

GAMER GUIDE

MORTAL KOMBAT 1
EDITION



the need to know you didn't know you needed



WHAT IS IT?



Mortal Kombat 1 marks a thrilling new chapter in the iconic fighting game series developed by NetherRealm Studios and published by Warner Bros. Games. It is the 12th instalment and sequel to Mortal Kombat 11 (2019) and acts as the series' 2nd reboot since Mortal Kombat (2011). Released in September 2023, Mortal Kombat 1 is available on Nintendo Switch, PlayStation 5, Windows, and Xbox Series X/S.

MORTAL 1 KOMBAT

The game delves into a reimagined storyline, introducing players to a variety of characters within Liu Kang's newly created timeline. Mortal Kombat 1 breathes new life into this 30-year-old franchise, bringing a host of changes while staying true to the series' signature violence and gore that fans associate with the name Mortal Kombat.

BREAKDOWN THE BASICS

In addition to its excellent story mode, the game also boasts a wide range of unlockable content and several new game modes, which together will take players countless hours to wrap their heads around and longer still to complete.



Modes

Mortal Kombat 1 offers 3 primary game modes. Each has its own subsections catering to solo players, online or local multiplayer enthusiasts, and those looking to perfect their skills.

Kampaign:

- **Story:** Dive into Mortal Kombat's genre-defining story mode, taking on the roles of various Fighters as you battle through 15 chapters divided across 4 acts. Each act offers a unique narrative experience.
- **Invasions:** Engage in a dynamic single-player campaign with various challenges incorporating RPG elements. Defeat opponents, level up, and uncover rewards. This mode provides seasonal content with exclusive rewards.
- **Towers:** Complete the main story before venturing into Towers, as each ending may contain references to in-game events. Explore various challenges with different Fighters.

Versus:

- **Local:** Challenge a friend in local mode, allowing 2 players to face off on the same console or PC using multiple input methods.
- **Online:** Explore three sub-modes within Online. Ranked matches, Kasual mode (with King of The Hill), and Private mode for creating lobbies with friends. Compete against opponents of similar skill or simply enjoy friendly matches.
- **Tournament:** Ideal for hosting or participating in Mortal Kombat tournaments. It offers a unified ruleset that can be customised.

Learn:

- **Practice:** Hone your skills by adjusting settings, and even recording CPU actions. Experiment with different scenarios and settings to perfect your gameplay.
- **Tutorial:** Access a series of scenarios designed by NRS to guide you from the basics to advanced gameplay techniques.
- **Fatalities:** Practice Fatalities with options for timing, highlighting inputs, and understanding the correct distance for executing these signature moves.



Fighters

Mortal Kombat 1 offers players an adrenaline-pumping journey through a diverse roster of Fighters, each with their own story, abilities, and Fatalities. The main roster features 23 Fighters, with plans for additions through future DLC:

- Scorpion: A dedicated protector of Earthrealm, a member of the Lin Kuei, and brother to Sub-Zero and Smoke.
- Sub-Zero: The egotistical Grandmaster of the Lin Kuei, aspiring for his clan to rule rather than defend.
- Smoke: Trained alongside Scorpion and Sub-Zero, Smoke is a master of stealth.
- Reptile: A banished Zaterran with the ability to shapeshift, now serving Shang Tsung.
- Liu Kang: The Keeper of Time, responsible for creating a new era and hoping for peace between realms.
- Raiden: A humble farmer chosen to represent Earthrealm in Outworld.
- Kung Lao: Lifelong friend of Raiden, selected for the Outworld tournament, dreams of a grand adventure.
- Johnny Cage: A Hollywood action star, recruited by Liu Kang for his hero potential.
- Kenshi Takahashi: A member of the Taira, seeking to restore his family's honour from the Yakuza.
- Geras: The Protector of the Hourglass, safeguarding Liu Kang's new era.
- Sindel: Empress of Outworld, a strong leader facing conspiracies against her rule.
- Mileena: Heir to the Outworld throne, hiding a dark secret - the Tarkat disease.
- Kitana: A loyal sister focused on supporting her family and defending her home.
- Tanya: Leader of the Royal Family's guard, fostering a relationship with Mileena.

- Li Mei: Former Umgadi and First Constable of Sun Do, Outworld's capital city.
- General Shao: Supreme commander of the Outworld Army with a thirst for battle.
- Reiko: Raised by General Shao, serves as his loyal lieutenant.
- Rain: The High Mage of Outworld, mastering water magic and seeking dark arts.
- Nitara: A vampire from Vaeternus, aiding Quan-Chi and conspirators against Outworld.
- Havik: An anarchist from the Orderrealm, yearning for unbridled chaos.
- Baraka: A banished merchant leading a Tarkat-infected colony in the Wastes.
- Ashrah: A demoness who denounces her leader, Quan-Chi, to hunt demons and seek absolution.
- Shang Tsung: A once-great sorcerer now reduced to selling snake oil until a figure propels him back to sorcery. (Pre-order bonus)

The recently released Kombat Pack DLC introduces the following Fighters to the game:

- Ermac
- Homelander
- Omni-Man
- Peacemaker
- Quan Chi
- Takeda





Kameo Fighters

Kameo Fighters are a unique roster of partners who significantly enhance gameplay by assisting the main Fighter. Select from a pool of 15, each offering an array of Special Moves, Throws, and defensive Breakers.

