

MORTAL KOMBAT TRILOGY - N64 MOVE LIST

U = Up/Jump	B	= HP = High Punch
D = Down/Crouch	A	= LP = Low Punch
F = Forward/Toward	C ↑	= HK = High Kick
B = Back/Away	C →	= LK = Low Kick
	C ← / R	= BL = Block
	C ↓ / L	= RN = Run

Babalities & Friendships: You must not press BL in the final round.

Mercy: (Hold RN), D, D, D (Release RN) Perform at the end of the third round.

Animality: Must perform a (Mercy), then defeating them again in round 3.

Stage Fatalities: Pit, Subway, Bell Tower, Pit 3, Scorpion's Lair, Kombat Tomb, Deadpool

* = Difference between N64 and PS Versions of MKT

Baraka

Special Moves:

Blade Spark: D, B, HP

Blade Fury: B, B, B, LP

Blade Swipe: (B + HP)

Blade Spin: F, D, F, BL (Keep Tapping BL, Hold B or F to move)

Finishers:

Fatality 1 - Blade Decap: B, B, B, B, HP (*Close)

Fatality 2 - Blade Impale: B, F, D, F, LP (*Close)

Babality: F, F, F, HK (Anywhere)

Friendship - Present: D, F, F, HK (Anywhere)

Animality - Vulture: (Hold HP), F, B, D, F (*Close)

Brutality: HP, HP, HP, LP, LP, BL, HK, HK, LK, LK, BL (Close)

Stage: (Hold BL) LK, RN, RN, RN, RN (Close)

Cyrax

Special Moves:

Green Net: B, B, LK

Short Bomb: (Hold LK), B, B, HK

Long Bomb: (Hold LK), F, F, HK

Teleport: F, D, BL

Air Throw: (Victim in air) D, F, BL, (Cyrax rushes in) LP (Throws)

Finishers:

Fatality 1 - Chopper: (Hold BL), D, D, U, D, HP (Anywhere)

Fatality 2 - Self-Destruct: (Hold BL), D, D, F, U, RN (Close)

Babality: F, F, B, HP (Anywhere)

Friendship - The Charleston: RN, RN, RN, U (Anywhere)

Animality - Shark: (Hold BL), U, U, D, D (Close)

Brutality: HP, HK, HP, HK, HK, HP, HK, HP, HK, LK, LP (Close)

Stage: RN, BL, RN (Close)

Ermac

Special Moves:

Hado Fireball: D, B, LP

Teleport Punch: D, B, HP (Also in air)

Telekinetic Slam: B, D, B, HK

Finishers:

Fatality 1 - Decapitating Uppercut: RN, BL, RN, RN, HK (Close)

Fatality 2 - Telekinetic Massacre: D, U, D, D, D, BL (Sweep)

Babality: D, D, B, B, HP (Anywhere)

Friendship - Magic Trick: F, F, F, HP (Anywhere)

Animality - Frog: *B, B, F, F, LK (*One Step Away)

Brutality: HP, HP, LP, BL, HK, LK, BL, HP, LP, LK, HK (Close)

Stage: RN, RN, RN, RN, LK (Close)

Jade

Special Moves:

Boomerang - High: B, F, HP

Boomerang - Mid: B, F, LP

Boomerang - Low: B, F, LK

Returning Boomerang: B, B, F, LP

Shadow Kick: D, F, LK

Projectile Shield: B, F, HK

Finishers:

Fatality 1 - Bo Shaker: (Hold BL) U, U, D, F, HP (Close)

Fatality 2 - Bo Impale: RN, RN, RN, BL, RN (Close)

Babality: D, D, F, D, HK (Anywhere)

Friendship - Pogo Stick: B, D, B, B, HK (Anywhere)

Animality - Kitten: F, D, F, F, LK (Close)

Brutality: HP, LK, HP, LP, HK, HK, LK, BL, BL, HP, HK (Close)

Stage: B, F, D, RN (Close)

Jax

Special Moves:

Single Missile: B, F, HP

Double Missile: F, F, B, B, HP

Ground Pound: (Hold LK) for 3 seconds, (Release LK)

Gotcha Grab: F, F, LP (Rapidly tap LP for more punches)

Multi-Slam: Press HP (Rapidly while throwing your opponent)

Back Breaker: BL (While next to opponent in air)

