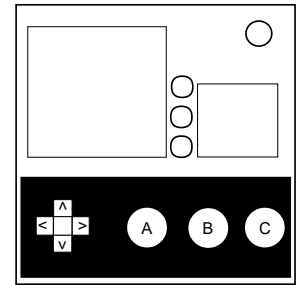# On the Subject of Mortal Kombat

Test your might!

The module consists of two screens and a gamepad. The larger screen shows your character, the smaller shows your opponent.

To disarm the module, you must perform three attacks and a fatality. Use the tables below to determine your character's attacks and the order in which they should be performed. Fatalities should not be performed until three successful attacks have been carried out. To determine the fatality, start at the top of the list and use the first one where the rule applies.

Entering the incorrect button combination during the initial three attacks will cause a strike and reset the successful attacks to 0. It may also reset your opponent's character. Entering the incorrect button combination during the fatality stage will cause a strike but will not reset your previous attacks or your opponent's character.

Characters

Characters that you may encounter are listed below.

Name	Profile	Image
Johnny Cage	Johnny Cage was a struggling Hollywood action movie star who wanted to get his fame back. He has always been a brave and loyal warrior for Earthrealm.	
Kano	As a mercenary and leader of the international crime cartel known as the Black Dragon, Kano rises beyond the level of mere brutality by also being sly and cunning.	
Liu Kang	Liu Kang is one of Earthrealm's greatest warriors, having defeated many to prove his valour. He became champion after the first Mortal Kombat tournament.	
Raiden	Raiden is the eternal God of Thunder, protector of Earthrealm, and one of the most powerful characters in all of Mortal Kombat.	
Scorpion	Hanzo Hasashi, also known as Scorpion, is a resurrected ninja seeking vengeance against those responsible for the destruction of his clan.	
Sonya Blade	General of Earthrealm Special Forces, Sonya Blade is a stern, tough-as-nails General. A headstrong woman, she cares deeply about the lives of her comrades.	

Sub-Zero possesses incredible control over the element of ice. He can easily deep freeze opponents to the point of them becoming brittle enough to shatter into pieces.

Move Tables

JOHNNY CAGE		Opponent, Move Order & Fatality Conditions					
Move	Controls	Kano	Liu Kang	Raiden	Scorpion	Sonya Blade	Sub-Zero
Green Fireball	⇦⇨A	1	2	3	2	1	3
Shadow Kick	⇦⇨B	3	1	2	3	2	1
Nut Cracker	⇩⇩C	2	3	1	1	3	2
Deadly Uppercut	⇩⇩⇦C⇧B	Use if there is a parallel or a serial port.			Use if there is a lit CAR, CLR or MSA or unlit BOB, NSA or FRK.		
Torso Rip	⇦⇦⇦BB⇧	Otherwise, use if the last digit of the serial number is odd.			Otherwise, use if there are an even number of batteries.		
Stage	⇩⇦⇧⇩AB	Otherwise, use.			Otherwise, use.		

KANO		Opponent, Move Order & Fatality Conditions					
Move	Controls	Johnny Cage	Liu Kang	Raiden	Scorpion	Sonya Blade	Sub-Zero
Kanoball	⇧⇩C	3	2	1	3	2	1
Knife Throw	⇨⇨B	1	1	2	2	3	3
Chokehold	⇩⇦A	2	3	3	1	1	2
Heart Rip	A⇩B⇧⇦C	Use if there are more D batteries than AA batteries.			Use if the serial number contains a vowel.		
Eye Laser	⇧⇧⇨⇨CB	Otherwise, use if there are no unlit indicators present.			Otherwise, use if there is a DVI-D or RJ-45 port.		
Stage	ABC⇦⇦⇧	Otherwise, use.			Otherwise, use.		

