



## Introduction

A powerful force has brought two worlds together, much to the dismay of their respective inhabitants, and there's only one way for the heroes and villains of Mortal Kombat and the DC Universe to save the day: by beating the crap out of each other.

But the playing field has been leveled: Now that The Joker can easily pummel the lightning out of the electric deity Raiden, and Sub-Zero can freeze Superman into a patriotic Popsicle, even the most omnipotent of beings in both worlds will need an edge to come out on top. That's where we come in. There's no excuse for being unprepared when the universe is thrown into chaos; so step into a phone booth, put on a cape, and check out this guide before hopping into the fray.

***In this Mortal Kombat vs. DC Universe strategy guide, you'll find:***

- **BASICS** // Whether you're a fire-breathing assassin, a moralizing femme fatale, or just a guy with metal arms, you'll be better off if you know the basics.
- **CHARACTERS** // A complete move list including Finishers, Pro Moves and everything else you need to open an interdimensional can of whoopass.
- **WALKTHROUGH** // How to conquer Story Mode and restore order to the realms.
- **LEVELS** // Use your environment to outwit your opponent.
- **TROPHIES** // To the virtual victor go the virtual spoils.

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## Mortal Kombat vs. DC Universe Basics

### The Rage Meter

See that little yellow bars and lightning bolts under your Health Bar? That's your Rage Meter, one of the many ways MK vs. DC shakes up standard fighting. This little bar can turn the battle in your favor easily. It fills primarily from your enemies blocking your attacks and from you taking damage. So if you are taking a pounding, your Rage Meter at least is thriving.



One way to get a head start on filling your meter is to get the first hit of the battle. This fills it half way. Your meter has two segments and each can be used as one Kombo Breaker (→ + RT), or, if you save up the meter until it's full, you can enter Rage Mode (hit LT and RT). Kombo Breakers send your opponent flying to the floor no matter how bad he or she is juggling you, giving you a chance to recoup and go on the offensive.



The Rage Mode option is perhaps more useful, as it makes your attacks impervious to blocking, and you deal a bit more damage. Contrary to what you may think, it's best to not waste your Rage on big, flashy Super Moves. Rather, keep your opponent close and pummel him or her with strong Style Moves to really whittle away the health bar—if you don't send your foe flying, you'll have more time to increase damage while the meter empties. If you are on the receiving end of a rage, back off, keep moving, and just try and avoid your opponent (don't bother blocking).



## Finishers

Mortal Kombat's legacy is its brutal finishing moves, and they return in MK vs. DC with a slightly-reduced gore-factor. In fact, the DC Superheroes (Superman, Captain Marvel, Wonder Woman, Batman, Green Lantern and The Flash) don't have Fatalities, the deadly MK finishers, but instead have Heroic Brutalities. This morality code doesn't apply to the DC villains, vigilantes and the MK characters, however.



You may only execute Fatalities in Vs. or Arcade modes, so if you want to practice them with minimum risk, you'll need a second controller. In the few seconds following 2 out of 3 round your victory, you will see the words FINISH HIM! appear. At this point you'll need to move to the correct distance away from your target and execute the Fatality/Heroic Brutality button combo.



Some finishers require you to be near to your opponent—one step away or closer—and some a few body lengths away. Chances are if your Fatality isn't working, you should change your position. The full moves and distances are outlined in our Characters section.

## Destructible Objects

Columns, stalagmites, statues—they litter the levels of MK vs. DC. Hit your opponent into one for up to 10% additional damage. For more on this, check out our Levels section.



## Free Fall Kombat

Free Fall Kombat can be initiated on certain levels (refer to our Levels section for more) by knocking or throwing your opponent off of a ledge—usually through some sort of destructible restraining wall. Moves that normally send your opponent flying horizontally are the best way besides a throw to break into a Free Fall Kombat segment. Certain levels feature drops prominently, some without a limit on the number of Free Fall Kombat segments you can initiate.



Free Fall Kombat is risky, however, since things can turn against you in a split second. While in the air, you'll be able to switch positions with your opponent. Whoever is on top at the bottom will dole out the damage. So what should you be doing during these sections? Well, if you're on top, you should randomly hit the face buttons to beat your opponent.



If you are on the bottom, you must match your aggressor's button presses. One way to simplify this, and not risk timing problems, is to mash a single button and hope it comes up randomly in your opponent's random pressing. This works quite well against computer controlled fighters.



As the fighters swap spots in the air and accrue damage, a meter on the side of the screen will be filled. When this meter reads "SUPER," hit the RB to perform a special move to end the Free Fall Kombat early and ensure damage to your opponent (up to 30%! ). You can hold out longer for a higher meter, and thus, higher damage, but you risk your opponent turning the tides on you.

## Test Your Might

Similar to Free Fall Kombat, Test Your Might is only available on certain levels with destructible walls. We detail these in our Levels section. By knocking or throwing your opponent into certain walls, you'll initiate this mini game.



As you charge through the walls, you'll need to press all four face buttons as fast as possible. You can be pretty sloppy here, and you can press them essentially all at once. Your opponent does the same. Whoever initiated the attack will deal out the damage (up to 25%) no matter what, but the person on the receiving end can all but cancel out that damage by mashing away.



## Klose Kombat

Klose Kombat can be initiated at any time so long as your opponent doesn't block the attempt. Press RB to begin grappling your foe and the camera will zoom in for some heavy blows.



Like Free Fall Kombat, one person deals blows and the other tries to guess the correct face button (stay with one and mash away to improve your chances!). If you are on the defensive and choose wisely, you will end the battle with a Kounter—and inflict a bit of damage to your adversary.



If you are dealing the damage, each blow counts for a higher final percentage. When in Klose Kombat, some blows count for more—like the B (the most, 9% each) and X attacks (7%), so there's a good chance your opponent will be picking those.

### Kombo Challenge & Pro Moves

Kombo Challenge is a mode in which you complete various Style and Super Moves in sequence with precise timing. This is not for the faint of heart—it requires intense concentration and a good feel for a character's move set. The best part about Kombo Challenge is that it teaches you how to perform the characters' Pro Moves.



Pro Moves are extended versions of Super Moves: Say you send a rocket with a Super Move like Lex's LEXCOPR ROCKET; following that move up with precise-timing-required button commands will allow you to fire an additional rocket. Each character has at least one Pro Move—for more on how to execute these, check out our Characters section.



In Kombo Challenge, many of the challenges require you to perform a Pro Move. Often, they will show you a white star at the exact moment a time-sensitive command needs to be carried out. Look for this white star to learn the correct timing of your Pro Moves—it will guide you through Kombo Challenges as well. Finally, the little circle with the arrow in it in the Kombo Challenge button key indicates that you must JUMP.

## Mortal Kombat vs. DC Universe Characters

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### Character Select

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03	<a href="#">Catwoman</a>
04	<a href="#">Darkseid</a>
05	<a href="#">Deathstroke</a>
06	<a href="#">The Flash</a>
07	<a href="#">Green Lantern</a>
08	<a href="#">The Joker</a>
09	<a href="#">Lex Luthor</a>
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#### Mortal Kombat

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18	<a href="#">Scorpion</a>
19	<a href="#">Shang Tsung</a>
20	<a href="#">Shao Kahn</a>
21	<a href="#">Sonya Blade</a>
22	<a href="#">Sub-Zero</a>

### A Note on Finishers

For Fatalities and Heroic Brutalities, your distance from your dazed foe matters. We note the proper distance you must be from your opponent with the finishing move button requirements below. "Face to face" means you must be so close that you are touching your opponent—or nearly doing so.



"One step back" means you should walk up to your opponent, move back one step, or about a full body length, and execute the button combo. "Far" means approximately the distance between your fighters at the beginning of a match—two to three body lengths.



The game is relatively lenient with these distances, and some button combinations will actually move your fighter out of position, so just keep practicing until you get the feel of the Finisher you want to use. Finally, we denote one Finisher for every character as "Easy" and one "Hard." These are relative terms and only are included to help unfamiliar players choose which Finisher to tackle first. For more information on Finishers, pro moves and more, check out our Basics section.

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<b>Batman</b>									

Batman is perhaps the most universally cool DC hero, and his moves back up his reputation. He can fight seamlessly from across the screen and still be effective in close quarters.

His Style Moves include the useful OVERHEAD ELBOW, which bounces its target upwards, setting him or her up for an UPPERCUT or Super Move in mid-air. His strangely untitled Y move is a great 9% kick—use it after the A attack TWISTING HOOK KICK for a short 20% combo called POWER LEGS. That's a lot of damage for, oh, two seconds.





The BATARANG (↓ → X) and the preferable SNEAKY BATARANG (↓ ← X) are Batman's most reliable ranged projectile attacks. A shorter range version that's harder to connect is the SMOKE CAPSULE, which also leaves your opponent dazed very briefly, and open for a followup BATARANG.



The LEG TAKEDOWN (↓ ← B) is the funniest of Batman's moves, and should be reserved for making your opponent look like a fool. The LEAPING HIGH KICK (↓ → B) is perhaps a better choice, as it does a whopping 14% damage—as does the SMOKE ESCAPE (↓ ← A)—much more than an escape, this is a violent pounce.



Super Moves	
Smoke Capsule	↓ ← Y
Batarang	↓ → X
Leaping Shadow Kick	↓ → B
Leg Take Down	↓ ← B
Sneaky Batarang	↓ ← X
Dark Absorption	← ← Y
Smoke Escape	↓ ← A

Pro Moves	
Batarang/Smoke Capsule	↓↘X, ↓↙Y

Heroic Brutalities	
Easy	↓↓↓↑A (Face to face)
Hard	↓↔↔↔B (Far)

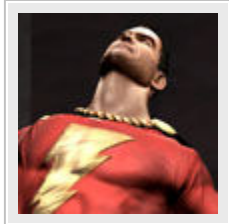


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### Captain Marvel

Oh boy, this guy dressed in Incredibles pajamas is a handful. Besides his ↙ + Y attack, SLAMMER FISTS, which does 11% damage with a good knockback, you'll most likely want to stick with his Super Moves.



The Y is where it's at with Marvel. ↔↔↔Y—STRENGTH OF HERCULES—and ↓↙Y—ATLAS CLAP—will probably be your favorite moves. The latter of these deals more damage the closer you get—but it's a bit on the slow side in the wind-up.



Also of note is ACHILLES BOLT—↓←A—this is unblockable, and a good first move. It requires you to be in close though—too close, usually. POWER OF ZEUS is Captain Marvel's decent projectile—it's hard to leap over, which makes it a bit better than your average slow projectile.



The MERCURY BEAR HUG is his best-looking move, if you enjoy injecting absurdity into your matches (as if Captain Marvel wasn't absurd enough as it is).

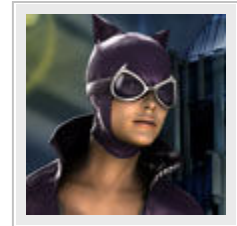
Super Moves	
Solomon Escape	↓←B
Strength of Hercules	←→Y
Atlas Clap	↓←Y
Power of Zeus	↓←X
Achilles Bolt	↓←A
Mercury Bear Hug	←→B
Pro Moves	
Power of Zeus Extra	↓←X, →Y
Mercury Bear Hug Extra	←→B, tap Y during hug
Heroic Brutalities	
Easy	↓←↓→Y (One step back)
Hard	↓→←→X (Face to face)



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## Catwoman

Catwoman's Style Moves are decent and her Super Moves are on par with most other characters, but she get's a bad rap with many players—maybe it's the awful threads. The SWIFT HEEL KICK is a powerful, across the screen hit, ◀ + B, as is the TWISTING CLAW—◀ + Y. The SKULL POUNCER, ◀ + X, sets your opponent up for a mid-air UPPERCUT.



The WHIP STING is a downright underpowered attack (but the key to both Pro Moves)—▶◀ X—and should be substituted for great moves like the KITTY SURPRISE—◀▶ A, the RAGING CAT—◀▶ B, and LASSO GRIP—◀▶ Y—the latter of which isn't just a grip, but a full attack. Skip SOMERSAULTING FEVER as well—it requires a close range and is easy to block.



The problem with Catwoman's attacks is that the tapped  $\leftarrow$  and  $\rightarrow$  controller motions aren't as reliable as the sweeping,  $\leftarrow/\rightarrow$  quarter-circle motions other characters' move lists consist of. In fact, you have to do them a tad slower than the other moves to be sure they activate, so you're at an automatic disadvantage.

Super Moves	
Whip Sting	$\downarrow\leftarrow$ X
Lasso Grip	$\leftarrow\rightarrow$ Y
Kitty Surprise	$\leftarrow\rightarrow$ A
Raging Cat	$\leftarrow\rightarrow$ B
Somersaulting Fever	$\downarrow\rightarrow$ A
Nine Lives	$\downarrow\leftarrow$ B

Pro Moves	
Whip Sting, Lasso Grip	$\downarrow\leftarrow$ X—at the moment it hits— $\leftarrow\rightarrow$ Y
Whip Sting, Kitty Surprise	$\downarrow\leftarrow$ X—at the moment it hits— $\leftarrow\rightarrow$ A

Fatalities	
Easy	$\rightarrow\leftarrow\rightarrow\leftarrow$ B (One step back)
Hard	$\downarrow\leftarrow\downarrow\rightarrow$ Y (Far)

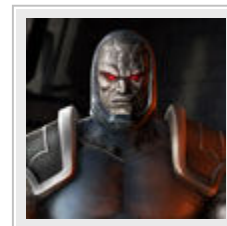


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Darkseid
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Darkseid is a bonus character (beat the DC line of Story Mode, then hold RB when on the character select screen to access him in Arcade Mode) and as such doesn't have Finishers. Don't let his limited move set fool you, though, as Darkseid is a large, in-charge powerhouse. He's also a cumbersome, bigger-than-average target, but you won't notice while slamming your opponent into the pavement. There are two ways to do this with Style Moves:  $\leftarrow$  + X (BOMB SPLASH) and BACK+A (GROUND BREAKER) will both bounce your foe skyward, setting him or her up for an easy UPPERCUT.





← + Y, the appealingly named WILD MARTIAN, will send your opponent flying to the ground for a breather if he or she gets in close. His primary ranged attack, OMEGA BEAM (←← X), is OK, and if you are fighting a leaping menace you can use the ANTI-AIR OMEGA BEAM (←← Y) to assist you.



