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MORTAL KOMBAT®

DECEPTION

MINI GUIDE



This guide
is based
on a mature
rated game.



Blood and Gore
Intense Violence

MIDWAY

A full-page illustration of the character Scorpion from the Mortal Kombat series. He is a ninja with a black mask, wearing a black and gold armor. He has three swords strapped to his back. The background is a dark, fiery red with large, dark, curved shapes that look like parts of a giant scorpion or a hellish landscape. The character is standing in a powerful, slightly crouched pose, looking forward with a determined expression.

SCORPION

The icon of Mortal Kombat is back with a vengeance. His ability to disappear and reappear at will makes Scorpion one of the better characters in the game. His famous Bloody Spear sends a rope with a spear on the end of it sailing through the air catching opponents and pulling them in to their doom. Scorpion can follow this special move with many brutal combos, since he has damaging ones in all 3 of his Fighting Styles.

←, → + ATTACK 1 **BLOODY SPEAR**

This is Scorpion's most famous move. He uses all his energy to throw out a rope with a spear on it, nails his opponent, and pulls them in on it. The Bloody Spear does not have tracking potential, but if it connects his opponents feel serious pain because Scorpion can dish out over forty percent damage in a single combo.

↓, → + ATTACK 3 **TELEPORT ATTACK**

Scorpion uses his powers to disappear, reappear, and kick his opponent on the opposite side. This is a powerful move that can be used to get Scorpion out of dangerous situations.

MILEENA

The evil twin Mileena is back and badder than ever. Her Rolling Thunder move is great to use as a sneak attack under projectiles, and her Soaring Sai has great speed and good range. The Kick from Above is great surprise move to use against jumping opponents. Use Mileena's Sai stance to get the drop on opponents with Mileena's agility and quickness.

↓, → + **ATTACK 2** **SOARING SAI**

The Soaring Sai has a lot of speed and range, and it is a quick attack to use in combinations. It is best to use this move from a distance to slowly drain your opponent's life. Because this move is thrown at such a high angle, other projectiles may go underneath it and trade hits without nullifying it.

→, → + **ATTACK 4** **KICK FROM ABOVE**

Mileena's best move is a real deadly one. While performing this move she teleports through the ground and attacks from above. This is extremely useful, if it is timed correctly, for hitting opponents while they are trying to throw a projectile. The Kick from Above can also be used as a surprise attack to take opponents out of their game.



A detailed illustration of the character Baraka from the Mortal Kombat series. He is a muscular, green-skinned demon with a wide, toothy grin. He wears a dark, patterned vest over a red loincloth and has large, ornate silver gauntlets and leg pieces. He is holding two long, silver blades, one in each hand, angled towards the ground. The background is a dark, textured red with some metallic structures.

BARAKA

After a long absence, Baraka is back to defend Earth in Mortal Kombat. Many of his normal attacks are extremely fast and powerful. While his three Fighting Stances are exceptional, his Blades stance is certainly the most dominating. While

Baraka is in this stance, his range is doubled. This makes Baraka a good choice to challenge any other character in the game.

↓, ← + **ATTACK 1**

FLYING SHARD

Baraka's normal projectile is a good one for keeping the opponents at bay. While Baraka stands on one foot to deliver the Flying Shard, it still packs a punch. The Flying Shard takes away about ten percent of their life, so use it whenever you can to inflict pain.

→, → + **ATTACK 3** **MUTANT BLADES**

The Mutant Blades attack is a fast sliding move that can be used to pile on damage. This move takes off about 17% of the opponents life bar. The Mutant Blades is also an extremely fast special move, and it can be used to strike without notice. This move is also relatively safe if it is blocked, so it is very difficult to counter.

SUBZERO

Sub-Zero returns in Deception. With his famous move the Freeze Ball, he has the unique ability to freeze his opponent. He also returns with his Ice Clone move, which makes a duplicate out of ice that freezes opponents who touch it. Sub-Zero isn't just about ice attacks; his Kori Blade stance is extremely fast and powerful.

