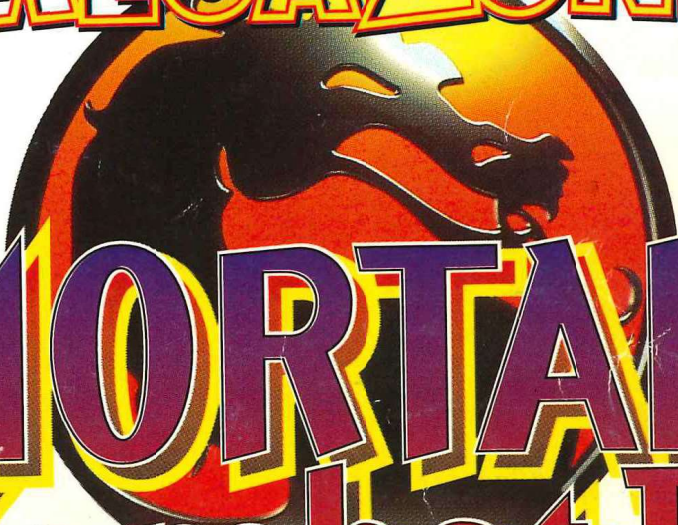


FREE!

SEGA MEGAZONE



MORTAL Kombat II

the

essential

playing guide

The special moves and fatalities revealed!

the essential playing guide

Megazone is surfing a wave of emotion. Why? Because of the opportunity to present a guided tour of the gorefest sensation known as *Mortal Kombat II* – one of this year's most highly anticipated games. Babalities, Friendships, Special Moves, and Fatalities are all here in vivid Splatt-Er-Vision™ for full family fun.

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| 15 | Coming soon... |

BABALITY AND FRIENDSHIP NOTE

Babalities and Friendships can only be performed if your winning round (ie the round that you can perform your finishing move) is completed with:

- Only low kick attacks
- No use of blocks

KEY

D down **LK** low kick
U up **HK** high kick
F forward **LP** low punch
B back **HP** high punch
+ at the same time
(...) hold button while performing moves in brackets

On a six-button pad,

X = high punch, Y = block,
Z = high kick, A = low punch,
B = block, C = low kick.

On a three-button pad,

A = any punch, B = low kick,
C = high kick, Start = block.