His other Super Moves are all pretty standard. The OMEGA FORCE, ↓← A, can be used to attack from anywhere on the screen, but leaves time to block it. The OMEGA TREMOR (↓↓ B) can't be blocked, but can be avoided by jumping, so use it on people who aren't quick to leap. This can be spammed pretty effectively, too.

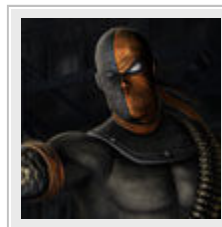
#### MOVES LIST

Super Moves	
Omega Beam	←← X
Anti-Air Omega Beam	←← Y
Omega Tremor	↓↓ B
Omega Knee	←→ B
Omega Force	↓← A
Pro Moves	
Omega Force Extra	↓← A—when you touch down—X + Y
Omega Beam Extra	←← Y, ←← X

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## Deathstroke

Deathstroke is a strange character that has two "stances," which just means you must press B to pull out your sword and do all the fun moves. Deathstroke is A-OK with his fists, but come on, it's a sword! Besides, it's a good thing to bust out as your first move as it does some damage.



Now, you will find good use for the FIERCE UPWARD SLASH (← + X) since you can follow it with an UPPERCUT. The LEI MEI CUTTER (← + Y) is a good thing to quickly Spam in Rage Mode. The BEHEADER—→ + Y—Actually stuns your opponent very briefly, leaving him or her open to just about any follow up—it's just too easy!



LUNGING STAB is a Super Move that also stuns briefly—←→ + Y. When not up in your opponent's grill, Deathstroke has some decent ranged attacks. His PISTOL SHOT is the best (←→ + X), but the FLASH BOMB attacks, while hard to aim, result in a goofy look on your foe's face. Worth it? Maybe.



Finally, the STOMACH STAB— $\downarrow \rightarrow X$ —is a brutal dagger stab followed by a kick that's great to catch you stunned foes with.

Super Moves	
Close Flash Bomb	$\downarrow \downarrow A$
Far Flash Bomb	$\downarrow \downarrow B$
Pistol Shot	$\leftarrow \rightarrow X$
Lunging Stab	$\leftarrow \rightarrow Y$
Stomach Stab	$\downarrow \rightarrow X$

Pro Moves	
Pistol Shot Extra	$\leftarrow \rightarrow X$ ,—as soon as it hits— $\rightarrow \rightarrow Y$

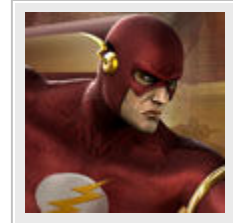
Fatalities	
Easy	$\rightarrow \downarrow \leftarrow \rightarrow A$ (Face to face)
Hard	$\rightarrow \rightarrow \downarrow \rightarrow Y$ (Face to face)



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## The Flash

The Flash's repertoire is unlike any other characters' and much of it relies, unsurprisingly, on confusing your opponent. While it's hard to trip up a computerized foe, humans will have a hard time keeping up with moves like TELEPORT UPPERCUT (↓↙B), TELEPORT FLURRY (↓↙X) and AROUND THE WORLD (↔B).



The latter move is not only unblockable, but stuns your opponent, making cheap followups and Spamming hard to resist. Unfair? Not if you're The Flash! Oh, and it does 5% damage, to boot. The TELEPORT UPPERCUT deals less damage than a good ol' fashioned UPPERCUT, but it does let you catch your opponent off guard. The TELEPORT FLURRY does a lot more damage, but can be broken easier due to its length.



The SUPER UPPERCUT (↓↙Y) isn't so hot—it's a short range, low damage uppercut. FLURRY PUNCH (↔Y) is probably Flash's goofiest move, besides the Finisher in which he does a little jig on his opponent. Brutal? You decide.



In terms of Style Moves, Flash doesn't really have anything too strong. He has an interesting move called ROLLING THUNDER (↵ A) which consists of a low punch and a small uppercut which sets your opponent up for some juggling. If you are in a Rage, hitting Y repeatedly will perform SONIC BLAST which is a quick way to drain your opponent's life meter.

Super Moves	
Fast Escape	↓↵A
Super Uppercut	↓↵Y
Teleport Uppercut	↓↵B
Around The World	↵↵B
Flurry Punch	↵↵Y
Teleport Flurry	↓↵X

Pro Moves	
Teleport Uppercut, Super Uppercut	↓↵B, ↓↵Y
Like the Wind, Teleport Uppercut	Y, Y, X—at the last hit—↓↵B
Like the Wind, Super Uppercut	Y, Y, X—at the last hit—↓↵Y
Teleport Flurry, Throw	↓↵X, X + A (to throw—alternately use LB, not as successful) at the last hit

Heroic Brutalities	
Easy	↵↵↵↵B (One step back)
Hard	↓↵↵↵↵↵A (Face to face)



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## Green Lantern

He's lean, he's mean, and he's, most importantly, green. Lantern's basic Style Moves are excellent, and his ring's powerful Super Moves are excellent as well, but only work at very specific ranges.



Green Lantern is all about the X. Hit it plus  $\rightarrow$  for a powerful push move called VIOLENT SHOVE which can then be followed to great effect by Super Moves. Up close his best Super Move is the WALL BARRIER— $\leftarrow \rightarrow$ , B—this not only blocks projectiles but deals damage and sends foes flying. If a few body lengths away, the crushing STRENGTH OF WILL does the trick— $\downarrow \leftarrow$  Y—and can be spammed effectively (this is actually Lantern's only Pro Move). VIOLENT SHOVE followed by STRENGTH OF WILL is a killer combo.



For a bit less damage the JUDGEMENT HAMMER— $\leftarrow \leftarrow$  A—will do, too. Lantern's projectile is a slow-moving green fist, JUSTICE GRIP that is easily dodged. Finally, the SUMMONED HAND GRIP is a throwaway move, but somewhat entertaining.



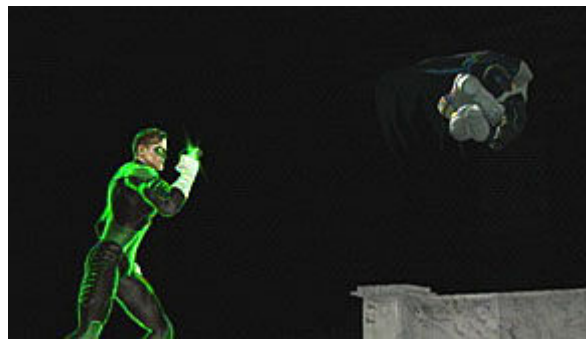
Super Moves	
Summoned Hand Grip	↓←X
Justice Grip	↓→A
Strength of Will	↓←Y
Judgment Hammer	←←A
Wall Barrier	←→B

Pro Moves	
Strength of Will Spam	↓←Y, ↓←Y, ↓←Y (wait for hammer to hit each time)

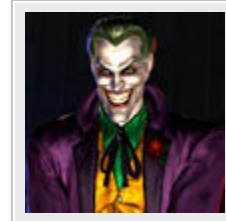
Heroic Brutalities	
Easy	→←↓←A (Far)
Hard	←→↓↓B (One step back)



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## The Joker

The Joker's repertoire of moves is greater than most characters due to MAGIC TRICK which allow you to alter the outcome. In MAGIC TRICK—**↓←B**—you turn into a green puff of smoke at which point you choose the trick by pressing a FACE BUTTON. If you don't choose, then you get nothing. It should be noted that the SURPRISE STOMP added to MAGIC TRICK can hit an opponent from any distance, but it seems that SURPRISE BOMB—technically a close range attack -seems to connect the easiest. They all do the same damage, anyway.



One of his Style Moves, **←+X** is a 16% mini-combo that's a flurry of punches called MAGIK TRIKZ. It's nice if it's not broken by a KOMBO BREAKER.

Other than that, his ranged JOKER'S WILD—**↓←Y**—is his projectile attack, and the BOMBS AWAY as well—which again can be altered, but based on distance. **→→Y** is the shortest range one of these.



PUT ER THERE is a funny little move that requires you to be touched by your opponent for a little zap of deadly electricity. It's only useful against an opponent all up in your grill and it's **↓←X**, which makes it interchangeable with MAGIK TRIKZ.

Finally, the LAUGHING FIST, **↓←A** is the extended boxing glove move that works well as a strong, if sidestep-able, ranged attack.



Super Moves	
Laughing Fist	↓ ← A
Joker's Wild	↓ ← Y
Bombs Away Close	→ → Y
Bombs Away Medium	→ → A
Bombs Away Far	→ → B
Put Er There	↓ ← X
Sinister Heels	← → B
Funnyman	← ↓ → A
Magic Trick	↓ ← B
Surprise Pistol Whip	X (after Magic Trick)
Surprise Bomb	Y (after Magic Trick)
Surprise Stomp	A (after Magic Trick)
Surprise Slide	B (after Magic Trick)
Pro Moves	
Surprise Pistol Whip, Joker's Wild	↓ ← B, X—as soon as it hits—↓ ← Y
Surprise Pistol Whip, Funnyman	↓ ← B, X,—as soon as it hits—← ↓ → A
Sinister Heels Extra	← → B, tap B BUTTON rapidly
Fatalities	
Easy	→ ← → X (Face to face)
Hard	← ↓ ← → Y (Face to face)

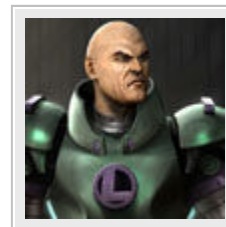


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## Lex Luthor

Lex's simplest Style Attack that will give you some room is VIOLENT FOOT PLANT—A—a kick that will send your opponent to the ground.

Otherwise, it may be time to start getting a bit more complex. The POWER LIFT is a good entry point to the mid-air juggling of your opponent. Hit it by press **← + X**. While your opponent takes to the air, he or she won't fly away like after an UPPERCUT. Actually, an UPPERCUT—**↓ + Y**—can be a good followup while your opponent is in mid-air. Even better is following it with the Super Move POWERED PALMS—**↓ → Y**—which is a series of low blows you can catch your opponent with on the way down for 22% damage total, nice!



Lex's other attacks include a homing ranged rocket called TARGET PRACTICE that doesn't do much damage, but always hits its mark. However another rocket move, LEXCOPR ROCKET is a 15% damage causing blast, but easy to dodge. Unleash it with **↓ ← A**.

ROCKET BOOTS—**← → B**—is his strongest move and can work from a variety of distances, yet it's surprisingly finicky to pull off. These tapping **← →** moves must always be done a bit slower than the **↓ / ← ↓ / →** moves which makes them slightly awkward.



Better than this, and also finicky, is HOT FLAMES—**← → A**—but if you screw it up, you'll probably get a VIOLENT FOOT PLANT, which isn't bad. This move sends a cloud of flame at a close opponent and freezes both of you temporarily in animation and it's Luthor's coolest-looking move.

Super Moves	
Target Practice	↓ ← X
Powered Palms	↓ → Y
LexCorp Rocket	↓ ← A
Hot Flames	← → A
Evasive Manuever	↓ ← B
Rocket Boots	← → B

Pro Moves	
Powered Palms, Rocket Boots	↓ → Y,—after second Powered Palms hit—← → B
LexCorp Rocket, Evasive Manuever	↓ ← A,—just before LexCorp Rocket hits—↓ ← B

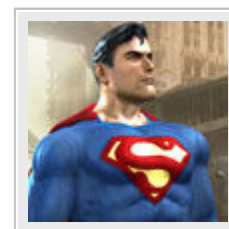
Fatalities	
Easy	↑ ↑ ↑ X (One step back)
Hard	↓ → ↓ ← Y (Face to face)



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## Superman

The Man of Steel has one of the largest move sets in the game, and he's one of the best characters because of it. Furthermore, Superman has some great juggling combos built into his Style Moves that all begin with a move called UPLIFTING UPPERCUT. This move, ← + X, sends your opponent skyward but not backward, like a regular UPPERCUT. Now, on the way down, it's possible to catch the airborne body with an OVER-HEAD THUNDER—← + Y—to knock it back to earth, bouncing it skyward again slightly. Following these two moves you can finish with an UPPERCUT for huge damage—24%. These must be executed in quick succession, but they work to drain life bars like nothing else.





You could also finish with a SOARING KNOCKOUT—↓→Y—a good move to use to slow down the action where Supes grabs his foe, flies up and tosses them down again.

But back to Style Moves, his rapid X punch flourish—PULVERIZER—is excellent for quick damage, while the UNBELIEVABLE KICK—B—is an easy knock-down move for good damage. A better option for a knockdown move is the ←+A POWER BACKFIST. For 11% damage, this sends your opponent away and to the ground.



In terms of Super Moves, His ↑↑ AND ←↓←A—can be disregarded. Like Joker's MAGIC TRICKS, this must be followed by one of three button choices. Unfortunately, the HEAT VISION attacks, X or Y, almost never hit their mark and the damage isn't that great. The unblockable HOVER GROUND TREMOR is just OK, since it's unblockable.



He has a freeze move which can help you start a juggling combo called ICE BREATH—↓→A. It sounds great, but it's slow to initiate. Also, there's an unblockable GROUND TREMOR—↓↓B—that doesn't require hovering. Both these have their uses if you can remember all these moves—he *is* Superman, after all.



Finally, the INHALE CAPTURE is Supes' most ridiculous move—↓←Y—so use that to impress your friends (or irritate your enemies).

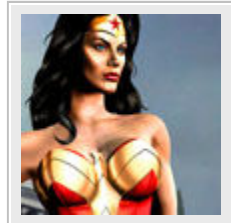
Super Moves	
Heat Vision	←←X (Quickly repeat move for more hits)
Inhale Capture	↓←Y
Soaring Knockout	↓→Y
Ice Breath	↓→A
Ground Tremor	↓↓B
Shoulder Charge	→→B
Up, Up and Away	↓←A
Hover Heat Vision Close	X (After Up, Up and Away)
Hover Heat Vision Far	Y (After Up, Up and Away)
Ground Tremor	A or B (After Up, Up and Away)
Pro Moves	
Inhale Capture, Soaring Knockout	↓←Y, ↓→Y
Ground Tremor Extra	↓↓B—as soon as it hits—↓X + Y
Soaring Knockout Extra	↓→Y—as soon as it hits—↓←A
Inhale Capture, Up Up and Away	↓←Y—wait until end of move -↓←A
Heroic Brutalities	
Easy	→→↓←B (Face to face)
Hard	↓↓→→X (Face to face)



## Wonder Woman

Wonder Woman is a tough nut to crack. Her moves are seemingly powerful, but none seem to work as well as they should—she's no Superman, and that's too bad because she looks better in tights.

