

Mortal Kombat: Deadly Alliance

Special Moves and Fatalities Guide

Version 1.1, released 10.30.2007

For GameBoy Advance



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Version History:

Version 1.0, released December 2002

- First release of this guide as text document.

Version 1.1, released 10.30.2007

- Minor layout change.
- Short Status and icons for every character were added.
- Logo on the first page was added.
- First pdf release

Used Abbreviations:

In the table below we have listed all abbreviations we have used (right column) in this guide and their corresponding meaning (left column):

Meaning	Abbreviation
Backward	b
Forward	f
Down	d
Up	u
Attack 1	1
Attack 2	2
Block	3
Change Style	4

Default Buttons:

These are the default button for every console:

Movie	GameBoy Advance
Attack 1	B
Attack 2	A
Change Style	L
Block	R



Shang Tsung

Status: Sorcerer

Alignment: Evil

Origin: Earthrealm/Outworld

Fighting Styles: Snake, Crane

Special Moves

Dive Roll b,f+2
Fire Ball b,f+1
Backhand d,f+1
Throw f,f+1+2

Morphs

Kenshi d,b+4
Frost d,d+4
Jax f,f+4
Kano f,d+4
Kitana d,u+4
Kung Lao f,b+4
Li Mei u,u+4
Quan Chi b,f+4
Scorpion b,b+4
Sonya d,f+4
Sub-Zero u,d+4

Fatality

Multi-Slam u,d+2

Weapon Attacks	Snake	Crane
Spinning Swords - d,f+2 Double Stab - u,d+1 Sword Poke - d,b+1	Snake Stab - 1 Advancing Snake - b+1 Low Flail - f+1 Downward Stab - d+1 High Stab - u+1 Keepaway Kick - 2 or f+2 Low Stab - b+2 Double Dragons - d+2 Palm Blow - u+2 String Combos String 1a - b+1,1 String 1b - b+1,u+1 String 2a - d+2,2 String 2b - d+2,b+2	Step Punch - 1 Spinning Crescent - b+1 Double Chop - f+1 Backoff Punch - d+1 Roundhouse - u+1 Front Kick - 2 Step Knee - b+2 Step Side Kick - f+2 Low Sweep - d+2 Step Front Kick - u+2



Kenshi

Status: Rogue Swordsman
 Alignment: Unknown
 Origin: Earthrealm
 Fighting Styles: Tai Chi, San Shao

Special Moves

Mind Blast d,f+2
Ermac Lift d,b+2
Ermac Throw d,u+2
Throw f,f+1+2

Fatality

Contortionist d,u+1

Weapon Attacks	Tai Chi	San Shao
Weapon Attack 1 - b,b+1 Weapon Attack 2 - d,b+1 Weapon Attack 3 - d,f+1	Straight Punch - 1 Wild Uppercut - b+1 Stature Strike - f+1 Double Dragons - d+1 Overhead Stamp - u+1 Unbalanced Kick - 2 Spin Heel High - b+2 Spin Heel Mid - f+2 Push Kick - d+2 Leg Check - u+2	Wild Hook - 1 Overhand Punch - b+1 Knee Punch - f+1 Chest Strike - d+1 Big Uppercut - u+1 Roundhouse - 2 Heel Kick - b+2 High Front Kick - f+2 Low Kick - d+2 Jump Spin Crescent - u+2 String Combos String 1 - 1,u+1 String 2 - 1,f+2 String 3 - u+2,f+2 String 4 - b+1,f+2



Quan Chi

Status: Sorcerer

Alignment: Evil

Origin: Unknown

Fighting Styles: Tang Soo Do, Escrima

Special Moves

Slide Kick b,d+2

Skull d,f+1

Big Punch b,f+1

Throw f,f+1+2

Fatality

Daemon Neck Rip b,b+2

Weapon Attacks	Tang Soo Do	Escrima
High Swords b,f+2 Ambidexterity d,b+1 Overhead Swing b,b+1	Palm Slap - 1 Downward Elbow - b+1 Step Jab - f+1 Knee Chop - d+1 or f+2 Step Cross Palm - u+1 Roundhouse - 2 or u+2 Knee Slap - b+2 Low Blow - d+2 String Combos String 1a - 1,b+2 String 1b - f+1,b+2 String 2a - f+1,f+2 String 2b - f+1,u+2	Step Uppercut - 1_u+1 Big Uppercut - b+1 High Jab - f+1 Gut Jab - d+1 Knee - 2 or u+2 Crouching Hook - b+2 or d+2 Step Hook - f+2