↓, → + ATTACK 3 FREEZE BALL

The Freeze Ball is Sub-Zero's primary special move. He has the unique ability to freeze an opponent in ice and take advantage of their helplessness. Because they are trapped, with no means of escape, you can execute a free combo of choice.

↓, ← + ATTACK 1 ICE CLONE

The Ice Clone creates an icy duplicate of Sub-Zero that freezes opponents on contact. This move is best used in mind game traps. Trick your opponent into jumping into the clone to set them up for big damage.





KABAL

Making his first appearance since *Mortal Kombat 3*, Kabal is back and ready to do some damage. Some of his famous moves are back in action such as the Raging Flash and The Plasma Blast. He also has a new upgrade in this game, the Nomad's Touch. During this move Kabal grabs his opponent by mind control, then slams his body into them. Kabal's Fighting Stances are extremely powerful, and his Hook Swords have excellent range and power.

→, ← + ATTACK 4 **RAGING FLASH**

While the Raging Flash does deal zero damage, it is a trap move that leaves your opponent spinning in place and open for big damage. This move is fast, and it is hard for opponents to block if they aren't watching for it. If you hit your opponent with a Raging Flash in the air, don't be afraid to start a combo on the ground. The game allows you to hit your opponent from this position.

↓, ← + ATTACK 1 **PLASMA BLAST**

The Plasma Blast shoots out a purple ball of energy that hit your opponent for damage. It is a good projectile for returning fire in a distance fight, but the Plasma Blast isn't his strongest attack. Use this move for traps and damage trades, and concentrate on attacks that put you in a position to create big damage.

ERMAC

Very few people knew when Ermac made his first debut in the Mortal Kombat series. It was back in Mortal Kombat 1.

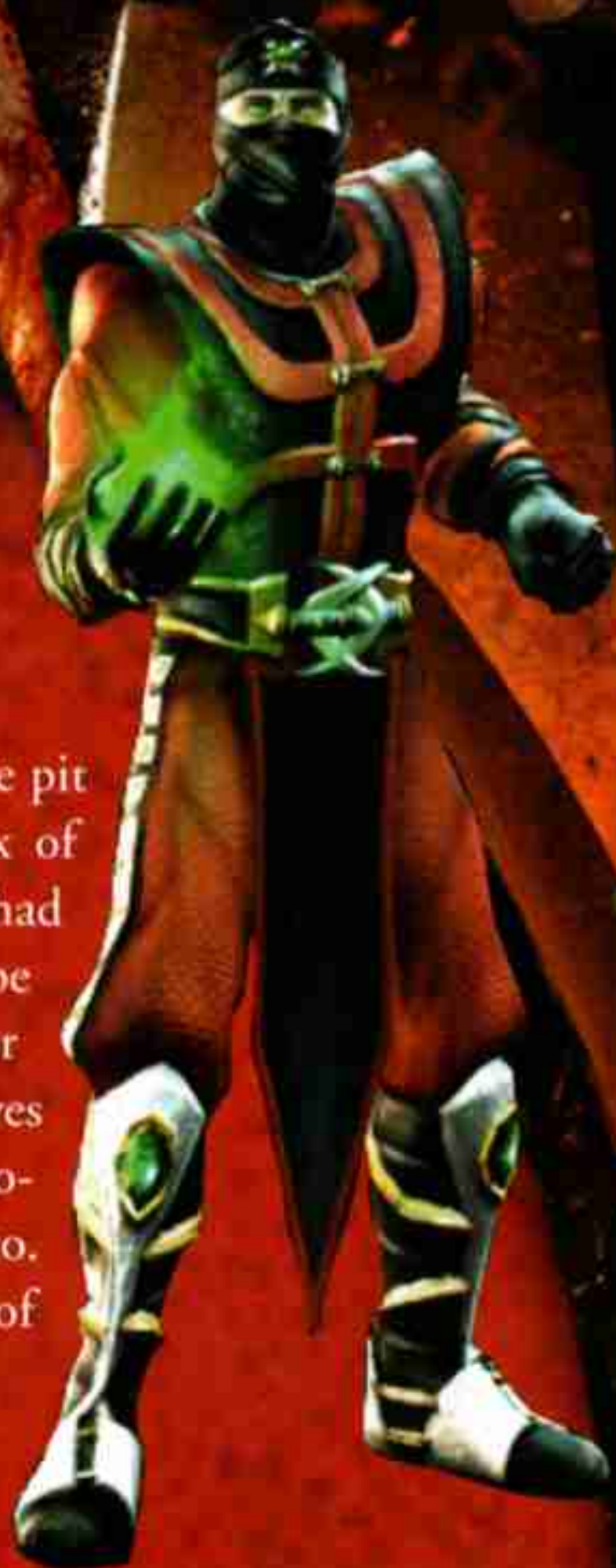
If you fought Reptile at the bottom of the pit stage, you would end up fighting a mix of Scorpion and Sub-Zero. If the machine had any error on it, the Reptile name would be replaced by ErMac which stood for Error Machine. Ermac has a lot of unique moves that can be used to really mess with opponents and make them wonder what do to. His Axe stance gives him a great deal of range and power.

