

= Mortal Kombat : Deception =

Mortal Kombat : Deception is a fighting game developed and published by Midway as the sixth installment of the Mortal Kombat (MK) series . It was released for the PlayStation 2 and Xbox in October 2004 , and for the Nintendo GameCube in March 2005 . Mortal Kombat : Deception follows the storyline from the fifth installment , Deadly Alliance . Its story centers on the revival of the Dragon King Onaga , who attempts to conquer the realms featured in the series after defeating the sorcerers Quan Chi and Shang Tsung , the main antagonists in the previous game , and the Thunder God Raiden , defender of Earthrealm . The surviving warriors from the previous titles join forces to confront Onaga .

Twenty @-@ six characters are available to play in the game , with nine making their first appearance in the series . Deception contains several new features in the series , such as chess and puzzle games with the MK characters and an online mode . The Konquest Mode returns from Deadly Alliance , but follows the life of Shujinko , a warrior who is deceived by Onaga to search for artifacts to give Onaga more powers . In November 2006 , Midway released Mortal Kombat : Unchained , a port for the PlayStation Portable , which adds characters to the game from the previous title .

Series co @-@ creator Ed Boon designed Deception to be an unpredictable fighting game , and included new features such as the minigames as surprises . Several parts from Deadly Alliance such as combos and arenas were redesigned to be more realistic as well as more interactive . Deception has been well received by video game reviewers , who praised the fights and the new features . The Konquest Mode , however , received criticism for poor voice acting . Several publications have called Deception the best fighting game of 2004 .

= = Gameplay = =

The game 's arenas are similar to those in Mortal Kombat : Deadly Alliance , but include new features such as unique weapons which players can use , and instant @-@ death traps which immediately kill a fighter who falls into them . The game also introduces the " Combo Breaker " , a system which allows players to interrupt combos up to three times per match . In contrast to Deadly Alliance , in which characters had only one Fatality , the Deception characters have two Fatalities and a hara @-@ kiri suicide move . The latter is used when the phrase " Finish Him / Her " is shown on the screen and the player is about to lose .

Deception introduces two minigames that use MK characters . " Chess Kombat " is a minigame similar to classical chess , but uses player @-@ selected characters as pieces that must best each other in combat to take a square . Some pieces have certain abilities , ranging from impersonating their opponents to instantly killing one of the opposing pieces . It also adds " Puzzle Kombat " , a puzzle game similar to Super Puzzle Fighter II Turbo which features super deformed versions of the MK characters that attack each other once a player gains an advantage in the game .

The " Krypt " returns from Mortal Kombat : Deadly Alliance and serves as an interface to access extra content hidden in " koffins " (actual coffins named with the series ' trademark misspelling) . In Deception , the size of the Krypt was reduced from 676 koffins to 400 koffins . Some koffins also have locks that require keys which can only be found in the Konquest mode . The Krypt in Mortal Kombat : Deception includes twelve bonus characters (which was cut down to six characters in the GameCube version) .

= = = Konquest mode = = =

Deadly Alliance 's action role @-@ playing game @-@ style game called " Konquest " also appears in Deception . Deception 's Konquest mode explores the history of Shujinko , starting prior to his training with Bo ' Rai Cho and ending with the beginning of Deception 's main story . While mostly an adventure game , the combat elements take place in the normal Deception fighting mode . In Konquest , a young Shujinko meets Damashi , a being who requests his assistance in collecting six

powerful items , the Kamidogu , to send to the Elder Gods . By the time he collects the six Kamidogu , Shujinko is an old man , having spent forty @-@ six years on his mission . However , Damashi is then revealed to be the Dragon King Onaga , who deceived Shujinko to obtain the six Kamidogu . Players seeking to unlock much of the bonus content in Deception are required to play through the Konquest mode .