Wonder Woman has a LASSO GRAB (↔↔ X) that will pull your foe in close, which is great since her Style Moves are pretty good. The Y masher PRINCESS POWER is good to spam during Rages. LAUNCHING HEELS (↔ + B), is your key to juggling. Follow it with an UPPERCUT or SUPER MOVE while your foe is flying upwards. The POWER KNEE (↔ + B) is a simple way to get your opponent off your back and send him or her to the curb.



The GOTCHA GIRL is a fairly easy to pull off SUPER MOVE, (↔↔ B) and should be a regular part of your repertoire—it's also WW's flashiest move.

The (↓↔ A) and (↓↔ A) attacks, SPLITS GRAB and HANDSTAND BURST respectively, will be good choices always but require you to be in close to activate them. DIVINE PRINCESS should be avoided—it's weak and clumsy.



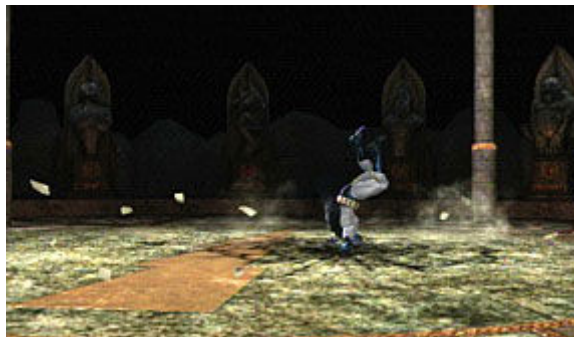
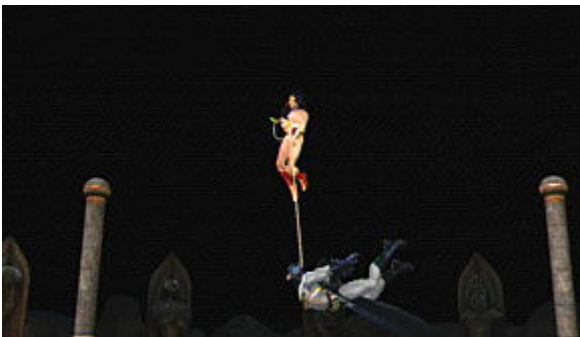
Super Moves	
Wondrous Spin	↓ ← B
Divine Princess	↓ → Y
Splits Grab	↓ → A
Gotcha Girl	→ → B
Handstand Burst	↓ ← A
Lasso Grab	← → X

Pro Moves	
Handstand Burst	↓ ← A—as soon as Wonder Woman grabs the leg—↓ ← Y
Handstand Burst, Splits Grab	↓ ← A, ↓ → A

Heroic Brutalities	
Easy	→ ← ← → B (Far)
Hard	↑ ← ↓ → X (Far)

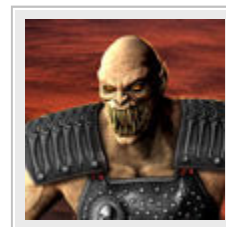


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Baraka
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Like Deathstroke, Baraka has a blade "stance" that can be activated by tapping B. So why not whip 'em out? As for Style Moves, Baraka has a nice 15% damage X masher, ← TO KILL, you should use for Rages. His LOCKJAW, ← + X, can be mashed quickly as well for a juggling move—after two, hit your foe with an UPPERCUT for an easy mid-air combo.





Baraka's Super Moves are lacking in number and quality. The CHOP CHOP BLADES (←← A) requires you to get in as close as possible, but it requires you to tap ← to begin it, making the move almost impossible to connect with your opponent.



The SHARP SPARK is Baraka's ranged projectile attack, and is easy to sidestep—↓← X. The SCRAPE KICK is a powerful attack and good for sending your foe through the wall—→→ Y. Finally, the BLADE CYCLONE—↓→ B—is another move that requires you to be face-to-face with your opponent and leaves him or her stunned for a follow up. Not so great.



Super Moves	
Sharp Spark	↓← X
Chop Chop Blades	←← A
Scrape Kick	→→ Y
Blade Cyclone	↓→ B
Pro Moves	
Chop Chop Blades, Scrape Kick	←← A—at the end of the attack—→→ Y

## Fatalities

Easy    **→→↓↓ A** (Face to face)

Hard    **←→↓→ X** (Face to face)



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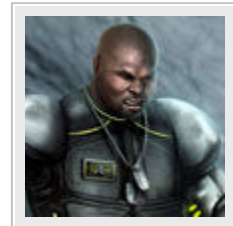
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## Jax

Jax has some great style moves like the rapid fire punch of STEP IT UP (**←+Y, ←+Y, ←+Y**). Also, he has a downward thrusting POWER STRIKE, **←+X**, which slams your opponent for a rebound off the ground—follow this with an UPPERCUT mid-rebound and you'll juggle your way to 19% damage with just 2 hits!

The basic SPIN KICK (**A**) will send your foe flying, in a simple, one-button move.



His Super Moves are all easy to perform, too. For instance, the unblockable GROUND POUND, **↓↓ B** is good for spamming. The GUN RUNNER—**←← X**—would be an all right ranged attack if it actually was—instead, its bullets fall mysteriously short. Instead, you may want to try the rocket attack ROCKET BLAST (**↓← A**), which can be doubled via one of Jax's Pro Moves.



BLINDING LIGHT (↓ ← X) is a stun move that knocks your foe too far back to couple with anything other than ROCKET BLAST effectively. It does 9% damage too (↓ ← A). Finally, GOTCHA GRAB (→ → Y) is a silly attack that's not entirely necessary.



Super Moves	
Gun Runner	← ← X
Power Fist	↓ ← Y
Blinding Light	↓ ← X
Rocket Blast	↓ ← A
Gotcha Grab	→ → Y [Tap Y for extra hits]
Ground Pound	↓ ↓ B

Pro Moves	
Rocket Blast Extra	↓ ← A, ↓ ← B
Power Fist, Gotcha Grab	↓ ← Y, X, → → Y
Ground Pound, Gun Runner	↓ ↓ B—as soon as it hits—← ← X
Gotcha Grab Extra	→ → Y, Y (Tap Y for more damage)

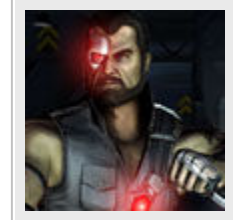
Fatalities	
Easy	→ → ← ← A (Face to face)
Hard	← → → ← Y (Face to face)



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## Kano

Kano's best Style Move for spamming during a Rage is the X masher aptly titled THE RAGE—each attack will get you 15% damage which adds up fast. The UPLIFTING FORCE— $\leftarrow + Y$ —can be followed up an UPPERCUT or another move while your foe is airborne (the attack sends your opponent skyward but not too far backward). Basically, Kano is a Style Move fighter, so all of his basic attacks are quick and damaging.



Kano's Super Moves just don't live up to his effective Style Moves. His trademark  $\leftarrow \rightarrow B$  attack, KANO BALL, is his best ranged move. The KNIFE TOSS— $\downarrow \leftarrow X$ —is an easy-to-sidestep projectile attack. The EYE LASER is strangely short ranged and not that powerful for how slow it is ( $\leftarrow \leftarrow X$ ).



The BRUTAL THROW— $\downarrow \rightarrow X$ —is a kick followed by a toss to the floor. Finally, Kano's PARRY— $\downarrow \leftarrow Y$ —must follow

an opponent's attack quickly to counter it with a damaging grapple. Fact: Kano has the lamest Fatality in the game, where he simply jumps on top of his opponent. At least he doesn't do a little jig like Flash.

Super Moves	
Kano Ball	←→ B
Kano Up Ball	↓→ Y
Knife Toss	↓← X
Brutal Throw	↓→ X
Parry	↓← Y
Eye Laser	←← X

Pro Moves	
Unblockable Kano Ball	←→ B, HOLD BLOCK (RT)—Release BLOCK when you hear the Pro Move sound effect
Kano Up Ball Extra	↓→ Y—at the top—→ + B
Brutal Throw Extra	↓→ X—when body lands—↓← Y

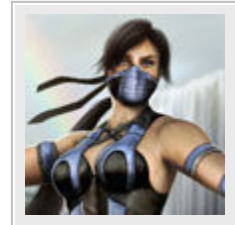
  

Fatalities	
Easy	↓↓↓← B (One step back)
Hard	←↓←→ X (Face to face)



## Kitana

The high-damaging (15%) SWIFT BUTTERFLY—← + X—is an awesome Style Move that sends your opponent flying after a few chops. Kitana is great for mid-air juggling, as her SOFT PALM—← + Y—can be used at least twice to keep your foe in the air, and following it with an uppercut or Super Move is a great idea.



ROLLING FURY—↓ → B—is a good way to switch sides and surprise your opponent—and maybe send him or her through a wall behind you. She also has a MYSTICAL TELEPORTATION move as well, which is kind of redundant. Her projectile, the BLADED FANS—→ → X—are quick but low damage.



The FAN LIFT is a hold that must be used in close quarters—your foe can usually just hold ← to avoid getting hit when their stuck in the air. X WAVE ASSAULT is for countering leaping opponents and is also not that useful since it's difficult to time—it's a good way to avoid ground shaking attacks, though.



Finally, her RAZOR'S TIP attack is a strong, but unremarkable Super Move.

Super Moves	
Bladed Fans	→→X
Square Wave Assault	↓←Y
Rolling Fury	↓→B
Mystical Teleportation	↓←X
Fan Lift	←←X
Razor's Tip	↓→Y

Pro Moves	
Square Wave Assault, Bladed Fan	↓←Y—as soon as it hits→→X

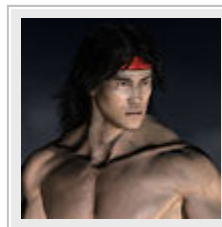
Fatalities	
Easy	←←→X (One step back)
Hard	→↓↓↓←A (One step back)



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## Liu Kang

Liu Kang is a close-combat-suited hand-to-hand fighter. Out of Liu Kang's Style Move list, two moves will knock your opponent flat, the fast FORCE CHOP—**←Y**—and the SPINNING BACKFIST—**←X**—which is more powerful, but a bit slower. These moves should be used at any time you want to get your opponent off your back. They can often be spammed with great ease. Also, the B mini combo of SHAOLIN SPIRIT is a one-tap 14% easy move.



Liu Kang's Super Moves are all fairly easy to pull off, with the exception of the BICYCLE KICK—even that's not too bad. **←←→B** unleashes Liu Kang's signature kick flourish, which does more damage based on how close you are when you pull it off. You should only use this when your opponent is stunned or if in Rage Mode.

One of his only real ranged attack is the easily dodgeable (by pros) DRAGON FIRE, in high and low forms: **→→X** for high or **→→A** for low.



The DRAGON'S TAIL—**↓←B**—is a pretty useless, low damage kick. The FLYING DRAGON, however, can be the only other viable ranged move—**→→Y**—sends Liu Kang flying at his opponent, and sends them flying to the floor.

Liu Kang has one of the best Fatalities in the game: a Mortal Kombat arcade cabinet falls from the sky and crushes your opponent. Nice!

Super Moves	
High Dragon Fire	→→ X
Low Dragon Fire	→→ A
Flying Dragon Kick	→→ Y
Bicycle Kick	←←→ B
Dragon's Tail	↓← B
Spinning Backfist	X (After Dragon's Tail)
Uppercut	Y (After Dragon's Tail)
Zen Trip	A (After Dragon's Tail)
Shaolin Spirit	B (After Dragon's Tail)

Pro Moves	
Bicycle Kick, Flying Dragon Kick	←←→ B—in the middle of the Bicycle Kick→→ Y
Bicycle Kick, High Dragon Fire	←←→ B—near the end of the Bicycle Kick→→ X

Fatalities	
Easy	→←↓↓ A (One step back)
Hard	↓↓→↓ B (One step back)

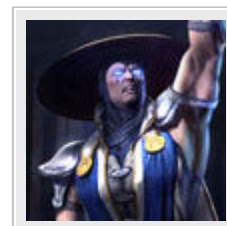


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Raiden
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Raiden's powerful ← + FACE BUTTON moves are all pretty intense. POWER FIST (← + X) and WINDY KICK (← + B) send your opponent flying to the ground. HEAVENLY HAND (← + Y) sends a foe skyward, but not as far back as an UPPERCUT, leaving him or her exposed for additional attacks in mid-air.





Raiden's Super Moves are unique in that they can be charged for greater effect. For instance, the LIGHTNING BOLT (↓ ↵ X) when charged fully (by holding X for a few seconds) will be dangerous to the touch, not to mention becoming a deadly force when released. The VICINITY BLAST is pretty darn similar (↓ ↵ Y) but works in closer ranges better.



LIGHTNING SHOCK (↵ ↵ Y) has Raiden grab his foe for a shock—good if not blocked, which isn't often. THE SUPERMAN (↵ ↵ B) is his trademark full-screen push and can often be Spammed quite effectively.



Finally, the ENERGY TELEPORT (↓ ↵ A) always seems to put you at a good range (nice n' close) for a POWER FIST or WINDY KICK, and is actually somewhat useful.

Super Moves	
Energy Teleport	↓ ↵ A
Vicinity Blast	↓ ↵ Y (Hold Y to charge)
Lightning Bolt	↓ ↵ X (Hold X to charge)
Projectile Cancel	↓ ↵
Lightning Shock	↵ ↵ Y
The Superman	↵ ↵ BACK

Pro Moves	
Teleport x2	↓←A, ↓←A
Lightning Shock, Teleport	→→Y—when Raiden grabs—↓←A
Vicinity Blast Extra	↓←Y—at end of Vicinity Blast—↓←B
Fatalities	
Easy	←→→↓B (One step back)
Hard	↓→↓↑Y When Raiden touches down (One step back)

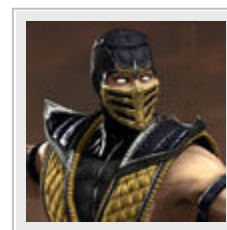


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## Scorpion

Scorpion returns with a familiar set of moves that somewhat underwhelm. The two Style Moves to use with Scorpion are the DEMON BLAST—←+X—and the DOUBLE FISTS—←+Y—both of which slam your opponent into the ground, the former with a comical face plant that follows.