LIU KANG

STANDING FIREBALL



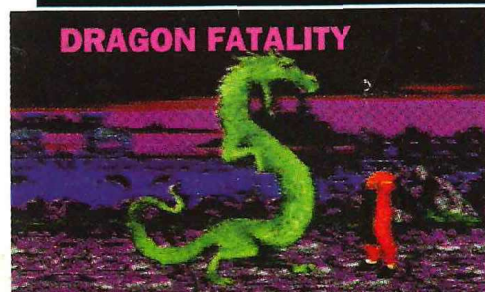
F, F+HP

CROUCHING FIREBALL



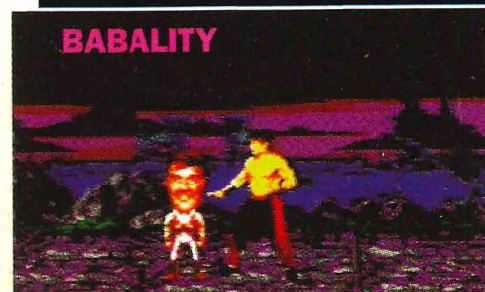
F, F+LP

DRAGON FATALITY



D, F, B, B, HK up close

BABALITY



D, D, F, B, LK

BICYCLE KICK



Hold LK 4 sec, release

FLYING KICK



F, F+HK

WHEEL KICK FATALITY



Full circle away from opponent

FRIENDSHIP



F, B, B, B+LK

BARAKA

BLADE SWIPE



B+HP

BLUE SPARK



D, D+B, B, HP

BLADE FURY



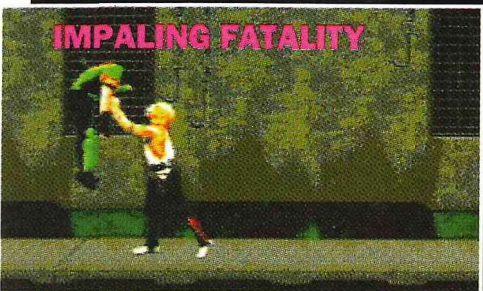
B, B, B+LP

DECAPITATION FATALITY



Block+(B, B, B, B), HP

IMPALING FATALITY



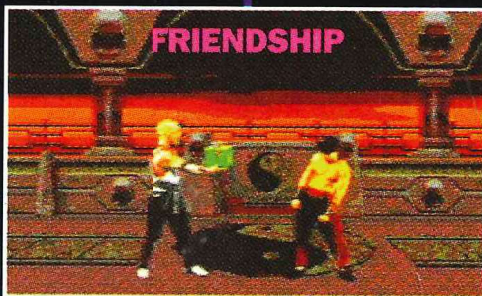
B, F, D, F, LP

BABALITY



F, F, F, HK

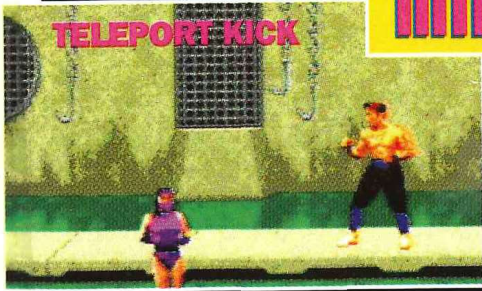
FRIENDSHIP



U, U, F, F, HK

MILEENA

TELEPORT KICK



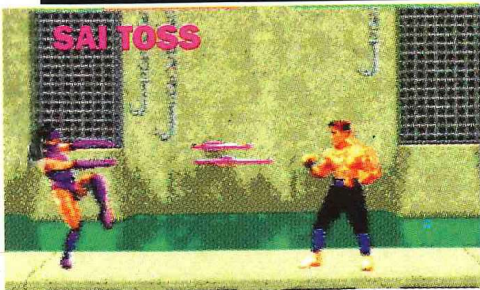
F, F, LK

ROLL ATTACK



B, B, D, HK

SAI TOSS



Hold LP 2 sec

PSYCHO STAB FATALITY



F, B, F, HP

BONE SPIT FATALITY



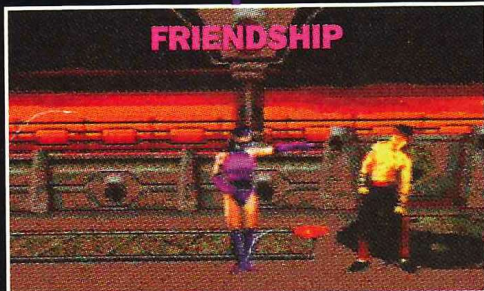
Hold HK 3 sec

BABALITY



D, D, D, HK

FRIENDSHIP



Block+(D, D, D, U, HK)

KITANA

FAN SWIPE



B+HP

FAN TOSS



F, F, LP

SPIN FAN LIFT



B, B, B+HP

SQUARE WAVE PUNCH



F, F+D, D, HP

DECAPITATION FATALITY



Block, block, block, HK

KISS OF DEATH FATALITY



LK+(F, F, D, F)

BABALITY



D, D, D, LK

FRIENDSHIP



Block+(D, D, D, U+LK)

KUNG LAO



D, U



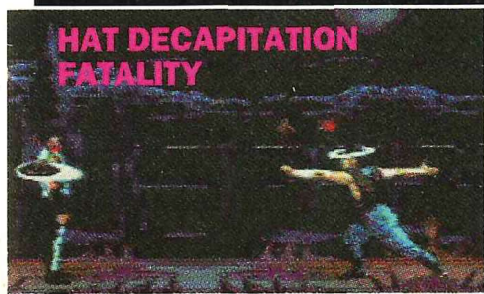
B, F+HP



U, U+LK



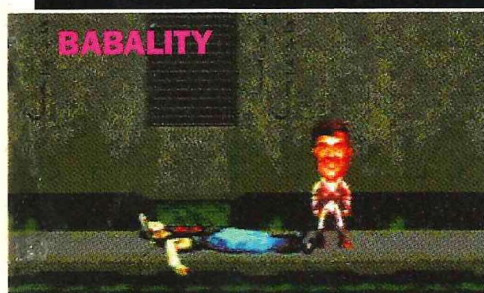
Jump, D+HK at peak



LP+(B, B, F)