= = Plot = =

In the final events of Mortal Kombat : Deadly Alliance , Raiden 's warriors , who were meant to protect the six fictional universes (named " realms ") , are killed by the Deadly Alliance (Shang Tsung and Quan Chi) , who attempted to conquer the realms . With Raiden defeated , the Deadly Alliance dissolves as the two sorcerers turn on each other for Shinnok 's amulet . When Quan Chi wins , the Dragon King Onaga , the former emperor of the realm of Outworld , appears to regain his power . Raiden awakes and then unleashes all his powers in a colossal explosion that , apart from destroying both members of the Deadly Alliance , the surrounding palace and himself , has little effect on Onaga .

Onaga now seeks to use six artifacts called Kamidogu (literally " Tool of God " or " divine clay ") , which are able to destroy the realms . Those fighters who survive the battle against the Deadly Alliance now stand against Onaga and his supporters . The latter include the forces of Edenia , now led by Mileena in the titular theme of deception as she masquerades as her sister , Princess Kitana . Other enemies include the former defenders from the realms , who were resurrected by Onaga and are under his control .

In the story explored in Konquest mode , a young man named Shujinko is deceived into spending his life collecting the Kamidogu for Onaga , who uses the guise of an emissary of the Elder Gods , the beings who created the realms , named Damashi . Onaga reveals his identity and intentions after Shujinko has gathered all the Kamidogu . Shujinko , led to believe he was working for the greater good , decides to continue training to defeat Onaga .

= = Characters = =

There are twenty @-@ eight characters in the game , nine new and nineteen returning . New characters include : Ashrah , a demon searching for redemption by killing demons ; Darrius , the leader of the resistance in the realm of Order ; Hotaru , a warrior of Order , pledged to serve the Dragon King ; Dairou , a mercenary contracted by Darrius to assassinate Hotaru ; Havik , a cleric of Chaos who wishes to consume Onaga 's heart and revive Emperor Shao Kahn to ensure chaos reigns ; Kira and Kobra , new members of the Black Dragon organization ; Onaga , the Dragon King and former emperor of Outworld who appears as the unplayable boss character from the arcade mode ; and Shujinko , an old warrior who was deceived by Onaga when he was young .

Several of the returning characters have been redesigned and were given new moves , such as Liu Kang , who reappears as a zombie , having been killed by the Deadly Alliance . Noob Saibot and Smoke are sub @-@ bosses who fight together under the name of Noob @-@ Smoke . The GameCube version and PlayStation Portable have two more playable characters : the sub @-@ boss from the first MK game Goro , and the boss from the two following titles Shao Kahn , both of whom were previously thought to have died in the prologue of Deadly Alliance .

Character redesigns were generally accepted favorably , namely in the case of Sub @-@ Zero . Once again appearing youthful rather than his depiction as a septuagenarian in Deadly Alliance , Sub @-@ Zero sported a " grandmaster " armor set that was often likened to Shredder . Scorpion was redesigned to resemble a more classical ninja look , while characters like Ermac received a considerable makeover from the standard ninja fare , offering up a more sorcerer @-@ like appearance .

= = Development = =

Mortal Kombat co @-@ creator Ed Boon wanted Deception to be an unpredictable fighting game that gave players new features " they could never imagine " . In order to do so , the Midway staff listened to fans on bulletin boards to know what to work on for Deception , such as the playable characters . Wanting to surprise fans and make the game deeper , they added the puzzle and chess minigames (the chess minigame had first been considered for Deadly Alliance , but the developers lacked time to implement it) . Boon and John Podlasek supervised the staff , which was divided into teams to work on different areas of the game . One of their concerns was to maintain the traditional feel of the MK series as they wanted the game 's violence to make it a more realistic fighting game , rather than " a fighting simulator " .