The trademark SPEAR move—←←X—is traditionally followed with an UPPERCUT, but you shouldn't shy away from better combos or Super Moves.



The FIERY TELEPORT and HELLISH SLIDE are largely useless in Story Mode. HELLFIRE—**↓←Y**—is a great ranged attack that sets your opponents aflame, though.

Super Moves	
Spear	<b>←←X</b>
Fiery Teleport	<b>↓←A</b>
Inner Flames	<b>↓↓↓Y</b> (Hold Y for larger flame)
Hell Fire	<b>↓←Y</b>
Hellish Slide	<b>↓←B</b>

Pro Moves	
Fiery Teleport Extra	<b>↓←A, ↓←A</b>
Fiery Teleport Extra (in the air)	<b>↑↓←A, ↓←A</b>

Fatalities	
Easy	<b>↓↓↓B</b> (One step back)
Hard	<b>→→←↓A</b> (Face to face)

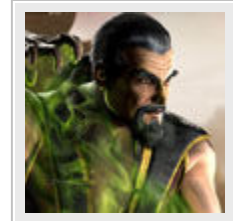


## Shang Tsung

Shang Tsung has a large move list, so here goes:

The GRABBING FACE BLASTER—**↵** + **X**—is one of Tsung's great Style moves, and does nearly as much damage as an UPPERCUT.

FOUL TRICKS is one of those useful **X** mashers for quick, easy damage during Rages. Finally, the BRICK HEEL, **BACK**+**A**, bounces your foe off the ground for a nice followup attack in mid-air.



The two fire ball attacks, SKULL FIRE—**↵** **↵** **Y**—and SKYFIRE—**↵** **↵** **Y**—are great for cheap spamming.

There's an unfortunately difficult to pull off, but very confusing for your foe, BODY SWITCH—**↵** **↵** **↵** **X**—that won't be of any help in Story Mode.



Tsung's HOT ESCAPE can be used to evade and attack—**↵** **↵** **B**—but you'll have to mash **Y** or **A** as he enters the ground for SKULL FIRE (a series of punches) or HOT BLAST (an uppercut). Both can be fairly easily blocked by the NPCs in Story Mode.

The SOUL STEAL—**↵** **↵** **A**—is an amazing move that actually gives you life back as it takes it away from your opponent—pull these off when their stunned for an awesome comeback.



As for Super Moves the SLIDE LAUNCH is a great move to use on a stunned opponent, or while in Rage mode, for 15% damage. It's also Shang Tsung's silliest attack.

Super Moves	
Skull Fire	←←Y
Sky Fire	↓←Y
Slide Launch	↓→B
Soul Steal	↓←A
Hot Escape	↓←B
Body Switch	↓←→X

Pro Moves	
Skull Fire Extra	↓←Y—then for a second Skull Fire—X,—and for another—→ + Y
Slide Launch Extra	↓→B, ↑B

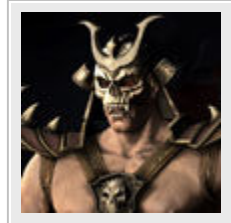
  

Fatalities	
Easy	↓↓↓→→Y (Face to face)
Hard	←↓→A (Face to face)



## Shao Kahn

Shao Khan is a special character that can be unlocked by beating the Mortal Kombat wing of the Story Mode. As such, he doesn't have any Finishers, like Darkseid. Also like Darkseid he's huge and powerful, but an easy target and a bit clumsy. His powerful Style Moves include two that send your opponent skyward for a mid-air followup, OVERHEAD SMASH—**← + Y**—and CRAZY AAE—**← + B**. The Y alone activates a FACE POP that's great for sending your foe through walls or to the ground.



In terms of Super Moves, the SHOULDER CHARGE—**→ → B**—works from across the screen or up close. RISING EMPEROR—**← → B**—is a goofy, short range attack. ENERGY SHIELD is essentially the same idea, but stationary—neither of these are any better than your good Style Moves, though, so what's the point? Ditto for CHOKE—**→ → X**.



The HAMMER SMASH—**← → Y**—is quite the opposite, as this skull-splitter leaves your opponent stunned and swaying, ready for a follow up. A good spam choice.



Finally, the PULSE BLAST—**←←X**—is a generic projectile attack.

Super Moves	
Shoulder Charge	<b>→→B</b>
Rising Emperor	<b>←→B</b>
Energy Shield	<b>↓←A</b>
Pulse Blast	<b>←←X</b>
Choke Punch	<b>→→X</b>
Hammer Smash	<b>←→Y</b>

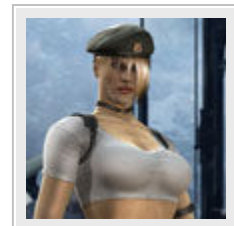
Pro Moves	
Shoulder Charge Extra	<b>→→B</b> —as soon as it hits— <b>↑B</b>
Choke Punch Extra	<b>→→B</b> —as soon as it hits— <b>X + Y</b>

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## Sonya Blade

Sonya is fast and agile—but her moves are average. Your powerful, knock-down Style move is **BACK+B** for a **FAST SPINNING HOOK KICK**. Aside from the triple A kick flurry **TRIPLE CHEST KICK**—good for Rage attacks—the rest of her Style Moves are boring.





As for her Super Moves—well, let's just say she isn't Wonder Woman. Her BICYCLE KICK—↓ ← B—is like Liu Kang's—the closer, the better; but at 11% damage for an in close attack, that's not too good.



Her RING OF DOOM is her projectile attack and can be fired with ↓ → X. ↓ ← X however release a stunning cloud of gas called DEADLY KISS, perfect for following with an UPPERCUT or BICYCLE KICK.



The X WAVE PUNCH can help stop jump-happy foes and can get you to the other side of the screen safely. Finally, the LEG GRAB, ← → B is a 15% damage move that's great for spamming.

Super Moves	
Ring of Doom	↓ → X
Deadly Kiss	↓ ← X
Leg Grab	← → B
Bicycle Kick	↓ ← B
Kartwheel Flip	↓ → A
Square Wave Punch	→ ← Y

Pro Moves	
Bicycle Kick Extra	↓←B—just before the end of the Bicycle Kick—↓←B
Ring of Doom x2	↓→X, ↓→X

Fatalities	
Easy	↓↓↓←→X (Far)
Hard	↓←←→→B (One step back)



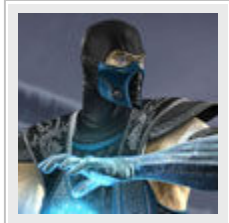
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### Sub-Zero

Out of Sub-Zero's style moves, two stand out. The knockback kick, just A, called the POWERED KICK, will send your foe flying to the ground, giving you some time.

The ICE PICKED is a good choice for an easy Rage attack, as it's quick and high damage—X, X, X.



In terms of Super Moves, first and foremost is Sub-Zero's famous trademark move, ICY FREEZE, ↓→A. This freezes your opponent—unless he or she sidesteps it—for a few seconds allowing you to start a combo or lay on an UPPERCUT for a classic MK-tinge.



The other Super Moves aren't all that great. COLD SLIDE— $\leftarrow\rightarrow$  B—can trip your opponent from across the screen, but the sliding is so slow it can be blocked. On the other hand, the unblockable ICE NUGGET (not exactly terrifying names for these moves) falls a bit too slow to be reliable. To perform it, hit  $\downarrow\leftarrow$  Y.



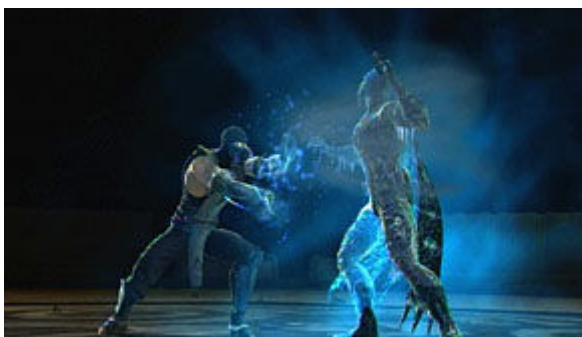
The ICY COUNTER is an interesting move that requires your opponent to strike you while you are frozen, resulting in an unblockable attack. Good for breaking up combos or for anticipating an attack, this move is also the goofiest in Sub-Zero's repertoire.



Finally, the TOMBSTONE TELEPORT may be helpful for advanced players, but catching the NPCs in story mode off guard isn't an effective tactic.

Super Moves	
Icy Counter	$\downarrow\leftarrow$ X
Ice Nugget	$\downarrow\leftarrow$ Y
Icy Freeze	$\downarrow\rightarrow$ A
Tombstone Teleport	$\downarrow\leftarrow$ A
Cold Slide	$\leftarrow\rightarrow$ B

Pro Moves	
Icy Slide, Tombstone Teleport	←→ B, ↓ ← A
Tombstone Teleport, Icy Counter	↓ ← A—after you appear—↓ ← X
Fatalities	
Easy	← ← ↓ ← B (Face to face)
Hard	← → ↓ → Y (Face to face)



## Mortal Kombat vs. DC Universe Walkthrough

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## Chapter 1: The Flash

The Flash's repertoire is unlike any other characters' and much of it relies, unsurprisingly, on confusing your opponent. While it's hard to trip up a computerized foe, humans will have a hard time keeping up with moves like TELEPORT UPPERCUT (↓↙B), TELEPORT FLURRY (↓↙X) and AROUND THE WORLD (↔B).



The latter move is not only unblockable, but stuns your opponent, making cheap followups and Spamming hard to resist. Unfair? Not if you're The Flash! Oh, and it does 5% damage, to boot. The TELEPORT UPPERCUT deals less damage than a good ol' fashioned UPPERCUT, but it does let you catch your opponent off guard. The TELEPORT FLURRY does a lot more damage, but can be broken easier due to its length.



The SUPER UPPERCUT (↓↙Y) isn't so hot—it's a short range, low damage uppercut. FLURRY PUNCH (↔Y) is probably Flash's goofiest move, besides the finisher in which he does a little jig on his opponent. Brutal? You decide.



In terms of Style Moves, Flash doesn't really have anything too strong. He has an interesting move called ROLLING THUNDER (↔A) which consists of a low punch and a small uppercut which sets your opponent up for some juggling. If you are in a Rage, hitting Y repeatedly will perform SONIC BLAST which is a quick way to drain your opponent's life

meter.

### Vs. Deathstroke

This fight, like the first one or two with each character, is quite easy; just try out basic Style Moves. Grab Deathstroke with RB and you can initiate a match game called KLOSE KOMBAT in which you should hit buttons randomly and he'll try and stop it by choosing the same button as you: just hit random face buttons and you'll be fine



If he initiates KLOSE KOMBAT with you, you'll have to match a button press of his—there's no real logic to this, so one way to simplify things and keep your chances equal is to simply pick one face button and mash it repeatedly and hope he chooses the button you are mashing. This will cancel the KLOSE KOMBAT with a KOUNTER and deal him damage.



Flash will contact WW and say he went three rounds with Deathstroke but hopefully he only went two...

### Vs. Catwoman

Try giving some of your Super Moves a spin—get it? 'Cause most of these will cause your opponents to spin? Some of these daze your opponent, like AROUND THE WORLD. Catwoman will try and initiate KLOSE KOMBAT, so get ready to mash your button of preference.



Maybe try and get in a Style Move like SONIC BLAST or a simple UPPERCUT after AROUND THE WORLD her when you've got her in a daze. This fight shouldn't be a problem if you keep her spinning.



### Vs. Kano

Your first MK opponent, Kano, will give you a bit more of a fight than your previous opponents but that's a good excuse to try some additional tricks up your red spandex sleeve. If you can get Kano to the wall of the office buildings on two sides of the level, you can knock him into it with a strong Style Move or a throw to initiate a TEST YOUR MIGHT sequence. Here, one character will run the other through a series of walls.



No matter what position you are in during a TEST YOUR MIGHT minigame, you'll need to rapidly press all the face buttons at ones to compete for damage—up to 30%. We find a good way to do this is to cover all four face buttons at once with your preferred button-mashing hand and rapidly press them; you can be sloppy about it, this is a test of "might," not mind.



Another trick you have at your disposal is your Rage meter, which is the small, yellow meter under your health bar. For more details on how this meter works, check out our Basics section. For now, just know that when it's full, you can squeeze the RT and LT at the same time to initiate Rage mode. Here you glow yellow and your cheap shots cannot be blocked, and you deal slightly more damage—which means you get a license to spam. For this fight, just mash the Y for some SONIC BLASTS and you'll drain Kano's energy swiftly.



### Vs. Batman

Batman is quick, but you're the Flash! He'll block a lot and deflect your KLOSE KOMBAT attempts unless he's stunned. It's easy to get him to the wall with simple offensive moves to instigate a TEST YOUR MIGHT though. His batarangs can be avoided by sidestepping (pressing up and down with the LEFT ANALOG).



Be sure to use Rage Mode when you can, and if you are having trouble with the fight, plan your Rages strategically. Try and get in a first hit to fill it half way and then use it to win the first round. Save it up in the second round, and use it to win the third if necessary.

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### Chapter 2: Batman

Batman is perhaps the most universally cool DC hero, and his moves back up his reputation. He can fight seamlessly from across the screen and still be effective in close quarters.

His Style Moves include the useful OVERHEAD ELBOW, which bounces its target upwards, setting him or her up for an UPPERCUT or Super Move in mid-air. His strangely untitled Y move is a great 9% kick—use it after the A attack TWISTING HOOK KICK for a short 20% combo called POWER LEGS. That's a lot of damage for, oh, two seconds.



The BATARANG (↓ → X) and the preferable SNEAKY BATARANG (↓ ← X) are Batman's most reliable ranged projectile attacks. A shorter range version that's harder to connect is the SMOKE CAPSULE, which also leaves your opponent dazed very briefly, and open for a followup BATARANG.