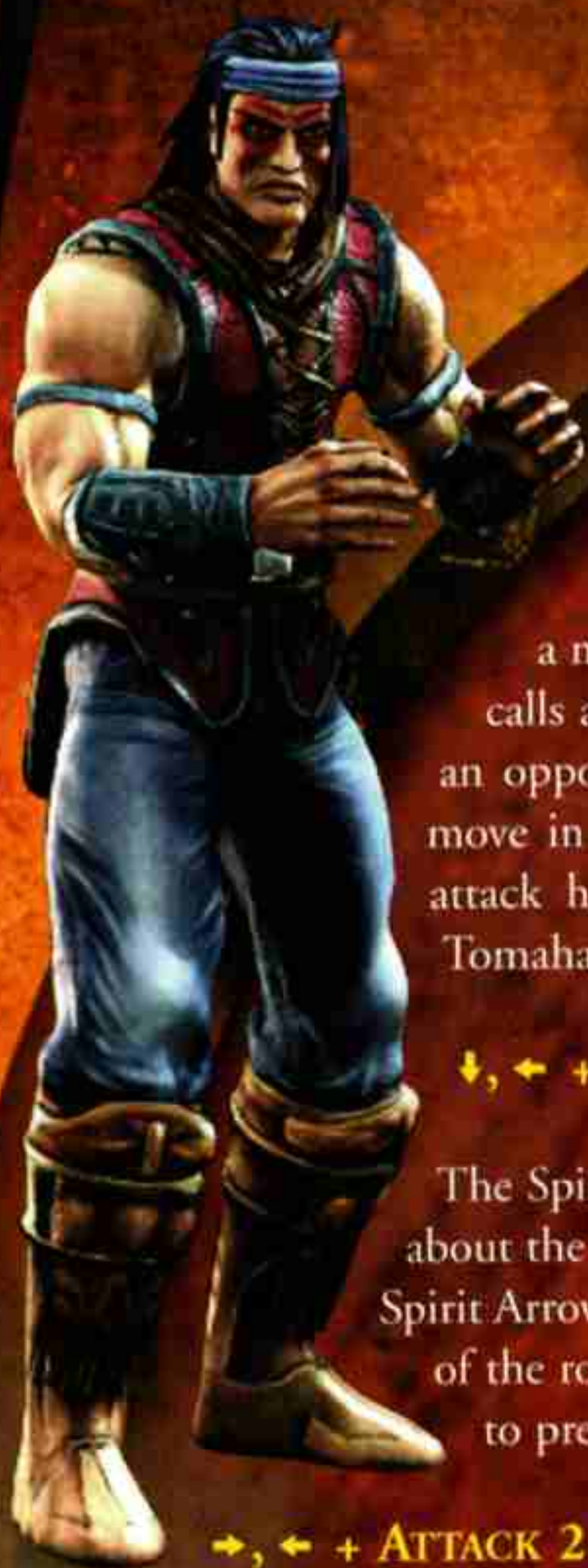
↓, ↑+ ATTACK 3 MYSTIC FLOAT

New to Ermac's move line up in Mortal Kombat: Deception is the ability to float. While he is in the air you have two basic options, the Mystic Bomb and the Dive Kick. Ermac is vulnerable in the air if you don't use one of these attacks quickly.

↓, ← + ATTACK 1 HADO ENERGY

This wavy projectile is Ermac's only way to deal damage from a distance. Ermac is not suited to trade for damage at long range with this attack, since it does less damage than most other projectile attacks. It is best used to make an opponent jump, or bring an enemy in closer, where you can use his abilities to bring about big damage.





NIGHTWOLF

For the first time since Mortal Kombat 3, Nightwolf is back in action. He returns with a new great move, Lightning from Above, which calls a bolt of lightning down from the sky to strike an opponent. His mighty axe is no longer a special move in this edition of Mortal Kombat, instead this attack has been added to his Fighting Stances, the Tomahawks.

↓, ← + **ATTACK 1 SPIRIT ARROW**

The Spirit Arrow is a quick projectile. The cool thing about the Spirit Arrow is the fact that if it connects, the Spirit Arrow will remain in the opponent for the duration of the round. The best purpose for the Spirit Arrow is to prevent an opponent's projectile.

→, ← + **ATTACK 2 REFLECTOR**

The Reflector is a great move to send projectiles back at the opponent. If Sub-Zero shot his Freeze Ball at Nightwolf, and he used the Reflector on it, Nightwolf would be able to freeze Sub-Zero. Liberal use of this move is a great way to turn the tables on an opponent who likes to dominate a match by throwing projectiles.

BO RAI CHO

After making his first appearance in *Mortal Kombat: Deadly Alliance*, he is back to try to win the tournament. While using very unorthodox moves to defeat his opponents, they are in no way useless. Almost all of his special moves are excellent, and they can be used to pile on damage or set up combos. His Drunken Fist Fighting Stance is excellent once you learn to harness its attacks.