F, F, F, LK



B, B, F, F, HK



B, B, B, D, HK

SUB ZERO



FREEZE

D, D+F, F, HP



SLIDE

B+LP+LK+block



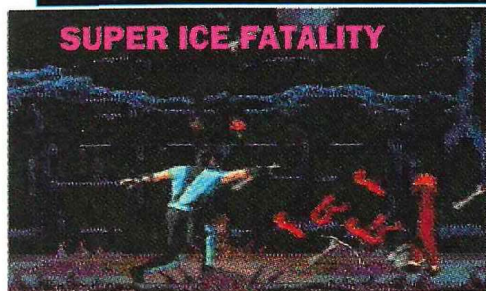
GROUND FREEZE

D, D+B, B, LK



SNOWBALL FATALITY

LP+(B, B, D, F) from far away



SUPER ICE FATALITY

F, F, D, HK, then F, D, F, F, HP



BABALITY

D, B, B, HK



FRIENDSHIP

B, B, D, HK

RAYDEN

LIGHTNING TOSS



D, D+F, F, LP

DIVE ATTACK



B, B, F

TELEPORT



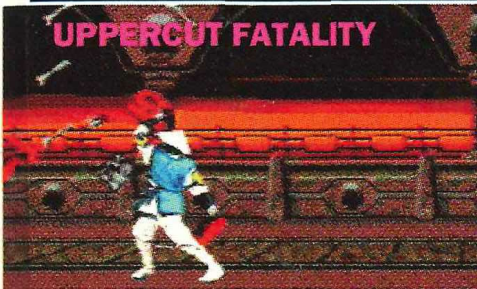
D, U

ELECTROCUTE FATALITY



Hold LK 5 sec, LK, block

UPPERCUT FATALITY



Hold HP 10 sec up close

BABALITY



D, D, U, HK

FRIENDSHIP



D, B, F, HK

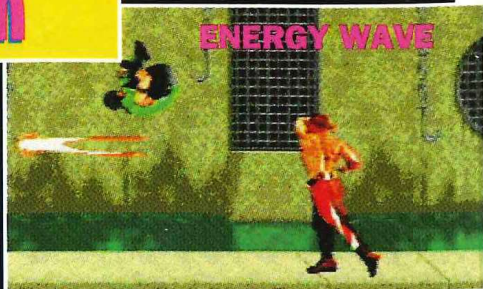
JAX

GOTCHA GRAB



F, F, LP

ENERGY WAVE



F, F+D, D, D+B, B, HK

EARTHQUAKE PUNCH



Hold LK 3 sec

BACK BREAKER



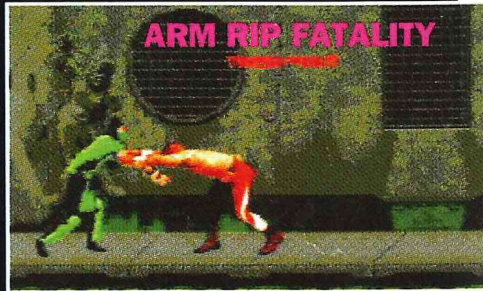
Block when passing mid-air

HEAD CLAP FATALITY



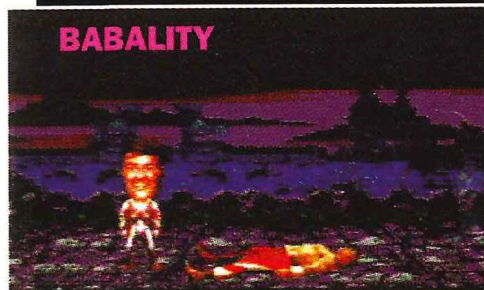
LP+(F, F, F, F)

ARM RIP FATALITY



Block, block, block, block, LP

BABALITY



D, U, D, U, LK

FRIENDSHIP



D, D, U, U, LK

JOHNNY CAGE

LOW FIREBALL



B, D+B, D, HP

SHADOW KICK



B, F, LK

HIGH FIREBALL



F, F+D, D, HP

SHADOW UPPERCUT



B, D, B, HP

TORSO RIP FATALITY



D, D, F, F, LP up close

UPPERCUT FATALITY



F, F, D, U, (D, LP, LK, block)

