Mortal Kombat 9

Standart-Moves:

 $U = Up/Jump \qquad \qquad \Box = FP = Front Punch \\ D = Down/Crouch \qquad \Delta = BP = Back Punch \\ F = Forward/Toward \qquad X = FK = Front Kick \\ B = Back/Away \qquad O = BK = Back Kick$

Dash: F, F

Back Dash: B, B Uppercut: D+∆ Sweep: B+O

Pause/Movelist: START

L1 = TG = Tag R1 / \square +X = TH = Throw (Away) (F+R1) / (F+ \square +X) = TH = Throw (Towards) L2 / (X+O) = FS = Flip Stance R2 = BL = Block

Stage Fatalities:

Dead Pool, Hell, Living Forest, Pit, Street, Subway

Enhanced Special Move: Special Move + R2 (1 Bar of Meter)

Kombo Breaker: F + R2 (2 Bars of Meter)

X-Ray Attack: L2 + R2 / X + O + R2 (3 Bars of Meter)

*Also in air

**In air

***Opponent must be in air

Distance - Close



Distance - Sweep



Distance - Jump



Distance - Fullscreen





Baraka

Combos

Painful Swipes: \Box , \triangle , \triangle Tricky Fury: \Box , \triangle , B + XCut 'Em Loose: $B + \Box$, \Box Splinter: $B + \Box$, $F + \triangle$ Cold Steel: \triangle , \Box , \triangle Tears of Pain: \triangle , \triangle , \Box + \triangle Tarkatan Push: $B + \triangle$, $F + \triangle$ Horrow Show: $F + \triangle$, \bigcirc Outworld Bash: $F + \triangle$, \triangle Tarkatan Blows: X, B + XOpen Wound: B + X, \Box , $F + \Box$ Easy Kill: B + X, \triangle , \triangle

Tarkatan Rush: □. △. □

Special Moves

Blade Charge: D, F, \(\Delta \)
Spark: D, B, \(\Delta \)
Chop Chop: B, B, \(\Delta \)
Spin: D, B, \(X \)
Slices: D, F, \(\Delta \)

Fatalities

Fatality 1 - Up The Middle: B, F, D, F, □ (Sweep)
Fatality 2 - Take A Spin: F, F, D, D, X (Sweep)
Stage Fatality: D, D, D, D, X (Varies)

Babality: F, B, F, O (Jump)



Cyrax

Combos

See Saw: \square , \square , \square Steel Fists: \square , Δ , \square Power Plant: \square , Δ , XMustard: Δ , \square , Δ

Saw Enough: \triangle , \triangle , F + \square Kombat Boots: X, X, O

Cyber Beatdown: B + \square , \triangle , \square , \triangle (Rapidly)

Special Moves

Bomb Toss-Close: B, B, O Bomb Toss-Medium: F, F, O Bomb Toss-Far: B, B, F, O

Net: B, B, X

*Teleport: D, B, □

Buzzsaw: B, F, △

Reverse Kick: D, F, X

Ragdoll: D, F, X, R1

***Anti-Air: D, F, □

Fatalities

Fatality 1 - Buzz Kill: F, D, F, B, △ (Close)

Fatality 2 - Nothing But Net: B, D, B, F, □ (Jump)

Stage Fatality: D, U, R2 (Varies)

Babality: D, F, B, △ (Jump)



Combos

Ermac Rush: \square , \triangle , \square Mysterious Mash: $F + \square$, \square , \bigcirc Fusion: $B + \square$, \square , \bigcirc We Win: $B + \square$, \triangle , $F + \square$ Nether Pain: \triangle , \triangle Psychic Strikes: $B + \triangle$, $B + \square$ Lost Souls: $B + \triangle$, \square , $F + \triangle$ Relinquish: X, XSurrender: X, \square , \triangle Disoriented: B + X, \bigcirc Controlled Chaos: $F + \bigcirc$, $B + \triangle$

Special Moves

Force Ball: D, B, △
*Airblast: D, B, △
***Force Port: D, B, ○
Force Lift: D, B, □
Hover Slam: D, D, U
Force Push: B, F, □