←, → + **ATTACK 2 PUKE**

With this attack, Bo' Rai Cho pukes on the ground. If his opponent steps in it, they start to slip. This makes them helpless and open for a big combo. Use this often to land giant combos and take control of the match.

→ → + **ATTACK 4 BELLY BASH**

This is the best move that Bo' Rai Cho has. He flies at his opponent and sticks out his belly for his defense. If this move hits, it does decent damage. Also, if his opponent blocks this move Bo' Rai Cho remains safe. This attack is extremely difficult for opponents to punish.





ASHRAH

A Raiden Clone, she is definitely someone you don't want to mess with. She has a lot of good moves that can catch an opponent off guard. Her Chou Jaio Fighting Stance has plenty of options, including a double stance switch combo. Her Kriss Fighting Stance creates a lot of options due to its range.

↓, → + ATTACK 1

LIGHTNING BLAST

The Lightning Blast is Ashrah's main projectile, but the range is very, very small. The Lightning Blast only goes about halfway towards the opponent, but when it hits it sure packs a punch. It will send the opponent flying across the screen to the ground. Since it only travels a very short distance, it leaves Ashrah free after it completes, putting her in an advantageous situation to attack again.

→, → + ATTACK 4 NATURE'S TORPEDO

The Nature's Torpedo is similar to Raiden's Torpedo. She leaves the ground and flies towards the opponent with the force necessary to knock an opponent into a wall. The Nature's Torpedo packs a punch, and unlucky opponents are sure to feel its power. But watch out, if your opponent successfully dodges the Nature's Torpedo, you might be left by the edge of the arena, and susceptible to a ring out.

