Away + 3

Double Rocket Blast (11%)



Down Away + 3, Down Away + 4

Gotcha Grab**



Towards Towards + 2

Ground Pound (8%)



Down Down + 4

** Press Attack 2 repeatedly for extra hits (18% maximum).

Attacks

Basic Attacks

Power Hook (5%)



1

Stepping Swing (7%)



2

Spin Kick (9%)



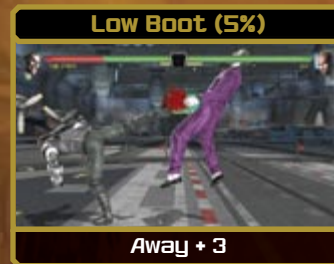
3

Gutt Kick (7%)

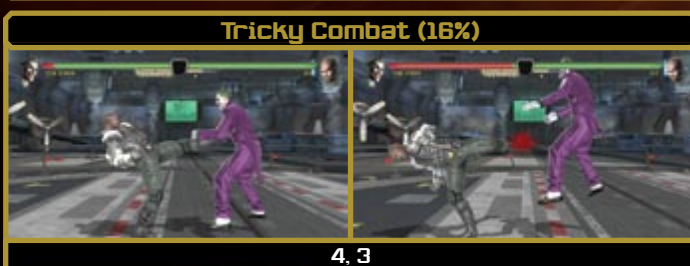
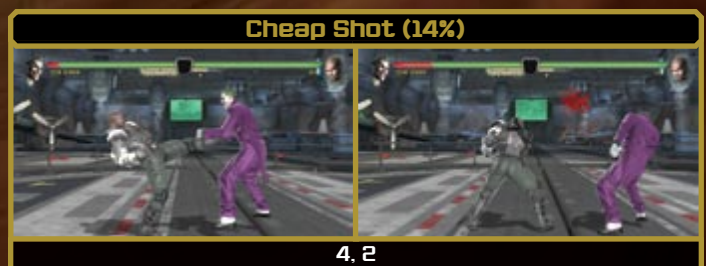
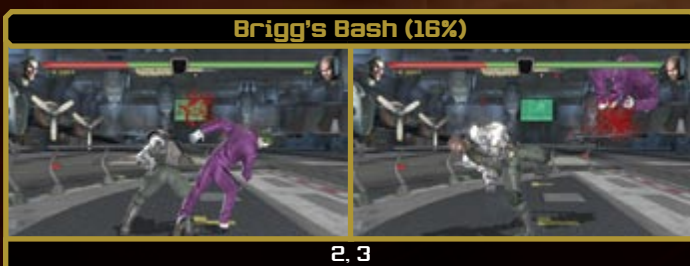
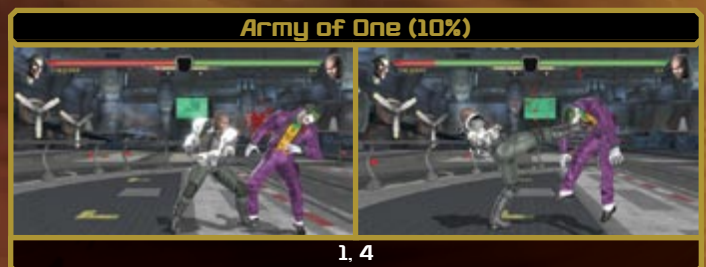
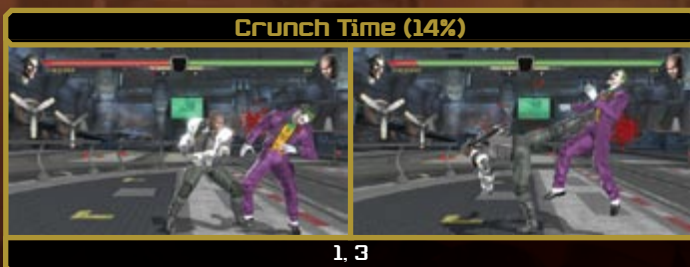
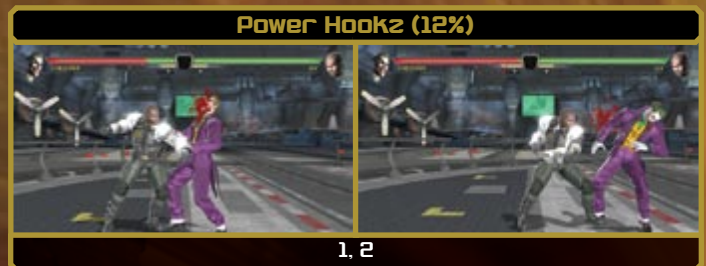
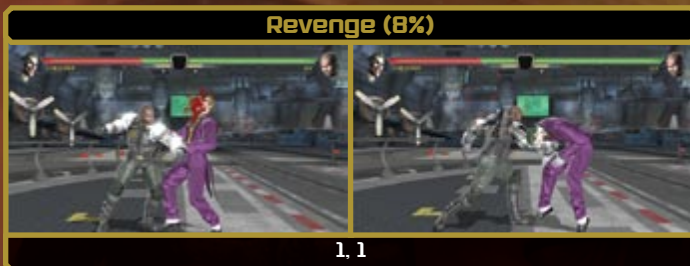


4

Directional Pad + Attacks



Chain Combos



Character Strategies

Step It Up (10%)



Away + 2, Away + 2, Away + 2

Air Strikes (17%)



Away + 2, Away + 2, Away + 1

Reserved Pain (19%)



Away + 2, Away + 2, 3

Ducking Attacks

Low Punch (2%)



1

Uppercut (13%)



2

Low Kick (2%)



3

Reaching Low Kick (2%)



4

Pop-up Attacks

Power Strike (7%)



Away + 1

Low Attacks

Low Boot (5%)



Away + 3

Middle Attacks

Gutt Kick (7%)



Attack 4

Power Strike (7%)



Away + 1

Power Fist (8%)



Down Away + 2

Blinding Light (8%)



Down Away + 1

Revenge (8%)



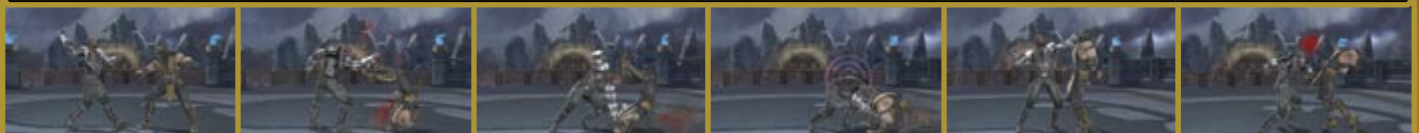
Second hit of 1, 1

Pro Moves



Down Away + 3, Down Away + 4 = Double Rocket Blast*

* Immediately perform the motion for the second Double Rocket Blast after the first.



Power Fist, Attack 1, Gotcha Grab (perform the Gotcha Grab as soon as Attack 1 hits your opponent on the ground)



Ground Pound, Gun Runner (immediately after the Ground Pound connects)



Gotcha Grab, tap Attack 2 repeatedly (there is a Pro Move for one additional hit)

Advanced Combos

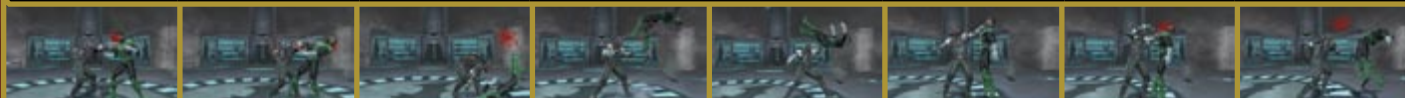
4 hits (21%)



Jump in Combo Initiator, Dirty Bootz, Ground Pound.

Character Strategies

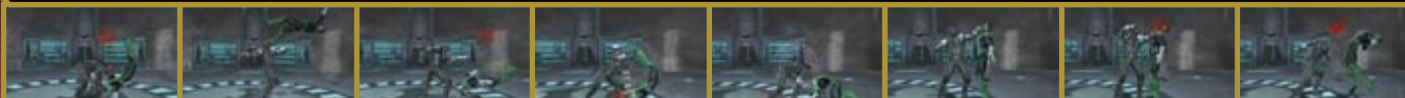
7 hits (26%)



Air Strikes - Gotcha Grab

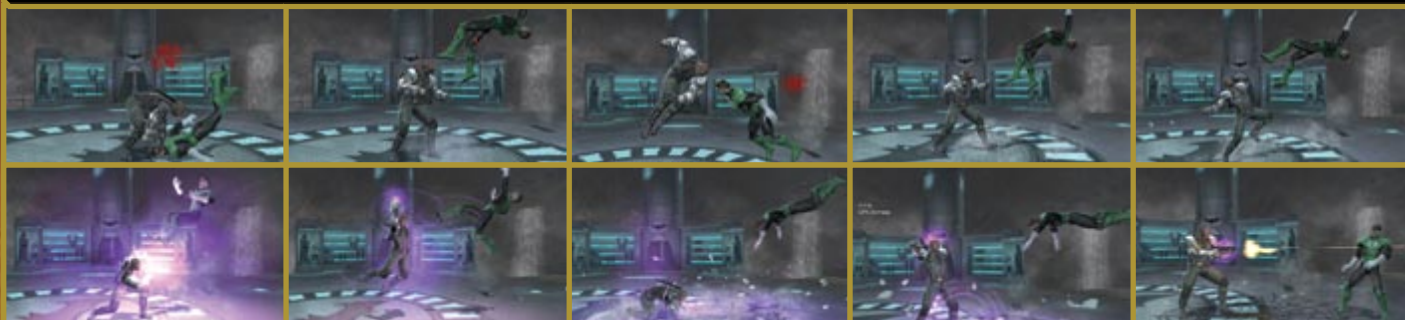
Expert Combos

7 hits (28%)



Power Strike - Power Fist, attack 2, *Pro Move

10 hits (31%)

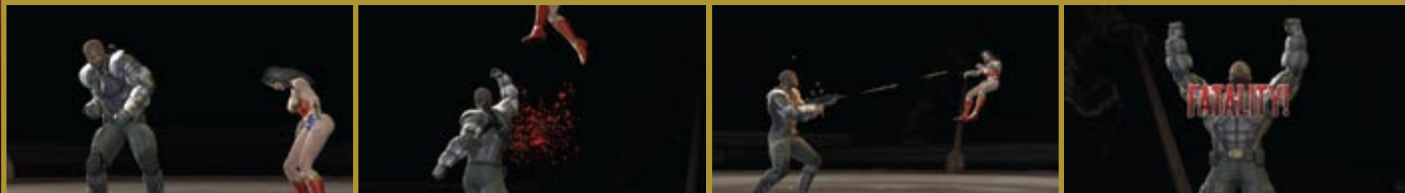


Power Strike - Jumping attack 2, Blinding Light, Ground Pound *Pro Move

Finishing Moves

Fatalities

Fatality 1



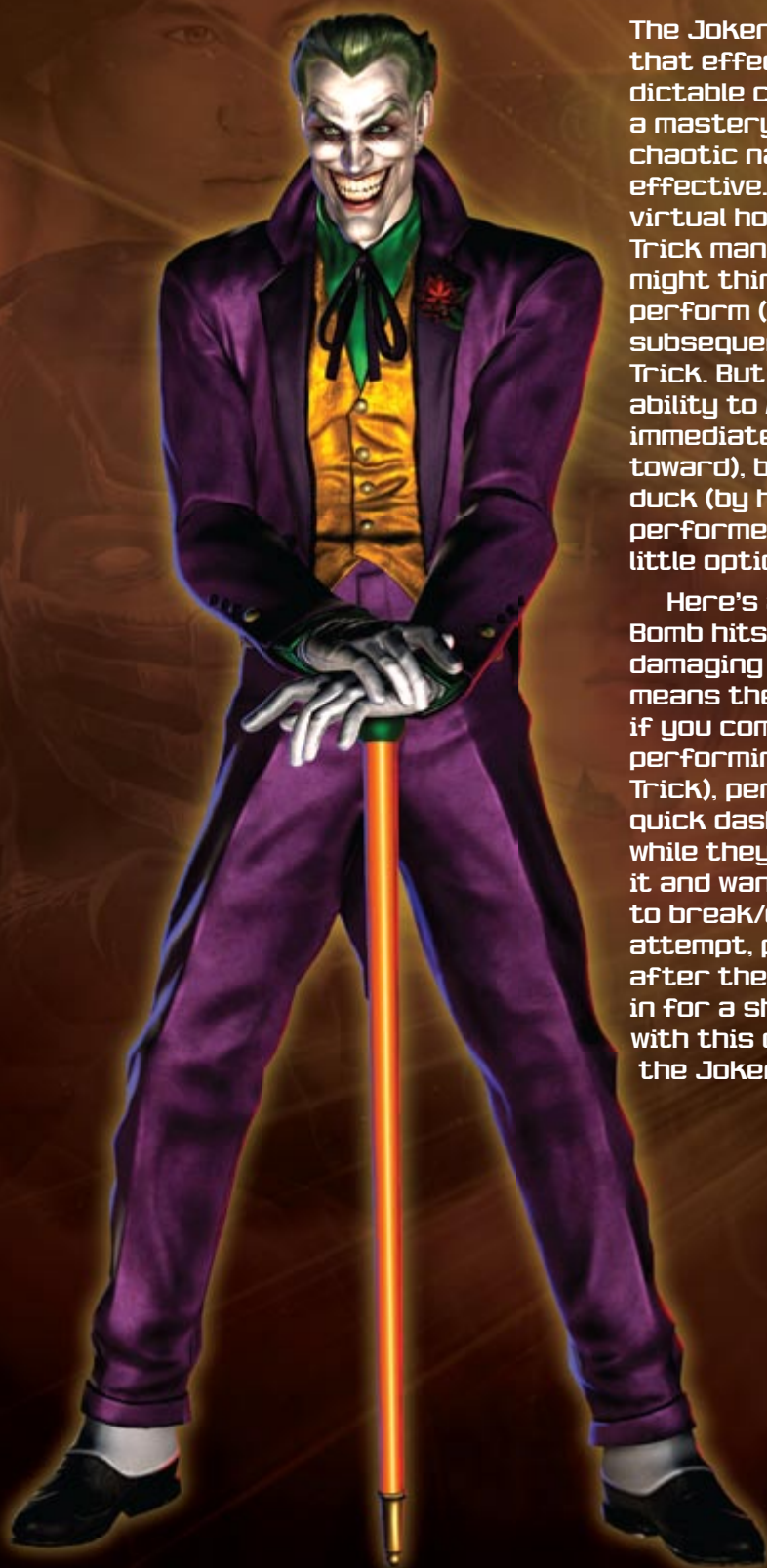
Away, Towards, Towards, Away, Attack 2

Fatality 2



Towards, Towards, Away, Away, Attack 3

The Joker



The Joker has a diverse assortment of moves that effectively make him the most unpredictable character in battle. However, it takes a mastery and comfort in the carefree, almost chaotic nature of his move-set to make it effective. The most important element (a virtual home base) of his arsenal is his Magic Trick maneuver. On the surface, a player might think the only way to use this move is to perform (thus committing to) one of the four subsequent attacks after initiating the Magic Trick. But the true strength in this move is the ability to *not* attack after initiating it. You can immediately dash forward (by hitting toward toward), backward (by hitting back back) or duck (by hitting down) after the Magic Trick is performed. Trivial as it may seem, those three little options open up his game tremendously.