Dash Punch: F, F, HK

Finishers:

Fatality 1 - Arm Slicer: (Hold BL), U, U, D, F, U, BL (Close)

Fatality 2 - Giant Boot: RN, BL, RN, RN, LK (Full Screen)

Babality: D, D, D, LK (Anywhere)

Friendship - Jump Rope: (Hold BL) LK, RN, RN, LK (Anywhere)

Animality - Lion: (Hold LP), F, F, D, F (Close)

Brutality: HP, HP, HP, BL, LP, HP, HP, HP, BL, LP, HP (Close)

Stage: D, F, D, LP (Close)

Johnny Cage

Special Moves:

Low Green Orb: B, D, F, LP

High Green Orb: F, D, B, HP

Green Shadow Kick: B, F, LK

Green Shadow Uppercut: B, D, B, HP

Red Shadow Kick: *B, B, F, LK

Finishers:

Fatality 1 - Decapitating Uppercut: D, D, F, F, LP (Close)

(*To knock off three heads Hold D+LP+BL+LK)

Fatality 2 - *Deadly Shadow Kick: D, D, F, F, LK (*Half Screen)

Babality: F, B, B, HK (Anywhere)

Friendship - To My Best Fan: D, D, D, LK (Anywhere)

Animality - Kangaroo: D, F, F, HK (*Sweep)

Brutality: HP, LK, HK, LP, HP, HK, HK, HP, HP, LP, HP (Close)

Stage: D, B, F, F, HK (Close)

Kabal

Special Moves:

Fireball: B, B, HP (Also in air)

Web Spin: B, F, LK

Ground Saw: B, B, B, RN

Finishers:

Fatality 1 - Head Inflate: D, D, B, F, BL (Sweep)

Fatality 2 - Heart Attack: RN, BL, BL, BL, HK (Close)

Babality: RN, RN, LK (Anywhere)

Friendship - Marshmallow: RN, LK, RN, RN, U (Half Screen)

Animality - Bony Rhino: (Hold HP), F, F, D, F (Close)

Brutality: HP, BL, LK, LK, LK, HK, LP, LP, LP, HP, LP (Close)

Stage: BL, BL, HK (Close)

Kano

Special Moves:

Knife Throw: D, B, HP

Cannonball: (Hold LK) 3 seconds, (Release LK)

Blade Swipe: D, F, HP

Grab and Shake: D, F, LP

Air Throw: BL (While next to opponent in air)

Upwards Cannonball: F, D, F, HK

Psycho Cannonball: F, D, F, LK

Finishers:

Fatality 1 - Skeleton Pull: (Hold LP), F, D, D, F, (Release LP) (Close)

Fatality 2 - Eye Beam: LP, BL, BL, HK (Sweep)

Babality: F, F, D, D, LK (Anywhere)

Friendship - Bubblegum: LK, RN, RN, HK (Anywhere)

Animality - Spider: (Hold HP), BL, BL, BL (Close)

Brutality: HP, LP, BL, LP, HP, BL, HK, LK, BL, HK, LK (Close)

Stage: (Hold BL), U, U, B, LK (Close)

Kitana

Special Moves:

Fan Toss: F, F, (HP + LP) (Also in air)

Fan Lift: B, B, B, HP

Square Wave Punch: D, B, HP

Finishers:

Fatality 1 - Kiss of Death: RN, RN, BL, BL, LK (Close)

Fatality 2 - Fan Decapitation: B, D, F, F, HK (Close)

Babality: F, F, D, F, HK (Anywhere)

Friendship - Bubbles: D, B, F, F, LP (Anywhere)

Animality - Bunny: D, D, D, D, RN (Inside Sweep)

Brutality: HP, HP, BL, HK, BL, BL, LK, BL, LP, BL, HP, BL (Close)

Stage: F, D, D, LK (Close)

Kung Lao

Special Moves:

Hat Throw: B, F, LP

Teleport: D, U (HP or HK to attack after)

Diving Kick: (D + HK) (In air)

Whirlwind Spin: F, D, F, RN, (Tap RN Repeatedly)

Two Pass Teleport: D, D, U (HP or HK to attack after)

Finishers:

Fatality 1 - Hat Slice: F, F, B, D, HP (Sweep)

Fatality 2 - Spin Cycle: RN, BL, RN, BL, D (Anywhere)

Babality: D, F, F, HP (Anywhere)