LIU KANG		Opponent, Move Order & Fatality Conditions					
Move	Controls	Johnny Cage	Kano	Raiden	Scorpion	Sonya Blade	Sub-Zero
Dragon Fire	⇨⇨C	2	1	3	1	2	3
Flying Dragon Kick	⇨⇧A	3	2	1	3	1	2
Air Throw	⇦⇩B	1	3	2	2	3	1
Butterfly Flip	⇩⇨B⇦B⇩	Use if there are any lit indicators present.			Use if the sum of the serial number digits is prime.		
Dragon's Bite	⇨⇨⇩A⇧C	Otherwise, use if there is a Stereo RCA or PS/2 port.			Otherwise, use if there are no D batteries.		
Stage	⇨⇨⇦⇦⇧A	Otherwise, use.			Otherwise, use.		

RAIDEN		Opponent, Move Order & Fatality Conditions					
Move	Controls	Johnny Cage	Kano	Liu Kang	Scorpion	Sonya Blade	Sub-Zero
Lightning Bolt	⇦⇦B	3	2	1	3	2	1
Torpedo	⇩⇨A	2	3	3	1	1	2
Teleport	⇩⇧C	1	1	2	2	3	3
Electric Decapitation	AA⇦⇧⇨B	Use if there are four or fewer batteries.			Use if there are no indicators present.		
Explosive Uppercut	⇩⇧⇩⇧BB	Otherwise, use if the serial number contains L, P or T.			Otherwise, use if there is more than one Serial port.		
Stage	C⇧⇦AB⇩	Otherwise, use.			Otherwise, use.		

SCORPION		Opponent, Move Order & Fatality Conditions					
Move	Controls	Johnny Cage	Kano	Liu Kang	Raiden	Sonya Blade	Sub-Zero
Spear	⇦⇦A	1	3	2	3	2	1
Teleport Punch	⇦⇨C	2	1	1	2	3	3
Air Throw	⇧⇧B	3	2	3	1	1	2
Toasty!	⇨⇨⇨BBB	Use if there are more than three ports.			Use if the last digit of the serial number is even.		
Spear Slice	⇧⇧⇩⇦AC	Otherwise, use if there are more AA batteries than D batteries.			Otherwise, use if there is a lit BOB or FRK or unlit FRQ or CAR.		
Stage	A⇨B⇩C⇩	Otherwise, use.			Otherwise, use.		

SONYA BLADE		Opponent, Move Order & Fatality Conditions					
Move	Controls	Johnny Cage	Kano	Liu Kang	Raiden	Scorpion	Sub-Zero
Energy Rings	⇧⇨A	3	2	1	1	3	2
Leg Grab	⇩⇦C	2	3	3	2	1	1
Square Wave Punch	⇨⇦B	1	1	2	3	2	3
Fire Kiss	⇨⇦⇦⇨CB	Use if the number of indicators is greater than the number of ports.			Use if the number of batteries is greater than the first digit of the serial number.		
Crush Kiss	⇩⇧⇨B⇦A	Otherwise, use if the first digit of the serial number is greater than the number of batteries.			Otherwise, use if the number ports is greater than the number of indicators.		
Stage	⇧⇧⇩⇦AC	Otherwise, use.			Otherwise, use.		

SUB-ZERO		Opponent, Move Order & Fatality Conditions					
Move	**Controls**	**Johnny Cage**	**Kano**	**Liu Kang**	**Raiden**	**Scorpion**	**Sonya Blade**
Ice Freeze	⇨⇧B	1	2	3	1	3	2
Slide	⇨⇨A	3	1	2	2	1	3
Ground Freeze	⇨⇩C	2	3	1	3	2	1
Spine Rip	⇦⇧⇨⇩CC	Use if the sum of the serial number digits is divisible by 3.			Use if there are no lit indicators present.		
Ice Shatter	⇨⇩⇦⇧AA	Otherwise, use if there are no batteries.			Otherwise, use if there is a Parallel or a Stereo RCA port.		
Stage	⇧⇨A⇦⇧B	Otherwise, use.			Otherwise, use.		