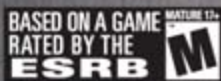


PRIMA® OFFICIAL GAME GUIDE

Complete Moves
Lists and Fatalities

MORTAL KOMBAT® ARMAGEDDON™



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| Long Fist Style Ground Attacks | | |
|--------------------------------|---------------|---------------------|
| PS2 Notation | Xbox Notation | Move |
| ■ | X | Flat Punch |
| ←+■ | ←○+X | Knee Strike |
| →+■ | →○+X | Double Fist Strike |
| ↓+■ | ↓○+X | Low Snake Bite |
| ▲ | Y | Long Straight Punch |
| ←+▲ | ←○+Y | Crane Strike |
| ↓+▲ | ↓○+Y | Hammerfist Uppercut |
| X | A | Head Bash |
| ↓+X | ↓○+A | Killer Heel |
| ● | B | Cutting Kick |
| ←+● | ←○+B | Spinning Crane |
| ↓+● | ↓○+B | Floor Kick |
| ■,■ | X,X | Long Fist Rush |
| ■,■,■ | X,X,X | Long Fist Pain |
| ■,■,▲ | X,X,Y | Longfist Blast |
| ■,■,←+▲ | X,X,←○+Y | Long Tiger Claws |
| ■,■,X | X,X,A | Under the Mountain |
| ■,■,● | X,X,B | Pole Distance |
| ■,■,L2 | X,X,L2 | Red Dragon Hunter |

| Long Fist Style Air Attacks | | |
|-----------------------------|---------------|-----------------|
| PS2 Notation | Xbox Notation | Move |
| ● | B | Flip Throw |
| ■ | X | War Cry |
| ▲ | Y | Smash Down |
| X | A | Gut Kick |
| ■,■ | X,X | Downward Swat |
| ■,■,■ | X,X,X | Downward End |
| ■,■,▲ | X,X,Y | Swipe |
| ■,■,X | X,X,A | Hovering Kick |
| X,X,■ | A,A,X | Swat Team |
| X,X,▲ | A,A,Y | Power Down |
| ■,■,● | X,X,B | Crashing Wind |
| X,X,X | A,A,A | Spinning Wheels |
| X,X,● | A,A,B | End Times |
| X,X,■,■ | A,A,X,X | Downtime |
| ■,■,X,X | X,X,A,A | Pinwheel |
| ■,■,X,● | X,X,A,B | Bounceback |
| X,X,■,● | A,A,X,B | This is the End |

| Hookswords Style Attacks | | |
|--------------------------|---------------|----------------------|
| PS2 Notation | Xbox Notation | Move |
| P | X | Chest Strike |
| ←+■ | ←○+X | Shoulder Rip |
| ↑+■ | ↑○+X | Twisting Hook |
| ↓+■ | ↓○+X | Low Reverse Blow |
| ▲ | Y | Power Hook |
| ←+▲ | ←○+Y | Twin Overhead Strike |
| ↑+▲ | ↑○+Y | Chin and Neck Slice |
| ↓+▲ | ↓○+Y | One Hook Sweep |
| X | A | Spinning Sidekick |
| ←+X | ←○+A | Leg Tripper |
| ↑+X | ↑○+A | Leg Hooks |
| ↓+X | ↓○+A | Scissors Swipe |
| ● | B | Double Axe Kick |
| ←+● | ←○+B | Shin Strike |
| ↓+● | ↓○+B | Upward Cross Strike |
| ■,■ | X,X | Razor Moon |
| ▲,■ | Y,X | Furious Edges |
| ■,■,←+■ | X,X,←○+X | Shady Blows |
| ■,■,▲ | X,X,Y | Strength and Balance |
| ▲,■,X | Y,X,A | Disciple of Doom |
| ■,■,● | X,X,B | Unholy Strength |
| ▲,■,● | Y,X,B | Blazing Fury |

| Hookswords Style Air Attacks | | |
|------------------------------|---------------|--------------------|
| PS2 Notation | Xbox Notation | Move |
| ■ | X | Downfall |
| ▲ | Y | Lucky Change |
| X | A | Marked Humanoid |
| ● | B | Spinning Feet Grab |
| ■,■ | X,X | Stinky Air |
| X,X | A,A | Hyper Gust |
| ■,■,■ | X,X,X | Fresh Air |
| ■,■,▲ | X,X,Y | Air Slinky |
| ■,■,X | X,X,A | Airway |
| X,X,■ | A,A,X | Gut Kick |
| ■,■,● | X,X,B | Downward Spiral |
| X,X,■,■ | A,A,X,X | It's All Over |
| ■,■,X,X | X,X,A,A | Air Barrel |

A-B
C-D
E-F
G-H
I-J
K-L
M-N
O-P
Q-R
S-T
U-V
W-X
Y-Z



Hookswords Style Air Attacks (cont.)

| PS2 Notation | Xbox Notation | Move |
|--------------|---------------|----------------|
| X, X, ■, ▲ | A, A, X, Y | Back in Action |
| ■, ■, X, ● | X, X, A, B | Boot Slam |
| X, X, ■, ● | A, A, X, B | Zero G |