Friendship - Go Fetch: RN, LP, RN, LK (Half Screen)

Animality - Leopard: RN, RN, RN, RN, BL (Close)

Brutality: HP, LP, LK, HK, BL, HP, LP, LK, HK, BL, HP (Close)

Stage: D, D, F, F, LK (Close)

Liu Kang

Special Moves:

High Fireball: F, F, HP (Also in air)

Low Fireball: F, F, LP

Flying Kick: F, F, HK

Bicycle Kick: (Hold LK) 4 seconds

Red Bicycle Kick: (Hold LK) 4 seconds, B, F (Release LK)

Finishers:

Fatality 1 - Fire Transformation: F, F, D, D, LK (Anywhere)

Fatality 2 - MK Arcade Crush: (Hold BL) U, D, U, U, (Release BL), (RN + BL) (Anywhere)

Babality: D, D, D, HK

Friendship - Shadow Puppet: RN, RN, RN, (D + RN) (Anywhere)

Animality - (Hold BL) Dragon: D, D, U (Sweep)

Brutality: HP, LP, HP, BL, LK, HK, LK, HK, LP, LP, HP (Close)

Stage: RN, BL, BL, LK (Close)

Mileena

Special Moves:

Sai Throw: (Hold HP) 2 seconds, (Release HP) (Also in air)

Teleport Kick: F, F, LK (Also in air)

Ground Roll: B, B, D, HK

Finishers:

Fatality 1 - Nail Spit: B, B, B, F, LK (Full Screen)

Fatality 2 - Inhale/Spit: D, F, D, F, LP (Close)

Babality: D, D, F, F, HP (Anywhere)

Friendship - Mirror: D, D, B, F, HP (Anywhere)

Animality - Skunk: F, D, D, F, HK (Close)

Brutality: HP, LP, LP, HP, BL, HK, LK, LK, HK, BL, HP, LP (Close)

Stage: D, D, D, LP (Close)

Nightwolf

Special Moves:

Arrow: D, B, LP

Hatchet Uppercut: D, F, HP

Shoulder Charge: F, F, LK

Projectile Reflect: B, B, B, HK

Red Shoulder Charge: B, B, F, HK

Finishers:

Fatality 1 - Spirit Light: (Hold BL), U, U, B, F, (Release BL), BL (Close)

Fatality 2 - Lightning: B, B, D, HP (Half Screen)

Babality: F, B, F, B, LP (Anywhere)

Friendship - *Juggling Hatchets: RN, RN, RN, D (*Anywhere)

Animality - Wolf: F, F, D, D (Close)

Brutality: HP, HP, HK, LK, LK, BL, BL, LP, LP, HP, HK (Close)

Stage: RN, RN, BL (Close)

Noob Saibot

Special Moves:

Disabling Fireball: D, F, LP (Temporarily Disables Block)

Teleport Slam: D, U (Follow up with an Uppercut for one massive attack)

Shadow Throw: F, F, HP

Finishers:

Fatality 1 - Fireball Death: B, B, F, F, HK (Sweep)

Fatality 2 - Teleport Slam Massacre: D, D, (U + RN) (Anywhere)

Babality: F, F, F, LP (Anywhere)

Friendship - Bowling: F, F, B, HP (Full Screen)

Animality - Anteater: B, F, B, F, HK (*Sweep)

Brutality: HP, LK, LP, BL, LK, HK, HP, LP, BL, LK, HK (Close)

Stage: F, D, F, BL (Close)

Raiden

Special Moves:

Lighting Bolt: D, F, LP

Torpedo: B, B, F (Also in air)

Teleport: D, U

Electric Grab: (Hold HP) 3 seconds, (Release HP) (Close) *(Doesn't work against CPU)*

Reverse Lighting Bolt: D, B, LP

Finishers:

Fatality 1 - Massive Uppercut: (Hold HP) for 4 seconds, (Release HP) (Close)
or U, U, U, HP or D D D HP

Fatality 2 - Massive Electric Grab: (Hold LK) 3 seconds, (Release LK),
Tap (BL + LK) Rapidly (Close)

Babality: D, D, U, HK (Anywhere)

Friendship - Kid Thunder: D, B, F, HK (Outside Sweep)

Animality - Electric Eel: D, F, D, HK (Outside Sweep)