Scorpion

Status: Ninja Spectre
 Alignment: Neutral
 Origin: Earthrealm/Netherealm
 Fighting Styles: Hapkido, Pi Gua

Special Moves

Summon Flame d,b+2
 Spear Throw b,b+1
 Throw f,f+1+2

Fatality

Heart Rip f,b+2

Weapon Attacks	Hapkido	Pi Gua
Sword Flash - d,f+2 Back Stab - b,f+1 Spinning Sword - d,b+1 Sword Combo - d,f+1	Quick Backhand - 1 or b+1 Close Hook - f+1 Low Backhand - d+1 Palm Blow - u+1 Step Kick - 2 Low Sweep - b+2 Sweep Kick - f+2 Ankle Kick - d+2 High Side Kick - u+2 String Combos String 1 - 1,1 String 2 - 1,2	Advancing Jab - 1 Hammer Punch - b+1 Open The Flower - f+1 Low Chop - d+1 Ankle Sweep - u+1 Front Kick - 2 Leg Check - b+2 Flower Slaps - f+2 Low Backhand - d+2 High Hook - u+2 String Combos String 1 - 1,1,2 String 2a - b+1,2 String 2b - b+2,b+1,2



Sonya

Status: Special Forces

Alignment: Good

Origin: Earthrealm

Fighting Styles: Kenpo, Tae Kwon Do

Special Moves

Back Flip d,b+2

Deadly Kiss d,f+1

Throw f,f+1+2

Fatality

Kiss Crush b,b+1

Weapon Attacks	Kenpo	Tae Kwon Do
Two Timer - b,f+2 Knee Bash - d,f+2 Spinning Smack - d,b+1 Spinning Twigs - b,f+1	Chop - 1 Overhand Chop - b+1 Hard Chop - f+1 or u+1 Double Punch - d+1 Back Kick - 2 Low Sweep - b+2 Really Ugly Kick - f+2 Ugly Kick - d+2 Split Kick - u+2 String Combos String 1 - 1,2 String 2 - 1,1,2	Roundhouse - 1 or u+1 Block Chop - b+1 Twin Dragon - f+1 Mid Hook Kick - d+1 Axe Kick - 2 or f+2 Leg Check - b+2 High Hook Kick - f+2 Flip Kick - d+2





Jax

Status: Special Forces
 Alignment: Good
 Origin: Earthrealm
 Fighting Styles: Muay Thai, Judo

Special Moves

Machine Gun b,f+2
Piston Punch d,f+1
Ground Pound b,b+1
Throw f,f+1+2

Fatality

Slam Head Crush u,u+2

Weapon Attacks	Muay Thai	Judo
Weapon Attack 1 - d,b+2 Weapon Attack 2 - d,f+2 Weapon Attack 3 - b,f+1	Jab - 1 Backhand - b+1 Cross Punch - f+1 Low Blow - d+1 Hard Hook - u+1 Chest Kick - 2 or f+2 Knee - b+2 High Roundhouse - u+2 String Combos String 1 - 1,1,b+1,u+1,f+1 String 2 - 1,b+1,d+1 String 3 - 1,1,u+2	Knee Punch - 1 Uppercut - b+1 Double Dragons - f+1 Step Chest Blow - d+1 Step Neck Blow - u+1 Side Kick - 2 Sweep Kick - b+2 Low Roundhouse - f+2 Low Sweep Kick - d+2 Back Kick - u+2 String Combo String 1 - 1,b+1



Frost

Status: Lin Kuei
 Alignment: Unknown
 Origin: Unknown
 Fighting Styles: Tong Bei, Yuan Yang