DARIOU

Dariou is a very unorthodox character. His Tombstone Drop sends opponents flying into the air for juggles, and his Stealthy Shadows move allows him to teleport behind his opponent in a shield of smoke. You can use these two special moves to confuse your target and create an opening for big combos resulting in massive damage. Dariou also has the Iron Leg attack to throw sharp shurikens at his victims. Use Dariou's Autumn-Dao Fighting Stance to do a ton of damage quickly.

↓, ↑ + ATTACK 3 STEALTHY SHADOWS

This is Dariou's best special move. He disappears and reappears behind his opponent surrounded by smoke. This attack gives him a big opening for combos, since his opponent stands dazed and turned around. Use this move often to trap your opponent and take advantage of their helplessness.

↓, → + ATTACK 2 IRON LEG

This is Dariou's main projectile. This attack doesn't do a great amount of damage, but it can be followed up with other attacks. Use the Stealthy Shadows immediately after it, to trade places with your opponent. After the first couple of times, you will force your opponent to dodge the Iron Leg attack, or suffer the consequences.





KOBRA

Kobra has an extremely fast style and 5 special moves! His Windmill Kick is great for launching opponents into the air for combos. He also has two different projectiles, the Chi Blast and the Crouching Chi Blast, which attack both high and low. Kobra also has a sliding punch called the Burning Fist, and a reverse teleport called the Tele Punch that hits opponents from the opposite side. With this many attacks at his disposal, Kobra should be a dominant force in Mortal Kombat: Deception

↓, → + ATTACK 1 CHI BLAST

This is the high version of the Chi Blast. With this move, Kobra leans back and throws an orange fireball at his opponent. This is a great attack to counter an opponent's projectile in distance fights. This attack is pretty fast, so throwing them out in rapid succession is a good way to pressure your target.

↓, ← + ATTACK 1 CROUCHING CHI BLAST

The lower version of the Chi Blast is the better of the two. Since it hits low, and Kobra ducks to throw it, he can avoid his opponent's high projectile and hit them with his. This is a good tactic to use, since most characters do not have a projectile that travels low to trade with it.