Fatalities

Fatality 1 - Mind Over Splatter: D, U, D, D, R2 (Jump) Fatality 2 - Pest Control: F, B, F, D, \bigcirc (Jump) Stage Fatality: D, U, D, D, \times (Varies) Babality: D, D, B, D, \wedge (Jump)



Jade

Combos

Pole Check: \square , \triangle , \triangle Jade Charge: $B + \square$, $F + \square$ Bad Girl: \triangle , X, $F + \triangle$ Edenian Rush: $F + \triangle$, \square , \triangle Betrayal: X, O, \triangle Assassin Strikes: B + X, \triangle Polecat: O, F + X

Special Moves

Boomerang: D, F, □
Boomerang-Up: D, B, □
Boomerang-Down: D, F, X
Shadow Kick: D, F, O
Shadow Flash: B, F, X
Staff Overhead: D, B, Δ
Staff Grab: D, F, Δ

Fatalities

Fatality 1 - Head-A-Rang: U, U, D, F, (Fullscreen)
Fatality 2 - Half Mast: B, D, B, D, O (Sweep)
Stage Fatality: B, F, D, R2 (Varies)
Babality: D, D, F, D, O (Jump)



Jax

Combos

Major Force: \Box , \triangle , XBoot Kamp: $B + \Box$, \triangle , \bigcirc

Active Duty: \triangle , \square Field Grade: \triangle , \triangle

Chain of Command: \triangle , F + \triangle , B + \square

Advance Force: F + O, □, X Code of Conduct: F + O, □, O

Special Moves

Energy Wave: D, B, \triangle Dash Punch: D, F, \triangle

Ground Pound-Close: D, B, X Ground Pound-Medium: D, F, X Ground Pound-Far: D, B, F, X

Overhead Smash: D, U, O

*Back Breaker: R1

Fatalities

Fatality 1 - Smash and Grab: B, F, F, B, \triangle (Close) Fatality 2 - Three Points: F, F, B, D, X (Sweep)

Stage Fatality: D, F, D, □ (Varies)

Babality: D, D, D, X (Jump)



Johnny Cage

Combos

Out Take: □, □, □ Showtime: □, □, F + □ Stand In: □, □, O Cross Cutting: □, X, Δ Widescreen: Δ, □ F + Δ Director's Cut: Δ, □, B + O Take Two: F + X, Δ Money Shot: O. O

That's The Ticket: F + X, X, B + X

Special Moves

Low Forceball: D, F, △ High Forceball: D, B, △ Flip Kick: D, B, X Shadow Kick: B, F, O Nut Punch: B, D, □

Fatalities

Fatality 1 - Heads Up: F, F, B, D, X (Close)
Fatality 2 - And The Winner Is...: D, F, D, F, O (Sweep)
Stage Fatality: D, B, F, R2 (Varies)
Babality: F, B, F, O (Jump)



Combos

Last Breath: \neg , \neg , \neg Extermination: \neg , \neg , B + O, XMutilation: $B + \neg$, Δ , \neg Vanquish: Δ , \neg , Δ Nomad's Fear: F + X, Δ Eviscerate: F + O, \neg + Δ

Special Moves

Gas Blast: B, B, □ Nomad Dash: B, F, O Buzzsaw: B, B, X Tornado Slam: D, B, △

Fatalities

Fatality 1 - Hook Up: B, F, B, F, □ (Sweep)
Fatality 2 - It Takes Guts: D, D, B, F, R2 (Sweep)
Stage Fatality: D, D, O (Varies)
Babality: F, D, B, X (Jump)



Kano

Combos

One Two Three: \Box , \Box , Δ Fighting King: $F + \Box$, \Box No Escape: $F + \Box$, Δ Dragon's Tail: $B + \Box$, Δ Snake Bite: $B + \Box$, Δ Getting Ahead: Δ , \Box , Δ Uplifting Force: $B + \Delta$, XSmashing Time: $B + \Delta$, $X + \Box$ Double Dragon: X, XThe Rage Kicks: $X + \Delta$ Mean Machine: $X + \Delta$