Character appearances were improved to make their moves " more responsive " to the player 's input . They also wanted to bring back several characters they felt were absent for too long ? including Sindel , Nightwolf , Baraka , and Mileena ? and an arena with several weapons which players could use to fight ; however , it was remade to become the Liu Kang 's Tomb arena . Characters ' combos were redesigned to be distinctive so that they would be more important ; as Boon noted , they were necessary for any move the player would use to inflict more damage on an opponent . The Midway staff focused on the designs and functions of the backgrounds , wanting to make them as influential to the outcome of the battle as the fighting between the characters .

Because of popular demand and favorable reception of Deadly Alliance , the number of finishing moves , known as Fatalities , increased to two per character . The Fatalities were developed by a group of animators led by Carlos Pesina ; they comically described Mileena 's Fatality in which she eats the opponents ' neck as the most disturbing due to how her " sexy moves " are modeled from Pesina . The Hara @-@ Kiri moves were added to allow the losers to perform a finishing move as well , creating a race between both players . The Death Traps , meant to be introduced in the previous game , were added to give the combat more strategy as well as to give more chances to players to win a fight if they are at a disadvantage . The game was originally meant to have other new finishing moves , such as tortures and falling cliffs similar to Fatalities .

One of the main features of Deception was the emphasis on online gameplay , which had yet to become common for console fighting games . A team of engineers took almost a full year to decide if the feature was viable . The MK team focused their energies solely on platforms that had strong online functionality available to the end consumer ; this led to a greater focus on the PlayStation 2 and Xbox versions . Because the GameCube games require some re @-@ engineering compared to the other platforms when porting , it was decided to exclude the GameCube from the work of the team until the online hurdles were cleared . Some time after the game 's release , Boon commented that he was disappointed that the GameCube version did not feature online gameplay as he regarded it as " the best in the business " .

Details about the game were first confirmed to the general public in the May 2003 issue of PlayStation : The Official Magazine , in which the game was called Mortal Kombat VI , and an online mode was confirmed . On February 6 , 2004 , Midway registered the domain names mkdeception.com and mortalkombatdeception.com. When Midway Entertainment was asked if Mortal Kombat : Deception was the official title , the developers gave no answers at that time . Later that month , Midway released the first trailer from the game , confirming this title .

= = Release = =

Mortal Kombat : Deception was released for the PlayStation 2 (PS2) and Xbox in North America on October 4 , 2004 , and in PAL territories on November 19 , 2004 . While the game is known as Mortal Kombat Mystification in France , other countries did not change its original name . A GameCube version was later released exclusively in North America on March 1 , 2005 .

Two versions were released for both the PlayStation 2 and Xbox consoles : the standard edition for both systems , a Premium Pack for the PS2 , and Kollector 's Edition for the Xbox . The Premium Pack and Kollector 's Edition include a metal trading card and a bonus disc containing a history of Mortal Kombat , several video biographies of characters , and an " arcade perfect " version of the original Mortal Kombat . The Xbox version cover art features either Scorpion , Raiden , Baraka and

Mileena , while the PS2 version uses the character Sub @-@ Zero .

In October 2005 , the game was redistributed as a Platinum Hits title on the Xbox and as a Greatest Hits title on the PS2 , coming in new packaging and sold for a discounted price . Deception is also included along with Mortal Kombat : Shaolin Monks and Mortal Kombat : Armageddon in the compilation Mortal Kombat Kollection , which was released on September 29 , 2008 for the PS2 .

= = Reception = =

During its release week , Mortal Kombat : Deception sold one million units , surpassing sales of the previous MK title and becoming the fastest @-@ selling game in Midway 's history . A year later , the game had sold 1 @.@ 9 million units worldwide .

Prior to the game 's release , GameSpot named it the best fighting game of E3 2004 . It was also the winner of the 2004 GameSpot Top Spike TV Video Game Awards in the category of best fighting game . In GameSpot 's Best and Worst of 2004 , Deception received the award for best fighting game . The PlayStation 2 version was a runner @-@ up in IGN 's PS2 Best of 2004 Awards in the best fighting game category , and won the Readers ' Choice . On February 1 , 2005 , Deception received the fighting game of the year award at the 8th Annual Interactive Achievements Awards . In the Guinness World Records Gamer 's Edition 2015 Ebook , the game was recognized for being the first fighting game to be given an online mode .

