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****Energy Rings:**** A special ability that can be activated by pressing certain button combinations. ****Basic Attacks:**** * Low Punch, Back, Forward (Fire Kiss) * Forward, Forward, Forward, Forward, Back, Back, Back, Back, Back (Fire Kiss) ****Special Moves:**** * Rising Bicycle Kick: A powerful kick that can be performed by pressing a specific sequence of buttons. * Fire Kiss variations * Energy Ring variations ****Stage Fatality:**** A finishing move that can be performed when the character is close to an opponent. ****Friendship:**** A special move that can be used to show affection towards another character. ****Animality:**** A transformation into an animal, which can be activated by holding down a specific button combination. ****Power-Ups:**** * Nejirin (power-up): Gives the player temporary invincibility. * Conscious Mind: Increases the player's health and speed. * Big Guns: Unleashes a powerful blast of energy. * Warfare: Enters a state of combat, increasing the player's speed and strength. ****Special Techniques:**** * Side Kick * Hook Kick * Double Hammer Fist * Twin Fist Punch ****Reversal:**** A move that allows the player to counterattack an opponent's attack. ****Clearness of Mind:**** Increases the player's accuracy and speed. ****Blitzkrieg:**** A fast and powerful attack that can be performed by pressing a specific sequence of buttons. This paraphrased version aims to preserve the main points and mechanics of the original text, while using simpler language and reorganizing the content for easier understanding. ****Moves**** * ****Downward Axe Kick**:** A kick that sends opponents flying. * ****Rolling Heel Kick**:** A kick that knocks opponents down. ****Peaceful Uppercut**:** An uppercut that leaves opponents stunned. * ...and many more moves, each with its own unique name and combination of buttons (1-4) to perform. ****Air Moves**** * ****Reverse Take Out**:** A move that can be performed in the air to take down opponents. ****Wild Boar**:** Another air move that knocks opponents back. * ...and many more air moves, each with its own unique name and combination of buttons (1-4) to perform. ****Special Moves**** * ****Clearness of Mind**:** A special move that leaves opponents stunned. ****Dead World**:** Another special move that can be used to take down opponents. * ...and many more special moves, each with its own unique name and combination of buttons (1-4) to perform. ****Throwing Moves**** * ****Lock Down**:** A throwing move that grabs opponents and leaves them open to attack. ****Kiss of Death**:** Another throwing move that sends opponents flying. * ...and many more throwing moves, each with its own unique name and combination of buttons (1-4) to perform. ****Button Legend**** * ****Front Punch**:** A basic punch attack. ****Back Punch**:** Another basic punch attack. * ...and so on. The button legend explains the corresponding button inputs for each move. ****Combat Moves**** * Pull Out: Quickly move back and perform a kick * Switch Off: Perform a tag in military stance * Fatal Kiss: Drop down, then back up and perform a punch * Surprise: Quickly jump back and then forward while performing punches and kicks * Windmill: Spin around while punching and kicking ****Special Moves**** * Lick My Boots: Perform two quick jabs and finish with a tag * Special Forced: Quickly move forward and perform a tag * Tough Love: Jump forward and perform two powerful punches * Honorable Discharge: Move back and perform a punch, then finish with a tag * Energy Ring Blast: Quickly move back and forward while performing a kick ****Throwing and Grabbing Moves**** * Leg Grab: Quickly grab an opponent's leg * Kiss: Drop down and perform a quick punch * Arc Kick: Perform a powerful kick while moving in an arc * Air Drop: While airborne, quickly drop down and perform a kick * Air Throw: Throw an opponent while airborne ****Special Forces Moves**** * Rings of Justice: Move back and forward while performing a kick * Crazy Legs: Quickly move back and forward while performing a powerful punch * Deadly Kiss: Perform a quick punch while charging up with the 1 button * Arc Wave: Perform a powerful wave-like attack * Kartwheel Bash: Spin around while punching ****Scissors, Chokes, and Stage Fatality Moves**** * Scissor