Here's an example: The Joker's Surprise Bomb hits mid and is his most potentially damaging option from the Magic Trick. This means the opponent will most likely block high if you combo into a Magic Trick. So instead of performing a Surprise Bomb (after the Magic Trick), perform the Magic Trick followed by a quick dash forward and *throw your opponent* while they are blocking high! If they don't like it and want to attack you the next time (or try to break/escape a throw) in fear of a throw attempt, perform the Put It There Pal move after the Magic Trick and the opponent will be in for a shock! Let your imagination run wild with this concept and you'll find uses for all of the Joker's moves in all kinds of situations.

Special Moves List

Joker's Wild (7%)



Down Away + 2

Bombs Away Close (4%)



Towards Towards + 2

Bombs Away Medium (4%)



Towards Towards + 3

Bombs Away (4%)



Towards Towards + 4

Put It There Pal (9%)



Down Away + 1

Sinister Heels (8%)



Away Towards + 4

Funnyman



Away Down Towards + 3

Surprise Pistol Whip (9%)*



Attack 1

Magic Trick



Down Away + 4

Surprise Bomb (9%)*



Attack 2

* After Magic Trick

Surprise Stomp (9%)*



Attack 3

Surprise Slide (9%)*



Attack 4

* After Magic Trick

Attacks

Basic Attacks

Boxing Jab (3%)



1

Cross Strike (7%)



2

Gut Hit (7%)



3

Donkey Kick (9%)



4

Directional Pad + Attacks

Magik Trickz (if first hit makes contact) (16%)



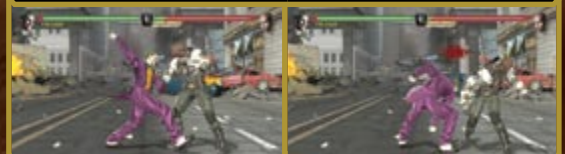
Away + 1

Laughing Punch (5%)



Away + 2

Overhead Smash (7%)



Towards + 2

Spin Sweep (7%)



Away + 3

Stickman Kick (7%)



Away + 4

Character Strategies

Chain Combos

Double Jabs (6%)



1, 1

Triple Speed (11%)



1, 1, 1

Fatal Followup (13%)



1, 1, 2

Psycho Crusher (15%)



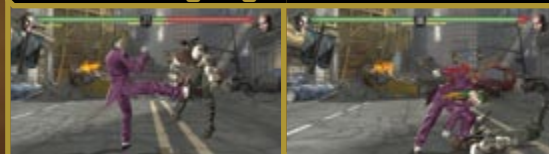
1, 1, 3

I'm Crazy (13%)



1, 1, Towards + 2

Laughing Matter (12%)



3, Towards + 2

Ducking Attacks

Low Punch (2%)



1

Uppercut (13%)



2

Low Kick (2%)



3

Reaching Low Kick (2%)



4

Pop-up Attacks

Laughing Punch (5%)



Away + 2

Stickman Kick (7%)



Away + 4

Laughing Matter (12%)



Attack 3, Towards + 2 (if first hit connects, second hit launches opponent)

Middle Attacks

Laughing Punch (5%)



Away + 2

Overhead Smash (7%)



Towards + 2

Gut Hit (7%)



Attack 3

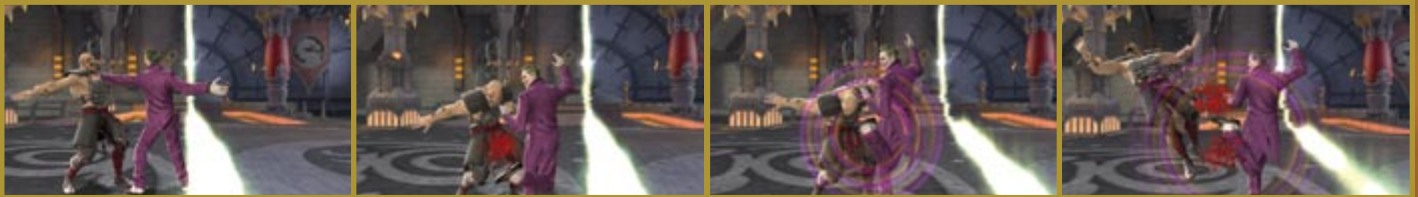
Low Attacks

Spin Sweep (7%)



Away + 3

Pro Moves



Extra Sinister Heels



Surprise Pistol Whip, Joker's Wild (as soon as the Surprise Pistol Whip connects, perform the Joker's Wild command)



Surprise Pistol Whip, Funnyman (perform the Funnyman taunt as soon as the Pistol Whip connects)

Advanced Combos

5 hits (20%)



Laughing Punch - Double Jabs, Laughing Fist

3 hits (21%)



Magic Trick, Surprise Bomb - Gut Hit, Joker's Wild

Character Strategies

Expert Combos

10 hits (29%)



Laughing Punch, Jumping attack 2 - Cross Stike - Gut Hit, Sinister Heels, *Pro Move

7 hits (30%)

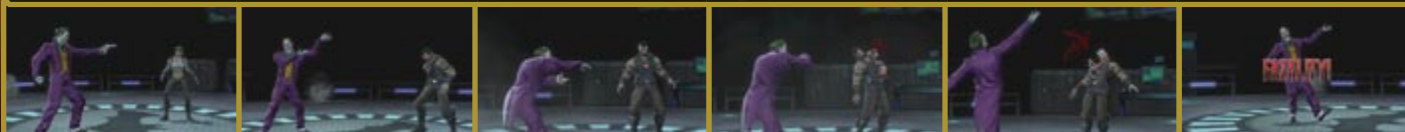


Laughing Matter, Boxing jab, Double Jabs, Magic Trick, Surprise Pistol Whip, *Pro Move (Gun Shot)

Finishing Moves

Fatalities

Fatality 1



Towards, Away, Towards, Attack 1

Fatality 2



Away, Down, Away, Towards, Attack 2

Kano

Kano's advantages over his opponents are with the speed of the Kano Up Ball, the unblockable Pro Move Kano Ball, and the Brutal Throw at the end of combos. His Knife Toss is one of the fastest projectiles in the game, and cannot be ducked. Kano's damage is very high, and his Attack 4 or Away + 2 set up most of his damaging air juggles with the Kano's Up Ball and surprisingly easy to perform Pro Moves. Kano's speed, strength, and ability to keep the pressure on put him in the elite status of characters. His Brutal Throw reaches from an incredible distance, and he really has no general weakness that can be exploited. The best method for counter-attacking Kano is to watch for his Kano Up Ball and be prepared to block, then utilize a Pop-Up combo. Kano players will generally overuse this move, but it can be punished if you are prepared for it.



Character Strategies

Special Moves List

Kano Ball (11%)



Away Towards + 4

Kano Up Ball (11%)



Down Towards + 2

Brutal Throw (16%)



Down Towards + 1

Knife Toss (9%)



Down Away + 1

Parry



Down Away + 2

Eye Laser (7%)



Away Away + 1

Attacks

Basic Attacks

Hook Punch (5%)



1

Backhand Fist (7%)



2

High Snap Kick (9%)



3

Chest Digger (5%)



4

Directional Pad + Attacks

Smashing Time (7%)



Away + 1

Uplifting Force (7%)



Away + 2

Dragon's Tail (7%)



Away + 3

Sweep The Leg (2%)



Away + 4

Chain Combos

Fury Blast (8%)



1, 1

The Rage (15%)



1, 1, 1

No Escape (15%)



1, 1, 2

Fighting King (17%)



1, 1, 3

Krusty Boot (10%)



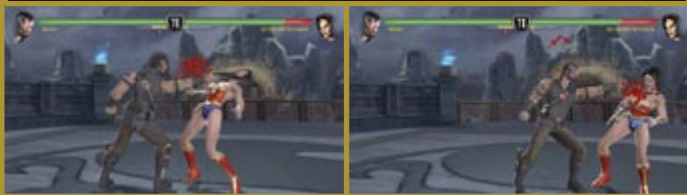
1, 4

Rage Machine (19%)



1, 4, 4

Tornado Twist (14%)



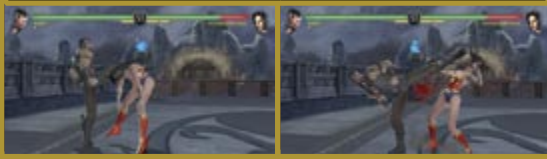
2, 2

Black Dragon Claws (16%)



4, 4

Double Dragon (12%)



4, 3

The Rage Kicks (23%)



4, 3, 3

Ducking Attacks

Low Punch (2%)



1

Uppercut (13%)



2

Low Kick (2%)



3

Reaching Low Kick (2%)



4

Character Strategies

Pop-up Attacks

Uplifting Force (7%)



Away + 2

Low Attacks

Dragon's Tail (7%)



Away + 3

Sweep The Leg (2%)



Away + 4

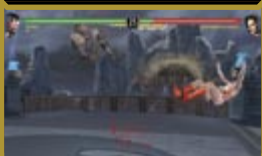
Middle Attacks

Kano Ball (11%)



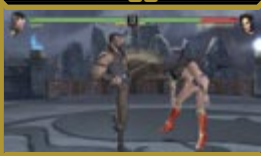
Away Towards + 4

Kano Up Ball (11%)



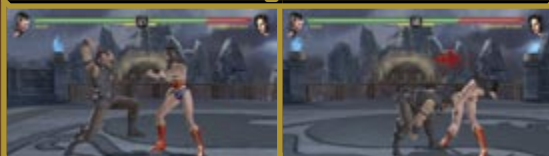
Down Towards + 2

Chest Digger (5%)



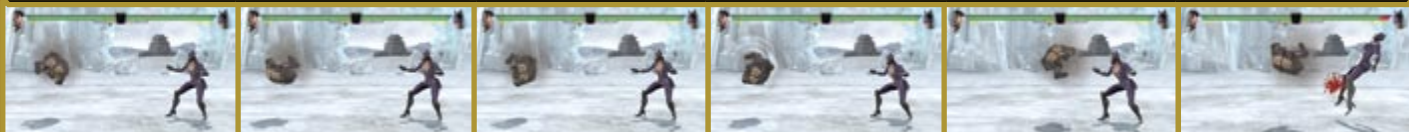
Attack 4

Smashing Time (7%)

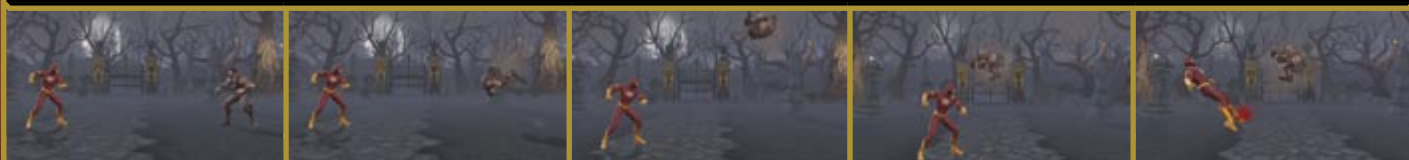


Away + 1

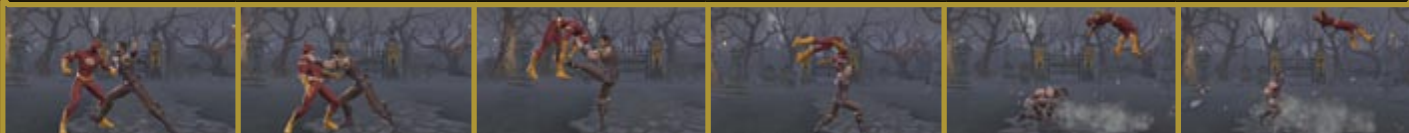
Pro Moves



Kano Ball, Hold Block, release when you hear the Pro Move sound effect (unblockable). When you perform the Kano Ball maneuver, you will need to hold Block instantaneously in order to do this technique.



Kano UP Ball, Hold Down Towards at the apex of your jump and press Attack 4.



Brutal Throw, Down Away + Attack 2 (perform the Down/Away command for Attack 2 as soon as your opponent hits the ground).

Advanced Combos

4 hits (29%)



Uplifting Force - Black Dragon Claws, Kano Ball

4 hits (25%)



Jumping attack 2 - Tornado Twist, Knife Toss

Expert Combos

6 hits (28%)



Uplifting Force, Jumping attack 2, The Rage, Kano Ball

Character Strategies

8 hits (35%)



Fury Blast, Brutal Throw, *Pro Move - Jump kick, Kano ball (in the air)

Finishing Moves

Fatalities

Fatality 1



Away, Down, Away, Towards, Attack 1

Fatality 2



Down, Down, Towards, Away, Attack 4

Kitana



Kitana is one of the more dangerous characters in the game due to her speed and extremely effective move-set. Her Sky High chain combo is a great gateway to getting things rolling with her. It hits mid, is fast, has good recovery, and if it hits, is easily combo-able into her Bladed Fans or Razor's Tip special moves. What makes the Sky High combo more scary as your game improves is the option to combo it into her insanely fast Rolling Fury. This is one of the fastest moves in the game (besides the Flash's Around the World and Kano's Kano Ball) and leaves your opponent airborne ready to be juggled for a nice amount of damage. You can also use the Rolling Fury to punish/travel under projectiles from full screen (yes it's that fast).

From a distance she can throw her Bladed Fans at various heights, keeping the opponent out of range. The Bladed Fans have pretty big collision boxes (they cover a lot of their surrounding area), so when she throws Bladed Fans in the air, the opponent is at risk of getting hit even if it looks like they should fly over the foe's head. This makes foes wary of dashing in without blocking for fear of getting caught with a Bladed Fan. Overall, Kitana is one of the best equipped characters. Keep foes out with Bladed Fans, punish any and all projectiles (and even whiffed attacks) with Rolling Fury, and land your combos off of Sky High and you'll find yourself the victor.