The LEG TAKEDOWN (↓ ← B) is the funniest of Batman's moves, and should be reserved for making your opponent look like a fool. The LEAPING SHADOW KICK (↓ → B) is perhaps a better choice, as it does a whopping 14% damage—as does the SMOKE ESCAPE (↓ ← A)—much more than an escape, this is a violent pounce.



### Vs. Scorpion

It's not clear where this yellow-clad fellow came from, but he deserves a welcome face-pounding anyway. Batman's BATARANG attacks and the LEG TAKEDOWN are your best moves for Batman's early fights. The LEAPING SHADOW KICK is a great, high-damage (14%) single-move attack you can spam, too.



Scorpion is kind of quick and will use his gory spear-to-chest move to less effect than it would seem. You should aim for FREE FALL KOMBAT scenarios here by getting Scorpion to the edge of the platforms in the Bat Cave. Getting acquainted with these sequences will give you an advantage—up to 30% damage—in tough fights.



Here, you'll have to hit random buttons that he may very well match. If he does, then you'll flip sides in mid-air and you'll have to change your strategy to trying to match his. The best way to do this is to just mash one face button repeatedly and hope he picks it too. Basically, whoever is on the bottom in the end gets damaged—but if you press RB when the meter on the left reads SUPER, then you can end the free-fall early and guarantee damage. For more on FREE FALL KOMBAT, check out our Basics section.

#### Vs. The Joker

Batman's greatest nemesis appears to ruin the Batman's day once again. Epic battle? Not quite. Joker uses ranged attacks like a card toss and a novelty boxing glove, so staying in close isn't a bad plan. The LEAPING SHADOW KICK does a number on him, as well as THE DARKNESS.



Since you're on the streets again you know you can use the TEST YOUR MIGHT area by getting Joker to the wall—simple Style Moves will get him there.

#### Vs. Liu Kang

The half-naked guy that appears to challenge you isn't thinking straight. That doesn't mean he won't bring his best game. Your moves you've been using may work on him, but he sure blocks a lot. Maybe it's time to do some blocking of

your own, and some countering if possible.



If you fill up half your Rage Meter, you can tap **➡ + BLOCK** to perform a **KOMBO BREAKER** when Liu Kang is doing one of his mid-air bicycle kicks, for instance. Alternately, you can save up for a Rage.



He's good at blocking **KLOSE KOMBAT** grapples, so that may not be the best strategy. **LEAPING SHADOW KICKS** and **THE DARKNESS** are good moves here. **TEST YOUR MIGHT** won't happen easily, but if you get Liu Kang near a wall, try and position yourself to throw him into it.

#### Vs. Raiden

This may be a close one—Raiden is a god, after all. But your deity-proof technology should be enough to stop him provided you use enough Super Moves. The **LEG TAKEDOWN** works excellently on Raiden, as well as **THE DARKNESS** and juggling in general. Stay in close, but watch out for him activating **KLOSE KOMBAT**.



Break his moves with a **KOMBO BREAKER** when you can, but if you are having trouble, save up for a helpful Rage. Blocking a lot doesn't do too much good since he'll just electrocute you. He teleports to avoid slower moves too, but the reversed **BATARANG** attack can fool him for slight damage if you are far away.

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### Chapter 3: Wonder Woman

Wonder Woman is a tough nut to crack. Her moves are seemingly powerful, but none seem to work as well as they should—she's no Superman, and that's too bad because she looks better in tights.

Wonder Woman has a LASSO GRAB (←→ X) that will pull your foe in close, which is great since her Style Moves are pretty good. The Y masher PRINCESS POWER is good to spam during Rages. LAUNCHING HEELS (← + B), is your key to juggling. Follow it with an UPPERCUT or SUPER MOVE while your foe is flying upwards. The POWER KNEE (→ + B) is a simple way to get your opponent off your back and send him or her to the curb.



The GOTCHA GIRL is a fairly easy to pull off SUPER MOVE, (→→ B) and should be a regular part of your repertoire—it's also WW's flashiest move.

The (↓→ A) and (↓← A) attacks, SPLITS GRAB and HANDSTAND BURST respectively, will be good choices always but require you to be in close to activate them. DIVINE PRINCESS should be avoided—it's weak and clumsy.



### Vs. Shang Tsung

This battle can be easily won with Y Style Moves. Shang Tsung is such a pushover that you'll likely get a FLAWLESS VICTORY by spamming PRINCESS POWER and HIDDEN AGENDA. You may also want to use this opportunity to familiarize yourself with Wonder Woman's entertaining Super Moves arsenal, since Shang Tsung is susceptible to basically anything you throw at him.



**Vs. Kitana**

These girls seem fairly evenly matched. You'll find WW's SPLITS GRAB and HANDSTAND BURST effective in close quarters, in addition to the GOTCHA GIRL—one of the best-looking moves in her arsenal.



You should fight Kitana up close to take advantage of these moves. The WONDEROUS SPIN is worth pulling off if you get too far away.



If you institute a RAGE, use WW's rapid Y attacks since their not only unblockable, but won't send Kitana too far back, allowing you to repeat them quickly. Finally, if you get Kitana to the wall and hit her through for a TEST YOUR MIGHT, hit all four face pad buttons as fast as you can for maximum damage.



### Vs. Sub-Zero

This familiar face has finally solved the Superman problem. You'll have to keep on Sub-Zero to avoid his most powerful moves. The same array of Super Moves will do the trick again here. GOTCHA GIRL him if your SPLITS GRABS and HANDSAND BURSTS miss. Once again, Y flurries—especially in Rage Mode—work wonders.



### Vs. Captain Marvel

Your biggest challenge will be the painfully goofy Captain Marvel. His move set is similar to WW's, with lots of powerful close-combat moves.



Basically you'll have to use ample Super Moves to win this one, especially WW's low and close A attacks, SPLITS GRAB and HANDSTAND BURST. GOTCHA GIRL can be spammed most effectively here, possibly for a Flawless Victory.



Save KOMBO BREAKERS for when your juggled by uppercuts, or save up for a Rage and nail him with Y attacks to easily sap life.

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## Chapter 4: Green Lantern

He's lean, he's mean, and he's, most importantly, green. Lantern's basic Style Moves are excellent, and his ring's powerful Super Moves are excellent as well, but only work at very specific ranges.



Green Lantern is all about the X. Hit it plus  $\blacktriangleright$  for a powerful push move called VIOLENT SHOVE which can then be followed to great effect by Super Moves. Up close his best Super Move is the WALL BARRIER— $\blacktriangleleft\blacktriangleright$ , B—this not only blocks projectiles but deals damage and sends foes flying. If a few body lengths away, the crushing STRENGTH OF WILL does the trick— $\blacktriangledown\blacktriangleleft$  Y—and can be spammed effectively (this is actually Lantern's only Pro Move). VIOLENT SHOVE followed by STRENGTH OF WILL is a killer combo.



For a bit less damage the JUDGEMENT HAMMER— $\blacktriangleleft\blacktriangleleft$  A—will do, too. Lantern's projectile is a slow-moving green fist, JUSTICE GRIP that is easily dodged. Finally, the SUMMONED HAND GRIP is a throwaway move, but somewhat entertaining.

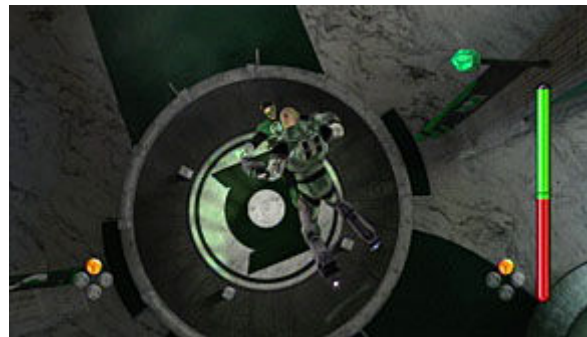
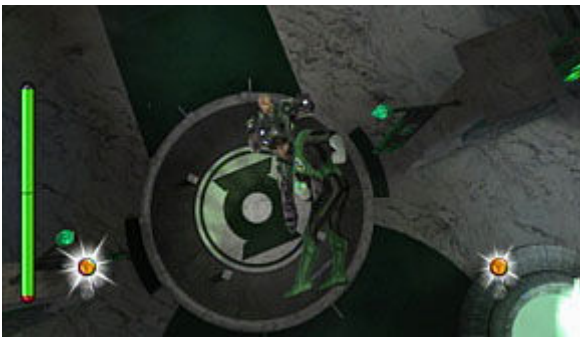


### Vs. Lex Luthor

It's seemingly easier to just stick to regular moves with Lex, since even your VIOLENT SHOVE will do serious damage. Don't be afraid to get used to your Super mOVE arsenal here, as Lex won't put up much of a fight.

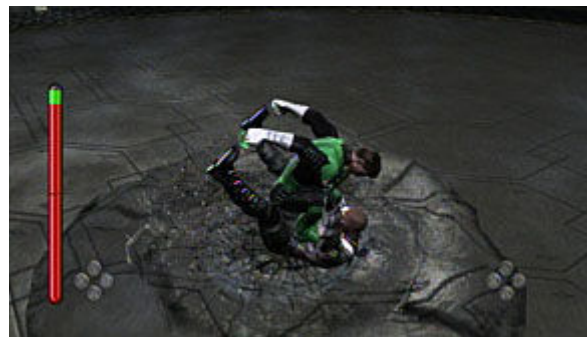


There's FREE FALL KOMBAT opportunities here if you get your opponent to the edge, but Lex will turn the tides mid-air if he gets the chance. Mash a button and hope you can turn things to your favor if this happens. Really, this is about who's on top at the last minute, so if you get flipped, concentrate carefully on the commands on Lex's side of the screen.



### Vs. Jax

After the last battle, the FREE FALL KOMBAT should be becoming more familiar—and you'll most likely see more of these here.



Jax is powerful, but your Style Moves will once again win the day. VIOLENT SHOVE and uppercut/juggling combos help immensely, and if you can get in a JUDGEMENT HAMMER, all the better. WALL BARRIER is your friend here, too, as it will block Jax's rockets and also catch him when he's running towards you.



But really, VIOLENT SHOVES will win this battle, and be sure to spam some X attacks if you activate a Rage Mode.

### Vs. Sonya

Once again, VIOLENT SHOVES followed by your Super Moves—like WALL BARRIER—are a good idea, although you'll find Lantern's Super Moves less appealing than his powerful Style Moves.



Sonya, like Liu Kang, will juggle you with her feet—a perfect time to introduce a KOMBO BREAKER by hitting BLOCK and **Y** in mid-air. Otherwise, use your Rage Meter to get some VIOLENT SHOVES in.

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### Chapter 5: Captain Marvel

Oh boy, this guy dressed in Incredibles pajamas is a handful. Besides his **Y** + **Y** attack, SLAMMER FISTS, which does 11% damage with a good knockback, you'll most likely want to stick with his Super Moves.



The Y is where it's at with Marvel.  $\leftarrow \rightarrow$  Y—STRENGTH OF HERCULES—and  $\downarrow \leftarrow$  Y—ATLAS CLAP—will probably be your favorite moves. The latter of these deals more damage the closer you get—but it's a bit on the slow side in the wind-up.



Also of note is ACHILLES BOLT— $\downarrow \leftarrow$  A—this is unblockable, and a good first move. It requires you to be in close though—too close, usually. POWER OF ZEUS is Captain Marvel's decent projectile—it's hard to leap over, which makes it a bit better than your average slow projectile.



The MERCURY BEAR HUG is his best-looking move, if you enjoy injecting absurdity into your matches (as if Captain Marvel weren't absurd enough as it is).

#### Vs. Raiden

Spam ATLAS CLAP from afar and use STRENGTH OF HERCULES up close to knock him back. At great distances, use your POWER OF ZEUS to send bolts his way. Really, these three moves will devastate Raiden, who is strangely susceptible to electricity for a, uh, *lightning god*. But feel free to use Raiden to practice moves you aren't familiar with.



#### Vs. Scorpion

This fight takes the same Y-based moves as the last, but you'll need to perform some KOMBO BREAKERS this time—especially when Scorpion busts out his rope attack. This can be sidestepped, too, if you're quick.

But your ranged POWER OF ZEUS and up close and personal STRENGTH OF HERCULES and ATLAS CLAP will drain Scorpion's life. If you can't get the Super Moves working in time—they are slow to initiate—the POWER OF ZEUS is easy and will knock your opponent back. There's a FREE FALL KOMBAT area you should be aware of here, so take advantage of that. If you begin a Rage, smack Scorpion with some small style moves and then end with a MERCURY BEAR HUG for a laugh.



#### Vs. Baraka

Spamming the ATLAS CLAP works again here... so do it! Otherwise, the same strategies apply. Maybe adding some extra POWER OF ZEUS moves here and there to keep Baraka away will help if you are having trouble.



#### Vs. Shang Tsung

Sidestepping Shang's moves is one way of avoiding most damage, and you can keep circling him to avoid the flaming skulls. POWER OF ZEUS will stop his teleporting when spammed, too.



Keep your distance and send bolts and ATLAS CLAPS his way repeatedly. Let him start a combo and you'll be in trouble.



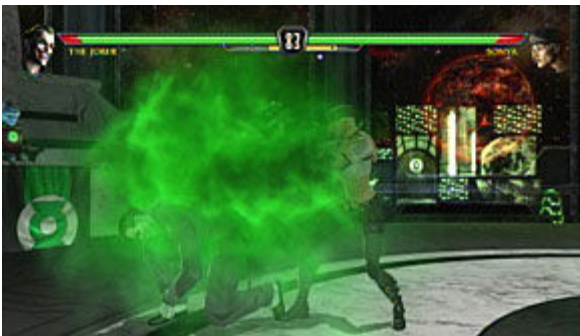
The FREE FALL KOMBAT can be a good place to knock him down a few pegs, but be sure to end it while you're ahead by hitting the RB when the meter reads "SUPER."



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## Chapter 6: The Joker

The Joker's repertoire of moves is greater than most characters due to MAGIC TRICK which allow you to alter the outcome. In MAGIC TRICK—**↓ ◀ B**—you turn into a green puff of smoke at which point you choose the trick by pressing a FACE BUTTON. If you don't choose, then you get nothing. It should be noted that the SURPRISE STOMP added to MAGIC TRICK can hit an opponent from any distance, but it seems that SURPRISE BOMB—technically a close range attack -seems to connect the easiest. They all do the same damage, anyway.