The roster of Kameo Fighters includes:

- Goro: A Shokan soldier serving in General Shao's army.
- Kano: Leader of the Red Dragon, a criminal organisation from Earthrealm.
- Sonya Blade: A member of Earthrealm's special forces.
- Cyrax: A cybernetic Ninja from the Lin Kuei using advanced technology in combat.
- Sektor: Another cybernetic Lin Kuei Ninja, specialising in missiles and fire-based weaponry.
- Frost: The ambitious protege of Grandmaster Sub-Zero, known for her ice powers.
- Sareena: A demon assassin from the Netherrealm.
- Darrius: A comrade of Havik, seeking to bring down Orderrealm.
- Jax: A member of the Special Forces and a close friend to Sonya.
- Stryker: An Earthrealm police officer.
- Klassic Scorpion: Scorpion as seen in the original arcade titles (Unlocked at Player Level 5).
- Klassic Sub-Zero: Sub-Zero as portrayed in the original arcade titles (Unlocked at Player Level 10).
- Klassic Kung Lao: Kung Lao as depicted in the original arcade titles (Unlocked at Player Level 15).
- Shujinko: Formerly the protagonist of Mortal Kombat: Deception, now a master at Wu Shi Academy (Unlocked at Player Level 20).
- Motaro: A Centaurian serving in General Shao's army (Unlocked at Player Level 25).



Combat

While the fundamental attacks are Front Punch, Back Punch, Front Kick, and Back Kick, the richness of combat lies in combining these in various ways, creating combos with different damage outputs. Understanding combos is crucial, and Mortal Kombat 1 introduces a variety of combo strings that require practice and precise timing. Launcher attacks propel enemies into the air, allowing for aerial combat, which is a notable feature in this version. Mastering these combo strings, combined with defensive positioning and counters, is essential for success.

Throws play a significant role in Mortal Kombat, and they are unblockable. Use the Throw button in combination with directional input to toss your opponent in different directions, making it an effective finishing move for your combos.

Dash adds a dynamic element to the game, allowing for quick forward and backward steps. This technique can be used strategically to approach your opponent or create distance. You can also cancel a Dash animation with an attack, offering versatility in your combat approach.

Blocking and counterattacking are integral to defence in Mortal Kombat 1. While you can't block while jumping, understanding high, mid, and low blocks is vital. High blocks protect against high attacks, while low blocks defend against low and mid attacks. Be cautious of overhead attacks that can penetrate your defences, as they deal substantial damage.

Up Blocks provide a special defensive move, ideal for countering jump-in attacks and aerial assaults. This block shortens your recovery time, enabling you to punish your opponent effectively.

Flawless Blocks make a return from Mortal Kombat 11, mainly used to prevent chip damage from projectiles and deny your opponent's meter gain. Perform a block right before an attack lands to achieve a Flawless Block.

The Super Meter consists of 3 bars displayed at the bottom of your screen. To fill the gauge, engage in actions such as executing special moves, dealing damage, and having your specials blocked. It's crucial to make strategic use of the Super Meter during your matches to enhance your special moves, which is the main means of extending your combos. Keep in mind that a full bar is necessary to activate the Combo Breaker.

When caught in an opponent's combo, you can execute the Combo Breaker by holding Block and Forward. This move depletes all 3 bars from your Super Meter and requires your Kameo Fighter to be available for use.



Fatalities & Brutalities

In Mortal Kombat 1, Fatalities and Brutalities are brutal finishing moves executed at the end of a fight. Fatalities are performed when the opponent's health reaches zero, signalled by the announcer's "Finish Him!" or "Finish Her!" You have around five seconds to execute a Fatality, Mercy, or let the round end. Every Fighter starts with one default Fatality.

Each Fighter begins with "The Klassic" Brutality. Unlocking additional Brutalities involves levelling up Fighters by playing Invasions or online matches.



Invasion Gameplay

In this game mode, players progress across a board game-like map, encountering various challenges to unlock the next tile. These challenges include battles against AI opponents, Towers with multiple battles, and Test Your Might Challenges. The battles often feature unique modifiers, such as control changes or stage hazards, listed beside the encounter's portrait or in the pause menu. A black circle signifies an incomplete tile, while a silver Mortal Kombat logo indicates a completed one.

During the journey, players can visit the Kollector's Shop, offering items for purchase. A Forge found in the game allows players to upgrade and recharge their Talisman. Crafting materials are collected and used to infuse abilities and stats into the Talisman.

Players progress through Mesa plates, initially having access to only one. Travelling through multiple Mesas, they reach the final area marked by the Titan Boss Fight icon. The ultimate goal is to defeat the Titan, leading to a narrative cutscene, rare rewards, and additional challenge encounters through the Nether Stone.