Character Strategies

Special Moves List

Bladed Fans (can also be done in air) (8%)



Towards Towards + 1

Square Wave Assault (10%)



Down Away + 2

Rolling Fury (7%)



Down Towards + 4

Mystical Teleportation (can also be done in air)



Down Away + 1

Fan Lift



Away Away + 1

Razor's Tip (15%)



Down Towards + 2

Attacks

Basic Attacks

Quick Strike (3%)



1

Hammerhead (10%)



2

Complexity Knee (3%)



3

Snap Kick (7%)



4

Directional Pad + Attacks

Swift Butterfly (15%)



Away + 1

Soft Palm (5%)



Away + 2

Twisting Branch (7%)



Away + 3

Tricky Low Kick (5%)



Away + 4

Chain Combos

Double Trouble (8%)



1. 1

Pain Giver (13%)



3. 2

Blast Off (10%)



3. 4

Crazy Wind attack (18%)



3. Away + 1

Sky High (6%)



3. 1

Queen of the Sky (11%)



3. 1. 1

Ducking Attacks

Low Punch (2%)



1

Uppercut (13%)



2

Low Kick (2%)



3

Reaching Low Kick (2%)



4

Character Strategies

Pop-up Attacks

Soft Palm (5%)



Away + 2

Rolling Fury (7%)



Down Towards + 4

Middle Attacks

Swift Butterfly (15%)



Away + 1

Razor's Tip (15%)



Down Towards + 2

Complexity Knee (3%)



Attack 3

Low Attacks

Twisting Branch (7%)



Away + 3

Tricky Low Kick (5%)



Back + 4

Pro Moves



Square Wave Assault, Bladed Fan (perform input for Bladed Fan immediately after the first hit of the Square Wave Assault)

Advanced Combos

3 hits (17%)



Fan Lift - Rolling Thunder - Uppercut

4 hits (16%)



Fan Lift, Jump Kick, Bladed Fans (in the air) - Rolling Thunder

Character Strategies

Expert Combos

7 hits (21%)



Rolling Thunder - Jumping attack 2 - Fan Lift - Square Wave Assault, *Pro Move

8 hits (24%)



Sky High, Rolling Thunder - Quick Strike - Quick Strike, Pain Giver, Razors Tip

Finishing Moves

Fatalities

Fatality 1



Away, Away, Towards, Attack 1

Fatality 2



Towards, Down, Down, Away, Attack 3

Lex Luthor

At first, Lex Luthor may feel like a slow and punishable character but with the right application of key moves, he can be very effective in close or from afar. His Lexcorp Rocket and Target Practice are great projectiles not only for the damage they inflict but their varying speed and applicability both in the air and on the ground. Target Practice is a unique projectile in that it serves as a completely unavoidable homing missile, hitting your opponent wherever they are on the screen. With this move Lex can effectively halt an opponent's mobility, literally forcing them to block. A very cheesy tactic is to get in close and perform a chain combo into the Target Practice projectile. This forces the opponent into two options: block, or try to uppercut you before the missile hits (because an uppercut is the only thing that will give the opponent a better damage trade if they manage to hit you at the same time as the Target Practice). Now here's where the cheese comes into play. After shooting the Target Practice, immediately hold toward + block simultaneously. Toward + block is a Breaker, so if your opponent tries to uppercut you, they get broken and hit by the missile! If they don't try to attack you, they simply have to block. It's a win-win situation for Luthor.

On the ground, the Lexcorp Rocket is slow but covers a deceptively big radius and hits a person even if they are ducking. This causes opponents to want to jump over it (because they won't want to block them over and over). Due to the projectile's exceptionally slow speed, a foe will frequently land on the tail end of it while trying to jump over it (as they would over a projectile that was normal speed). You can also perform the Lexcorp Rocket at any height and after any air attack (whether it's blocked or whiffed) which can make for a very annoying keep-away game. In close, Lex Luthor can be a pain for anyone. Because it hits mid twice and ends low, Lex's Cold Death chain combo is a gateway to some scary mix-ups. Follow up the Cold Death with his Metal Basher to stun the foe (leaving them open for another combo), or throw them if you want. Be as evil as you want with that setup. Lex's only downfall is his slow speed in general, but once you're content with his mobility (or lack thereof) and comfortable with his move-set, you can methodically destroy the opposition.



Character Strategies

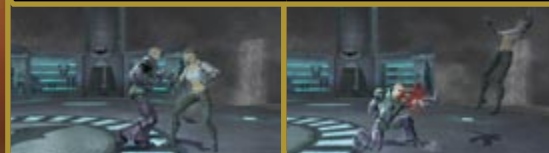
Special Moves List

Target Practice (5%)



Down Back + 1

Powered Palms (15%)



Down Towards + 2

Lexcorp Rocket (15%) (can also be done in air)



Down Away + 3

Hot Flames (10%)



Away Towards + 3

Evasive Maneuver



Down Away + 4

Rocket Boots (13%)



Away Towards + 4

Attacks

Basic Attacks

Gut Crunch (5%)



1

Metal Overhead Fist (5%)



2

Violent Foot Plant (9%)



3

Chest Kick (9%)



4

Directional Pad + Attacks

Power Lift (7%)



Away + 1

Metal Basher (5%)



Away + 2

Ground Crusher (7%)



Away + 3

Shin Destroyer (7%)



Away + 4

Chain Combos

Rib Breaker (10%)



1, 1

Bruiser (17%)



1, 1, 1

Metal Man (19%)



1, 1, 2

Cold Death (17%)



1, 1, Away + 3

Steel Impact (19%)



1, 1, 4

I'm Smart (12%)



2, 3

Kommando (12%)



2, 4

Ducking Attacks

Low Punch (2%)



1

Uppercut (13%)



2

Low Kick (2%)



3

Reaching Low Kick (2%)



4

Character Strategies

Pop-up Attacks

Power Lift (7%)



Away + 1

Middle Attacks

Gut Crunch (5%)



Attack 1

Metal Overhead Fist (5%)



Attack 2

Metal Basher (5%)



Away + 2

Power Lift (7%)



Away + 1

Powered Palms (15%)



Down Towards + 2



Rocket Boots (13%)



Away Towards + 4



Low Attacks

Ground Crusher (7%)



Away + 3

Shin Destroyer (7%)



Away + 4

Pro Moves



Powered Palms, Rocket Boots (perform Rocket Boots immediately after second hit of Powered Palms connects)



Lexcorp Rocket, Evasive Maneuver (perform Evasive Maneuver a split second before Lexcorp Rocket hits opponent)

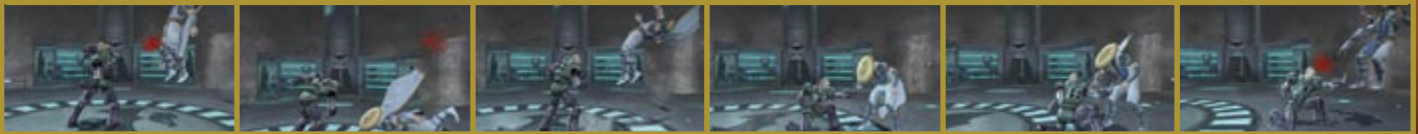
Advanced Combos

3 hits (20%)



Metal Basher - Jump kick, Lexcorp Rocket (in the air)

5 hits (23%)



Power Lift - Jumping attack 2 - Powered palms

Expert Combos

5 hits (36%)



Metal Basher - Bruiser, Lexcorp Rocket, * Pro Move

Character Strategies

7 hits (39%)



Metal Basher - Bruiser, Powered Palms, *Pro Move

Finishing Moves

Fatalities

Fatality 1



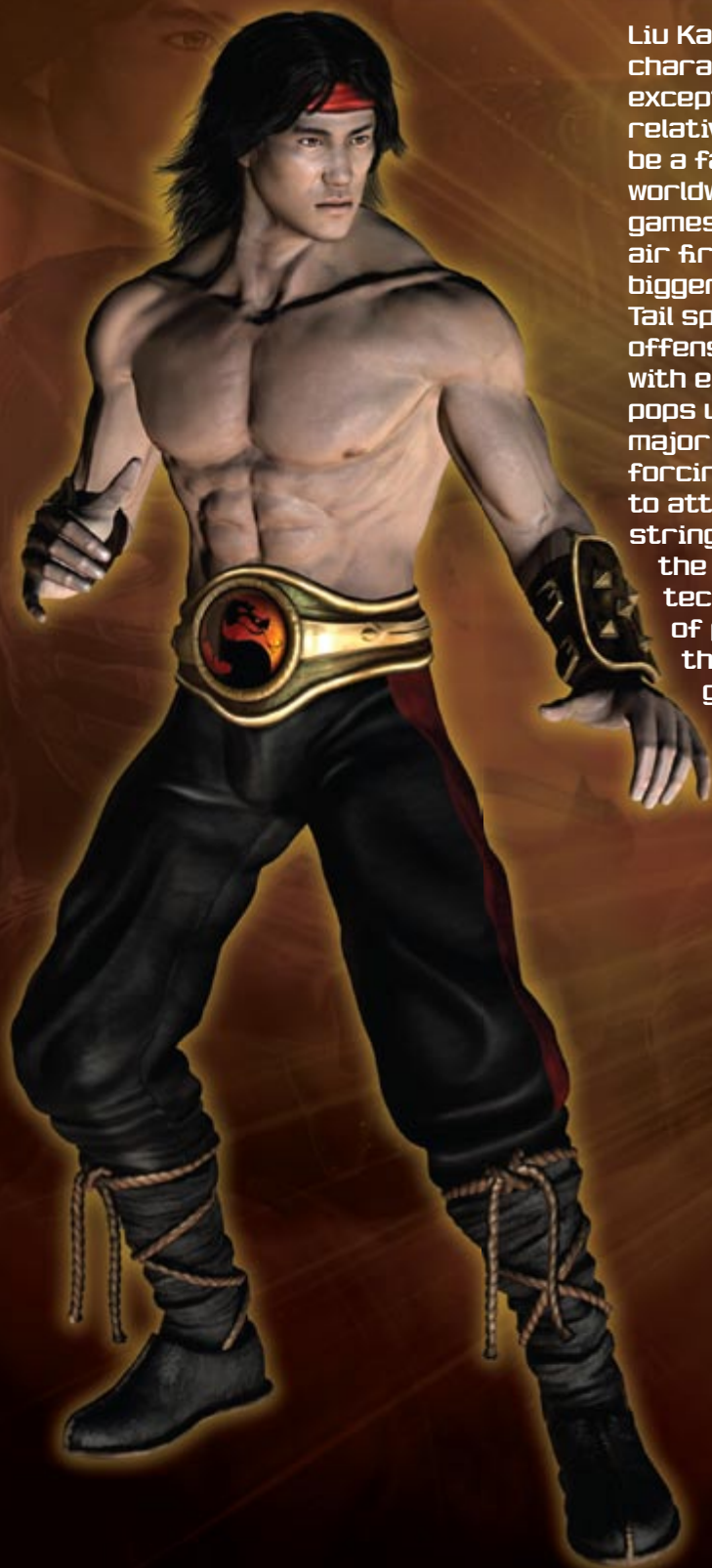
Down, Towards, Down, Away, Attack 2

Fatality 2



Up, Up, Up, Attack 1

Liu Kang



Liu Kang is one of the most well-rounded characters in the game. Equipped with an exceptional offense, good defense, and relatively low learning curve, he'll be sure to be a favorite among the majority of players worldwide. Much like previous *Mortal Kombat* games, Liu Kang can zone very well with his air fireball and low fireball from afar. But his bigger strength is his offense. His Dragon Tail special move is the key to a relentless offense. Because he can end the Dragon Tail with either a low attack, high attack (that pops up), or middle attack, he can keep some major pressure on an opponent by constantly forcing them to guess where he's going to attack. Throw the ability to end combo strings (such as the Blazing Blasts chain) with the Dragon Tail into the mix and you have technically the most intimidating onslaught of pure offense in the game. Look to land the Dragon Tail whenever possible and give the opponent no room to breathe or think.

Character Strategies

Special Moves List

High Dragon Fire (7%)*



Towards Towards + 1

Low Dragon Fire (7%)*



Towards Towards + 3

Flying Dragon Kick (7%)*



Towards Towards + 2

Bicycle Kick (16%)*



Away Away Towards + 4

* Can also be done in air.

Dragon's Tail (5%)



Down Away + 4

Spinning Backfist (15%)**



Attack 1

Uppercut (4%)*†



Attack 2

Zen Trip (7%)**



Attack 3

Shaolin Spirit (10%)**



Attack 4

† Opponent can be juggled afterward.

** After Dragon's Tail.

Attacks

Basic Attacks

Quick Rear Punch (3%)



1

Death Fist (7%)



2

Side Kick (5%)



3

Shaolin Spirit (14% maximum)***



4

*** Additional hit if first hit connects.

Directional Pad + Attacks

Spinning Backfist (11%)*



Away + 1

Force Chop (7%)



Away + 2

Zen Trip (7%)



Away + 3

Moon Sweep (7%)



Away + 4

* Knocks opponent down

Chain Combos

Shaolin Rush (6%)



1, 1

Tree Fists (11%)



1, 1, 1

Krushing Kombo (15%)



1, 1, 2

Blazing Blasts (11%)



1, 1, 3

Final Act (18%)



1, 1, 3, 3

Blazing Fury (20%)



1, 1, 4

Launch Fury (13%)



1, 1, Down + 2

Immortal Dragon (21%)



2, 4

Character Strategies

Smashing (12%)



2, 3

Lotus Fury (19%)



2, 3, 3

Backdown (18%)



2, Away + 1

Fierce Tiger (14%)



2, Away + 3

Meaningful Life (12%)



3, 3

Ducking Attacks

Low Punch (2%)



1

Uppercut (13%)



2

Low Kick (2%)



3

Reaching Low Kick (2%)



4

Pop-up Attacks

Dragon's Tail



Attack 2 after Dragon's Tail

Middle Attacks

Death Fist (7%)



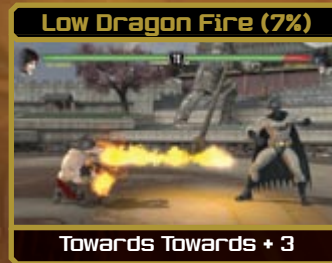
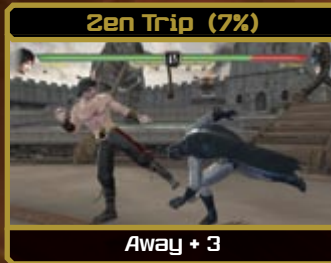
Attack 2

Force Chop (7%)



Away + 2

Low Attacks



Pro Moves



Bicycle Kick, Flying Dragon Kick (perform the Flying Dragon Kick while the Bicycle Kick is halfway finished)



Bicycle Kick, High Dragon Fire (perform the High Dragon Fire near the end of the Bicycle Kick)

Advanced Combos

5 hits (20%)



Dragons tail, attack 2 ender - Quick rear Punch - Uppercut

5 hits (22%)



Death Fist, Dragons tail, attack 2 ender - High Dragon Fire

Character Strategies

Expert Combos

11 hits (36%)



Krushing Kombo, Bicycle Kick, *Pro Move (Flying Dragon Kick)

9 hits (29%)



Krushing Kombo, Dragons tail, attack 4 ender - jumping attack 1, High Dragon Fire (in the air), *Pro Move (Flying Dragon Kick)

Finishing Moves

Fatalities

Fatality 1



Towards, Away, Down, Down, Attack 3

Fatality 2



Down, Down, Towards, Down, Attack 4

Raiden

To put it bluntly, Raiden has it all. In the right hands, he is an immensely strong character both offensively and defensively. Offensively, he can stick to an opponent like glue due to his ability to combo any of his attacks (and chain combos) into his Teleport. The constant change in direction can be really confusing to an opponent and with the right succession of attacks (a Static Fury combo into a Teleport followed by a low attack such as his Fast Rear Kick), you can render a foe clueless as to what or where you're going to attack next. Add the fact that you can combo anything into his infamous Superman or the Vicinity Blast and you've got a recipe for a godly offense.