Special Moves

Ball: F, D, B, F

**Down Ball: F, D, B, F

Up Ball: D, F, △

Choke: D, F, □

Knife Throw: D, B, △

**Air Trow: R1

Fatalities

Fatality 1 - Heartbreak: B, D, B, F, □ (Sweep)
Fatality 2 - Eat Your Heart Out: D, D, F, B, O (Sweep)
Stage Fatality: U, U, B, X (Varies)
Babality: F, D, D, X (Jump)



Kitana

Combos

Royal Pain: \square , \square , Δ Dignified: $B + \square$, Δ Majestic: Δ , \square , Δ Noble Lift: $F + \Delta$, \square Regal Assault: X, X, XBlue Blood: B + X, XPower Intrusion: F + X, \square , Δ Deadly Rush: F + O, \square Pure Kicks: F + O, XDeception: F + O, B + O

Special Moves

*Fan Toss: D, F, □
Upraise: B, B, △
Cutting Fan: D, F, △
*Square Boost: D, B, □
Pretty Kick: D, B, X
Fake Out Kick: D, B, O

Fatalities

Fatality 1 - Fan Opener: D, D, B, F, \triangle (Sweep) Fatality 2 - Splitting Headache: F, D, F, B, X (Close) Stage Fatality: F, D, D, X (Varies) Babality: F, D, F, O (Jump)



Kung Lao

Combos

Windy Palm: \square , \square , \triangle , \square Healing Wind: \square + \square , \square + \square Chained Fist: \square , \square , \square , \square , \square (Rapidly) Iron Broom: \square , \square , \square + \square Leg Bar: \square , \square , \square + \square Uprooting Step: \square , \square , \square + \square , \square Plum Flower: \square , \square , \square + \square , \square Lead The Way: \square + \square , \square

Special Moves

Hat Toss: B, F, △ (D/U to control)
Ground Hat: D, B, △
Spin: D, F, □

**Dive Kick: D +
Teleport: D, U, □ : Throw
△ : Punches
X : Kick
○ : Kickdown

Fatalities

Fatality 1 - Hat Trick: B, F, F, D, ∆ (Sweep)
Fatality 2 - Razor's Edge: D, D, F, B, □ (Close)
Stage Fatality: D, F, D, X (Varies)
Babality: D, F, D, ∆ (Jump)



Liu Kang

Combos

Three Fists: \Box , \Box , \Box Death Fist: \Box , \Box , Δ Immortal Dragon: \Box , Δ , B + \Box

Immortal Dragon: \Box , Δ , B + \Box Blazing Blasts: F + \Box , Δ , \Box

Fierce Tiger: \triangle , \square , X Showdown: $F + \triangle$, O

Launching Fury: $B + \Delta$, B + X

Backdown: $B + \Delta$, XLotus Flurry: X, X, OFinal Act: B + X, \Box , Δ Krushing Kombo: F + O, XDragon Stance: D, B, Δ

Final Act: □ (in Dragon Stance)
Fist of Death: △ (in Dragon Stance)
Shaolin Flip: X (in Dragon Stance)
Moon Sweep: O (in Dragon Stance)

Special Moves

*High Fireball: B, F, □ Low Fireball: B, F, X Flying Dragon Kick: B, F, △ Bicycle Kick: B, B, F, ○ Parry: D, B, □

Fatalities

Fatality 1 - Fist of Flame: F, B, D, D, X (Sweep)
Fatality 2 - The Beast Within: D, D, F, D, O (Jump)
Stage Fatality: D, F, B, X (Varies)
Babality: D, D, D, O (Jump)



Mileena

Combos

Smacked Around: □, □, △ Boot Down: B + □, O Bones: △, X, O

Pretty Slasher: F + X, □ + Δ

Killer Heels: X, O

Getaway Sticks: B + X, B + O

Fiendly Kiss: O, △

Special Moves

*Sai Blast: B, F, □
*Teleport Drop: F, F, X
Leaping Neckbite: B, F, △

Ball Roll: B, D, O

Fatalities

Fatality 1 - Be Mine: B, F, B, F, \triangle (Jump) Fatality 2 - Rip Off: B, F, B, D, \times (Jump)

Stage Fatality: D, D, D, □ (Varies) Babality: D, D, F, B, △ (Jump)