Damage Types

Invasions introduce a new combat mechanic in the form of Damage Types. Fighters and Kameos in the game are classified into various elemental damage types. Here's an overview of these types and the Fighters associated with them:

Physical: This damage type doesn't deal extra damage to any other category and deals less damage to Blood, making it limited in offence.

- Smoke
- Baraka
- Geras
- Jax Kameo
- Kung Lao Kameo

Ice: It takes less damage from Ice and Acid but more damage from Fire, with its strength being against Fire.

- Sub Zero
- Rain
- Frost Kameo
- Sub Zero Kameo

Electric: Vulnerable to Dark and dealing less damage to it, it excels in versatility.

- Rain
- Raiden
- Liu Kang
- Stryker Kameo

Acid: Strong against Physical and Lightning.

- Shang Tsung
- Reptile

Energy: Deals more damage to Chaos, but is weak against Blood and Magic.

- Tanya
- Johnny Cage
- Li Mei
- Cyrax Kameo
- Kano Kameo
- Sonya Kameo
- Motaro Kameo

Chaos: Deals more damage to Blood and Magic but takes more damage from Dark and Energy.

- General Shao
- Havik
- Shujinko Kameo

Blood: Fun to use but takes more damage from Fire and Magic, while excelling against Fire.

- Shang Tsung
- Reiko
- Nitara
- Havik

Fire: Takes less damage from Blood and Fire, making it reliable, but is only effective against Ice.

- Scorpion
- Liu Kang
- Ashrah
- Sareena Kameo
- Sektor Kameo
- Scorpion Kameo
- Stryker Kameo

Magic: Takes extra damage from Blood and Chaos but deals more damage to Energy and Dark.

- Kitana
- Sindel
- Kung Lao
- Kung Lao Kameo

Dark: By far the best damage type with top-tier Fighters, taking less damage from Chaos and Electric and dealing more damage to Chaos.

- Mileena
- Smoke
- Kenshi
- Ashrah





LEVEL 1 RARE

FLAMING SKULL

PROJECTILE FIRE

- CHARGES: 3/3
- REQUIREMENTS: Invasions Level 1

Your Soul Is Mine!

BONUSES

- Armor against up to +100 damage
- +5% Activation Speed
- +10% Damage

SHOP

BUY SELL

 200 x5	 100 x10	 300 x5
 100 x5	 100	 50
 50	 50	 1,000
 LV 2 500		

KONSUMABLE



ENCHANTED CAPSULE

UNCOMMON

Grants +50% Magic resistance for the next encounter.

AVAILABLE: 5

COST: 200

A PURCHASE



Environment +



Mortal Kombat 1 boasts 19 distinct stages, each with a unique atmosphere. Whether you're fighting on snowy battlefields, in lush gardens, or amidst grotesque pits of flesh, these stages offer a diverse and engaging experience, making it one of the most varied stage selections in the genre:

- The Teahouse
- Temple of Katara Vala
- Cage Mansion
- Wu Shi Academy
- The Great Hall
- Hanging Gardens
- Tarkatan Colony
- Shang Tsung's Lab
- Shang Tsung's Flesh Pits
- Living Forest
- Corrupted Forest
- Sun Do
- Fire Temple
- Ying Fortress
- Tomb of the Dragon Army
- Treasure Chamber
- The Gateway
- The Hourglass
- The Pyramid

Mesas

Invasions have a minimum of 2 regions, known as Mesas. Each Mesa features a tabletop-like overworld where you can navigate between nodes. These nodes can include battles, treasures, minigames, and more. Almost all of them hide intriguing secrets waiting to be discovered.

TIPS & TRICKS



Go to school

While tutorials may not be the most exciting part of a game, they're essential, especially in *Mortal Kombat 1*. If you're new to the game, you don't have to rush through it all at once. Learning a fighting game is a journey, and it's perfectly fine to start with the basics and progress at your own pace. Plus, you'll earn Koins to unlock cool collectables in the *Kollektion*, so it's a win-win!

Defend, defend, defend

You can turn the tide of a battle with defensive techniques. This includes fundamental skills applicable to any fighting game, such as default low blocking and reacting to high strikes. Additionally, mastering game-specific mechanics like *Combo Breakers*, *Flawless Blocks*, and *Up Blocks* is essential. Being able to escape combos will be a game-changer!

Find a sparring partner

Improving your skills in a fighting game is greatly aided by playing with friends. It's a valuable way to refine your strategies, practice combos, enhance your defence, and grow together. Having a consistent training partner is great, but it's also advisable to connect with players online or through gaming communities to broaden your experience and insights beyond ranked matches.



CONCLUSION

The Mortal Kombat series has evolved into one of the finest fighting game franchises. This latest entry features an exceptional story mode, top-tier combat mechanics, and a beloved Fighter roster. In essence, Mortal Kombat 1 provides a masterful experience to fans and newcomers alike.