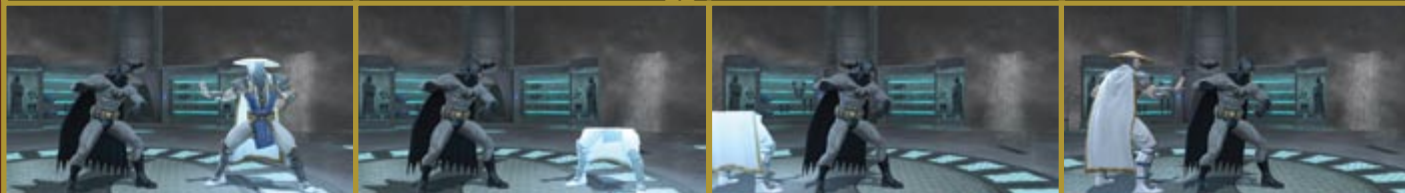
Defensively, his Vicinity Blast and Lightning Bolt are hard to deal with, because both moves have almost the same start-up animation while covering two different ranges (the Lightning Bolt is a full screen projectile and the Vicinity Blast is a more compact shot with huge collision, perfect for anti-air purposes). Plus he can break out of either move with the Projectile Cancel. This can lead to an opponent jumping in to get over what they think will be a Lightning Bolt, only to be hit with a Vicinity Blast. Raiden also has the ability to Pro Move from his Lightning Bolt (charged or not) into his Vicinity Blast. For a thunderous victory, zone opponents with Raiden's projectiles and if/when your foe becomes content with a firefight (projectile war), teleport behind them and smother them with a potentially endless barrage of attack strings.



Character Strategies

Special Moves List

Energy Teleport



Down Away + 3

Vicinity Blast (7%-15%) (Hold Attack 2 for bigger blast)



Down Away + 2

Lightning Bolt (7%-11%) (Hold Attack 1 for bigger blast)



Down Away + 1

Lightning Shock (13%)



Towards Towards + 2

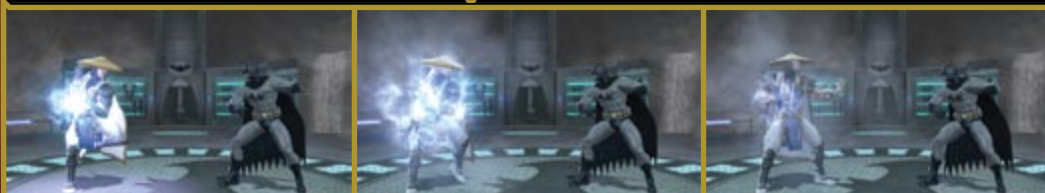
The Superman (10%)*



Towards Towards + 4

* Can also be done in air.

Projectile Cancel



Down Towards **

** When performing Vicinity Blast or Lightning Bolt, hold down the attack button used to perform the maneuver to charge, then press Down Towards to perform the Projectile Cancel

Attacks

Basic Attacks

Fast Rear Punch (3%)



1

Mid-Section Blow (5%)



2

Rock Crusher (7%)



3

Snapping Side Kick (5%)



4

Directional Pad + Attacks

Power Fist (11%)



Away + 1

Heavenly Hand (7%)



Away + 2

Fast Rear Kick (2%)



Away + 3

Windy Kick (9%)



Away + 4

Chain Combos

Traveling Thunder (6%)



1, 1

Roaring Thunder (11%)



1, 1, 1

Kenpo Fury (15%)



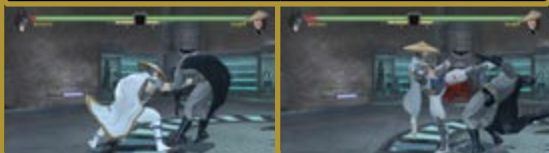
1, 1, 2

Sudden Energy (13%)



1, 1, 4

Reaper (12%)



2, 4

Static Fury (19%)



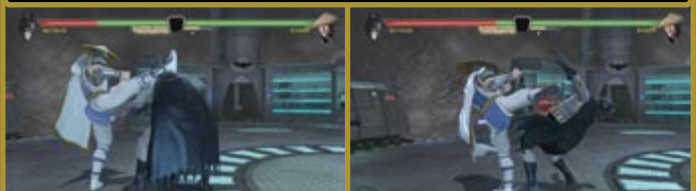
2, 4, 3

Oath Breaker (16%)



3, 2

Side Pain (12%)



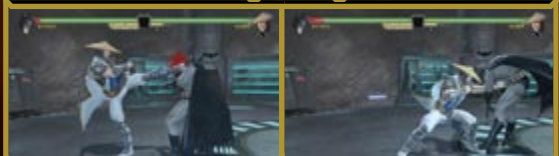
3, 4

Wind Cutter (19%)



3, 4, 2

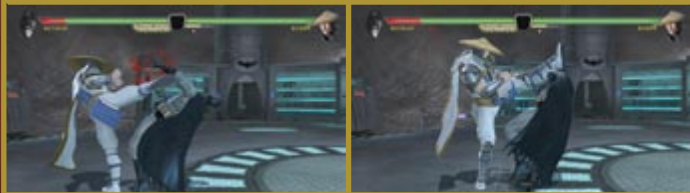
White Lightning (14%)



4, 2

Character Strategies

Stomp Your Feet (12%)



4, 3

Justice For Me (16%)



4, Away + 1

Leaping Lizard (14%)



4, Away + 4

Ducking Attacks

Low Punch (2%)



1

Uppercut (13%)



2

Low Kick (2%)



3

Reaching Low Kick (2%)



4

Middle Attacks

Vicinity Blast (7%-15%)(Hold Attack 2 for bigger blast)



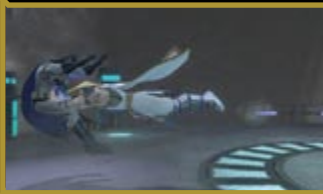
Down Away + 2

Rock Crusher (7%)



Attack 3

The Superman (10%)



Towards Towards + 4

Pop-up Attacks

Heavenly Hand (7%)



Away + 2

Low Attacks

Fast Rear Kick (2%)



Away + 3

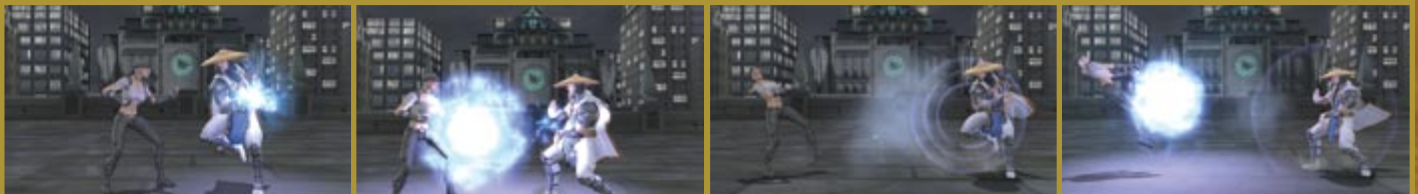
Pro Moves



Teleport, Teleport (perform the second Teleport immediately after performing the first)



Lightning Shock, Teleport (perform the Teleport right before Raiden's hand hits the opponent during the Lightning Shock)



Vicinity Blast, Down Back + 4 (input the Down Back + 4 motion at the very end of the Vicinity Blast)

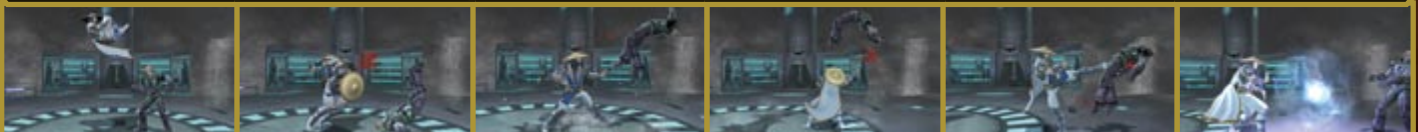
Advanced Combos

3 hits (21%)



Heavenly Hand - Jump kick, the Superman

4 hits (23%)



Jumping attack 2 - Heavenly Hand - Snapping Sidekick, Vicinity Blast

Character Strategies

Expert Combos

5 hits (31%)



Heavenly Hand - Reaper, Vicinity Blast, *Pro Move

7 hits (25%)



Jumping attack 2 - Traveling Thunder, Energy teleport - Traveling Thunder, Vicinity Blast, *Pro Move

Finishing Moves

Fatalities

Fatality 1



Down, Towards, Down, Up, Attack 2

Fatality 2



Away, Towards, Towards, Down, Attack 4

Scorpion



Scorpion's main combo setups revolve around his Away + 3 Pop-Up attack, Fiery Teleport, and Scorpion's Hell Fire which is unblockable and free damage after any Uppercut or jump kick. Since Away + 3 also hits mid, it requires your opponent to shy away from blocking low, giving Scorpion the advantage in close. It is also the standard for most of Scorpion's juggle attacks. Scorpion's Teleport is a very easy Pro Move, and should be used as much as possible after a successful initial connecting Teleport.

His Back + 2 medium attack smacks an opponent for 14% damage, and his standing Attack 4 also hits medium, setting up for multiple cancels into other special moves such as his trademark Spear. Scorpion's Hellish Slide is extremely quick, and a very unexpected move to perform on opponents that are standing, walking, or running towards you.

Character Strategies

Special Moves List

Spear (3%)



Away Away + 1

Fiery Teleport (can also be done in the air) (7%)



Down Away + 3

Inner Flames (Hold Attack 2 for continuous flame) (11%)



Down Down + 2

Hell Fire (9%)



Down Away + 2

Hellish Slide (9%)



Down Away + 4

Attacks

Basic Attacks

Demon Fist (3%)



1

Knife Fist (7%)



2

Hair Raiser (hits twice) (14%)



3

Chest Kick (7%)



4

Directional Pad + Attacks

Demon Blast (7%)



Away + 1

Double Fists (14%)



Away + 2

Crane Legs (12%)



Away + 3

Death Sweep (7%)



Away + 4

Chain Combos

Sliver Fury (8%)



1, 1

Quick Movement (12%)



1, 2

Unspeakable Horror (17%)



1, 3

Lurky Evil (12%)



1, 4

Blown Away (21%)



1, 1, 3

Hot Demon (17%)



1, 1, 4

Blasted Wind (21%)



1, 1, Away + 2

Character Strategies

Over Rated (14%)



4, 2

Sneaky Legs (19%)



4, 3

Feel The Flame (19%)



4, Away + 3

Ducking Attacks

Low Punch (2%)



1

Uppercut (13%)



2

Low Kick (2%)



3

Reaching Low Kick (2%)



4

Middle Attacks

Demon Blast (7%)



Away + 1

Crane Legs (12%)



Away + 3

Double Fists (14%)



Away + 2

Pop-up Attacks

Crane Legs (12%)



Away + 3

Low Attacks

Death Sweep (7%)



Away + 4

Pro Moves



Fiery Teleport, Fiery Teleport (immediately do the motion for the second Fiery Teleport after inputting the command for the first one)



Air Teleport, Fiery Teleport (immediately do the motion for the second Fiery Teleport as the Air Teleport connects)

Advanced Combos

4 hits (23%)



Crane Legs - Jump Kick, Fiery Teleport (in the air)

4 hits (19%)



Spear - Silver Fury, Hellfire

Character Strategies

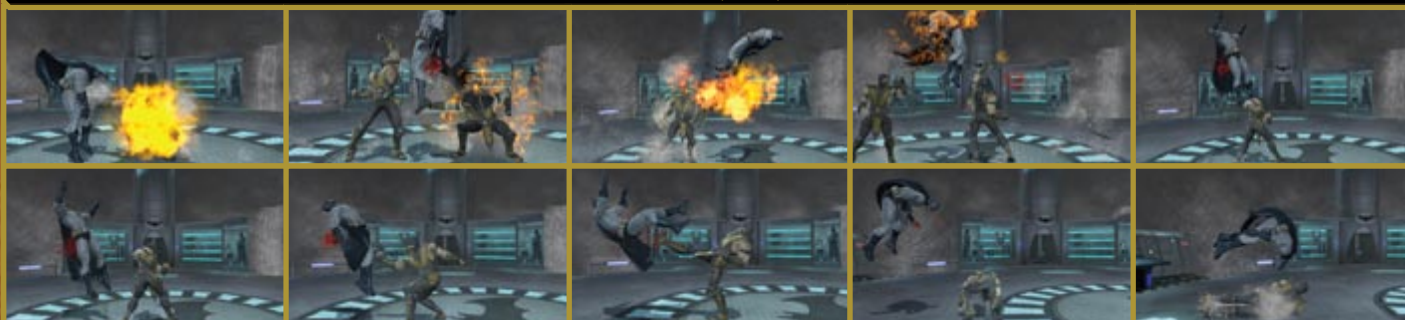
Expert Combos

7 hits (28%)



Spear - Blown Away, Fiery Teleport, *Pro Move

8 hits (29%)