Nightwolf

Combos

Blade and Edge: \neg , \neg , \triangle Axe Blast: \neg , \triangle , \triangle , \neg Dagger Stab: $B + \neg$, \neg , \neg Deadly Dance: \neg , \neg , \bigcirc New Earth: \triangle , X, \bigcirc Tomahawk Smash: $B + \triangle$, \triangle , \neg Full Moon: F + X, \neg , \triangle Spirit Tracks: F + X, $B + \bigcirc$

Special Moves

Shoulder: F, F, O Lightning: D, B, X Arrow Shot: D, B, D Reflect: D, B, A Axe Swing: D, F, D Choke: D, F, A

Fatalities

Fatality 1 - Little Off The Top: D, F, D, B, O (Jump) Fatality 2 - Ascension: D, D, F, B, (Sweep) Stage Fatality: D, D, D, R2 (Varies) Babality: F, B, F, B, (Jump)



Combos

Saibot Blast: \square , \triangle Sneaky Saibot: $B + \square$, \triangle , $F + \bigcirc$ Evil Twin: $B + \square$, \triangle , \square , \bigcirc Assassinate: \triangle , \square , \triangle No Compassion: $B + \triangle$, \square , \bigcirc Reincarnated: F + X, X, XPossessed: $F + \bigcirc$, X

Special Moves

Ghostball: D, F, □
Black Hole-Above: D, B, △
Black Hole-Behind: D, F, △
Black Hole-In Front: D, F, B, △
*Teleport Slam: D, U
Shadow Charge: D, F, X
Shadow Upknee: D, B, X
Shadow Slide: B. F. O

Fatalities

Fatality 1 - Make A Wish: B, F, B, D, O (Jump)
Fatality 2 - As One: D, D, B, D, R2 (Jump)
Stage Fatality: F, D, F, R2 (Varies)
Babality: F, U, F, (Jump)



Raiden

Combos

Heavenly Hand: \Box , Δ , \Box , Δ Sudden Energy: Δ , Δ , $F + \Box$ White Lightning: Δ , Δ , B + OViolent Thunder: $B + \Delta$, $F + \Box$, $\Box + \Delta$ Quick Burn: $F + \Delta$, OFlash Storm: $F + \Delta$, X, $\Box + \Delta$ Spark Kicks: X, X, O

Special Moves

Lighting: D, B, □ Electrocute: D, F, ∆ *Electric Fly: B, F, X Teleport: D, U

Thunder God: B + X, □, △

Vicinity Blast: D, B, △

Fatalities

Fatality 1 - Just A Scratch: D, F, D, F, □ (Jump) Fatality 2 - Transplant: B, F, F, D, O (Close) Stage Fatality: D, D, D, △ (Varies) Babality: D, B, D, O (Jump)



Reptile

Combos

Cold Blooded: \Box , \triangle , \bigcirc Carnivore Rush: \Box , \triangle , \triangle , \Box Deadly Venom: \Box , \triangle , $B + \Box$ Just Hatched: \triangle , F + XHybrid Blast: \triangle , $X + \bigcirc$ Hybrid Crush: \triangle , F + X, $\Box + \triangle$ Evolution: $F + \triangle$, $B + \Box$ Amphibian Charge: X, \triangle , \Box Slithered: X, \triangle , $B + \bigcirc$ Swamp Strikes: F + X, $\Box + \triangle$

Special Moves

Slow Force Ball: B, B, □
Fast Force Ball: B, B, X
Slide: B, F, O
Acid Hand: D, B, △
Invisibility: D, U, O
Acid Spit: D, F, □
Elbow Dash: B, F, △

Fatalities

Fatality 1 - Acid Yak: F, F, D, U, X (Sweep)
Fatality 2 - Weight Loss: D, D, F, B, □ (Sweep)
Fatality 3 - Tasty Meal: B, B, F, D, R2 (Jump) - Requires Classic
Reptile costume unlocked
Stage Fatality: F, D, D, R2 (Varies)
Babality: B, F, B, D, X (Jump)