One of his Style Moves, **◀ + X** is a 16% mini-combo that's a flurry of punches called MAGIK TRIKZ. It's nice if it's not broken by a KOMBO BREAKER.

Other than that, his ranged JOKER'S WILD—**↓ ◀ Y**—is his projectile attack, and the BOMBS AWAY as well—which again can be altered, but based on distance. **▶ ▶ Y** is the shortest range one of these.



PUT ER THERE is a funny little move that requires you to be touched by your opponent for a little zap of deadly electricity. It's only useful against an opponent all up in your grill and it's  $\downarrow \leftarrow X$ , which makes it interchangeable with MAGIK TRIKZ.

Finally, the LAUGHING FIST,  $\downarrow \leftarrow A$  is the extended boxing glove move that works well as a strong, if sidestep-able, ranged attack.



#### Vs. Sonya

Using Joker's moves to your advantage can be tough since he just has so many. MAGIK TRIKZ when you're in close, especially with a RAGE going, and JOKER'S WILD/LAUGHING FIST at a distance are good options. PUT ER THERE seems to get Sonya often, so you may as well get a kick out of it when you can.



The FREE FALL KOMBAT area is a good place to get a head start on taking her down, but you won't be able to maneuver her there that easily. MAGIC TRICK/SURPRISE BOMB seems to hit in close quarters rather well too.



Sonya is kind of a pushover, but don't get cocky.

### Vs. Kano

First off, it's great to use a MAGIC TRICK attack as soon as the round starts, as Kano will often toss a knife your way and you can dodge it and get the first hit. The MAGIK TRIKZ punch flurry is excellent in this fight, as is MAGIC TRICK+SURPRISE BOMB and JOKERS WILD. PUT ER THERE doesn't work too often though.



In FREE FALL KOMBAT you can get some hits in, but Kano's pretty good at turning the tables. Use MAGIK TRIKZ (the ◀ + X Style Move, not the Super Move) when in a Rage for an easy high-percentage combo.

### Vs. Deathstroke

MAGIK TRIKZ, especially in a Rage, is a great asset in this battle. MAGIC TRICK/SURPRISE BOMB gets you out of the way of most of Deathstroke's attacks, landing you minimal damage in the process.



Deathstroke is aggressive and you'll have trouble fighting him at a distance due to his gun, so get in close and psych him out with PUT ER THERE, alternated with MAGIK TRIKZ for the victory. Try to get in the first hit to partially fill your Rage Meter with a MAGICK TRICK move.



### Vs. Batman

Joker is now Batman's equal in combat, but that doesn't mean this fight will be easy. Your general tactics will work on Batman, but you have to press him constantly. If he gets a chance to get one hit in, he'll get a lot more. Remember: if you block high, he'll go low immediately. JOKER'S WILD and LAUGHING FIST will keep him away from you.



Joker's MAGIC TRICK attacks are excellent since they avoid Batman's various projectiles. He won't fall for PUT ER THERE, and you probably won't get him to the TEST YOUR MIGHT walls. Remember to use the MAGIK TRICKZ flurry of punches when you have a chance, especially in a Rage. Save up that Rage meter!

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### Chapter 7: Lex Luthor

Lex's simplest Style Attack that will give you some room is VIOLENT FOOT PLANT—A—a kick that will send your opponent to the ground.

Otherwise, it may be time to start getting a bit more complex. The POWER LIFT is a good entry point to the mid-air juggling of your opponent. Hit it by press **↵** + X. While your opponent takes to the air, he or she won't fly away like after an UPPERCUT. Actually, an UPPERCUT—**↓** + Y—can be a good followup while your opponent is in mid-air. Even better is following it with the Super Move POWERED PALMS—**↓** **↵** Y—which is a series of low blows you can catch your opponent with on the way down for 22% damage total, nice!



Lex's other attacks include a homing ranged rocket called TARGET PRACTICE that doesn't do much damage, but always hits its mark. However another rocket move, LEXCOPR ROCKET is a 15% damage causing blast, but easy to dodge. Unleash it with **↓ ← A**.

ROCKET BOOTS—**← → B**—is his strongest move and can work from a variety of distances, yet it's surprisingly finicky to pull off. These tapping **← / →** moves must always be done a bit slower than the **↓ / ← ↓ / →** moves which makes them slightly awkward.



Better than this, and also finicky, is HOT FLAMES—**← → A**—but if you screw it up, you'll probably get a VIOLENT FOOT PLANT, which isn't bad. This move sends a cloud of flame at a close opponent and freezes both of you temporarily in animation and it's Luthor's coolest-looking move.

### Vs. Sub-Zero

The POWER LIFT followed by UPPERCUT or POWERED PALMS breaks Sub-Zero's icy assault fairly easily. Send a rocket his way with LEXCOPR ROCKET when you can. Really, POWER LIFT juggling is one of Luthor's only ways to deal excessive damage. You can also try and get Subby into a grappling match for some KLOSE KOMBAT damage.



Sub-Zero's move set is about mobility—he'll move fast and try and keep you frozen. Thus, you'll need to watch for him to turn blue before he switches side or risk leaving your rear unprotected.

### Vs. Scorpion

Once again, those POWER LIFT combos are Scorpion's weakness—following this with POWERED PALMS is quite effective. He'll unleash some pretty ridiculous combos of his own with his trademark harpoon which you can use a KOMBO BREAKER on.



This fight isn't all that different from the last. The next will match you with a proper opponent, however...

### Vs. Jax

A robo-suited adversary that's a good match for Luthor, Jax will make your POWER LIFTs a problem. To keep him at bay, a VIOLENT FOOT PLANT from the start and there on in is a great idea—seriously, use this often. LEXCOPR ROCKETS from a distance and in close work a large percentage of the time.



Strangely, grapples for a KLOSE KOMBAT segment as well as throws seem to work on Jax well. When you get into a Rage, use POWER LIFT to get him airborne and follow up with UPPERCUT or POWERED PALMS to scrap him for research and development.



### Vs. The Flash

Don't call him "Flash," "The Flash" is back and ready to take on Superman's arch nemesis, just because he can. At first

this fight seems daunting due to the Flash being everywhere at once, but it's just a battle you have to fight with some smarts.



You can drain The Flash's life from a distance with plenty of LEXCOPR ROCKETS, and when he comes in close, plant a VIOLENT FOOT PLANT on him. It's important to break his combos before he sends you spinning like a top, so when he starts running, use your Rage Meter for a KOMBO BREAKER.



Getting him off the edge for a FREE FALL KOMBAT is essential—remember, a good technique if he's on top is to simply look at the first button he presses, then keep mashing it until you switch. Hit RB when the meter is full to slam him in to the ground.



Use the POWER LIFT juggling combos when you get a chance to Rage. Also, adding in TARGET PRACTICE seems to keep The Flash at bay, since it tracks him no matter where he is.

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## Chapter 8: Superman

The Man of Steel has one of the largest move sets in the game, and he's one of the best characters because of it. Furthermore, Superman has some great juggling combos built into his Style Moves that all begin with a move called UPLIFTING UPPERCUT. This move,  $\blacktriangleleft + X$ , sends your opponent skyward but not backward, like a regular UPPERCUT. Now, on the way down, it's possible to catch the airborne body with an OVER-HEAD THUNDER— $\blacktriangleleft + Y$ —to knock it back to earth, bouncing it skyward again slightly. Following these two moves you can finish with an UPPERCUT for huge damage—24%. These must be executed in quick succession, but they work to drain life bars like nothing else.



You could also finish with a SOARING KNOCKOUT— $\blacktriangledown + Y$ —a good move to use to slow down the action where Supes grabs his foe, flies up and tosses them down again.

But back to Style Moves, his rapid X punch flourish—PULVERIZER—is excellent for quick damage, while the UNBELIEVABLE KICK—B—is an easy knock-down move for good damage. A better option for a knockdown move is the  $\blacktriangleleft + A$  POWER BACKFIST. For 11% damage, this sends your opponent away and to the ground.



In terms of Super Moves, His  $\blacktriangleup + A$  AND AWAY— $\blacktriangledown + A$ —can be disregarded. Like Joker's MAGIC TRICKS, this must be followed by one of three button choices. Unfortunately, the HEAT VISION attacks, X or Y, almost never hit their mark and the damage isn't that great. The unblockable HOVER GROUND TREMOR is just OK, since it's unblockable.



He has a freeze move which can help you start a juggling combo called ICE BREATH—↓ → A. It sounds great, but it's slow to initiate. Also, there's an unblockable GROUND TREMOR—↓ ↓ B—that doesn't require hovering. Both these have their uses if you can remember all these moves—he *is* Superman, after all.



Finally, the INHALE CAPTURE is Supes' most ridiculous move—↓ ← Y—so use that to impress your friends (or irritate your enemies).

#### Vs. Lex Luthor

Forget everything you've learned—it's time to spam! Use SOARING KNOCKOUT over and over, and use UNBELIEVABLE KICK if Lex blocks you. Seriously, Lex stinks at avoiding these. A FREE FALL KOMBAT may be in order if you can kick Lex to the edge.



If you get a Rage going, you may just want to use the rapid X flourish attack. That, or begin a juggling combo.

#### Vs. Batman

It's no Dark Knight Returns, but the Supes/Bats match up is always exciting. Once again, spamming UNBELIEVABLE KICK and SOARING KNOCKOUT, even INHALE CAPTURE, works well on Batman.



In a Rage, try going for multiple X combos and Bats will go down easy.



#### Vs. Raiden

Raiden is weak to Supes's **POWER BACKFIST**, it seems—you can repeatedly use it, hitting him as soon as he recovers from the last. The **UNBELIEVABLE KICK** can be used if he's out of reach of this. Try and juggle him or at least get an **UPPERCUT** in after some punches in a Rage.



The **FREEFALL KOMBAT** can really come in handy here, and the attacks listed above will get Raiden over to the edge.



He mainly teleports and comes in close for hand-to-hand combat, which works well for you. Remember to break his combos—then follow the break with a SOARING KNOCKOUT. You should be able to get these in occasionally if you are across the screen—but Raiden's quite the blocker.

### Vs. Dark Kahn

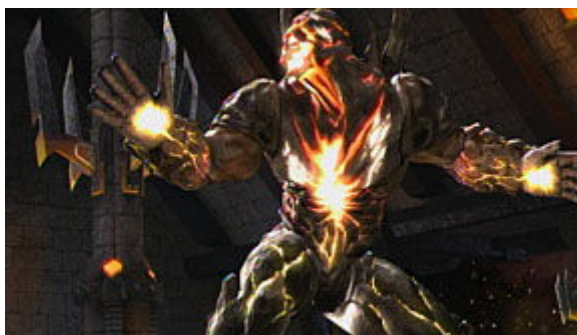
Dark Khan is your final opponent and he not only has a powerful move set, but more life to whittle away than your average opponent. INHALE CAPTURE is the key to victory here. Spam away! You can use it repeatedly, and if he uses a KOMBO BREAK, as he will do as he accumulates damage and fills his meter, you need only send an UNBELIEVABLE KICK his way.



It's a cheap victory to be sure, but he's cheap as well and will often keep pounding away with the same close-range attacks if you let him.



There are places to do FREE FALL KOMBAT and TEST YOUR MIGHT here, so use those if the chance arises, but playing it safe and whittling down his extra resilient life bar (it seems to be 150% that of a normal character) is a better idea. And that's one half of the story complete!



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## Chapter 1: Liu Kang

Liu Kang is a close-combat-suited hand-to-hand fighter. Out of Liu Kang's Style Move list, two moves will knock your opponent flat, the fast FORCE CHOP—**←Y**—and the SPINNING BACKFIST—**←X**—which is more powerful, but a bit slower. These moves should be used at any time you want to get your opponent off your back. They can often be spammed with great ease. Also, the B mini combo of SHAOLIN SPIRIT is a one-tap 14% easy move.



Liu Kang's Super Moves are all fairly easy to pull off, with the exception of the BICYCLE KICK—even that's not too bad. **←←B** unleashes Liu Kang's signature kick flourish, which does more damage based on how close you are when you pull it off. You should only use this when your opponent is stunned or if in Rage Mode.

One of his only real ranged attack is the easily dodgeable (by pros) DRAGON FIRE, in high and low forms: **→X** for high or **→A** for low.



The DRAGON'S TAIL, **↓←B** is a pretty useless, low damage kick. The FLYING DRAGON, however, can be the only other viable ranged move—**→Y** sends Liu Kang flying at his opponent, and sends them flying to the floor.

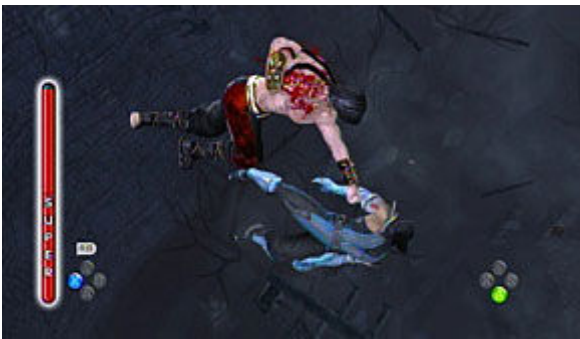
Liu Kang has one of the best Fatalities in the game: a Mortal Kombat arcade cabinet falls from the sky and crushes your opponent. Nice!

### Vs. Sub Zero

Sub-Zero gets an easy jump on the mentally slow, but physically spry, Liu Kang. Duhhh snow? Luckily, Subby is a total pushover. Simply hit him with ample DRAGON FIRE and if he gets close hit him with the easy SHAOLIN SPIRIT.



This battle will most likely feature many FREE FALL KOMBAT segments as you knock each other over the edges of the cemetery. For these, if you are on the bottom, rapidly tap a single button. When your opponent hits that button, you'll flip over. If on top, tap random buttons until you see the meter on the left fill up to SUPER, then hit RB for a devastating smash at the end of the fall.



Don't try Liu Kang's fancier moves unless you want to make the fight difficult.

### Vs. Scorpion

Ahh, color-swapped sprites, we hardly knew ye. Scorpion may seem like a worthy opponent a first, as he warps around the screen and harpoons you, but he's easier than he lets on. For instance, he's totally susceptible to the easiest of attacks, especially the Y attack DEATH FIST, which you can hit him with repeatedly.