Fiery Teleport, *Pro Move - Demon Fist - Hot Demon, Hellish Slide

Finishing Moves

Fatalities

Fatality 1



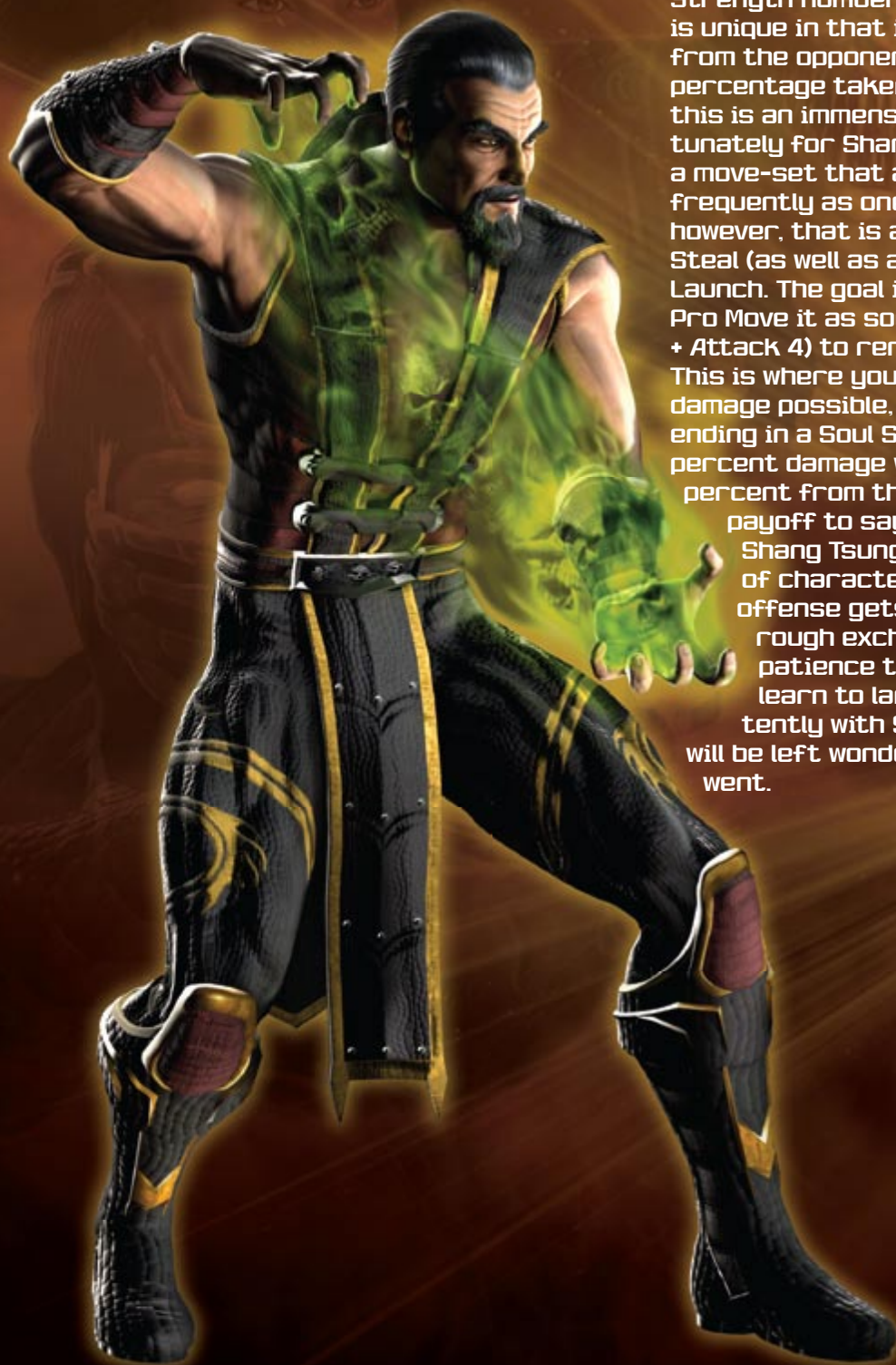
Down, Down, Down, Attack 4

Fatality 2



Towards, Towards, Away, Down, Attack 3

Shang Tsung

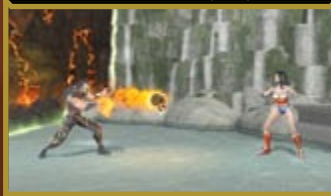


Strength number one: Soul Steal. The Soul Steal is unique in that it not only takes damage away from the opponent, but gives life (the same percentage taken) to Shang Tsung. On paper, this is an immensely strong move. Unfortunately for Shang Tsung, he doesn't have a move-set that allows for him to land it as frequently as one would like. He has one move, however, that is a perfect setup for the Soul Steal (as well as any other combo): the Slide Launch. The goal is to land the Slide Launch and Pro Move it as soon as it hits (by pressing up + Attack 4) to render the opponent airborne. This is where you need to score your biggest damage possible, preferably a chain combo ending in a Soul Steal. You can deal over 30 percent damage while healing yourself by 10 percent from the Soul Steal; an excellent payoff to say the least. In a nutshell, Shang Tsung isn't an in-your-face kind of character, and if someone with good offense gets close to him, he's in for a rough exchange. But if you have the patience to keep opponents away and learn to land the Slide Launch consistently with Shang Tsung, your opponent will be left wondering where their energy went.

Character Strategies

Special Moves List

Skull Fire (5%)



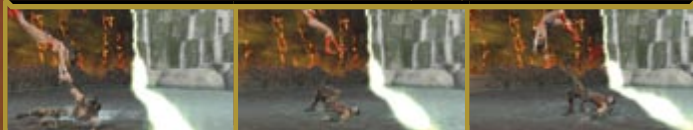
Away Away + 2

Skyfire (11%)



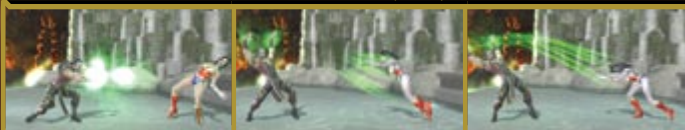
Down Away + 2

Slide Launch (15%)



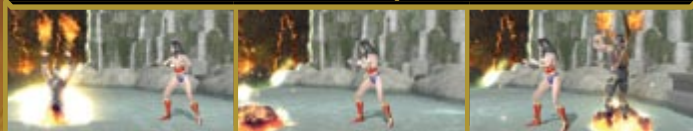
Down Towards + 4

Soul Steal (11%)



Down Away + 3

Hot Escape



Down Away + 4

Body Switch



Down Away Towards + 1

Attacks

Basic Attacks

Face Strike (3%)



1

Upward Knuckle (3%)



2

Quick Side Kick (5%)



3

Mid-Strike Knee (9%)



4

Directional Pad + Attacks

Grabbing Face Blaster (13%)



Away + 1

Reaching Low Palm (7%)



Away + 2

Dragon Tail (7%)



Away + 3

Brick Heel (7%)



Away + 4

Chain Combos

Deceptive Moves (6%)



1, 1

Foul Tricks (13%)



1, 1, 1

Tricky Ways (9%)



1, 1, 2

Menacing Pain (15%)



1, 1, 4

Blessed Fury (8%)



1, 3

Old Secret (15%)



1, 3, 3

Blending Pain (10%)



2, 2

Tormentor (15%)



2, 2, 3

Deadly Wish (23%)



2, 2, Away + 1

Character Strategies

Double Quick Sidekicks (14%)



3, 3

Powered Force (12%)



3, 4

Ducking Attacks

Twisting Elbow (2%)



1

Uppercut (13%)



2

Low Kick (2%)



3

Toe Tapper (2%)



4

Pop-up Attacks

Powered Force (12%)



Second hit of 3, 4

Brick Heel (7%)



Away + 4

Low Attacks

Reaching Low Palm (7%)



Away + 2

Dragon Tail (7%)



Away + 3

Middle Attacks

Mid-Strike Knee (9%)



Attack 4

Brick Heel (7%)



Away + 4

Menacing Pain (15%)



Last hit of 1, 1, 4

Pro Moves



Skull Fire, Attack 1, Towards + Attack 2 (both Attack 1 and Towards + Attack 2 after inputting the command for the Skull Fire will allow Shang Tsung to throw a total of three projectiles. He is also able to throw only two if necessary)



Sky Launch, Up + 4 (perform as soon as the very first hit of the Sky Launch connects)

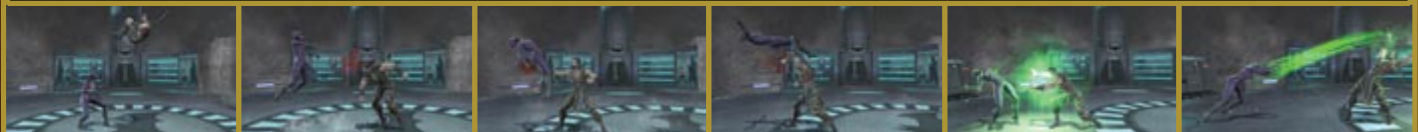
Advanced Combos

4 hits (19%)



Brick Heel - Skull Fire, *Pro Move, *Pro Move

4 hits (22%)



Jumping attack 2 - Blending Pain, Soul Steal

Character Strategies

Expert Combos

9 hits (35%)



Slide Launch, *Pro Move - Face strike - Tormentor, Skull Fire, *Pro Move, *Pro Move

6 hits (32%)



Blending Pain, Slide launch, *Pro Move - Face Strike - Blending Pain, Soul Steal

Finishing Moves

Fatalities

Fatality 1



Away, Down, Towards, Attack 3

Fatality 2

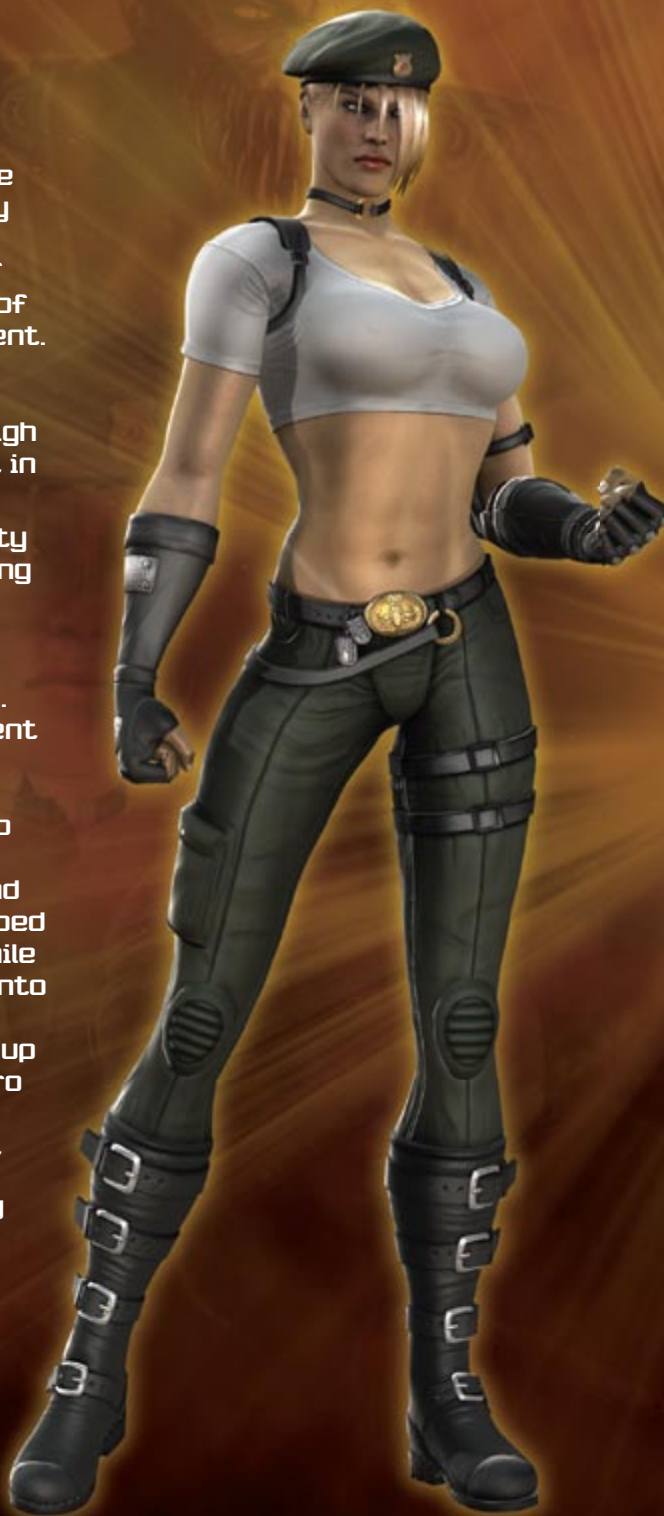


Down, Down, Towards, Towards, Attack 2

Sonya

Sonya's offensive setups are derived from her mix-up game. She has very good medium attacks, and the fastest sweep in the game. Most of her offensive damage comes from setups revolving around her Kartwheel Kick, Deadly Kiss, and Bicycle Kicks. The Air Bicycle Kick hits medium, and can be performed very late. Unfortunately, besides the Deadly Kiss we all know and love from Sonya, almost all of her special moves are hard to land (outside of combo-ing into them) on a formidable opponent. They have their uses, but almost all of them leave you wide open for punishment. Fortunately, the Deadly Kiss leads to some very high damage (some of the highest damage output in the game).

Her gameplan thrives on the player's ability to maximize her damage output by performing a Pro Move after her Leg Grab and Bicycle Kick special moves. Example: After landing a Deadly Kiss, a typical follow-up would be her Dark Violence chain combo into her Leg Grab. This is fine (and does a respectable 28 percent damage), but a well timed Pro Move elevates that from fine to ferocious. Land the Deadly Kiss and carry on with the Dark Violence into Leg Grab. As soon as your opponent hits the ground from the Leg Grab, press Attack 1 and Attack 2 simultaneously and they will be popped up again for another attack opportunity. While airborne, juggle them with any chain combo into either the Bicycle Kick or another Leg Grab. You'll be surprised at the damage it inflicts (up to 40+ percent!). Of course, executing the Pro Move take some time to get used to, but the payoff is well worth the effort. Once you get these combos down, your opponent will have no choice but to use their Breakers to avoid taking her damage instead of saving for a Rage.



Character Strategies

Special Moves List

Ring of Doom (Pro Move) (7%)*



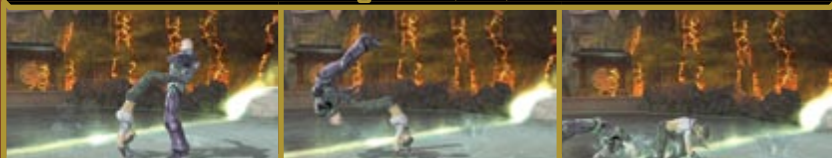
Down Towards + 1

Deadly Kiss (1%)



Down Away + 1

Leg Grab (15%)



Away Towards + 4

Bicycle Kick (11%)**



Down Away + 4

* Can be done twice in a row.