Special Moves

| PS2 Notation | Xbox Notation | Move |
|--------------|---------------|---------------------|
| [R2] | ▲ | Rubberband Feet |
| →, →+X | →, →+A | Grapple Hook Strike |
| ↓, ↑+▲ | ↓, ↓+Y | Change Sides Hook |
| ↑, ↑+● | ↑, ↑+B | Anger Management |
| ←, →+● | ←, →+B | Low Grapple Slide |
| →, ←+■ | →, ←+X | Escape Grapple |



Best Combos



Long Fist: Long Tiger Claws, Red Dragon Hunter (31% Damage)

Long Fist: Long Tiger Claws, Long Tiger Claws (29% Damage)



Hookswords: Blazing Fury, Double Axe Kick, Unholy Strength (39% Damage)



Hookswords: Blazing Fury, Double Axe Kick, Strength and Balance (38% Damage)

Offensive Strategies

When he was first introduced to the series, some *MK* fans believed that Mavado was the new Kabal. Kabal was one of the best characters in *MK3*, and Mavado looks to be one of the best-equipped characters in *Armageddon*. He may be classified as a ranged character, but he also performs very well in close combat.

Mavado is best when fighting around midrange. His Low Grapple Slide attack executes very quickly and hits low to catch an opponent off guard. His Grapple Hook Strike attack covers almost the entire screen to punish a careless opponent from a distance. You can also use the Change Sides Hook at midrange to evade almost any attack in the game, and if your opponent starts closing in on you, use the Escape Grapple to get back to midrange.

When fighting in close, use the Red Dragon Hunter from Long Fist style or the Chin and Neck Slice from Hookswords style. Both of these attacks connect low and are followed immediately by a high attack. If the low connects, the high attack cannot be blocked. An opponent may block the low and duck under the high, but the low comes out very quickly and can be mixed up with the Double Axe Kick mid attack. Also be sure to have Anger Management going as much as possible. It lasts only five seconds and can be used only once every 15 seconds, but while active it increases the power of your attacks.

Defensive Strategies

Mavado has several solid defense measures at his disposal. Stay in Hookswords style on the defensive and be patient when your opponent closes in on you. Mavado only needs a single opening to go back on the offensive. When you see this opening, use the Chin and Neck Slice mix-up and follow it up with the Escape Grapple to get back out to midrange.

You can also use the Change Sides Hook to evade and punish many attacks at close range. After the Change Sides Hook evades an attack, use Blazing Fury and the following combo for solid damage. Also, use Blazing Fury after a parry or when an unsafe attack is blocked.

Best Match-Ups

Poking Characters

While some ranged characters can hold their own at close range, they perform better from a distance. Poking character types require close-range combat to chip away at their opponent's health and force an opening for a combo. It's very difficult for a poking character to inflict damage on a ranged character. The ranged character works to keep a distance while the poking character tries to close the gap. In this battle over distance, the ranged character has a significant advantage.

A-B

C-D

E-F

G-H

I-J

K-L

M-N

O-P

Q-R

S-T

U-V

W-X

Y-Z



Offensive Strategies

Moloch is a power character type, but he's the weakest of the power characters. His best combo inflicts 61 percent damage, but you can only get that much damage from a very specific point in the Netherrealm Cliffs stage. Under most circumstances you only inflict between 42 and 55 percent damage using this combo. Every other combo Moloch has inflicts very limited damage.

Moloch has long delays after his attacks, so you need extreme patience when playing him. Wait until your opponent gives you an opening before you attack.

The only things Moloch has going for him on offense aside from the 61 percent damage combo are the Ultra Feirce Trip, Lurking Creature and the Creeping Leg. Both are quick low attacks that can catch your opponent off guard. Use these to keep your opponent on the defensive and give yourself time to use the Ground Bash. This attack is unblockable and deals a good amount of damage, but it hits only after a brief delay. If your opponent is not attempting to block when you execute the Ground Bash, you'll get interrupted.

Defensive Strategies

As a former boss character, Moloch has a natural defensive ability. He takes less damage than normal characters, cannot be throw by normal characters and cannot be knocked down by special moves. Keep yourself as far away from your opponent as possible. From a distance, you can use the Ragin Oni or Suction Breath to punish any missed attacks your opponent might throw out. You can also use the Super Charge, Beast Lord, and Furious Howl to regain lost health. Keep in mind, though, that using these will tempt your opponent to come toward you.

At close range, Moloch has little that can help him. Block and work in an Ultra Feirce Trip or Creeping Leg to get back on the offensive. You should also look for an opening to use the Head Hunter attack and go into Moloch's near endless 61 percent damage combo.

Best Match-Ups

Low Tier Characters

If not for the fact that Moloch is a boss character with a few powerful attacks and a stage specific 61 percent damage combo, he would be classified as a low tier character type. Low tier characters are his best match-ups because they're as limited as he is. But Moloch's ability to regain health with the Super Charge, Beast Lord, and Furious Howl, as well as his unblockable attack, the Ground Bash, gives him a slight edge over most low tier character types.

