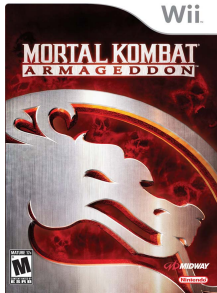


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By: Alexandru Stanescu, Editor, Gaming Reviews (Consoles)



[Mortal Kombat: Armageddon Fatalities \(Wii\)](#)

Killer moves on Nintendo's latest console

Mortal Kombat: Armageddon is the latest title in the Mortal Kombat fighting game series. The PlayStation 2 version was released in stores on October 11, 2006 while the Xbox version was released on the 16th, with a Wii version released on May 29, 2007 in North America. There are no plans to release an Xbox version in PAL territories. It was thought to be the final Mortal Kombat in the series, but Ed Boon announced an unnamed Mortal Kombat sequel. This game is the last Mortal Kombat for the PlayStation 2 and Xbox, and the first on the Wii. Throughout the **Mortal Kombat** universe, the warriors were growing too strong and numerous for the realms to handle. The warriors' powers threaten to utterly destroy the fabric of the MK universe. These warriors clashed in a single battle royale that would threaten to rip apart reality and bring about the apocalypse. Without warning, a pyramid rises from the ground, and the tip bursts into flames, attracting the warriors' curiosity to see what it was. The kombatants fought one another to get to the top, while Blaze revealed himself to them. The firespawn was created by the Elder Gods to destroy as many fighters as possible in order to save the realms from Armageddon. **Normal Character Fatalities**

STANDING (facing you) To Facing Away - Transition - Remote: Upper Half Circle Toward Opponent To Kneeling - Transition - Remote: Up, Down To Kneeling - Transition - Nunchuck: Up, Down To Facedown - Transition - Remote & Nunchuck: Both Up, Down Knee To The Head - Attack - Remote & Nunchuck: Both Poke, Pull Punch 1 - Attack - Remote: Away, Toward Punch 2 - Attack - Remote: Pull, Poke Kick 1 - Attack - Remote: Toward, Away Kick Low - Attack - Remote: Lower Half Circle Toward Opponent Heart Rip - Attack - Remote: Poke, Pull Brain Rip - Attack - Remote: Poke, Twist Counter Clockwise Rip Out Both Ribs - Attack - Remote & Nunchuck: Both Poke 45 Degree Down, Pull 45 Degree Up Rip Out Thigh Bone - Attack - Nunchuck: Poke, Pull Rip Off Arm - Attack - Remote: Poke, Down Hit With Arm - Attack - Remote: Poke, Toward Rip Off Both Arms - Attack - Remote & Nunchuck: Both Poke, Remote Toward and Nunchuck Away Hit With Both Arms - Attack - Remote & Nunchuck: Toward, Away Armbreak - Attack - Remote: Upper Half Circle Away from Opponent Head Rip Finisher - Finisher - Remote: Poke, Up Neck Break Finisher - Finisher - Remote Pull and Nunchuck Poke, then Remote Poke and Nunchuck Pull Spine Rip Finisher - Finisher - Remote: Poke, Twist Clockwise Head Smash Finisher - Finisher - Remote and Nunchuck: Away then Toward Each Other (Clap) Torso Rip Finisher - Finisher - Remote and Nunchuck: Poke, Up 1 Arm Finisher - Finisher - Nunchuck: Away, Toward Both Arms Finisher - Finisher - Remote & Nunchuck: Both Away, Toward Draw Sword - Remote: Poke 45 Degree Down, Pull 45 Degree Up Slice Left Arm - Attack - Sword - Nunchuck: Down, Up Slice Right Arm - Attack - Sword - Nunchuck: Up, Down Impale - Attack - Sword - Nunchuck: Pull, Poke Gut Strike - Attack - Sword - Remote: Twist Clockwise, Poke Decapitation Finisher - Finisher - Sword - Remote: Lower Half Circle Away from Opponent Draw Short Sword - Remote: Poke 45 Degree Down, Pull 45 Degree Up Stab Head - Attack - Short SwdRemote: Up, Poke Stab Gut - Attack - Short SwdRemote: Pull, poke Slice Left Arm - Attack - Short SwdNunchuck: Up, Down Slice Right Arm - Attack - Short SwdNunchuck: Down, Up Impale Gut - Attack - Short SwdRemote: Lower Half Circle Toward Opponent Impale Head - Attack - Short SwdNunchuck: Pull, Poke Decapitation Finisher - Finisher - Short SwdRemote: Lower Half Circle Away from Opponent

STANDING (facing away) To Facing You - Transition - Remote: Upper Half Circle Toward Opponent To Facing You Punch - Transition - Remote: Toward, Away To Face Up - Transition - Remote: Up, Down Back Breaker 1 - Attack - Remote: Pull, Poke Back Breaker 2 - Attack - Remote: Poke, Up Arm Break - Attack - Remote: Poke, Twist Counter Clockwise