Kartwheel Flip (9%)



Down Towards + 3

Square Wave (8%)



Down Away + 2

** Can also be done in the air.

Attacks

Basic Attacks

Chin Pop (5%)



1

Quick Hook (2%)



2

Chest Kick (5%)



3

Rib Crack Kick (7%)



4

Directional Pad + Attacks

Painful Palm (7%)



Away + 1

Speedy Leg Trip (7%)



Away + 3

Fast Spinning Hook Kick (11%)



Away + 4

Chain Combos

Fierce Assault (12%)



Cannon Strikes (8%)



Chained Death (11%)



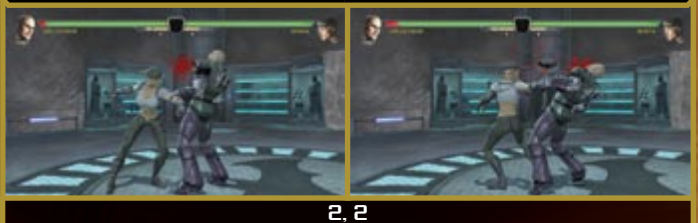
Dark Violence (12%)



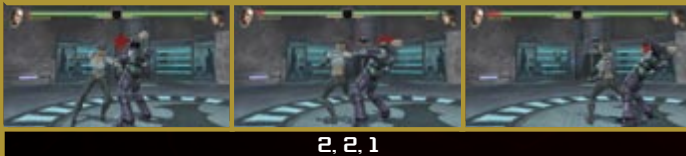
Crazed Wind (16%)



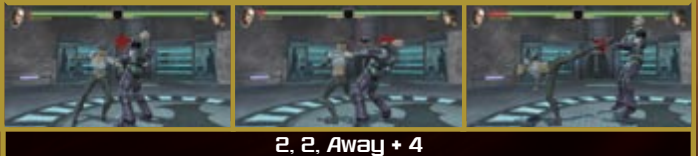
Kickboxer Knockout (8%)



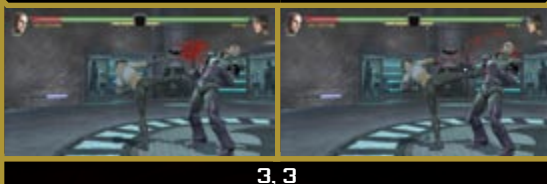
Dazed Victim (15%)



Ride Like The Wind (15%)



Double Chest Kick (8%)



Triple Chest Kick (13%)



Ducking Attacks

Low Punch (2%)



Uppercut (13%)



Low Kick (2%)



Reaching Low Kick (2%)



Character Strategies

Middle Attacks

Bicycle Kick (11%)



Down Away + 4

Painful Palm (7%)



Away + 1

Rib Crack Kick (7%)



Attack 4

Chin Pop (5%)



Attack 1

Ring of Doom (7%)



Down Towards + 1

Pop-up Attacks

Painful Palm (7%)



Away + 1

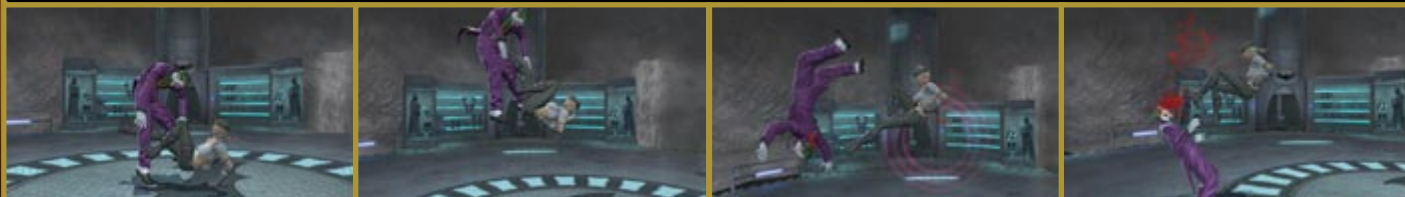
Low Attacks

Speedy Leg Trip (7%)



Away + 3

Pro Moves



Bicycle Kick, Air Bicycle Kick (perform the Pro Moveright before the last hit of the Bicycle Kick connects)



Ring of Doom, Ring of Doom (perform the Pro Move right after inputting the command for the first Ring of Doom)



Leg grab pop-up

Advanced Combos

13 hits (20%)



Deadly Kiss - Dark Violence, Bicycle Kick

5 hits (25%)



Painful palm - Cannon Strikes, Leg Grab

Expert Combos

8 hits (35%)



Rib Crack Kick, Deadly Kiss - Kickboxer Knockout, Leg Grab, *Pro Move - Uppercut

Character Strategies

14 hits (33%)



Kickboxer Knockout, Kartwheel Flip - Dark Violence, Bicycle Kick, *Pro Move

Finishing Moves

Fatalities

Fatality 1



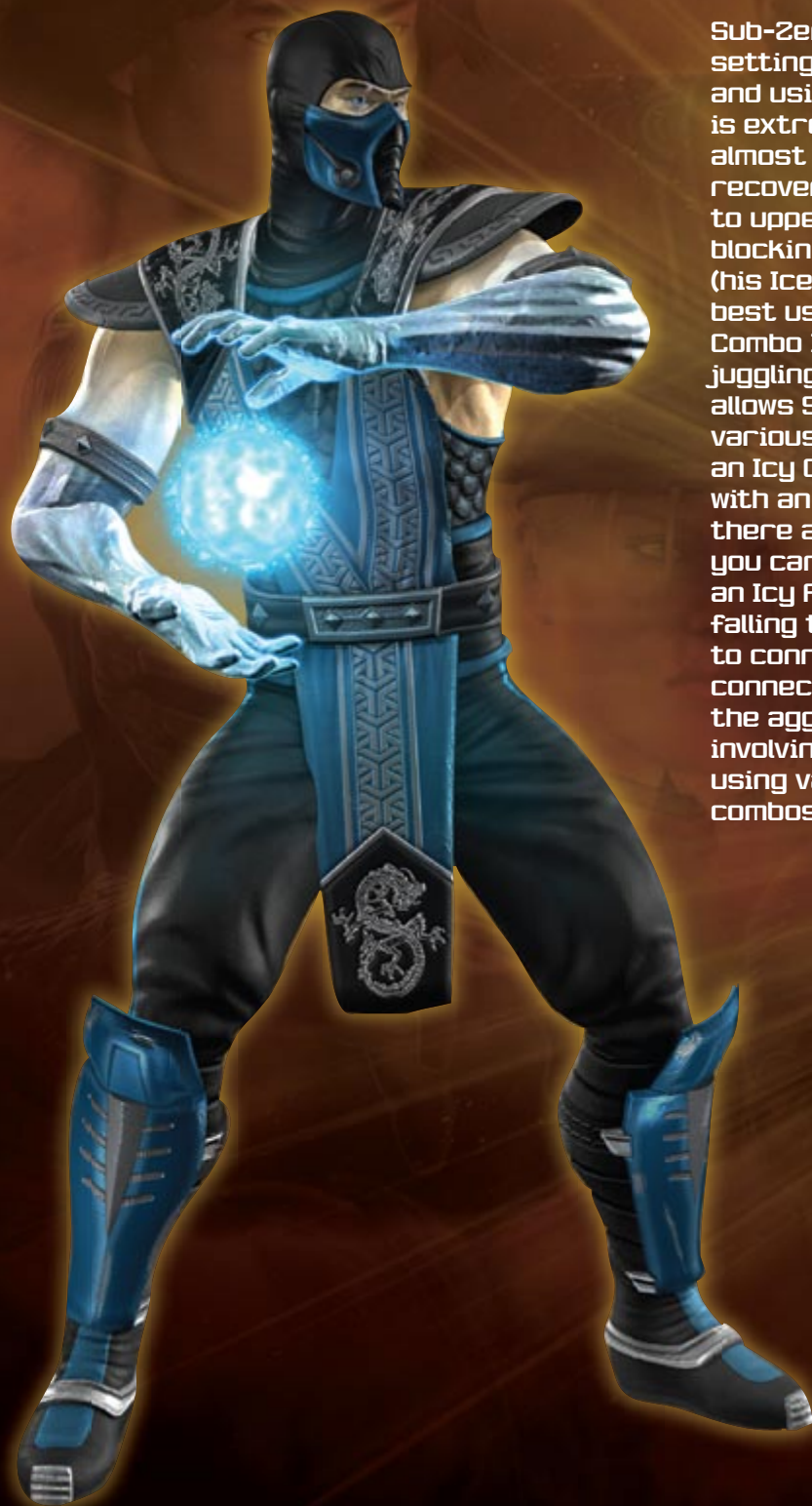
Down, Down, Away, Towards, Attack 1

Fatality 2



Down, Away, Towards, Towards, Attack 4

Sub-Zero



Sub-Zero's basis for attack revolves around setting up the opponent with his middle attacks and using the Cold Slide. Sub-Zero's Cold Slide is extremely fast, can be added to the end of almost any combo, and has extremely quick recovery time with only a few characters able to uppercut it in certain situations after blocking. With Sub-Zero's limitations from afar (his Ice Nugget is easy to see coming), he is best used with in-close attacks, and jump-in Combo Initiators connecting to his Away + 4 juggling middle attack. Each successful pop-up allows Sub-Zero to combo the opponent with various standing Attack 1s, then connect with an Icy Counter. You can juggle your opponent with an Icy Freeze in combos as well, but there are limitations on the number of hits you can perform in a combo that ends with an Icy Freeze, ending in your opponent just falling to the ground. If you are good enough to connect Sub-Zero's Attack 4, always try to connect it to an Icy Freeze. Sub-Zero becomes the aggressor in the match with mix-ups involving Attack 4, and Away + 4, as well as using variations of the Cold Slide in and out of combos.

Character Strategies

Special Moves List

Icy Counter (10%)



Down Away + 1

Ice Nugget (unblockable) (12%)



Down Away + 2

Icy Freeze



Down Towards + 3

Tombstone Teleport



Down Away + 3

Cold Slide (9%)



Away + 3 + 4

Attacks

Basic Attacks

Hook Punch (3%)



1

Icy Upward Strike (7%)



2

Powered Kicked (9%)



3

Knee (7%)



4

Directional Pad + Attacks

Paused Punch (9%)



Away + 2

Ice Poke (2%)



Away + 3

Champion Kicks (12%)



Away + 4

Chain Combos

Ice Picked (13%)



Power Lift (13%)



Cold Twist (18%)



Upward Chill (19%)



Cracked in Two (16%)



Lights Out (16%)



Stopped Iced (14%)



Chilled Victim (23%)



Ducking Attacks

Low Punch (2%)



Uppercut (13%)



Low Kick (2%)



Reaching Low Kick (2%)



Character Strategies

Pop-up Attacks

Power Lift (13%)



1, 1, 4

Champion Kicks (12%)



Away + 4

Low Attacks

Ice Poke (2%)



Away + 3

Middle Attacks

Knee (7%)



Attack 4

Champion Kicks (12%)



Away + 4

Lights Out (16%)



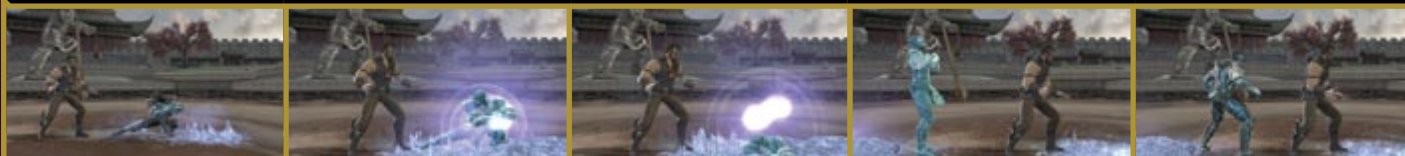
Away + 2, 2

Paused Punch (9%)



Away + 2

Pro Moves



Icy Slide, Tombstone Teleport (immediately after doing the motion for the Cold Slide)



Tombstone Teleport, Icy Counter (immediately after the Tombstone Teleport has completed)

Advanced Combos

4 hits (21%)



Icy Freeze - Champion Kicks - Cold Slide

4 hits (19%)



Icy Freeze - Jumping attack 2 - Hook Punch - Uppercut

Expert Combos

5 hits (31%)



Knee, Icy Freeze - Lights Out, Cold Slide

Character Strategies

9 hits (33%)



Lights Out, Icy Freeze - Hook Punch - Ice Picked, Icy Counter

Finishing Moves

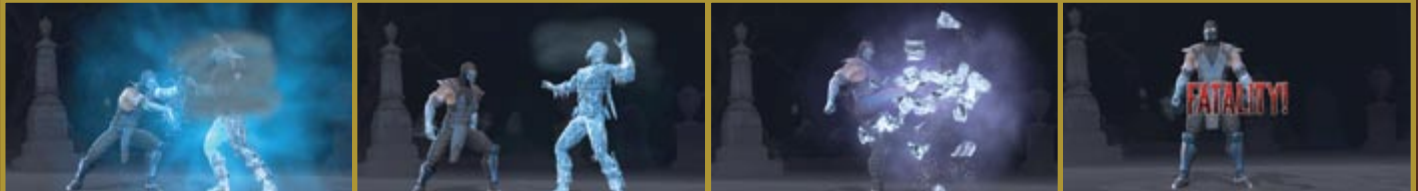
Fatalities

Fatality 1



Away, Away, Down, Away, Attack 4

Fatality 2



Away, Towards, Down, Towards, Attack 2

Superman

Superman has the most special moves in the game, and their significance lies in your ability to be able to know precisely when to use all of them. Most of Superman's basic moves with Attack 1 hit medium, which can lead to excellent combos that do a great deal of damage. Attacks 3 and 4 also lead to strong combos by canceling them into the Inhale Capture or Soaring Knockout special moves. Superman's Heat Vision and Air Heat Vision are also good at keeping the opponent away; his Ground Tremor is best used after the Heat Vision connects.



Special Moves List

Heat Vision (5% to 13%)*



Away Away + 1

Inhale Capture (11%)



Down Away + 2

* Keeping tapping Away Away + Attack 1 for extra hits.
Can also be done in the air.

Soaring Knockout (14%)



Down Towards + 2

Ice Breath



Down Towards + 3

Character Strategies

Ground Tremor (7%)



Down Down + 4

Shoulder Charge (12%)



Towards Towards + 4

Up, Up, and Away



Down Away + 3

Hover Heat Vision Close (11%)**



Attack 1

Hover Heat Vision Far (11%)**



Attack 2

Hover Ground Tremor (7%)**



Attack 3 or Attack 4

** After Up, Up and Away

Attacks

Basic Attacks

Strong Swing (3%)



1

Upward Body Blow (5%)



2

Stomach Pain (5%)



3

Unbelievable Kick (9%)



4

Directional Pad + Attacks

Uplifting Uppercut (7%)



Away + 1

Over-head Thunder (5%)



Away + 2

Power Backfist (11%)



Away + 3

Low Sliding Kick (7%)



Away + 4

Chain Combos

Double Iron (6%)



1, 1

Pulverizer (11%)



1, 1, 1

The Smasher (13%)



1, 1, 2

To the Gut (11%)



1, 1, 3

Soaring Victory (15%)



1, 1, Away + 3

Knock Out Power (14%)



2, 4

Weighted Force (10%)



2, 3

More Justice (19%)



2, 3, Away + 3

Forever Justice (19%)



2, 3, 4

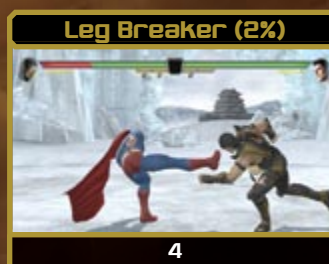
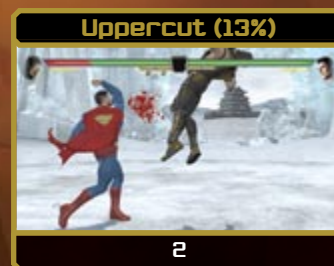
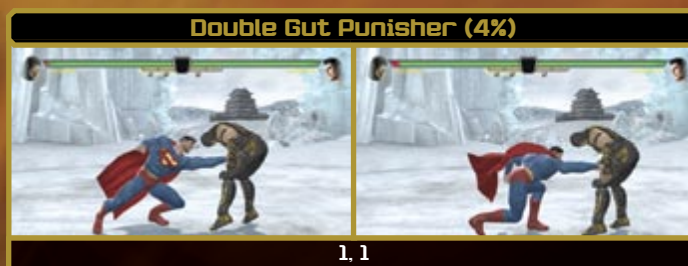
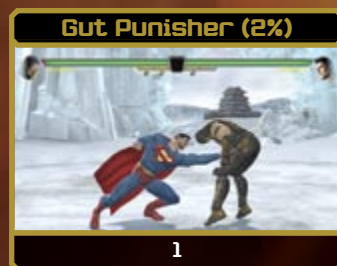
Man in Blue (14%)