Worst Match-Ups

Poking Characters

Moloch is faster than the other boss characters, but he's slow when compared to most of the normal characters. Against poking character types, Moloch has a hard time landing attacks that would lead to a combo. Poking characters are faster and play safer than other character types, which means Moloch has to work harder than he usually does. Use Moloch's two low attacks to poke back at poking character types.

Best Stages

Moloch plays best at long range where he has room to move around. Stages that have large open areas give Moloch players the best opportunity to wait out their opponents and set up good attacks. Battle in the Pyramid of Argus, Arctika, Edenia Ruins, and the Netherrealm Cliffs for your best shot at victory.

Worst Stages

Any stage where Moloch is forced to fight at close range is a bad stage. Avoid stages that have obstacles or little room in which to move around. Do not fight in the Evil Tower, Fire Well, Hell, or the Meteor Storm.

A-B

C-D

E-F

G-H

I-J

K-L

M-N

O-P

Q-R

S-T

U-V

W-X

Y-Z



Motaro

Character Type: Punisher

In the realm of the Outworld, Motaro's race of Centaurians has long been in conflict with the Shokan. When Shao Kahn formed special extermination squads to eliminate Earth's chosen warriors, Motaro was appointed to head the squads. Motaro was supposedly killed by Sheeva during her assassination attempt on Shao Kahn.



Character Rating

| | |
|-------------|------------------|
| Offense: 6 | Ground Combat: 6 |
| Defense: 6 | Aerial Combat: 6 |
| Weapon: N/A | Overall: 6 |

| Horse Style Ground Attacks | | |
|----------------------------|---------------|------------------|
| PS2 Notation | Xbox Notation | Move |
| ■ | X | Gut Strike |
| ←+■ | ←+X | Furious Palm |
| ↓+■ | ↓+X | Low Finger Stab |
| ▲ | Y | Bone Smasher |
| ←+▲ | ←+Y | Wild Beast Smash |
| ↓+▲ | ↓+Y | Chin Popper |
| X | A | Stomach Swipe |
| ↓+X | ↓+A | Hoove Pain |

| Horse Style Ground Attacks | | |
|----------------------------|---------------|--------------------|
| PS2 Notation | Xbox Notation | Move |
| ● | B | Scooper |
| ←+● | ←+B | Spinning Knuckles |
| ↓+● | ↓+B | Horse Leg |
| ■,■ | X,X | Second Arrival |
| ▲,▲ | Y,Y | Double Elbow Kombo |
| X,■ | A,X | Follow Your Gut |
| X,● | A,B | Deadly Taro |
| ■,■,■ | X,X,X | The Charm |
| ■,■,▲ | X,X,Y | Horse is Down |
| X,■,■ | A,X,X | Horse Palm |
| ■,■,● | X,X,B | Final Scooper |
| ■,■,▲,▲ | X,X,Y,Y | Elbow Room |

| Special Moves | | |
|---------------|---------------|--------------|
| PS2 Notation | Xbox Notation | Move |
| [R2] | RLX | Feirce Toss |
| ←,→+■ | ←,→+X | Power Charge |
| ↓,←+● | ↓,←+B | Donkey Kick |
| ↓,↑+▲ | ↓,↑+Y | Teleport |
| ↓,←+X | ↓,←+A | Mount Stance |

| Mount Stance Special Moves | | |
|----------------------------|---------------|-----------------------|
| PS2 Notation | Xbox Notation | Move |
| ■ | X | Tail Projectile |
| ▲ | Y | Low Shoulder Charge |
| X | A | Propel |
| ● | B | Back to Normal Stance |

Best Combos



Horse: Donkey Kick, Donkey Kick, Double Elbow Kombo (36% Damage)



Ying Yeung: Fan Kick, Change Fighting Style, Hammer Stomper, Krazy Swing (19% Damage)



Crude Hammer: Devastating Flip Kick, Hammer Stomper, Krazy Swing (29% Damage)



Crude Hammer: Hammer Stomper, Hammer Stomper, Krazy Swing (28% Damage)

Offensive Strategies

Reiko is a punishing character with nothing to rely on other than his punishing attacks. He has a difficult time initiating his offense. Your best offensive tactic is to stay at midrange and wait for your opponent to attack. Reiko's Devastating Flip Kick is fast and leads to a decently damaging combo. His Charging Pain is also a good punishing tool at this range, but the Devastating Flip Kick is preferred. If you're in a stalemate at midrange, back up and use your Assassin Throwing Stars from outside of

midrange. This projectile attack executes quickly and may catch your opponent off guard or force action, giving you an opening to punish.

From across the screen at maximum range, Reiko can punish with the Shadow Grab. The attack executes quickly and leaves Reiko at midrange after it connects. Toss in a quick Assassin Throwing Stars attack to keep your opponent on the defensive and add block damage to your assault. If you get stuck at close range, wait for an opening and use the Fan Kick and following combo to knock your opponent back and get yourself to midrange, where you're more effective.