DARRIUS

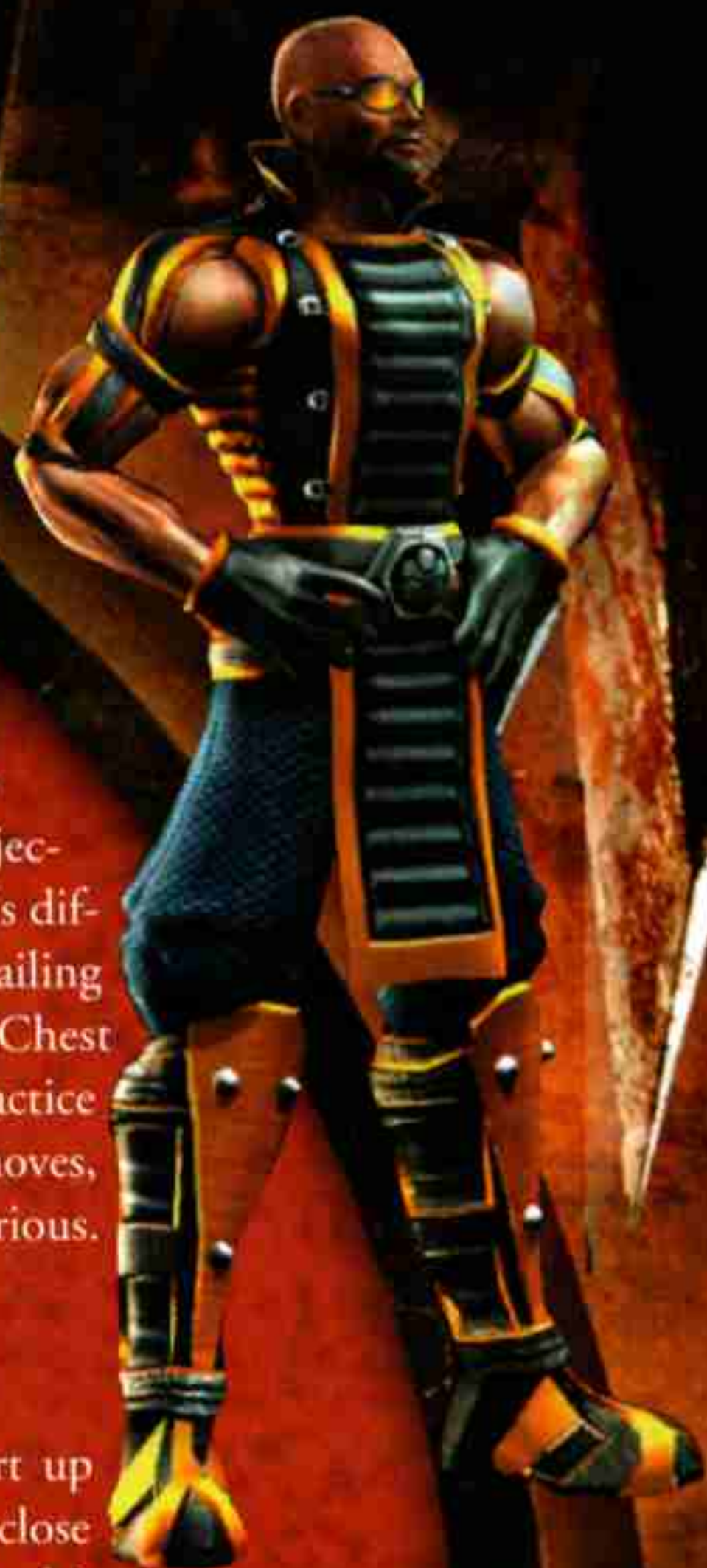
Darrius has awesome moves that can take care of anyone that crosses his path. He has four special moves and all of them are excellent. The Tricky Blast is a standard projectile, but it is faster than most. His Twisty Kick is difficult to block, and it can send opponents sailing across the screen when it connects. His Chest Cruncher is a great power move, and Target Practice attacks with a low blow. With all of these moves, Darrius has the range and speed to emerge victorious.

←, → + ATTACK 2 TRICKY BLAST

This projectile is very fast, but has a long start up animation. If you try to use the Tricky Blast too close to the opponent, you may get knocked out of it before you can complete it. Try to use this as far away as possible to force your opponent to move closer. Right where you want them!

↓, ← + ATTACK 4 TWISTY KICK

This is Darrius' best move. He twirls on one leg across the screen destroying everything in his path. Use this to force your opponent to block, or use it as an anti-air attack for its full potential. The Twisty Kick is also a good setup to push your opponent to the side of the arena to setup a ring out or a Fatality.





KENSHI

One of the games hidden characters, Kenshi is truly in the dark. He is blind, but has the amazing ability to sense what is around him, and how to deal with it. Most of this characters tactics should revolve around his Telekinesis abilities. He is not a distance fighter, but a majority of his moves require a bit of distance. It is important to make good use of his Fighting Stances at close range to move opponents back into his optimal range. Use his quick Katana attacks to punish mistakes.

→, ↓, → + **ATTACK 1**

TELEKINETIC SLAM

Kenshi's Telekinetic Slam is almost like Ermac's. He lifts the opponent in the air, and then violently slams them down into the ground. This opens the door for combos and beatings. You don't have to be close to hit with this move, but it cannot be used at full screen, so you have to be somewhat close to use it.