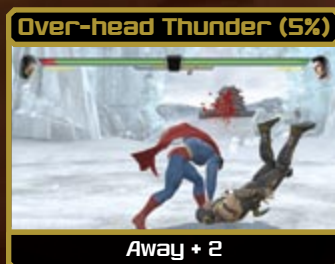
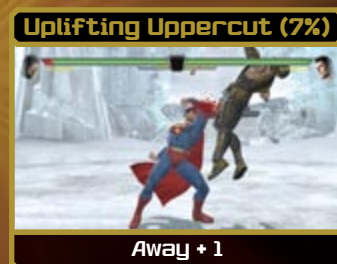
3, 4

Character Strategies

Ducking Attacks



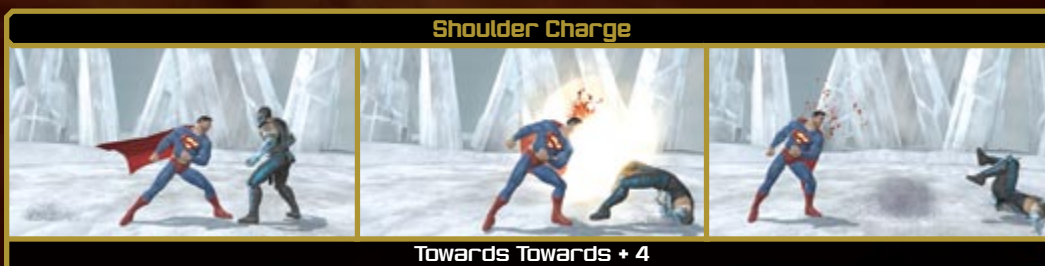
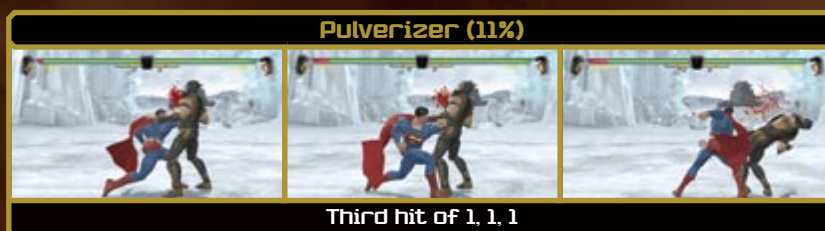
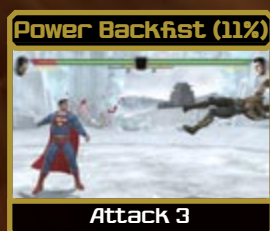
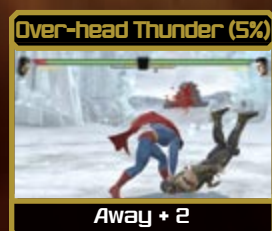
Pop-up Attacks



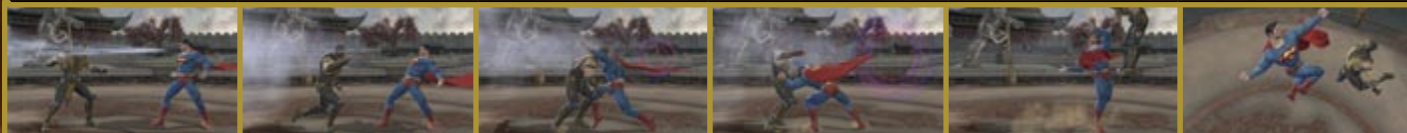
Low Attacks



Middle Attacks



Pro Moves



Inhale Capture, Soaring Knockout immediately after performing the command for Inhale Capture



Ground Tremor, Down + Attack 1 + 2 immediately after Ground Tremor connects



Soaring Knockout, Down/Away + 3



Inhale Capture, Up, Up, and Away

Advanced Combos

4 hits (18%)



Ice Breath - Double Iron, Shoulder Charge

4 hits (23%)



Uplifting Uppercut - Jumping attack 2 - Jump kick, Air Hear Vision

Character Strategies

Expert Combos

6 hits (33%)



Forever Justice, Inhale Capture, *Pro Move (Up Up and Away), Hover Ground Tremor

5 hits (22%)

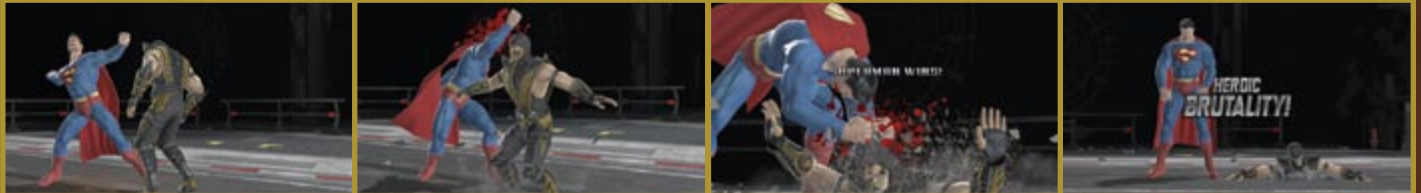


Upward Body Blow, Icy Breath - Jump in Kick, Inhale Capture, *Pro Move (Soaring Knockout)

Finishing Moves

Heroic Brutalities

Heroic Brutality 1



Down, Down, Towards, Towards, Attack 1

Heroic Brutality 2



Towards, Towards, Down, Away, Attack 4

Wonder Woman

Wonder Woman is an offensive machine in close range. Her Upward Chops are very fast, hit mid, and can lead to big damage. So when she's on an opponent, she usually stays on him due to him not wanting to let go of block in fear of eating a big combo initiated by the Upward Chops into the Wonderous Spin. This is where she can combo into her Splits Grab, which is not only fast but hits low. Once you hit them with the Splits Grab a couple times, they'll want to block low and that's where the mind games begin. If your opponent wants to attack you in between your Upward Chops, hit them with Wonderous Spin. It will beat whatever he throws out, clean. The Wonderous Spin is also a great anti-air attack. Truthfully, Wonder Woman's only weakness is not being the best at closing the distance against someone who has good special moves from long range. But once she's in, she usually stays in, and she can wreak a lot of havoc in a short time.



Character Strategies

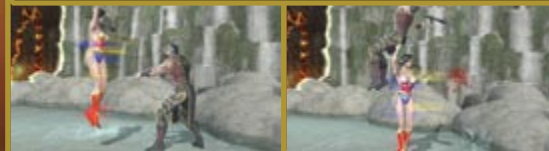
Special Moves List

Wonderous Spin (13%) (can also be done in air)



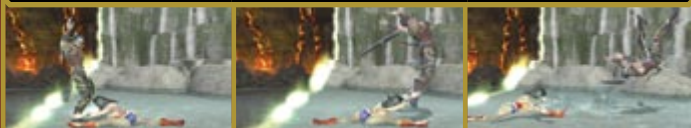
Down Away + 4

Divine Princess (9%)



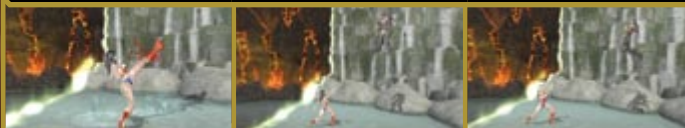
Down Towards + 2

Splits Grab (11%)



Down Towards + 3

Gotcha Girl (14%)



Towards Towards + 4

Handstand Burst (14%)



Down Away + 3

Lasso Grab (14%)



Away Towards + 1

Attacks

Basic Attacks

Power Punch (5%)



1

Upward Chop (3%)



2

Spin Kick (7%)



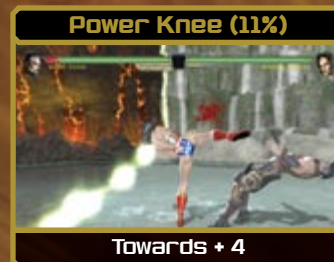
3

Face Kick (9%)

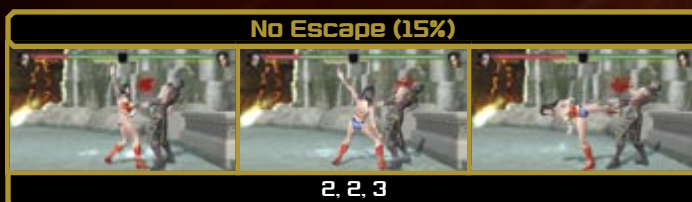
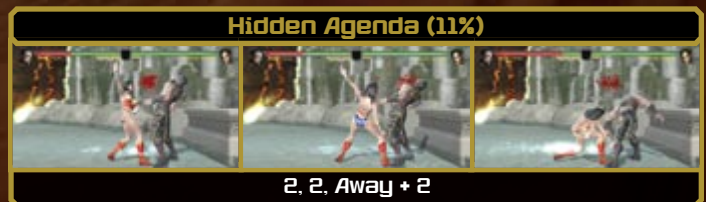
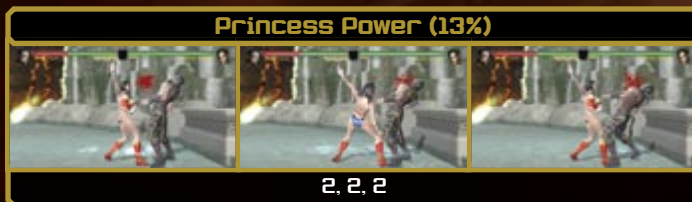
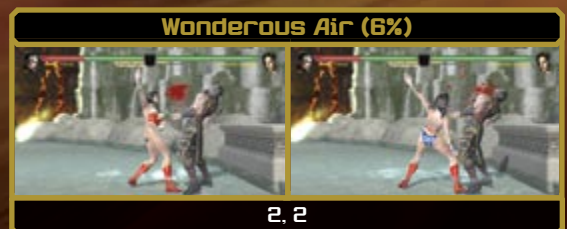
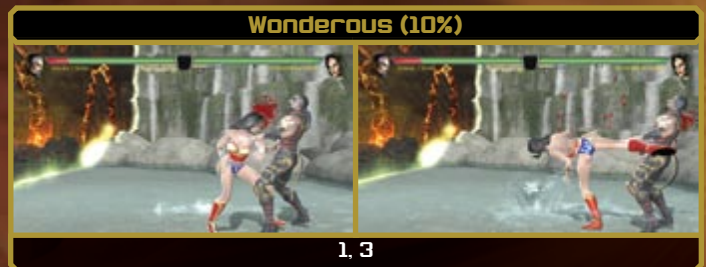
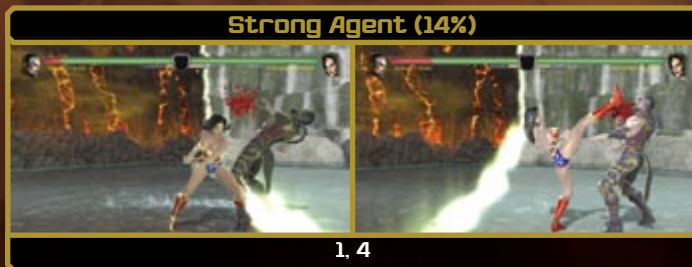


4

Directional Pad + Attacks



Chain Combos



Character Strategies

Gift of the Gods (13%)



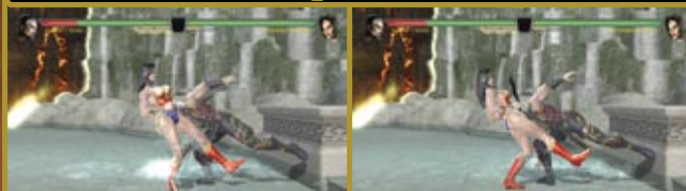
2, 2, 1

Red Boots (16%)



3, 4

Frenzy Boots (7%)



Away + 3, 3

Ducking Attacks

Low Punch (2%)



1

Uppercut (13%)



2

Low Kick (2%)



3

Reaching Low Kick (2%)



4

Pop-up Attacks

Launching Heels (9%)



Away + 4

Low Attacks

Low Power Palm (7%)



Away + 1

Boot Smasher (5%)



Away + 3

Splits Grab (11%)



Down Towards + 3

Middle Attacks

Launching Heels (9%)



Away + 4

Upward Chop (3%)



Attack 2

Overhead Smash (7%)



Away + 2

Inner Strength (11%)



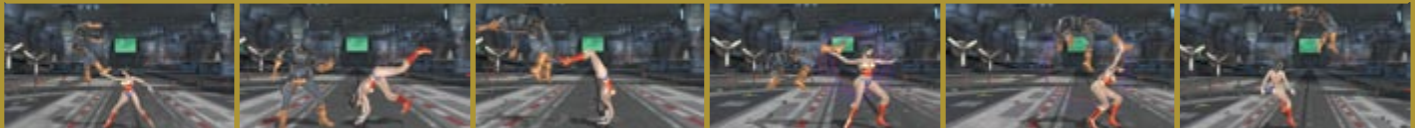
Towards + 1

Handstand Burst (14%)

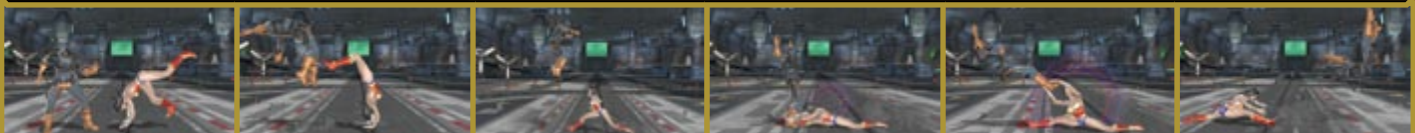


Down Away + 3

Pro Moves



Handstand Burst, Down Away + 2 press Down Way + 2 as soon as Wonder Woman reaches for the opponent's leg



Handstand Burst, Splits Grab

Advanced Combos

3 hits (29%)



Launching Heels - Divine Princess - Uppercut

5 hits (26%)

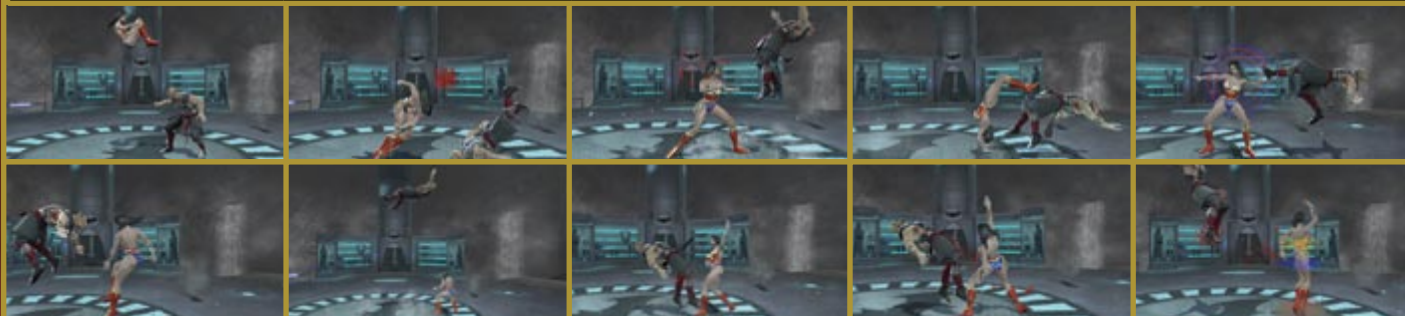


Launching Heels - Divine Princess - Spin Kick, Wonderous Spin

Character Strategies

Expert Combos

8 hits (29%)