Brutality: HP, HP, LK, LK, LK, HK, LP, LP, LP, BL, BL (Close)

Stage: D, D, D, HP (Close)

Rain

Special Moves:

Rain Orb: D, F, HP *(Move opponent with D-Pad)*

Lightning Lift: B, B, HP

Super Roundhouse Kick: (B + HK)

Finishers:

Fatality 1 - Massive Uppercut Death: F, F, D, HP (Close)

Fatality 2 - Lightning Death: D, D, B, F, HK (Half Screen)

Babality: F, B, B, HP (Anywhere)

Friendship - Flowers: F, F, F, LP (Anywhere)

Animality - Elephant: BL, BL, RN, RN, BL (Close)

Brutality: HP, HP, BL, LK, HK, BL, LK, HK, BL, HP, LP (Close)

Stage: F, D, F, LP (Close)

Reptile

Special Moves:

Acid Spit: F, F, HP

Slow Forceball: B, B, (HP + LP)

Fast Forceball: F, F, (HP + LP)

Slide: (B + LP + LK + BL)

Invisibility: (Hold BL) U, D, HK

Reverse Elbow: B, F, LK

Finishers:

Fatality 1 - Body Snack: B, B, F, D, BL (Half Screen)

Fatality 2 - Acid Puke: F, F, U, U, HK (Sweep)

Babality: F, F, B, D, LK (Anywhere)

Friendship - Snake in the Box: D, F, F, B, HK (Close)

Animality - Ape: D, D, D, U, HK (Close)

Brutality: HP, BL, HK, HK, BL, HP, LP, LK, LK, BL, LP (Close)

Stage: BL, RN, BL, BL (Close)

Scorpion

Special Moves:

Spear: B, B, LP

Teleport Punch: D, B, HP (Also in air)

Air Throw: BL (Next to opponent in air)

Forward Teleport Punch: D, F, HP (Also in air)

Finishers:

Fatality 1 - Toasty: (Hold BL) D, D, U, HK (Half Screen)

*Fatality 2 - Annihilation: (Hold BL) F, F, D, U, RN (Close)

Fatality 3 - Hell Hand: F, F, B, LP (Outside Sweep)

Babality: D, B, B, F, HP (Anywhere)

Friendship - Skull in the Box: B, F, F, B, LK (Close)

Animality - Penguin: (Hold BL) F, U, U, (Release BL) HK (Close)

Brutality: HP, HP, BL, HK, HK, LK, HK, HP, HP, LP, HP (Close)

Stage: (Hold BL) F, U, U, LP (Close)

Sektor

Special Moves:

Missile: F, F, LP

Double Missiles: B, B, F, LP

Homing Missile: F, D, B, HP

Teleport Uppercut: F, F, LK (Also in air)

Finishers:

Fatality 1 - Compactor: (Hold BL) LP, RN, RN, (Release BL), BL (Sweep)

Fatality 2 - Flame Thrower: F, F, F, B, BL (Full Screen)

Babality: B, D, D, D, HK (Close)

Friendship: RN, RN, RN, RN, D (Outside Sweep)

Animality: F, F, D, U (Close)

Brutality: HP, HP, BL, BL, HK, HK, LK, LK, LP, LP, HP (Close)

Stage: RN, RN, RN, D (Close)

Shang Tsung

Special Moves:

Single Flaming Skull: B, B, HP

Double Flaming Skulls: B, B, F, HP

Triple Flaming Skulls: B, B, F, F, HP

Volcanic Triple Skulls: F, B, B, LK

Morphs:

Baraka: *RN, RN, LP, BL

Cyrax: BL, BL, BL

Ermac: D, D, U

Jade: F, F, D, D + BL

Jax: F, F, D, LP

Johnny Cage: *F, D, F, HP

Kabal: LP, BL, HK

Kano: F, B, F, BL

Kitana: F, D, F, RN

Kung Lao: RN, RN, BL, RN

Liu Kang: (Hold BL) D, B, U, F, D

Mileena: RN, BL, HK

Nightwolf: (Hold BL) U, U, U

Noob Saibot: F, D, D, B, HK

Rain: RN, BL, LK

*Raiden: BL, RN, BL

Reptile: RN, BL, BL, HK

Scorpion: D, D, F, LP

Sektor: D, F, B, RN

Sheeva: F, D, F + LK

Sindel: B, D, B, LK

Smoke (Cyborg): *B, B, D, LK

Smoke (Human): BL, RN, LK

Sonya: (D + LP + BL + RN)