BABALITY



B, B, B, HK

FRIENDSHIP



D, D, D, D, HK

SCORPION

SPEAR



B, B, LP

TELEPORT



D, D+B, B, HP

SCISSORS KICK



F, F+D, D, D+B, B, LK

AIR THROW



Block in air when up close

SPEAR SWIPE FATALITY



HP+(D, F, F, F)

TORCH FATALITY



U, U, HP

BABALITY



D, B, B, HK

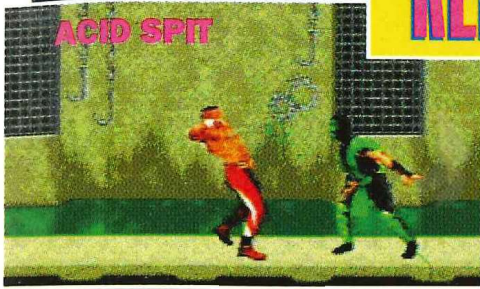
FRIENDSHIP



B, B, D, HK

REPTILE

ACID SPIT



F, F, HP

FORCEBALL



B, B, LP

SLIDE



B+LP+LK+block

INVINCIBILITY



Block+(U, U, D, LP)

INVISIBILITY FATALITY



F, F, D, HK when invisible

TONGUE FATALITY



B, B, D, LP

BABALITY



D, B, B, LK

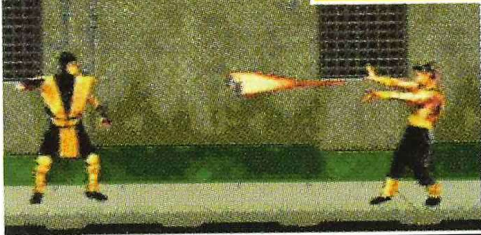
FRIENDSHIP



B, B, D, LK

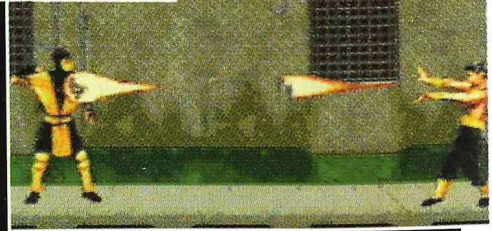
SHANG TSUNG

1 FIREBALL



B, B, HP

2 FIREBALL



B, B, F, HP

3 FIREBALL



B, B, F, F, HP

SOUL SUCK FATALITY



U, D, U, LK

ENTER VICTIM FATALITY



Hold HK for 3 sec

BABALITY



B, F, D, HK

FRIENDSHIP



B, B, D, F, HK

SHANG TSUNG

Shang Tsung also has the ability to morph to any other character and use their special moves and abilities.

KUNG LAO:	<i>B, D, B, HK</i>
LIU KANG:	<i>B, F, F, block</i>
CAGE:	<i>B, B, D, LP</i>
KITANA:	<i>Block, block, block</i>
JAX:	<i>D, F, B, HK</i>
RAYDEN:	<i>D, B, F, LK</i>
BARAKA:	<i>D, D, LK</i>
MILEENA:	<i>Hold HP 4 sec</i>
SUB ZERO:	<i>F, D, F, HP</i>
REPTILE:	<i>U, D, HP</i>
SCORPION:	<i>U, U</i>

COMING SOON

That's all we have space for in this giveaway booklet. Look out for more of *Mortal Kombat II*'s deepest secrets revealed in forthcoming issues of Megazone. We plan to unravel the mysteries of the hidden

characters, the pit fatalities, the spike fatalities and, well, everything else we find. And as soon as we can, we'll be bringing Game Gear owners everything they could wish to know about the hand-held incarnation.

Mortal Kombat was one of last year's greatest games. Its mix of excellent digitised graphics and superb playability helped make it become one of the biggest-selling video games ever.

Now there's *Mortal Kombat II*. With more characters, more action, and more of those gruesome fatalities, it's set to break the records that the original established.

We liked it so much, we awarded it a whopping 94% in issue #42 of Megazone. So, if you haven't done so already, get down to your local games rental store.

And then use this guide to give yourself an unfair advantage.

the
essential
playing guide

This booklet is free with issue #43 of Sega Megazone

Compiled by Virode-Imtarnasan

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