= = = Reviews = = =

Metacritic had 81 favourable reviews out of 100 for both the PlayStation 2 and Xbox versions ; the GameCube version received 77 favorable reviews . Louis Bedigian of GameZone praised the interaction with stages as one of the best parts of the game , commenting that it adds more strategy to the combat . He praised the return of " classic characters " , commenting on their new designs and how different their attacks are . Jeremy Dunham of IGN wrote that it was the best game of the Mortal Kombat series . He also stated that the removal of special move buttons , which caused too much damage to an opponent , was one of the developer 's best decisions . With the special moves removed from the fights , and the addition of Breakers , players are now able to stop any combo . However , he called character designs in Deception " robotic " in comparison to other fighting games such as the Dead or Alive series or Virtua Fighter 4 . The soundtrack was also criticized for having " basic sound effects " . GameSpot 's Greg Kasavin commented that the fights have been highly improved with the addition of new fighting styles which : " is clearly inspired by kung fu movies " . Although he stated the fights were not perfect and noted they could end in a few seconds due to the interaction with the arenas , he liked how painful and funny some moves looked . TeamXbox 's Dale Nardoizzi praised the characters ' animations and movements , adding that the soundtrack : " sets the tone perfectly for your basic , disembowelments , decapitations , and impalements . "

The Konquest Mode received mixed opinions . Dunham liked how the Konquest Mode explains the storyline from the game . Conversely , Kasavin commented that the Konquest Mode " is the weak point from the game " and described it as " ugly " , lacking good voice acting and graphics . However , he noted that one of the " few nice touches " in Konquest was " hitting anybody you want " . He added that the mode had to be completed if he wanted to unlock characters . Bedigian complained that the Konquest is the biggest flaw of the game , criticizing the storyline , the trainings , and voice acting . However , Nardoizzi found the mini @-@ games to be very entertaining if played online .

In contrast to the Xbox and PS2 versions , the GameCube port received lower scores from publications . It has been criticized for the lack of an online mode and pixelated picture quality on the unlockable videos & cutscenes , though 1UP.com still praised it . Although the addition of Goro and Shao Kahn was well received , GameSpot opined that the other ports were better , while also commenting on Goro 's appearance , which looks " anemic " . In his review , GameSpy 's Miguel Lopez wrote the GameCube version " is far from the best version of the game " and advised players to use another port to play .

= = Mortal Kombat : Unchained = =

Mortal Kombat : Unchained is the title of the PlayStation Portable version of Mortal Kombat : Deception , developed by Just Games Interactive . The game was released on November 13 , 2006 , in North America ; November 24 , 2006 , in Europe ; and December 9 , 2006 , in Australia .

Unchained includes all the characters from the GameCube version , and four more characters ? Blaze , Frost , Jax and Kitana ? from Mortal Kombat : Deadly Alliance that are exclusive to the PlayStation Portable version . The four characters have only one Fatality and no Hara @-@ kiri in contrast to other characters , most likely because that was all they had in Deadly Alliance . Exclusive to the Unchained version is the Endurance mode , where players can compete against a constant wave of opponents . The system 's wireless ad hoc network functionality can be used for multiplayer games . Characters who remain hidden in the other versions appear unlocked by default in Unchained ; producer Shaun Himmerick explained that the staff wanted to show players characters that were difficult to obtain in Deception , such as Liu Kang . Although Midway did not develop the game , they helped Just Games Interactives optimize their code and the Wi @-@ Fi feature , as they wanted to keep the frame rate very high . Metacritic gave it an average of 70 from 14 reviews . Jeff Haynes from IGN mentioned problems with the controls and criticized the long loading times .