Special Moves

Slide d,f+2
Ground Freeze d,b+1
Throw f,f+1+2

Fatality

Ice Summoning d,d+2

Weapon Attacks	Tong Bei	Yuan Yang
Weapon Attack 1 - d,b+2 Weapon Attack 2 - b,b+1 Weapon Attack 3 - u,d+1	Jab - 1 Low Backhand - b+1 Lunging Jab - f+1 Claw Rake - d+1 Double Uppercut - u+1 Front Kick - 2 Mid Side Kick - b+2 Step Side Kick - f+2 Lunging Backhand - d+2 Big Front Kick - u+2 String Combos String 1a -1,1,u+1 String 1b - f+1,u+1 String 2a - 1,1,u+2 String 2b - 1,u+2	Step Jab -1 Double Dragons - b+1 Step Uppercut - f+1 or u+1 Gut Jab -d+1 Front Kick - 2 Mid Side Kick - b+2 Step Roundhouse - f+2 Split Kick - u+2 Ground Sweep - d+2 String Combos String 1 - 1,1 String 2 - 2,2,(u+1 or f+1) String 3a - 2,2,u+2 String 3b - 2,2,f+2 String 3c - 2,2,d+2



Li Mei

Status: Student

Alignment: Good

Origin: Outworld

Fighting Styles: Baji Quan, Liu He Ba Fa

Special Moves

Piston Punch b,f+1

Throw f,f+1+2

Fatality

Heart Attack Kick d,u+2

Weapon Attacks	Baji Quan	Lui He Ba Fa
Low Stab - d,b+2 Sai Uppercut - d,u+1 Spinning Sai - d,b+1	Underhand Slap - 1 Overhand Slap - b+1 Elbow - f+1 Low Strike - d+1 Sidestep Backhand - u+1 Step Backhand - 2 Chambered Kick - b+2 Lunge Palm - f+2 Low Front Kick - d+2 Sidestep Jab - u+2 String Combos String 1 - f+1,1,3 String 2 - u+2,2,1 String 3 - u+2,f+1,1,3	Double Palms - 1 or u+1 Step Palms - b+1 Low Slap - f+1 or b+2 or u+2 Low Palm - d+1 Step Knee - 2 Cross Low Kick - f+2 or d+2



Kung Lao

Status: Shaolin Monk
 Alignment: Good
 Origin: Earthrealm
 Fighting Styles: Mantis, Shaolin Fist

Special Moves

Head Slam d,f+1
Hat Throw b,f+1
Flying Kicks d,u+2
Throw f,f+1+2

Fatality

Stylish Distraction f,b+1

Weapon Attacks	Mantis	Shaolin Fist
Weapon Attack 1 - b,f+2 Weapon Attack 2 - d,b+1	Mantis Strike - 1 Double Mantis - b+1 Drunken Fist - f+1 Leg Sweep - d+1 Lunging Backhand - u+1 Mantis Kick - 2 Full Sweep - b+2 Step Axe Kick - f+2 Step Low Backhand - d+2 Gut Kick - u+2 String Combos String 1 - 1,1,f+1 String 2 - 1,1,2,d+1	In - Out Jab - 1 Low Step Slaps - b+1 Power Punch - f+1 Low Punch - d+1 Low Uppercut - u+1 Side Kick - 2 Keepaway Kick - b+2 Shaolin Strike - f+2 Low Clap - d+2 Advancing Kick - u+2 String Combos String 1 - 1,u+1,2



Kano

Status: Mercenary
 Alignment: Evil
 Origin: Earthrealm
 Fighting Styles: Xing Yi, Aikido