Scorpion

Combos

Torment: \square , \square , \square Damnation: \square , \square , \bigcirc Brimstone: \triangle , \square , \triangle Gravedigger: \triangle , \square + \triangle Doom Blade: $F + \triangle$, \square , \bigcirc Dead End: X, X, \bigcirc Grievance: $F + \bigcirc$, X

Special Moves

Spear: B, B, □
Demon Fire: D, B, △
*Teleport: D, B, X
Takedown: D, B, O
**Air Throw: R1

Fatalities

Fatality 2 - Nether Gate: B, F, B, X (Close)
Fatality 3 - Toasty: D, U, U, ∆ (Jump) - Requires Classic
Scorpion costume unlocked
Stage Fatality: F, U, U, □ (Varies)
Babality: D, B, F, D, ∆ (Jump)

Fatality 1 - Split Decision: F, D, F, △ (Close)



Sektor

Combos

Artifical Intelligence: \square , \square , \square , \square + \square System Overload: \square , \triangle , \square , \square + \square Hard Crash: \square , \triangle , \triangle Malfunction: \square + \square , \square + \square Fusion Force: \square , \square , \square Access Denied: \square , \square Demolition: \square , \square , \square O Drive Power: \square + \square , \square Run Down: \square + \square + \square C User Error: \square + \square + \square Fatal Error: \square + \square + \square O

Special Moves

Flame Burner: B, F, △
Teleport Uppercut: D, F, O
Straight Missile: B, F, □
Up Missile-Above: D, B, X
Up Missile-Behind: D, B, F, X
Up Missile-In Front: D, F, B, X

Fatalities

Fatality 1 - Robo-Sek: F, D, B, F, X (Fullscreen)
Fatality 2 - The Scarecrow: D, D, F, B, □ (Fullscreen)
Stage Fatality: D, F, D, R2 (Varies)
Babality: B, D, D, D, O (Jump)



Shang Tsung

Combos

Bad Omen: □, △, □ Soul Stain: □, △, △ Soul Torment: □. X Reserved Pain: B + \square , \triangle , \square , \bigcirc

Death Walker: \triangle . \triangle .

Restored Youth: \triangle , \triangle , B + \bigcirc

Play Time: F + X, O

Deadly Truth: F + O, X, O

Special Moves

Fireskull: B, B,

Up Fireball-Above: D. U. △ Up Fireball-Behind: D, F, △ Up Fireball-In Front: D, B, △ Ground Fireball-Close: D. U. O Ground Fireball-Medium: D. B. O Ground Fireball-Far: D. F. O Soul Steal: F, D, B, X

Fatalities

Fatality 1 - Bang Bang: B, D, F, X (Sweep) Fatality 2 - Identity Theft: D, D, B, D, △ (Jump) Stage Fatality: U, U, B, □ (Varies)

Babality: D. B. D. X (Jump)



Combos

Shokan Fury: □, △, B + □ Blood Lust: □, B + △, F + □ Darkness: B + □. △. □ + △ Four-Way: \triangle , \square , \triangle , F + \square Sheeva Rush: ∆, □, ∆, B + □ Quad Toss: $B + \Delta$, $\Box + \Delta$ Demolish: $F + \Delta$. $B + \Box$ Turmoil: X. X

Rehabilitated: F + X, \(\Delta \)

Special Moves

Fireball: D. F. Δ Jump Stomp: D, U, B: Close Jump Stomp: D, U: Medium Jump Stomp: D, U, F: Far Ground Pound: D, B, O Grab and Punch: B. F. X Anti-Air Grab: D, F, Low Grab: D, B, X

Fatalities

Fatality 1 - Stripped Down: F, D, D, F, □ (Sweep) Fatality 2 - Lend A Hand: F, B, F, B, O (Sweep) Stage Fatality: D, D, D, D, D (Varies) Babality: D, D, D, B, O (Jump)



Sindel

Combos

Undead Bride: \square , \square , \square Royal Pain: \square , \square , \square , \square + \triangle , O Rebirth: \square + \square , \triangle Confronted: \square + \square , \square , O Anguish: \square , \square , \square Sadness: \square , \square , \square Sadness: \square , \square , \square Conqueror: \square + \square , O Queen's Anger: \square , \square Rise To Power: \square , \square , \square Unforgettable: \square + \square , \square + \square Child's Play: \square , \square , \square