↓, ← + **ATTACK 4**

TELEKINETIC TOSS

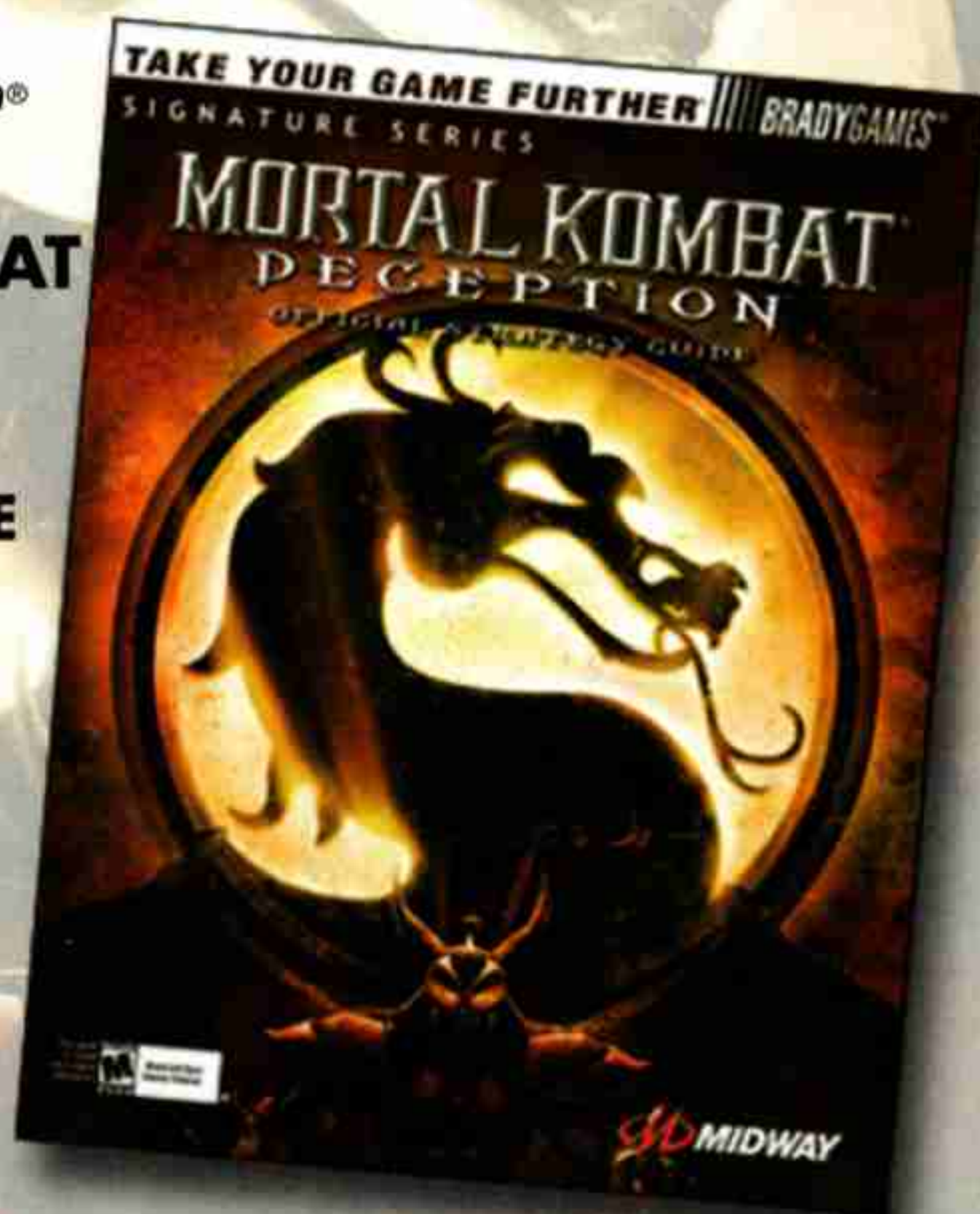
The Telekinetic Toss is a great move to catch the opponent off guard and toss them like a rag doll. Since you don't have to be next to an opponent to use it, the shock value is great. The attack is instantaneous, and if the opponent isn't blocking they go flying across the screen. Unfortunately, the Telekinetic Toss won't toss an opponent out of an arena, but there are other ways...

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