Jumping attack 2 - Handstand Burst, *Pro Move (Pop up) - Wonderous Air, Divine Princess

11 hits (36%)



Wonderous Air, Divine Princess - Handstand Burst, *Pro Move (Pop up) - Wonderous Air, Handstand Burst, *Pro Move (Splits Grab)

Finishing Moves

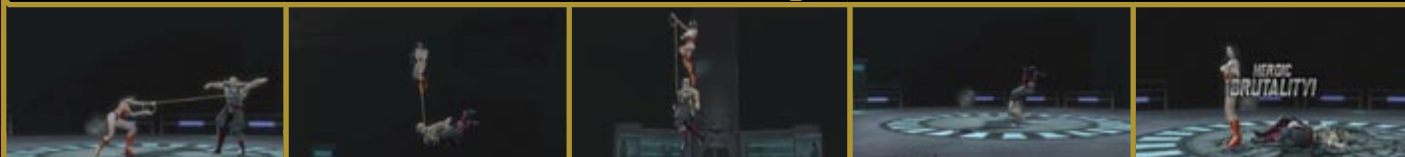
Heroic Brutalities

Heroic Brutality 1



Up, Away, Down, Towards, Attack 1

Heroic Brutality 2



Towards, Away, Away, Towards, Attack 4

Shao Kahn



Like many characters, Shao Kahn's main effectiveness revolves around his juggling capabilities. Shao Kahn's *Away + 2* pop-up hits mid, and can be followed up with numerous juggles and an *Attack 2* ender which does 14% damage as a normal move. Shao's Kahn's *Pulse Blast* is very quick, and can be utilized as a normal projectile spam in order to setup the devastating *Hammer Smash* which inflicts decent damage and stuns the opponent if it connects, which means you get to run up and perform a free combo of your choice. Nightwolf players will recognize the quick and deadly *Shoulder Charge*, and will be even more overjoyed when they see the effects of the *Rising Emperor* special move. The really scary damage potential can be set up from Shao Kahn's *Back + 4* pop-up which gives you a better chance to time easier combos, and increasing the damage potential in the process.

Character Strategies

Special Moves List

Shoulder Charge (11%)



Towards, Towards, 4

Rising Emperor (11%)



Away, Towards, 4

Energy Shield (11%)



Down, Away, 3

Pulse Blast (11%)



Away, Away, 1

Choke Punch (12%)



Towards, Towards, 1

Hammer Smash (9%)



Away, Towards, 2

Attacks

Basic Attacks

Backhand (7%)



1

Face Pop (14%)



2

Knee (5%)



3

Stomach Smash (7%)



4

Directional Pad + Attacks

Low Palm (7%)



Away + 1

Overhead Smash (5%)



Away + 2

Shin Hit (5%)



Away + 3

Krazy Axe (9%)



Away + 4

Chain Combos

Dark Void (10%)



1, 1

Krush (12%)



3, 1

I Win (15%)



3, 1, 1

Rocky Bootz (7%)



3, 4

Ducking Attacks

Ducking Punch (2%)



Down + 1

Uppercut (13%)



Down + 2

Low Kick (2%)



Down + 3

Reaching Low Kick (2%)



Down + 4

Pop-up Attacks

Overhead Smash (5%)



Away + 2

Krazy Axe (9%)



Away + 4

Character Strategies

Middle Attacks

Knee (5%)



3

Stomach Smash (7%)



4

Overhead Smash (5%)



Away + 2

Shoulder Charge (11%)



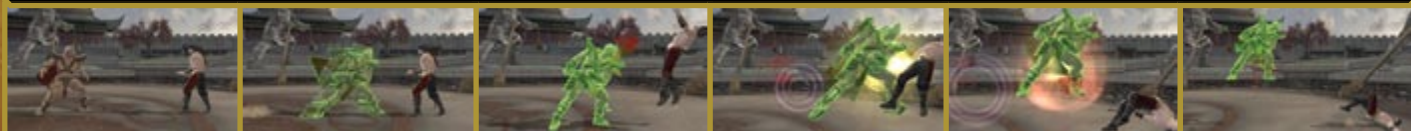
Towards., Towards., 4

Hammer Smash (9%)



Away, Towards, 2

Pro Moves



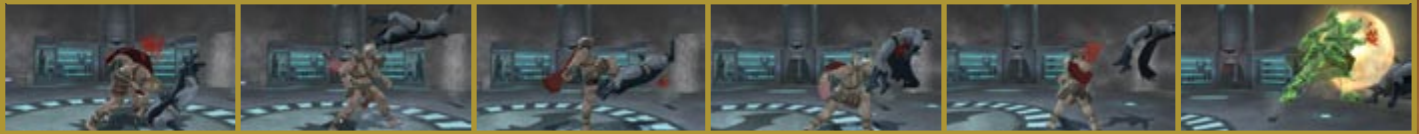
Shoulder Charge into upward Shoulder charge



Choke Punch extra hit

Advanced Combos

5 hits (26%)



Overhead Smash - I Win, Rising Emperor

2 hits (19%)



Hammer Smash - Pulse Blast

Expert Combos

5 hits (32%)



Krazy Axe - Jumping attack 2 - Stomach Smash, Shoulder Charge. *Pro Move

Darkseid

Although Darkseid is a boss, he is not to be taken lightly. He is not a character that needs to be banned from tournament or online play, which can sometimes be the case with overpowered boss characters in many fighting games. A lot of Darkseid's setups revolve around his ability to juggle your opponent after his Away + 3 Stomp, which hits low. Darkseid's best move is his Ground Tremor, which hits twice up close and has an amazing window of animation that hits everyone up close. To top this off, it also hits on the ground, making an effective unblockable ground pound maneuver ala Jax when coupled with his Omega Beams. Darkseid's Omega Terror hits mid, and has the ability to cross up the opponent, and also allows Darkseid to jump from the length of the screen on top of an opponent, easily handling projectile characters.



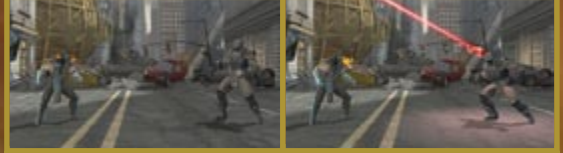
Special Moves List

Omega Beam (7%)



Away, Away, 1

Anti-Air Omega Beam (7%)



Away, Away, 2

Omega Knee (11%)



Away, Towards, 4

Omega Tremor (7%)



Down, Down + 4

Omega Force (11%)



Down, Away, 3

Attacks

Basic Attacks

Cross Check (3%)



1

Close Hook (5%)



2

Frontal Kick (7%)



3

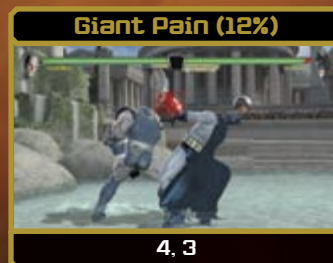
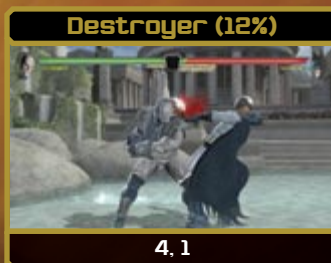
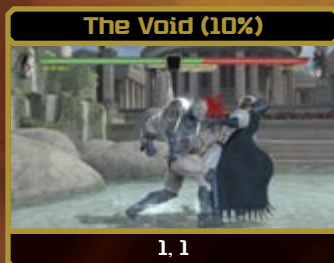
Body Blow (5%)



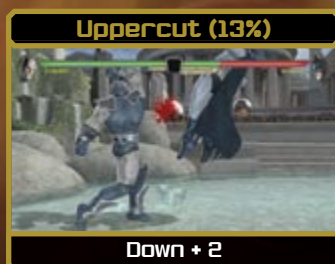
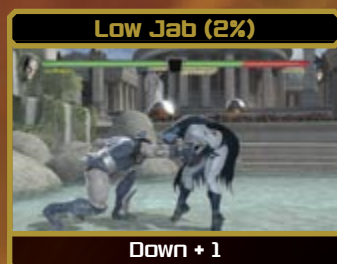
4

Character Strategies

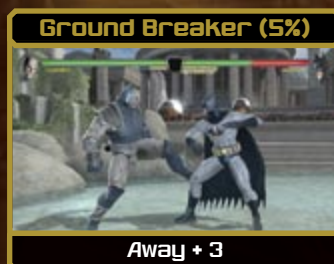
Chain Combos



Ducking Attacks



Pop-up Attacks



Middle Attacks



Omega Force (11%)



Down, Away, 3

Low Attacks

Ground Breaker (5%)

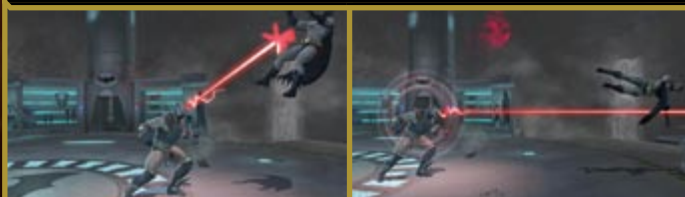


Away + 3

Pro Moves



Omega Force into headbutt

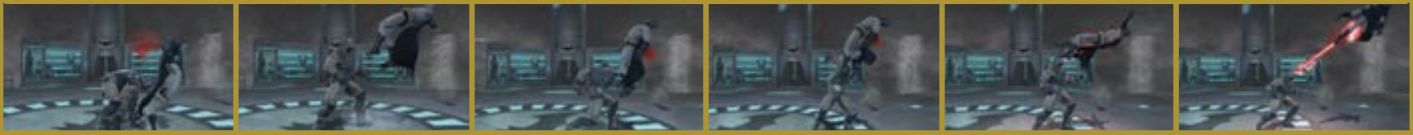


Upward Eye Laser into Straight Eye Laser

Character Strategies

Advanced Combos

4 hits (21%)



Bomb Splash - The Void, Anti Air Omega Beam

4 hits (20%)



Jump in attack 2 - Close Hook, Omega Tremor

Expert Combos

5 hits (25%)



Ground Breaker - Destroyer, Anti Air Omega Beam, *Pro Move

Xbox 360 Achievements/PlayStation 3 Trophies

| Name | Description | GamerScore Points | Trophy Value |
|---------------------------------|--|-------------------|--------------|
| Bring It On! | Complete Jax's expert combos | 5 | 15 |
| Cat Burglar | Complete Catwoman's expert combos | 5 | 15 |
| Clown Prince of Crime | Complete the Joker's expert combos | 5 | 15 |
| Emperor of Outworld | Complete Shaokhan's expert combos | 5 | 15 |
| Evil Genius | Complete Lex Luthor's expert combos | 5 | 15 |
| Fastest Man Alive | Complete the Flash's expert combos | 5 | 15 |
| Get Over Here! | Complete Scorpion's expert combos | 5 | 15 |
| Grand Master | Complete Sub-Zero's expert combos | 5 | 15 |
| Green Lantern's Light! | Complete Green Lantern's expert combos | 5 | 15 |
| Master of Souls | Complete Shang Tsung's expert combos | 5 | 15 |
| Omega Effect | Complete Darkseid's expert combos | 5 | 15 |
| Outworld 's Princess | Complete Kitana's expert combos | 5 | 15 |
| Princess Diana | Complete Wonder Woman's expert combos | 5 | 15 |
| Shaolin Monk | Complete Liu Kang's expert combos | 5 | 15 |
| SHAZAM! | Complete Captain Marvel's expert combos | 5 | 15 |
| Special Forces | Complete Sonya's expert combos | 5 | 15 |
| Tarkatan Champion | Complete Baraka's expert combos | 5 | 15 |
| The Assassin | Complete Deathstroke's expert combos | 5 | 15 |
| The Caped Crusader | Complete Batman's expert combos | 5 | 15 |
| The Man of Steel | Complete Superman's expert combos | 5 | 15 |
| The Mercenary | Complete Kano's expert combos | 5 | 15 |
| The Thunder God | Complete Raiden's expert combos | 5 | 15 |
| Fatality! | Perform a Fatality! | 10 | 15 |
| Heroic Brutality! | Perform a Heroic Brutality | 10 | 15 |
| Strange Forces | Complete Chapter 1 - DC Universe | 10 | NA |
| Worlds Collide | Complete Chapter 2 - Mortal Kombat | 10 | NA |
| Infiltration | Complete Chapter 4 - Mortal Kombat | 15 | NA |
| Invasion | Complete Chapter 3 - DC Universe | 15 | NA |
| Arcade Master | Beat Arcade Mode on max difficulty without continuing | 20 | 90 |
| Combo Champion | Perform a 10 hit combo in arcade mode | 20 | 15 |
| Deadly Alliance | Complete Chapter 6 - Mortal Kombat | 20 | NA |
| The Competitor | Play 200 Versus matches | 20 | 15 |
| The Ultimate Evil | Complete Both Mortal Kombat and DC Universe Story Mode | 20 | 90 |
| Unlikely Alliance | Complete Chapter 5 - DC Universe | 20 | NA |
| Free Fallin' | Perform a Free-Fall Transition | 25 | 15 |
| Mortal Kombat Champion | Finish arcade mode with an MK character | 25 | 15 |
| Super Hero | Finish arcade mode with a DC Universe character | 25 | 15 |
| The Pugilist | Perform Klose Kombat | 25 | 15 |
| DC Arcade Champion | Complete Arcade Mode with all DC Universe Characters | 50 | 30 |
| MK Arcade Champion | Complete Arcade Mode with all Mortal Kombat Characters | 50 | 30 |
| Supreme Champion | Complete all Expert Combos | 50 | 90 |
| Universe Reborn | Complete DC Universe Story | 50 | 15 |
| Worlds Remade | Complete Mortal Kombat Story | 50 | 15 |
| Special Move Master | Perform all Special Moves | 100 | 90 |
| The Finisher | Perform all Fatalities and Heroic Brutalities | 100 | 90 |
| Only in an online match! | | | |
| Challenger! | Play 10 Ranked Matches | 10 | NA |
| Humiliation! | Get a flawless victory Online | 20 | 15 |
| Less Talk, More Fight! | Win a Chat Room Match | 20 | 15 |
| Online Champion | Win 25 Ranked Match in a row | 50 | NA |
| Relentless! | Play 100 chat lobby matches | 50 | 30 |
| TOTAL | | 1000 | 1050 |

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Baraka



Batman



Catwoman



Green Lantern



Jax



The Joker



Liu Kang



Raiden



Scorpion



Sonya



Sub-Zero



Darkseid



Deathstroke



The Flash



Kano



Kitana



Lex Luthor



Shang Tsung



Shao Kahn



Captain Marvel



Superman



Wonder Woman

Yeah. There are *THAT* many.

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