Special Moves

*Fireball: D, F, □ *Low Fireball: D, F, X Yell: D, B, ∆ Levitate: D, D, U (R2 to land) Hair Whip: D, F, ∆ Step Up: D, F, O

Fatalities

Fatality 1 - Migraine: B, F, D, F, □ (Sweep)
Fatality 1 - Mouthful: B, F, U, △ (Sweep)
Stage Fatality: D, D, D, □ (Varies)
Babality: D, D, D, U (Jump)



Combos

Ablaze: \square , \square , Δ Smoldering: \square , XRed-Hot: $B + \square$, OSmokin: $B + \Delta$, XRekindle: Δ , \square , OCombustion: X, $D + \square$, Δ On Fire: X. Δ

Special Moves

Shake: B, F, □ (Projectile Counter / hold □ to charge) Smoke Cloud: D, B, Δ **Air Throw: R1 *Teleport: D, B, O Invisibility: D, U, X Smoke Away: F, B, X Smoke Towards: B, F, X

Fatalities

Fatality 1 - Smoked Out: B, F, B, F, □ (Sweep)
Fatality 2 - Tremor: B, B, D, F, △ (Sweep)
Stage Fatality: F, U, U, □ (Varies)
Babality: D, B, D, F, D (Jump)



Sonya Blade

Combos

Advance Force: \square , \square , \triangle Fierce Assault: \square , \square , O Drop Zone: \triangle , \square , B + X Ground Control: \triangle , \square , B + O Power Rush: F + \triangle , \triangle , O Mess Hall: B + \triangle , \square , F + \triangle Play Time: X, \square , \triangle Beat Up: X, \square , O Pull Out: O, O

Military Stance: D, B, △

Double Kick: O (in Military Stance)
Power Knee: X (in Military Stance)
Shoulder: □ (in Military Stance)
Knockdown: ∆ (in Military Stance)
Tackle: □ + X, □ + ∆ (in Military Stance)
Dash Punches: F + □ (in Military Stance)

Lift Off: B + \triangle (in Military Stance)

Hit the Deck: B + O (in Military Stance)

Special Moves

Energy Ring Blast: B, F, △
Leg Grab: B, F, O
Kiss: D, B, □
Arc Kick: D, B, O
Kartwheel: D, F, X

**Air Drop: D + O

** Air Throw: R1

Fatalities

Fatality 1 - Scissor Split: D, D, B, F, \square (Jump) Fatality 2 - Kut Throat: D, B, F, B, \bigcirc (Sweep) Stage Fatality: B, F, D, \triangle (Varies) Babality: D, D, F, X (Jump)



Stryker

Combos

Kop Out: \Box , \triangle Dispatched: \Box , \Box , \bigcirc Beatdown: $B + \Box$, \triangle , \triangle Pain Patrol: \triangle , X, \triangle The Heat: $B + \triangle$, \Box

Aggravated Assault: B + \triangle , F + \triangle

Spread 'Em: B + \triangle , B + \bigcirc Come With Me: B + \times , \triangle

Special Moves

Baton Sweep: D, B, O High Grenade Toss: D, B, △ Low Grenade Toss: D, B, □ Gun Shot: B, F, □ Roll Toss: B. F. O

Fatalities

Fatality 1 - Time Served: F, D, F, X (Sweep)
Fatality 2 - Kut Throat: D, F, D, F, R2 (Sweep)
Stage Fatality: F, U, U, O (Varies)
Babality: D, F, D, B, \(\Delta \) (Jump)



Sub-Zero

Combos

Frosty: \square , \square Cold Feet: \square , X, F + OArctic Blast: \square , X, B + OIce Pick: $B + \square$, Δ , \square Ice Cold: $B + \square$, Δ , OFrost Bitten: Δ , \square , Δ Ices Up: Δ , \square , OTundra Slice: F + O, $\square + \Delta$ Winter Blade: Δ , Δ , Δ Cold Steel: Δ . Δ . O