Special Moves

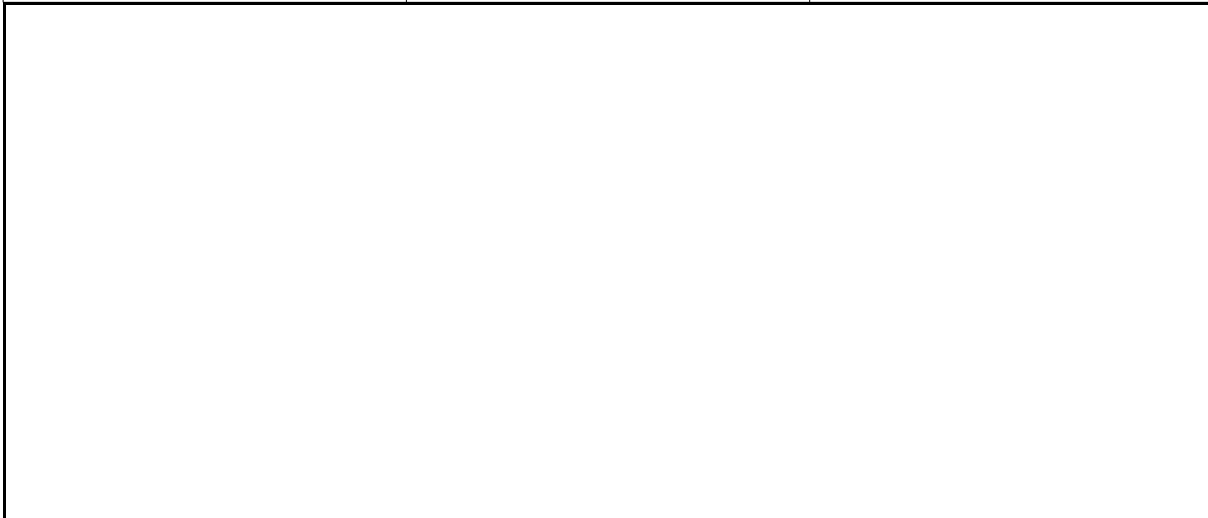
Kano Ball b,f+2
 Laser Eye b,f+1

 Throw f,f+1+2

Fatality

Organ Ripper b,b+2

Weapon Attacks	Xing Yi	Aikido
Weapon Attack 1 - d,b+2 Weapon Attack 2 - d,f+1 Weapon Attack 3 - d,b+1	Step Mid Punch - 1 or u+1 Step Cross - b+1 Hard Cross - f+1 Leg Grab - d+1 Lunge Kick - 2 Knee - b+2 Jump Back Kick - f+2 Lower Palm - d+2 High Side Kick - u+2 String Combos String 1 - 1,1,2	Overhand Smack - 1 or u+1 Body Hook - b+1 Chest Punch - f+1 Knee Jab - d+1 Front Kick - 2 Leg Sweep - b+2 Roundhouse - f+2 Double Leg Sweep - d+2 High Front Kick - u+2 String Combos String 1 - 2,2 String 2a - d,b+2 String 2b - 2,b+2,f+1





Kitana

Status: Princess

Alignment: Good

Origin: Edenia

Fighting Styles: Eagle Claw, Ba Gua

Special Moves

Jumping Face Kick b,f+2

Backflip d,b+2

Fan Throw d,f+1

Throw f,f+1+2

Fatality

Kiss of Death u,d+2

Weapon Attacks	Eagle Claw	Ba Gua
Step Forward Slice - d,f+2 Face Slice - b,f+1 Fan Uppercut - d,u+1	Step Low Blow - 1 Step Claw - b+1 Double Claw Lunge - f+1 Low Palm - d+1 High Palm - u+1 Step Front Kick - 2 Front Kick - b+2 Ankle Kick - f+2 Clap - d+2 Roundhouse - u+2 String Combos String 1 - 1,u+1,f+1 String 2a - 2,2,b+2 String 2b - 2,2,f+1	Jab Step - 1 Ankle Punch - b+1 Step Palm - f+1 Knee Punch - d+1 Backhand Slap - u+1 Side Kick - 2 Leg Sweep - b+2 Spinning Backhand - f+2 Ducking Palm - d+2 High Split Kick - u+2 String Combos



Sub-Zero

Status: Grand Master
 Alignment: Good
 Origin: Earthrealm
 Fighting Styles: Shotokan, Dragon

Special Moves

Freeze d,f+1
Cold Emit d,b+1
Throw f,f+1+2

Fatality

Spinal Tap u,u+2

Weapon Attacks	Shotokan	Dragon
Shoulder Slice - u,d+2 Kori Uppercut - d,f+2 Kori Combo - b,f+1	Overhand Chop - 1 Quick Uppercut - b+1 Downward Punch - f+1 Sack Tap - d+1 High Punch - u+1 High Front Kick - 2 Hook Kick - b+2 Roundhouse - f+2 Low Sweep - d+2 Hop Kick - u+2 String Combos String 1 - 1,1,b+2 String 2 - 2,f+2	Advancing Jab - 1 Step Back Dragons - b+1 Face Rake - f+1 Toe Punch - d+1 High Backhand - u+1 Hook Kick - 2 Back Turn Side Kick - b+2 Leg Check - f+2 Knee Punch - d+2 Shoulder Kick - u+2 String Combos String 1a - 1,f+1,b+1 String 1b - 1,f+1,2

Mistakes of any kind can be reported [here](#). Help us improve this guide.

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