Stryker: F, F, F, HK

Sub-Zero (Classic): BL, BL, RN, RN

Finishers:

Fatality 1 - Spikes: (Hold LP), D, F, F, D, (Release LP) (Close)

Fatality 2 - Soul Steal: (Hold LP), RN, BL, RN, BL, (Release LP) (Close)

Babality: RN, RN, RN, LK (Anywhere)

Friendship - Joust: LK, RN, RN, D (Anywhere)

Animality - Cobra: (Hold HP), RN, RN, RN (Sweep)

Brutality: HP, BL, BL, BL, LK, HP, LP, LP, BL, HK, LK (Close)

Stage: (Hold BL) U, U, B, (Release BL), LP (Close)

Sheeva

Special Moves:

Fireball: D, F, HP

Ground Stomp: B, D, B, HK

Teleport Stomp: D, U

Finishers:

Fatality 1 - Pound: F, D, D, F, LP (Close)

Fatality 2 - Peel: (Hold HK), B, F, F, (Release HK) (Close)

Babality: D, D, D, B, HK (Anywhere)

Friendship - Spinning Plates: F, F, D, F (Pause for half second), HP (Anywhere)

Animality - Scorpion: RN, BL, BL, BL, BL (Close)

Brutality: HP, LP, BL, LK, HK, BL, HK, LK, BL, LP, HP (Close)

Stage: D, F, D, F, LP (Close)

Sindel

Special Moves:

Single Fireball: F, F, LP

Double Fireballs: B, B, F, LP

Scream: F, F, F, HP

Levitate: B, B, F, HK (Press BL to land)

Air Fireball: D, F, LK (In air)

Finishers:

Fatality 1 - Hair Spin: RN, RN, BL, RN, BL (Sweep)

Fatality 2 - Banshee Scream: RN, RN, BL, BL, (RN+BL) (Close)

Babality: RN, RN, RN, U (Anywhere)

Friendship - Field Goal: RN, RN, RN, RN, (RN + U) (Anywhere)

Animality - Wasp: F, F, (U + HP) (Anywhere)

Brutality: HP, BL, LK, BL, LK, HK, BL, HK, LK, BL, LP (Close)

Stage: D, D, D, LP (Close)

Smoke (Cyborg)

Special Moves:

Spear: B, B, LP

Teleport Uppercut: F, F, LK (Also in air)

Invisibility: (Hold BL), U, U, RN

Air Throw: BL (Next to opponent in air)

Finishers:

Fatality 1 - Armageddon: (Hold BL), U, U, F, D (Full Screen)

Fatality 2 - Pill: (Hold RN + BL), D, D, F, U (Half Screen)

Babality: D, D, B, B, HK (Anywhere)

Friendship - Foghorn: RN, RN, RN, HK (Half Screen)

Animality - Bull: D, F, F, BL (Full Screen)

Brutality: HP, LK, LK, HK, BL, BL, LP, LP, HP, HP, BL, BL (Close)

Stage: F, F, D, LK (Close)

Sonya

Special Moves:

Ring Toss: D, F, LP

Leg Grab: (D + LP + BL)

Square Wave Punch: F, B, HP

Rising Bicycle Kick: B, B, D, HK

Finishers:

Fatality 1 - Flame Kiss: B, F, D, D, RN (Anywhere)

Fatality 2 - Energy Kiss: (Hold BL + RN), U, U, B, D, (Release BL + RN) (Half Screen)

Babality: D, D, F, LK (Anywhere)

Friendship - Flowers: B, F, B, D, RN (Anywhere)

Animality - Hawk: (Hold LP), B, F, D, F (Close)

Brutality: HP, LK, BL, HP, LK, BL, HP, LP, BL, HK, LK (Close)

Stage: F, F, D, HP (Close)

Stryker

Special Moves:

Low Grenade: D, B, LP

High Grenade: D, B, HP

Baton Trip: F, B, LP

Baton Toss: F, F, HK

Rapid Fire Gun: B, F, HP

Double Low Grenades: F, D, B, LP

Double High Grenades: F, D, B, HP

Finishers:

Fatality 1 - Time Bomb: D, F, D, F, BL (Close)