This will get him to the edges of the level for FREE FALL KOMBAT as well. Remember, staying on top is key, and when you're on top, pound away. Getting on top is just a matter of mashing the same button until your attacker matches it. Save up your Rage to get it some cheap UPPER CUTS or Super Moves.



Finally, send DRAGON FIRE to stop Scorpion from harpooning you at a distance. You may want to try and grab him with RB to initiate KLOSE KOMBAT, in which you get to hit him with random face buttons until he matches you.

### Vs. The Flash

You'll have to bring a more diverse move set to the battle with Flash. His moves keep you juggling in the air or spinning on the ground, so it's best to try and KOMBO BREAK with your Rage Meter partly filled (BLOCK +  $\blackrightarrow$ ).



Otherwise, your X and Y punch moves are somewhat effective, as well as DRAGON FIRE. The Flash's weakness seems to be KLOSE KOMBAT, though. Try and grab him when he stops for a minute and pound away, hoping he doesn't KOUNTER (by pressing the same button as you).



### Vs. Shang Tsung

Alternate DRAGON FIRE and FLYING DRAGON (the full screen horizontal kick) and you'll make short work of SHANG TSUNG. Seriously, it's that easy. If you are having trouble tapping out the moves, try tapping slightly slower.



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## Chapter 2: Sonya Blade

Sonya is fast and agile—but her moves are average. Your powerful, knock-down Style move is **↙ + B** for a FAST SPINNING HOOK KICK. Aside from the triple A kick flurry TRIPLE CHEST KICK—good for Rage attacks—the rest of her Style Moves are boring.



As for her Super Moves—well, let's just say she isn't Wonder Woman. Her BICYCLE KICK—**↓ ↙ B**—is like Liu Kang's—the closer, the better; but at 11% damage for an in close attack, that's not too good.



Her RING OF DOOM is her projectile attack and can be fired with **↓ → X**. **↓ ↙ X** however release a stunning cloud of gas called DEADLY KISS, perfect for following with an UPPERCUT or BICYCLE KICK.



The X WAVE PUNCH can help stop jump-happy foes and can get you to the other side of the screen safely. Finally, the LEG GRAB, **←→ B** is a 15% damage move that's great for spamming.

### Vs. Catwoman

Catwoman is not difficult but there are no cheap strategies for dealing with her. She is, however, susceptible to Sonya's DEADLY KISS, so UPPERCUT or, for comedic effect, BICYCLE KICK her while she struggles to overcome it.



Initiating KLOSE KOMBAT isn't a bad idea, and if you can get her to the edge of the cliff a FREE FALL KOMBAT can deal some serious damage if you come out on top.



Otherwise, stay in close, hit her with FAST SPINNING HOOK KICKS and TRIPLE CHEST KICKS (in a Rage especially) and she'll go down before you know it.



### Vs. Baraka

You'll have to get your timing right to get your moves to work on him. For instance, DEADLY KISS will work if he is in mid-swing or after an attack. Follow it with an UPPERCUT or BICYCLE KICK. If you enter a Rage, hit A repeatedly for rapid kicks—you can drain half his life doing so



Baraka is also bad at blocking the RING OF DOOM, which can be spammed in your favor. Even up close, just keep tossing purple things at him and he'll slowly lose life.



If you need some time to think, swat him away with the FAST SPINNING HOOK KICK. Finally, starting a KLOSE KOMBAT is a good idea here.

### Vs. Captain Marvel

You can win this entire fight with a quickly repeated RING OF DOOM. Marvel is marvelously bad at avoiding or blocking the low purple projectile.



If he starts dodging it and moving in, give him a taste of your boot with with a FAST SPINNING HOOK KICK.

### Vs. Green Lantern

For some strange reason (the ring?) the BICYCLE KICK is a good spam option for Lantern. You can get into a nice loop hitting him with this.



Other than that, hit him with RING OF DEATH, and if he hops it, UPPERCUT his green butt.

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### Chapter 3: Jax

Jax has some great style moves like the rapid fire punch of STEP IT UP (← + Y, ← + Y, ← + Y). Also, he has a downward thrusting POWER STRIKE, ← + X, which slams your opponent for a rebound off the ground—follow this with an UPPERCUT mid-rebound and you'll juggle your way to 19% damage with just 2 hits!

The basic SPIN KICK (A) will send your foe flying, in a simple, one-button move.



His Super Moves are all easy to perform, too. For instance, the unblockable GROUND POUND,  $\downarrow\downarrow$  B is good for spamming. The GUN RUNNER— $\leftarrow\leftarrow$  X—would be an all right ranged attack if it actually was—instead, its bullets fall mysteriously short. Instead, you may want to try the rocket attack ROCKET BLAST ( $\downarrow\leftarrow$  A), which can be doubled via one of Jax's Pro Moves.



BLINDING LIGHT ( $\downarrow\leftarrow$  X) is a stun move that knocks your foe too far back to couple with anything other than ROCKET BLAST effectively. It does 9% damage too ( $\downarrow\leftarrow$  A). Finally, GOTCHA GRAB ( $\rightarrow\rightarrow$  Y) is a silly attack that's not entirely necessary.



### Vs. Sonya

Spamming Sonya with ROCKET BLAST does the trick, but if she comes in close, stun her with BLINDING LIGHT and send more ROCKET BLASTs her way. Easy!




If you enter a Rage, nail her with STEP IT UP to seriously drain her power meter.

#### Vs. Lex Luthor

Lex is seemingly weak against Jax's GROUND POUND—so use that repeatedly to keep him guessing. If he gets out of range, you can have a rocket battle.



This area has ample opportunity for FREE FALL KOMBAT so get ready to button mash. In Rage mode, the hold  and tap the Y for that nice STEP IT UP attack.



#### Vs. Captain Marvel

BLINDING LIGHT, ROCKET BLAST and GROUND POUND will all work pretty dang well on Marvel.



### Vs. Wonder Woman

This can be a tough battle. ROCKET BLAST her from across the room, but in close is a different story. She'll nearly always block BLINDING LIGHT, but GROUND POUND will get her sometimes. Getting in STEP IT UPS when the Rage meter is drained is the best way to really take her life meter down. Three of these will take down her meter almost all the way, and she won't be able to counter.



Other than that, much of this fight is up to her, as you can only do your moves and try to block hers. Don't forget your SPIN KICK is great for getting her away from you, and a POWER STRIKE/UPPERCUT combo will do wonders.

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### Chapter 4: Sub-Zero

Out of Sub-Zero's style moves, two stand out. The knockback kick, just the A, called the POWERED KICK, will send your foe flying to the ground, giving you some time.

The ICE PICKED is a good choice for an easy Rage attack, as it's quick and high damage—X, X, X.



In terms of Super Moves, first and foremost is Sub-Zero's famous trademark move, ICY FREEZE,  $\downarrow \rightarrow$  A. This freezes your opponent—unless he or she sidesteps it—for a few seconds allowing you to start a combo or lay on an UPPERCUT for a classic MK-tinge.



The other Super Moves aren't all that great. COLD SLIDE— $\leftarrow \rightarrow$  B—can trip your opponent from across the screen, but the sliding is so slow it can be blocked. On the other hand, the unblockable ICE NUGGET (not exactly terrifying names for these moves) falls a bit too slow to be reliable. To perform it, hit  $\downarrow \leftarrow$  Y.



The ICY COUNTER is an interesting move that requires your opponent to strike you while you are frozen, resulting in an unblockable attack. Good for breaking up combos or for anticipating an attack, this move is also the goofiest in Sub-Zero's repertoire.



Finally, the TOMBSTONE TELEPORT may be helpful for advanced players, but catching the NPCs in story mode off guard isn't an effective tactic.

### Vs. Raiden

Raiden just isn't that great of an opponent. You'll find ICY FREEZES work nearly every time on him, so follow those up with UPPERCUTS.



KLOSE KOMBAT is a good option, too, as Raiden is easy to grab. Speaking of grabs, if you get him over to the balcony, throw him over the edge for a FREE FALL KOMBAT.



### Vs. Deathstroke

Once again ICY FREEZE works well on Deathstroke, so use it before he has a chance to react. This time, try following it with ICE PICKED, which dazes the enemy just enough to get in an UPPERCUT—that's a lot of damage for one freeze!



Your counter move, ICY COUNTER will also work with Deathstroke's close-quarters combat.



Finally, try to get a TEST YOUR MIGHT going by giving Deathstroke a POWERED KICK when he's near the wall.

### Vs. Batman

Sub-Zero wanders right into the Bat Cave, surprising Batman, who may need to think about relocating Wayne Manor. You'll have to step things up in this battle, which means you'll probably take more damage, but the same tactics, applied correctly, will do the trick. If your ICY FREEZE lands, make sure you get in one ICE PICKED and UPPERCUT for lots of damage.



Use ICE PICKED as many times as you can in Rage mode—you may be able to get in three.



FREE FALL KOMBAT can be your best friend here, as there are three layers of cave to fall through. Either throw or POWERED KICK Batman over the edge and try to stay on top, executing your ground pound when available.

### Vs. Scorpion

Here your ICY FREEZE, ICE PICKED, UPPERCUT sequence can be spammed to great effect. You can also enter FREE FALL KOMBAT, but you probably won't need to. If you unleash a Rage, three ICE PICKED attacks will take Scorpion's life down to almost nil.



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## Chapter 5: Scorpion

Scorpion returns with a familiar set of moves that somewhat underwhelm. The two Style Moves to use with Scorpion are the DEMON BLAST—**← + X**—and the DOUBLE FISTS—**← + Y**—both of which slam your opponent into the ground, the former with a comical face plant that follows.



The trademark SPEAR move—**← ← X**—is traditionally followed with an UPPER CUT, but you shouldn't shy away from better combos or Super Moves.



The FIERY TELEPORT and HELLISH SLIDE are largely useless in Story Mode. HELLFIRE—**↓ ← Y**—is a great ranged attack that sets your opponents aflame, though.

### Vs. The Joker

Hitting Joker with ample DEMON BLASTS is both effective and cathartic, since he's pretty irritating. Try to hit him with

HELLFIRE otherwise—this will be your winner in this fight.



### Vs. Wonder Woman

Scorpion now pops in unannounced on Wonder Woman—no wonder no one likes him! Once again, HELLFIRE hits WW more than anything else, but this time try and get a hit in while she recovers—a flurry of X punches will do (SILVER FURY), followed by a DEMON BLAST.



Use the same combo when you're in a rage to whittle her life away. Try and grapple her for KLOSE KOMBAT sequence as well.

### Vs. Superman

Well, you know this isn't going to be an easy battle. However, Supes can be stopped with a flurry of DEMON BLASTS and HELLFIRE like the others. You may even in a SPEAR/UPPERCUT combo.



Try and grapple Supes or toss him through the wall for a TEST YOUR MIGHT if you near the buildings. Really, this one takes a lot of HELLFIRE spamming, and use of the Rage meter to pull off some SILVER FURY moves. Conversely, if Superman is using all his Super Moves repeatedly, you may want to KOMBO BREAK him by press **➡** BLOCK mid-animation.

## Vs. Kitana

Kitana is actually easier than Superman. Use the same tactics—HELLFIRE will help. Be sure to break her mid-air lift that leaves you vulnerable if you have it in your Rage Meter.



Toss her through the wall for a TEST YOUR MIGHT, but don't try to grapple her for a KLOSE KOMBAT, as she seems to be resistant to it.

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## Chapter 6: Shang Tsung

Shang Tsung has a large move list, so here goes:

The GRABBING FACE BLASTER—**← + X**—is one of Tsung's great Style moves, and does nearly as much damage as an UPPERCUT.

FOUL TRICKS is one of those useful X mashers for quick, easy damage during Rages. Finally, the BRICK HEEL, **← + A**, bounces your foe off the ground for a nice followup attack in mid-air.



The two fire ball attacks, SKULL FIRE—**← ← Y**—and SKYFIRE—**↓ ← Y**—are great for cheap spamming.

There's an unfortunately difficult to pull off, but very confusing for your foe, BODY SWITCH—**↓ ← → X**—that won't be of any help in Story Mode.



Tsung's HOT ESCAPE can be used to evade and attack—↓ ← B—but you'll have to mash Y or A as he enters the ground for SKULL FIRE (a series of punches) or HOT BLAST (an uppercut). Both can be fairly easily blocked by the NPCs in Story Mode.

The SOUL STEAL—↓ ← A—is an amazing move that actually gives you life back as it takes it away from your opponent—pull these off when their stunned for an awesome comeback.



As for Super Moves the SLIDE LAUNCH is a great move to use on a stunned opponent, or while in Rage mode, for 15% damage. It's also Shang Tsung's silliest attack.

#### Vs. Superman



This guy is the best Earth has to offer? Spam some SKULL FIRE and SKYFIRE to take care of the man in tights and you'll probably do it flawlessly.

#### Vs. Liu Kang

Liu Kang is a handful. Pulling off SOUL STEALS and SLIDE LAUNCHES is effective, but Liu Kang will block more than not, and his attacks are powerful.



We suggest using FREE FALL KOMBAT and KLOSE KOMBAT as much as possible. Toss him over the edge or grapple to really drain his life meter without risking his series of Super Moves.



When you get a chance to Rage, hit him with a few FOUL TRICKS to finish him off. SOUL STEALS can be used out of desperation to really turn the fight around, too!

#### Vs. Green Lantern

This is practically the same battle, but if you get far away from Lantern, you'll both exchange projectiles endlessly. It's best to use your environment and grapples for FREE FALL KOMBAT and KLOSE KOMBAT damage.



Use your Rage Meter wisely and nail The Green Weenie with FOUL TRICKS as quickly as possible.

#### Vs. Kano

Spam Kano with SKULL FIRE and he'll seriously be in trouble. Eventually, you'll fill up your Rage meter enough to pummel him with FOUL TRICKS. This is really all it takes.



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### Chapter 7: Raiden

Raiden's powerful **← + FACE BUTTON** moves are all pretty intense. **POWER FIST (← + X)** and **WINDY KICK (← + B)** send your opponent flying to the ground. **HEAVENLY HAND (← + Y)** sends a foe skyward, but not as far back as an **UPPERCUT**, leaving him or her exposed for additional attacks in mid-air.