Special Moves

Chill Out: X, F + O

Ice Ball: D, F, X Slide: B, F, O Ice Puddle: D, B, X *Ice Clone: D, B, □

Fatalities

Fatality 1 - Have An Ice Day: B, F, D, F, O (Sweep) Fatality 2 - Spinal Smash: D, B, D, F, \triangle (Close) Fatality 3 - Spine Rip: F, D, F, \triangle (Close) – Requires Classic Sub-Zero costume unlocked Stage Fatality: F, D, B, \triangle (Varies) Babality: D, B, D, O (Jump)



Cyber Sub-Zero

Combos

Cyborg Assault: \square , \square , \square Automation: \square , \square , Δ Drive Power: \square , \square , F + OFreezing Pain: $F + \square$, OCryo Bash: $F + \Delta$, Δ , \square Frost: $B + \square$, Δ Wildcard: $B + \Delta$, Δ Upload: $B + \Delta$, ONano Smash: Δ , \square , \square + Δ System Error: X, X, Δ Reboot: X, OBlizzard: B + X, Δ , \square

Special Moves

Ice Ball: D, F, □
Ice Bomb-Close: B, B, X
Ice Bomb-Medium: F, F, X
Ice Bomb-Far: B, B, F, X
Slide: B, F, O
*Teleport: D, B, □
Ice Parry: D, B, △
**Dive Kick-Close: D + X
**Dive Kick-Far: D + O

Fatalities

Fatality 1 - Kold Fusion: D, B, D, F, △ (Jump) Fatality 2 - Brain Freeze: D, D, B, D, □ (Jump) Stage Fatality: D, D, U, R2 (Varies) Babality: D, B, F, R2 (Jump)



Quan Chi

Combos

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Afterlife: □, □, △
Under Torment: _, _, X
Conjurer's Crush: B + \square, \square
Corruption: F + \square, \Delta, \square + \Delta
Spellbinder: △. □. △
Root Of Evil: △, □, O
Enchantment: △. □. U + X
Wounded Wrath: B + \Delta.
Incantation: B + \triangle, O
Deterioration: B + X, X
Annihilation: B + \times, \square + \triangle
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Special Moves

```
Skeletal Boost: D. B. O
Ground Burst-Close: D. B. 

Ground Burst-Medium: D, F, 

Ground Burst-Far: D. B. F.
Skull Ball: D, B, \( \D
Trance: B, F, X
*Sky Drop: D, B, X, B: Close
*Sky Drop: D, B X: Medium
*Sky Drop: D, B, X, F: Far
```

Fatalities

```
Fatality 1 - Beat Down: F, F, D, D, (Sweep)
Fatality 2 - On Your Knees: D. F. D. F. O (Sweep)
Stage Fatality: B, F, D, △ (Varies)
Babality: F, D, B, △ (Jump)
```



Kratos

Combos

```
Valor of Hercules: □, □, △
Hades Edge: B + □, △
Hades Pain: B + □. B + O
Aphrodite's Will: F + _, O
Wrath Of Ares: F + △. □
Anguish Of Zeus: F + \Delta, \Delta
Pandora's Soul: F + O, △
Athena's Furv: △. □. △
Olympic Ascension: (Hold B) \triangle, \Box
Olympic Burst: (Hold B) \Delta, \Delta
Olympic Blast: (Hold B) A, X
Olympic Toss: (Hold B) \triangle. O
Achilles Strike: F + \Delta, \Delta, \Box
```

Special Moves

Apollo's Bow: D, F, A Head of Helios: D. B. A Hermes Dash: B, F, O Golden Fleece (Counter): D, B,

Zeus Rage: D, F, X

Fatalities

```
Fatality 1 - Blade of Olympus: D, D, B, F, △ (Close)
Fatality 2 - Madusas Gaze: D. B. D. F. (Jump)
Stage Fatality: D, D, D, X (Varies)
Babality: D, F, B, △ (Jump)
```



Combos

Telekinetic Rush: □, □, □
Blind Justice: □, □, △
Off Balance: □, □, O

Heightened Senses: \triangle , \square , B + \triangle

Stolen Soul: ∆, □, F + O

Absentminded: $F + \Delta$, Δ , $B + \Box$ Shortsighted: $F + \Delta$, Δ , $B + \Delta$