Fatality 2 - Tazer Shock: F, F, F, F, LK (Half Screen)

Babality: D, F, F, B, HP (Anywhere)

Friendship - Crossing Guard: LP, RN, RN, LP (Anywhere)

Animality - T-Rex: RN, RN, RN, BL (Sweep)

Brutality: HP, LP, HK, LK, HP, LP, LK, HK, HP, LK, LK (Close)

Stage: (Hold BL) F, U, U, HK (Close)

Sub-Zero (Classic)

Special Moves:

Ice Freeze: D, F, LP

Slide: (B + LP + LK + BL)

Ground Ice: D, B, LK

*Ice Clone: D, B, LP (Also in air)

*Ice Shower (Over): D, F, HP

*Ice Shower (Close): D, F, B, HP

*Ice Shower (Far): D, B, F, HP

Finishers:

Fatality 1 - Censored Head Rip: D, D, D, F, HP (Close)

Fatality 2 - Uppercut onto Ice: D, F, F, F, HP (Close)

Babality: *D, B, B, HK (Anywhere)

Friendship - Snowman in a Box: *D, B, B, F, LK (Close)

*Animality: B, B, F, D, LP (Close)

Brutality: HP, LP, HP, BL, LK, LK, HK, HK, HK, LP, HP, LP (Close)

Stage: F, D, F, F, HP (Close)

Smoke (Human) [UNLOCKABLE]

Special Moves:

Spear: B, B, LP

Teleport Punch: D, B, HP (Also in air)

Air Throw: BL (Next to opponent in air)

Finishers:

Fatality 1 - Teleport Decapitation: RN, BL, RN, RN, HK (Half Screen)

Fatality 2 - Smoke Possession/Explosion: F, F, B, RN (Half Screen)

Babality: D, B, B, F, RN (Anywhere)

Friendship - No Smoking Allowed: D, F, F, F, RN (Anywhere)

Animality - Porcupine: F, F, F, B, HK (*Half Screen)

Brutality: HP, HP, BL, LK, HK, HP, HK, HP, HK, LP, LK (Close)

Stage: (Hold BL) F, U, U, LP (Close)

Unlocking (Human) Smoke:

Select (Cyber) Smoke and then hold (B+BL+RN+HP+HK) until the round begins.

Khameleon [UNLOCKABLE]

Special Moves:

Khameleon has all the moves of Mileena, Kitana and Jade.

(Depending on her color)

Finishers:

Khameleon has all the fatalities of Mileena, Kitana and Jade.

(Depending on her color)

Unlocking Khameleon:

Press C-Right, C-Up, A, B, C-Down, C-Up, C-Right during the story screen.

The name "Khameleon" will be spoken to confirm correct code entry.

Motaro [UNLOCKABLE/SUB-BOSS]

Special Moves:

Red Fireball: *(Hold LK) for 3 sec, (Release LK)

Grab and Punch: *F, F, F, HP

Teleport: *D, B, HK

Finishers:

*Fatality 1 - Head Rip: F, F, F, HK (Close)

Unlocking Motaro:

Select any character to fight in the Jade's Desert, Khan's Tower, or Wasteland.

Hold (B+LK+HK) before the match begins.

You will revert back to your original character after winning the match.

To continue playing as Motaro after the match,

enter the code on round one and round two in a two player game.

Then, player two should choose not to continue.

Motaro will be playable in a one player game until a match is lost.

Shao Kahn [UNLOCKABLE/BOSS]

Special Moves:

Green Nova Blast: *F, D, F, LK

Shoulder Charge: *F, F, HP

Rising Charge: *D, D, F, HK

Hammer Smash: *F, B, B, HP

Taunt: *U, U, RN

Laugh: *D, D, RN

Finishers:

*Fatality 1 - It's Hammer Time!: F, F, B, HP (Sweep)

Unlocking Shao Kahn:

Select any character to fight in The Rooftop, Pit Three, or Khan's Cave stage.

Hold (D+HP+LP) before the match begins.

You will revert back to your original character after winning the match.

To continue playing as Shao Kahn after the match,

enter the code on round one and round two in a two player game.

Then, player two should choose not to continue.

Shao Kahn will be playable in a one player game until a match is lost.

This movelist compiled by icemantraveler, webmaster of www.angelfire.com/va3/mk/

Check our site for movelist updates. If you notice an error, please inform us!

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