Raiden's Super Moves are unique in that they can be charged for greater effect. For instance, the **LIGHTNING BOLT (↓ ← X)** when charged fully (by holding the X for a few seconds) will be dangerous to the touch, not to mention becoming a deadly force when released. The **VICINITY BLAST (↓ ← Y)** is pretty darn similar (↓ ← Y) but works in closer ranges better.



**LIGHTNING SHOCK (← ← Y)** has Raiden grab his foe for a shock—good if not blocked, which isn't often. **THE SUPERMAN (→ → B)** is his trademark full-screen push and can often be spammed quite effectively.



Finally, the ENERGY TELEPORT (↓ ← A) always seems to put you at a good range (nice n' close) for a POWER FIST or WINDY KICK, and is actually somewhat useful.

#### Vs. Shang Tsung

THE SUPERMAN can win this battle, along with just about any other battle against NPCs—this is Raiden's ultimate opener, too. Shang Tsung is a wimp, so practice your charging moves on him.



#### Vs. Liu Kang

An immediate SUPERMAN on Liu Kang will result in a FREE FALL KOMBAT in this level, sweet! Keep doing these and hope for the best. Liu Kang is tough, but KLOSE KOMBAT can help.

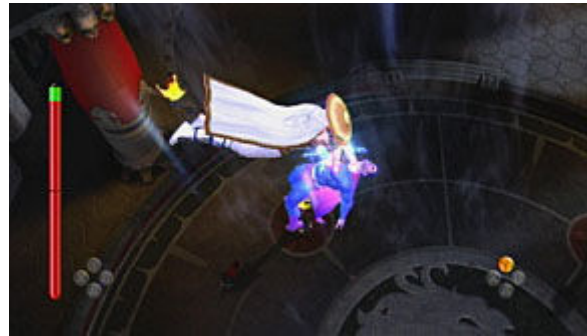


If he gets in close, a WINDY KICK to the face isn't a bad idea—sometimes these can be chained to great effect. You'll have to rely on Rage to pull off better combos. We prefer hitting him with a X punch flurry followed by the LIGHTNING SHOCK at the end of the Rage time.



### Vs. Superman

It's best to use Superman's own legacy against him. Right after you hear fight, get ready to SUPERMAN him to the edge for FREEFALL KOMBAT—you can just keep hitting him with this. Getting the first hit helps fill your Rage meter too, and you'll need it to finish Supes off in this first round.



Hit him with SUPERMANs. until you reach the edge of the level, then add style moves like WINDY KICK and the X button masher ROARING THUNDER as you work around him to get in position for more SUPERMANs. They don't do much damage, but they catch him in mid-animation since he's in the air so much.



Build up Rage and unleash ROARING THUNDER twice, followed by a LIGHTNING SHOCK at the end to really drain his power. You may have to lose the second round so you have a nice, full Rage meter for the third.

### Vs. Dark Khan

You've got to play it cheap with Dark Khan. It's essential to get him off the edge for a FREE FALL KOMBAT with a SUPERMAN, which also happens to be the move of choice to keep him off your back. He tends to have extremely powerful moves with short ranges, so rotating around him and spamming THE SUPERMAN can work.



Contrary to what seems like the best strategy—to keep your distance and keep flying—if you get in close hit **ROARING THUNDER** and you may actually be able to chain a few together. If have dropped below to one side of the level with a **FREE FALL KOMBAT** segment, you may initiate a **TEST YOUR MIGHT** segment if you get Dark Kahn to the wall. He has something like 150% damage compared to lesser characters, so you'll need all the help you can get in whittling it away.



Moreover, since you'll need to strategically build your Rage to win this battle, use it and go for three **ROARING THUNDERS** to turn the battle in your favor. Try and get in the first hit for a Rage Meter bonus, and only use your Rage if it will guarantee you win the round. You can also send some **LIGHTNING BOLTS** his way, but they usually won't meet their mark. **LIGHTNING SHOCK** won't work at all, so don't bother. Winning two out of three rounds with Dark Khan will end this segment of the story... and if you've already beat the DC Story Mode, then congratulations!

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### Apokolips

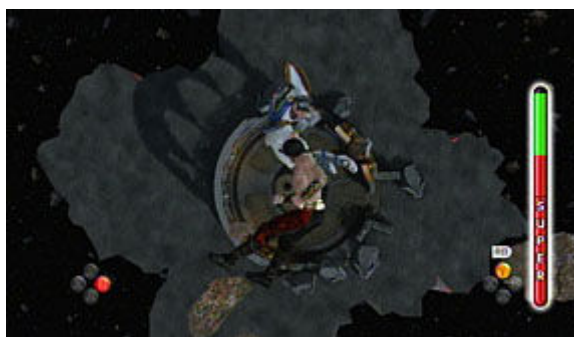
AREAS // 2

FREE FALL KOMBAT DROPS // 2

TEST YOUR MIGHT WALLS // 0

DESTRUCTIBLE OBJECTS // 0

This chaotic environment has two platforms fit for battle. Hit or throw your opponent into the railing with the orange glowing lights to "drop" to the smaller platform.



### Bat Cave

AREAS // 3

FREE FALL KOMBAT DROPS // 2

TEST YOUR MIGHT WALLS // 0

DESTRUCTIBLE OBJECTS // 0

The massive cave under Wayne Manor has three battle areas, each below the next. On the first platform you can send your adversary through the railing to the left of the computers. On the second platform you can send your opponent off the ledge to the right of the Robin costume.



### Fortress of Solitude

AREAS // 3

FREE FALL KOMBAT DROPS // 2

TEST YOUR MIGHT WALLS // 0

DESTRUCTIBLE OBJECTS // 0

Superman's place of respite has two areas to fight. Break through the stalagmites directly opposite the scenic window with the pagoda to drop below.



### Gotham City

AREAS // 3

FREE FALL KOMBAT DROPS // 1

TEST YOUR MIGHT WALLS // 2

DESTRUCTIBLE OBJECTS // 0

From the top of the building where you begin your fight you may start Free Fall Kombat off of either side. At the bottom you'll find two more areas, one under train tracks and one between buildings. Strangely, as you perform Test Your Might's you'll constantly cycle back to the area with the Batmobile. Whatever! The building with lights above head level can always be broken through. The building with graffiti and the building with lights on the ground cannot.



### Graveyard

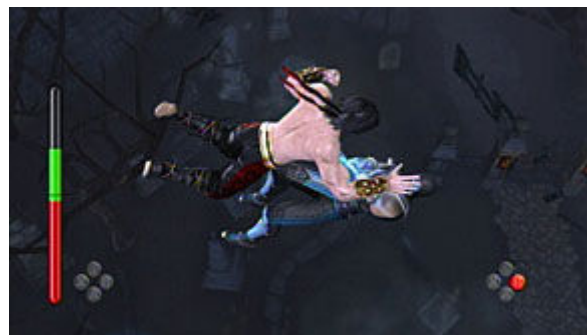
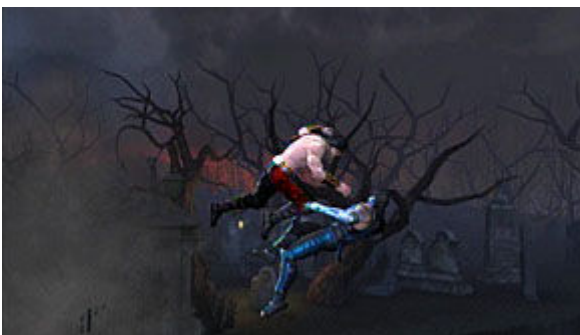
AREAS // 1

FREE FALL KOMBAT DROPS // Infinite

TEST YOUR MIGHT WALLS // 0

DESTRUCTIBLE OBJECTS // Gravestones

You can bust through the fence with the chasm behind it, always opposite the cliff wall for Free Fall Kombat. You can just keep doing this, always returning to the same area, it doesn't make sense. Also, the grave stones are destructible and will cause your foe 10% extra damage.



<b>Island</b>	
AREAS // 1	FREE FALL KOMBAT DROPS // 0
TEST YOUR MIGHT WALLS // 0	DESTRUCTIBLE OBJECTS // Statues
This level has statues that can be destroyed for additional damage in its sole fighting area.	



<b>Metropolis</b>	
AREAS // 2	FREE FALL KOMBAT DROPS // 0
TEST YOUR MIGHT WALLS // 3	DESTRUCTIBLE OBJECTS // 0
Metropolis has two areas to do battle on the street. Every wall is breakable for a Test Your Might except the Lexcorp building (it has giant letters strewn about its base).	



<b>Netherrealm</b>	
AREAS // 1	FREE FALL KOMBAT DROPS // Infinite
TEST YOUR MIGHT WALLS // 0	DESTRUCTIBLE OBJECTS // Stalagmites
The fiery Netherrealm has a row of stalagmites opposite the flaming mouth you can bust through for Free Fall Kombat. You may also use the various stalagmites to damage your opponent.	



### Oan Senate

AREAS // 2

FREE FALL KOMBAT DROPS // 1

TEST YOUR MIGHT WALLS // 0

DESTRUCTIBLE OBJECTS // Pedestals

Green Lantern's little blue friends won't mind if you wreck up the place—there are two areas to do battle. You'll find the glass railing opposite the senators can be broken for a Free Fall Kombat drop to the lower area.



### Special Forces

AREAS // 2

FREE FALL KOMBAT DROPS // 1

TEST YOUR MIGHT WALLS // 0

DESTRUCTIBLE OBJECTS // 0

Hit or throw your foe through the yellow striped retaining wall to fall to the lower area of this military installation.



<b>Temple</b>	
AREAS // 2	FREE FALL KOMBAT DROPS // 1
TEST YOUR MIGHT WALLS // 0	DESTRUCTIBLE OBJECTS // Columns
<p>The upper part of this temple is in the Mortal Kombat realm, the lower is Captain Marvel's haunt. Hit your opponent over the edge of the platform opposite the building to reach the lower area. Down below the columns are destructible.</p>	



<b>Throne Room</b>	
AREAS // 3	FREE FALL KOMBAT DROPS // 1
TEST YOUR MIGHT WALLS // 2	DESTRUCTIBLE OBJECTS // Torches
<p>Split between two realms, the Throne Room has two short walls that can be broken on either side of the top area. You'll fall to one of two areas below. To reach the other lower area, send your opponent through the wall to the other side for a Test Your Might.</p> <p>This Test your Might area can be traversed both ways as many times as you want.</p>	





### UN Space Station

AREAS // 2

FREE FALL KOMBAT DROPS // 1

TEST YOUR MIGHT WALLS // 0

DESTRUCTIBLE OBJECTS // 0

Hit your opponent into the railing without anything behind it to drop to the lower of this level's two areas.



### Wu Shi Academy

AREAS // 0

FREE FALL KOMBAT DROPS // 0

TEST YOUR MIGHT WALLS // 0

DESTRUCTIBLE OBJECTS // 0

Nothing to see here. Move along. Sometimes a simple, no-frills level is just the thing to show off your skills.



## Mortal Kombat vs. DC Universe Achievements

There are 50 Achievements in Mortal Kombat vs. DC Universe; total of 1,000 Achievement Points.

Name	Points	Requirement
Arcade Master	20	Beat Arcade Max without using a continue
Bring It On!	5	Complete Jax's Kombo Challenge
Cat Burglar	5	Complete Catwoman's Kombo Challenge
Challenger!	10	Play 10 Ranked Matches Online
Clown Prince of Crime	5	Complete the Joker's Kombo Challenge
Combo Champion	20	Perform a 10-hit combo in Arcade Mode
DC Arcade Champion	50	Complete Arcade Mode with all DC characters
Deadly Alliance	20	Complete Story Mode MK Chapter 5
Emperor of Outworld	5	Complete Shao Kahn's Expert Combos
Evil Genius	5	Complete Lex Luthor's Kombo Challenge
Fastest Man Alive	5	Complete the Flash's Kombo Challenge
Fatality!	10	Do anyone's Fatality
Free Fallin'	25	Perform a Free-Fall Transition
Get Over Here!	5	Complete Scorpion's Kombo Challenge
Grand Master	5	Complete Sub-Zero's Kombo Challenge

Green Lantern's Light!	5	Complete Green Lantern's Kombo Challenge
Heroic Brutality!	10	Do anyone's Heroic Brutality
Humiliation!	20	Get a Flawless Victory Online
Infiltration	15	Complete Story Mode MK Chapter 3
Invasion	15	Complete Story Mode DC Universe Chapter 3
Less Talk, More Fight!	20	Win a Chat Room Match Online
Master of Souls	5	Complete Shang Tsung's Kombo Challenge
MK Arcade Champion	50	Complete Arcade Mode with all MK characters
Mortal Kombat Champion	25	Finish Arcade Mode with an MK character
Omega Effect	5	Complete Darkseid's Expert Combos
Online Champion	50	Win 25 Ranked Matches in a row
Outworld's Princess	5	Complete Kitana's Kombo Challenge
Princess Diana	5	Complete Wonder Woman's Kombo Challenge
Relentless!	50	Play 100 Chat Lobby Matches Online
Shaolin Monk	5	Complete Liu Kang's Kombo Challenge
SHAZAM!	5	Complete Captain Marvel's Kombo Challenge
Special Forces	5	Complete Sonya's Kombo Challenge

Special Move Master	100	Perform All Special Moves
Strange Forces	10	Complete Story Mode DC Universe Chapter 1
Super Hero	25	Finish Arcade Mode with a DC character
Supreme Champion	50	Finish Kombo Challenge mode on MK and DC
n Champion	5	Complete Baraka's Kombo Challenge
The Assassin	5	Complete Deathstroke's Kombo Challenge
The Caped Crusader	5	Complete Batman's Kombo Challenge
The Competitor	20	Play 200 Versus Matches
The Finisher	100	Perform all finishing moves in the game
The Man of Steel	5	Complete Superman's Kombo Challenge
The Mercenary	5	Complete Kano's Kombo Challenge
The Pugilist	25	Perform Klose Combat
The Thunder God	5	Complete Raiden's Kombo Challenge
The Ultimate Evil!	20	Complete Both Mortal Kombat and DC Universe Stories
Universe Reborn	50	Complete the DC Universe side of Story Mode
Unlikely Alliance	20	Complete Story Mode DC Universe Chapter 5
Worlds Collide	10	Complete Story Mode MK Chapter 1
Worlds Remade	50	Complete the MK side of Story Mode