Neck Break - Attack - Remote: Lower Half Circle Away from Opponent Brain Rip - Attack - Remote: Poke, Twist Clockwise Heart Rip - Attack - Remote: Poke, Pull Kick Low - Attack - Remote: Down, Up HeadSmash Finisher 1 - Finisher - Remote & Nunchuck: Away then Toward Each Other (Clap) HeadSmash Finisher 2 Finisher -. Nunchuck: Up, Down Shish-Ka-Bob - Finisher - Remote & Nunchuck: Both Down, Up (sword required)**KNEELING (facing you)**To Facing You (Stand) - Transition - Remote: Down, Up To Facedown - Transition - Nunchuck: Up, Down Neck Break - Attack - Remote: Upper Half Circle Away from Opponent Head Kick - Attack - Remote: Pull, Poke Knee to the Head - Attack - Remote: Poke, Up Punch 1 - Attack - Remote: Away, Toward Punch 2 - Attack - Remote: Toward, Away Face Kick - Attack - Remote: Lower Half Circle Toward Opponent Impale - Attack - Remote: Down, Poke (sword req'd) Neck Break Finisher - Finisher - Remote Pull and Nunchuck Poke, then Remote Poke and Nunchuck Pull Spine Rip Finisher - Finisher - Remote & Nunchuck: Both Down, Up Decap Finisher - Finisher Remote: Lower Half Circle Away from Opponent (sword required)**KNEELING (facing away)**Punch - Transition - Remote: Away, Toward To Facing Away (Stand) - Transition - Remote: Down, Up Impale - Attack - Remote: Pull, Poke (sword required) Head Rip Finisher - Finisher - Remote & Nunchuck: Both Down, UpLAYING DOWN (face down)To Facing You (Stand) - Transition - Remote: Upper Half Circle Toward Opponent To Kneeling - Transition - Remote: Upper Half Circle Away from Opponent Knee Drop - Attack - Remote: Poke, Down Back Stomp - Attack - Remote & Nunchuck: Both Up, Down Punch - Attack - Remote: Up, Down Spine Rip Finisher - Finisher - Nunchuck: Down, Up Head Stab Finisher - Finisher Remote: Poke 45 Degree Down, Pull 45 Degree Up (sword required)**LAYING DOWN (face up)**To Facing Away (Stand) - Transition - Remote: Down, Up To Kneeling (Facing Away) - Transition - Remote: Poke, Up Punch - Attack - Remote: Up, Down Head Stomp 1 - Finisher - Remote & Nunchuck: Both Up, Down Head Stomp 2 - Finisher - Remote & Nunchuck: Both Poke, Down Decapitation Finisher - Finisher Nunchuck: Toward, Away (sword required) Head Stab Finisher - Finisher Remote: Poke 45 Degree Down, Pull 45 Degree Up (sword req'd)

Boss Fatalities**STANDING (facing you)**To Facing Away - Transition - Remote: Upper Half Circle Toward Opponent To Kneeling - Transition - Remote: Up, Down To Facedown - Transition - Remote: Poke, Down Crush - Attack - Remote: Toward, Away Kick - Attack - Remote: Lower Half Circle Toward Opponent Spin Punch - Attack - Remote: Away, Toward Gut Punch - Attack - Remote: Pull, Poke Knee to Chest - Attack - Remote: Poke, Up 2 Fisted Hammer - Attack - Remote & Nunchuck: Both Up, Down Chest Punch Finisher - Finisher - Nunchuck: Pull, Poke Uppercut Finisher - Finisher - Nunchuck: Down, Up Head Crush Finisher - Finisher - Remote & Nunchuck: Away then Toward Each Other (Clap) Head Kick Finisher - Finisher - Nunchuck: Poke, Up Exploding Punch - Finisher - Remote Pull and Nunchuck Poke, then Remote Poke and Nunchuck Pull**STANDING (facing away)**To Facing You - Transition - Remote: Upper Half Circle Toward Opponent To Face Up - Transition - Remote: Up, Down Knee Strike - Attack - Remote: Pull, Poke Head Pound Finisher - Finisher - Nunchuck: Up, Down Kick Finisher - Finisher - Nunchuck: Poke, Up Head Crush Finisher - Finisher - Remote & Nunchuck: Away then Toward Each Other (Clap)**KNEELING (facing you)**To Facing You (Stand) - Transition - Remote: Down, Up Kick - Attack - Remote: Lower Half Circle Toward Opponent Kick 2 - Attack - Remote: Upper Half Circle Toward Opponent Exploding Punch Finisher - Finisher - Remote Pull and Nunchuck Poke, then Remote Poke and Nunchuck Pull Head Crush Finisher - Finisher - Remote & Nunchuck: Away then Toward Each Other (Clap) Head Kick Finisher - Finisher - Remote: Pull, Poke**KNEELING (facing away)**Too Facing Away (Stand) - Transition - Remote: Down, Up Kick - Attack - Remote: Pull, Poke Head Crush Finisher - Finisher - Remote & Nunchuck: Away then Toward Each Other (Clap)**LAYING DOWN (face down)**To Kneeling - Transition - Remote: Lower Half Circle Toward Opponent Head Punch - Attack - Remote: Up, Down Head Pop Finisher - Finisher - Nunchuck: Up, Down Torso Explosion Finisher - Finisher - Remote & Nunchuck: Both Up, Down**LAYING DOWN (face up)**To Facing Away (Stand) - Transition - Remote: Down, Up To Kneeling (Facing Away) - Transition - Remote:

Lower Half Circle Toward Opponent Knee Strike - Attack - Remote: Upper Half Circle
Toward Opponent Head Punch Finisher - Finisher - Remote: Up, Down Both Arm Finisher -
Finisher - Remote & Nunchuck: Both Up, DownHere's a video showing some of the
above-mentioned fatalities: