



### Smoke

Harpoon: B-B-LP  
 Teleport+Uppercut (can do in air): F-F-LK  
 Invisibility: U-U-R (do while invisible, and you will reappear)  
 Throw (in air): BL  
 Fatality (across screen): U-U-F-D  
 Fatality (sweep): Hold R+BL (D-D-F-U)  
 Animality (outside sweep): D-F-F-BL  
 Friendship (across screen): R-R-R-HK  
 Babality: D-D-B-B-HK  
 Stage: F-F-D-LK  
 Standard Combo: HP-HP-LK-HK-LP

### Sonya

Energy rings: D-F-LP  
 Leg Grab: D+LP+BL  
 Square Wave Punch: F-B-HP  
 Bicycle Kick: B-B-D-HK  
 Fatality (more than half screen): Hold BL+RN (U-U-B-D)  
 Fatality (anywhere): B-F-D-D-R  
 Animality (close): Hold LP (B-F-D-F)  
 Friendship: B-F-B-D-R  
 Babality: D-D-F-LK  
 Stage: F-F-D-HP  
 Standard Combo: HK-HK-HP-HP-LP-B+HP

### Stryker

Grenade Low: D-B-HP  
 Grenade High: D-B-LP  
 Baton Trip: F-B-LP  
 Baton Toss: F-F-HK  
 Fatality (close): D-F-D-F-BL  
 Fatality (a tiny bit closer than full screen): F-F-F-LK  
 Animality (sweep): R-R-R-BL  
 Friendship: LP-R-R-LP  
 Babality: D-F-F-B-HP  
 Stage: F-U-U-HK  
 Standard Combo: LK-HP-HP-LP

### Sub-Zero

Freeze: D-F-LP  
 Ice Shower: D-F-HP  
 Ice Shower (in front): D-F-B-HP  
 Ice Shower (behind): D-B-F-HP  
 Ice Statue: D-B-LP  
 Slide: B+LP+BL+LK  
 Fatality (close): BL-BL-R-BL-R  
 Fatality (outside of sweep): B-B-D-B-R  
 Animality (close): F-U-U  
 Friendship: LK-R-R-U  
 Babality: D-B-B-HK  
 Stage: B-D-F-F-HK  
 Standard Combo: HP-HP-LP-LK-HK-B+HK (in 2.1 leave out LP for more damage)

### Friendships/Babalities:

- Don't hit block during the winning round  
 - You can be anywhere on the screen (unless otherwise specified)  
 - You can do a friendship/babality after a doing a mercy (optional)

### Mercy: Hold RUN (D-D)

This gives your opponent a little bit of energy back after you beat them.  
 - You have to hold run a certain amount of time. Around 2-3 seconds.  
 - Your opponent has to have won one round.  
 - You can be anywhere on the screen except close.  
 - You have to do this if you want to do an Animality. After the mercy has been done, and it says "Finish him/her" again, anyone can do an animality.  
 - You can't do more than one mercy per match.  
 - You may do any finisher (Fatality, Friendship, Stage or Babality) after the mercy. This does not mean you HAVE TO do the mercy first.

### VS. screen codes

On the VS screen (in 2 player mode), you can cycle through the 6 symbols by hitting LP, Block, and LK on both sides. Cycle backwards by hitting UP and the button. The numbers are the number of times you hit the button.

Key (number is number of times you hit the button):

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 0 MK Dragon            5 Light Bolt  
 1 MK Logo              6 Goro  
 2 Yin-Yang             7 Raiden  
 3 Number three        8 Shao Kahn  
 4 Question Mark      9 Skull

100-100 - No Throws  
 020-020 - No Blocking  
 987-123 - No Meters (all meters at the top are hidden)  
 033-000 - Half Energy for Player 1 (start with 1/2 energy every round)  
 000-033 - Half Energy for Player 2 (start with 1/2 energy every round)  
 707-000 - Quarter Energy for Player 1 (start with 1/4 energy every round)  
 000-707 - Quarter Energy for Player 2 (start with 1/4 energy every round)  
 688-422 - Dark Fighting (screen lights up when you hit)  
 460-460 - Random fighting (random morphing)  
 985-125 - Psycho Kombat (dark, random, no meters and no blocking combined)  
 466-466 - Unlimited Run (run meters don't go down after combo/run)  
 642-468 - Galaga (game over for both players after you play)

### Text:

282-282 - No Fear (it's a pinball game)  
 123-926 - No Knowledge that is not power  
 987-666 - Hold Flippers during casino run (pinball game reference)

Winner Fights: (Winner of 1st round plays a certain character, and it's game over for the loser)  
 969-141 - Winner Fights Motaro  
 769-342 - Winner Fights Noob Saibot  
 033-564 - Winner Fights Shao Kahn  
 205-205 - Winner Fights Smoke

### Ultimate Kombat Code

10902-22234 : Enables Smoke to be playable.

1	2	2	4
	9		2
0	0	2	3

### KEY

U = Up	D = Down
F = Forward	B = Back
HP = High Punch	LP = Low Punch
HK = High Kick	LK = Low Kick
BL = Block	R = Run



## **MORTAL KOMBAT 3 MINI MOVE LIST**