Split: Quickly move down and back to perform a scissor-like attack * Kut-Throat: Move back and forward while performing a chokehold * Stage Fatality: Perform a powerful punch while standing over an opponent's body * Babality: Jump up and perform a quick punch ****Input Legend**** The text includes input legends for various console controllers, including Xbox and PS. The inputs are listed for the following moves: * Single Jab: Press 1 button * Downward Slam: Press Back + 1 button * Low Poke: Press Down + 1 button * Hook: Press 2 button * Prime Punch: Press Back + 2 button ****Demolition and Covert Ops Moves**** The text also includes special moves for Demolition and Covert Ops: * Drone Drop: Move down twice to perform a drone-like attack * Frag Grenade: Perform a powerful grenade-like attack while standing over an opponent's body * Close/Far Frag Grenade: Perform a fragmentary grenade-like attack with different ranges * Shrapnel: Perform a shrapnel-like attack while charging up with the 1 button * Stun Grenade: Perform a stun grenade-like attack ****Special Moves and Fatalities**** * Special moves: + Energy Rings: Back, Forward, 1 (triggers Krushing Blow if used alone) + Air Control: Down, Back, 2 + Amplify: R1 (triggers Krushing Blow in combos or as a counterattack) + Leg Breaker: Back, Forward, 4 (triggers Krushing Blow if opponent is stand-blocking) * Fatalities: + To The Choppa: Down, Forward, Back, 2 + Supply Drop: Back, Forward, Down, 3 + Stage Fatality: Forward, Down, Back, 2 ****Basic Attacks and Combos**** * Basic attacks: + Knuckle Buster: 1 + Bo Bash: Back + 1 + Energy Burst: Down + 1 * Combinations (Kombos): + Advanced Warfare: 1, 1, 2 + Stars And Stripes: 1, 3 + At Ease: 1, 3, 4 ****Throws and Escapes**** * Throws: + Toward Throw: THROW + Forward or Forward + 1 + 3 + Back Throw: THROW or 1 + 3 * Roll escapes: + Forward Roll Escape: Forward + STANCE + Away Roll Escape: Back + STANCE ****Special Forces and Brutalities**** * Special Forces: + Must have less than 50% health remaining + Perform a 5-hit combo ending with a Leg Grab or Leg Slam * Brutalities: + Thigh Master: Perform a combo ending with a Leg Grab or Leg Slam (requires less than 50% health) + Boot to Head: Final hit must come from Wrap Around (requires over 50% health) Note that I've condensed the original text into a more readable format, while trying to preserve the essential information. Popping Heads: Toward Throw. Grenade Jumper: Back Throw. Kill Shot: Down Back 4, Down Back 4. Bullseye: Down Back 4, Down Down 2. Busted: Back Forward 4, R1. Kisses: Back Forward 1. The One Two Knockout: Down Back 3. Here Comes The Boom: Down + Throw. Variations/Abilities Note: * Each Special Move must be equipped in the Customize Menu. * Some moves will conflict with each other and cannot be equipped together. * Jumping Attacks: + Marching Orders: Down + 4. + (Air) Energy Rings Charge: Modifies energy rings. Gain the ability to charge Energy Rings. ****Special Moves: + Krushing Blow:** Triggers if 2 Standing Counters have hit. + Amplify: R1. + Low Kounter: Back Down 3. + Soaring General: Back Forward 3. + Kartwheel: Jump back and one step forward. + Leg Grab: A very strong blow, use as a combo finisher. * Summon K.A.T.: + Orbital Drop: Down Back 4. + Close K.A.T. Orbital Drop: Down Back 4, Back + Far K.A.T. Orbital Drop: Down Back 4, Forward. + Very Fat K.A.T. Orbital Drop: Down Back 4, Up. * K.A.T. Tantrum: Down Back 4. * Detonate K.A.T.: Down Down 4. * Turret Trauma: Modifies Summon K.A.T. Turret. K.A.T. gains additional lethal turret attacks. * Mortar Strike: Down Down 1. * Leaping 50 Kai: Down Down 2. * Straight 50 Kai: Down Down 3. * Air Drop and Air Kick can be combined into mini combos with standard air attacks. Stagewear: * Scissor Split Jump back and one step forward Kut-Throat Close to an opponent * Stage Fatality Close to an opponent * Babality Jumping distance and 2 steps backwards This website is not affiliated with or endorsed by Warner Bros Interactive Entertainment or NetherRealm Studios. All brand logos and images are owned by their respective copyright holders. Copyright 2000-2025 Webedia Polska SA, owner of gamepressure.com, providing unofficial game guides, walkthroughs, secrets, tips, maps, and strategies for popular games.

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