Brainpower: $F + X, \Delta$

Special Moves

Spirit Charge: B, F, △ Rising Karma: D, B, □

Telekinetic Slash-Close: D, B, O Telekinetic Slash-Medium: D, F, O Telekinetic Slash-Far: D, B, F, O

Tele-Furry: B, F, \times Blade Reflect: D, B, \triangle

Fatalities

Fatality 1 - Scatterbrained: U, D, U, D, R2 (Sweep)

Fatality 2 - Split Ends: B, F, D, F, △ (Jump)

Stage Fatality: D, F, D, X (Varies)

Babality: D, B, D, □ (Jump)



Rain

Combos

It Pours: □, □

Right As Rain: □, △, F + ○

Dehydrate: △, O

Watery Grave: B + \triangle , X Waterfall: B + \triangle , \Box + \triangle Spill Over: X, X, O

Moisturize Me: O, X, B + O

Special Moves

*Water-Port: D, U
Super Kick: D, B, O
Water Bubble: D, F, X
Geyser Kick: D, B, X
Lightning: D, B, A
Aqua Smash: B, F, □
H2O Boost: F, D, B, □

Fatalities

Fatality 1 - Bubble Burst: B, F, D, B, R2 (Jump) Fatality 2 - Does It Sting: U, D, B, F, △ (Jump)

Stage Fatality: F, D, F, O (Varies)

Babality: F, D, F, O (Jump)



Skarlet

Combos

```
Krimson Bash: \square, \square, \triangle
Red Pain: \square, \square, \bigcirc
Blood Clot: \square, \square, \square, \square
Coagulation: \square, \square, \square, \square
Bad Blood: \square, \square, \square, \square, \square
Bloody Murder: \square, \square, \square, \square, \square
Bloodshed: \square, \square, \square
Punishment: \square, \square, \square
Bloodshot: \square, \square
Flesh and Nlood: \square, \square
Flesh and Nlood: \square, \square
Slaughter: \square, \square
Carnage: \square + \square, \square
Thicker Than Water: \square, \square
```

Special Moves

```
Up Slash: D, F, △
Down Slash: D, B, △
*Blood Drop: D, B, ○
Red Dash: D, F, X
Red Slide: ○ (During Red Dash)
Blood Ball: F, D, B, □
Dagger Toss: D, F, □ (Hold □ to delay second dagger)
**Air Dagger-Close: D, B, □
**Air Dagger-Far: D, F, □
```

Fatalities

```
Fatality 1 - Blood Bath: D, B, D, D, R2 (Close) Fatality 2 - Make It Rain: F, B, D, D, O (Jump) Stage Fatality: F, B, F, □ (Varies) Babality: D, B, D, F, △ (Jump)
```



Freddy Krueger

Combos

```
Spit You In Two: \square, \square, \square
Skin The Cat: B + \square, \Delta, \Delta
In Your Dreams: B + \square, \Delta, U + \square
Kung Fu This Bitch: \Delta, \Delta, \square + \Delta
I Am Eternal: F + \Delta, \square, B + \Delta
Never Sleep Again: F + \Delta, \square, O
I Love Screamers: B + \Delta, O
Come To Freddy: X, X
Ungrateful Piggy: B + X, X
Comin For You: F + O, X
Playing With Power: F + O, A, \square
Nightmare Stance: D, B, O
Open Wide: \square (Nightmare Stance)
Low Slam: A (Nightmare Stance)
```

Special Moves

```
Hell Spike-Close: D, B, □
Hell Spike-Medium: D, F, □
Hell Spike-Far: D, B, F, □
Sweet Dreams: D, F, O
Freddy Fingers: D, B, Δ
Dream Shift Away: D, B, X
Dream Shift Towards: D, F, X
Glove Toss: B, F, Δ
```

Fatalities

```
Fatality 1 - Tell Em Freddy Send Ya: B, F, D, D, □ (Jump)
Fatality 2 - Welcome To My Nightmare: D, U, F, B, R2 (Sweep)
Stage Fatality: F, D, D, X (Varies)
Babality: B, F, D, □ (Jump)
```