

6 April 2007

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[Mortal Kombat Trilogy Cheats, Glitches and Fatalities \(PS and N64\)](#)

"Your soul is mine!"

Mortal Kombat Trilogy is a fighting game developed and produced by Midway. The title is somewhat misleading, as it is not a collection containing three separate games. Instead, it is the third and final version to Mortal Kombat 3, following Ultimate Mortal Kombat 3. It follows the same story as Mortal Kombat 3 but contains all the characters and stages from Mortal Kombat, Mortal Kombat II, Mortal Kombat 3, and [Ultimate Mortal Kombat 3](#). Every character that has ever appeared in a Mortal Kombat game prior to Mortal Kombat Trilogy appears in this game. Along with the Ultimate Mortal Kombat 3 roster, Mortal Kombat Trilogy adds Baraka, and Raiden as they appeared in [Mortal Kombat II](#), along with a new version of Johnny Cage played by a new actor. Bosses Motaro, Shao Kahn, are also now playable.

Codes
Blue Question Mark ScreenTo get this Blue Question Mark Screen, put in the following code during gameplay: Hold down L1, L2, R1, R2, and up on the D-pad until the screen shakes. Blue Question Mark Screen.
Level SelectTo select your starting level in 1-player or Vs mode, highlight Sonya and pressing Up + Start.
Other CodesAt the options screen hold L1 + L2 + R1 + R2 + Up Hidden Menu. Highlight Sonya, and Hold Up and Start till the screen shakes Level select. At the character selection screen highlight any of the male masked ninjas and hold Back + High Punch + High Kick + Run + Block until the match begins Play as Chameleon.
Unlimited CreditsTo get unlimited credits, press the following at the Story Screen: Down, Down, Up, Up, Right, Right, Left, Left Unlimited Credits.
Easter Eggs
Listen to the SoundtrackPut the game into your computers CD or DVD rom drive, and if using Windows media player, you can hear the soundtrack to the game. Windows media player even detects it as Mortal Kombat Trilogy soundtrack.
Secrets
Old School CharactersHighlight either Kano, Kung Lao, Jax, or Rayden and press select. They should explode and turn into MK1 Kano, MK2 Kung Lao, MK1 Rayden, and MK2 Jax (without metal arms). They have the same moves and fatalities as the ones in the old games.
Random SelectHighlight Noob Saibot (P1) or Rain (P2) and press Up and Start.
Bugs and Glitches- In the N64 version, if you perform Noob Saibots' Disabler Orb on someone when you are low in health on the Belltower stage, when you get defeated they will enter the stage fatality code while their attacks are disabled, but they cannot uppercut you. But you still hear the fatality sound. They will even get a Fatality bonus even though no fatality occurred. - If Baraka's Blade Spin move is performed on an opponent who is above a certain height in the air and is close to the corner of the level, it can cause the game to lock up. When Baraka's Blade Spin move is performed on female opponents, they yell as if they are a male opponent. This also happens when Noob Saibot's Multi-Slam Fatality is performed on a female opponent. - If Human Smoke's Teleport Punch fatality is performed on an opponent standing at either end of the stage, the punch will completely miss the opponent and he/she will continue standing, unharmed. The game, however, will still register it as a Fatality. - By exploiting bugs, most characters can perform infinite combos. - In the N64 version, performing Mercy as Shao Kahn will only result in him saying 'Smoke Shows Mercy.' - The N64 version of Motaro has a Fatality move in which he rips his opponent's head off and holds it over his head, and sometimes, upon performing it on certain characters, the head will appear several feet from Motaro's hand, still held in the air. - In the N64 version as well, play as Motaro was meant to be limited to a single battle. However, if a player entered the code to play as Motaro in both the first and the second rounds of a 2-player match, then allowed the timer to run down on player 2, Motaro could be used for an entire tournament. This caused only one major glitch in which, if the ending story was chosen after winning the tournament, the game would freeze, due to the lack of programming for Motaro's ending.

The same trick can be used to play as Shao Kahn for an entire tournament (and the same glitch happens). - If Shang Tsung morphs into Rain and uses his Mind-Control Orb after it says "Finish Her/Him", the game will lock up. - Another bug in the N64 version is during a fight on the Pit 1 stage. When you defeat an opponent and it says "Finish Him/Her", knock the defeated player into the pit using Smoke (both forms), Scorpion, or any other ninja who has a javelin grapple move. When the falling opponent is about to reach your character's level on the way down, immediately throw a spear at the falling enemy. The spear will catch the falling opponent and you will be able to continually beat on the player until the "(Player) wins" screen pops back up (the screen will halt its downward motion almost immediately and scroll back up to the players on top of the pit). The player will even receive a Fatality bonus. (Note: this glitch was done on the original release of the N64 version, and the second release of the game may have fixed this bug.) - Randomly, ninjas will turn completely white (like Noob Saibot in previous games, but completely white instead of black), if the player touches the ninja when it's in "absolute zero" glitch, their character will freeze as if Sub-Zero had frozen them. - If the game is played on a Playstation 2, when the player wins the game - or wins the 8-Man Tournament - the game is supposed to send him/her to Shao Kahn's Treasures, but the game freezes, with a black screen, and the music still going. Also, when the player loses a match, if he/she doesn't press start before the timer runs out, the game will freeze instead of returning to main menu screen. - In the PlayStation version, there is a glitch associated with Noob Saibot's disabler move. Once a character has been 'disabled' they cannot attack for a period of time. If a combo is being performed on a character when the disabler wears off, the hit counters and damage protection flags reset, allowing for longer combos to happen. This includes when Noob Saibot fires the disabler twice and becomes disabled himself. - If the players are on either end of the Dead Pool stage when performing its stage fatality, the opponent will float through the wall. - In the N64 version, if the player performs the Dead Pool stage fatality with Raiden, the skeleton will be black instead of white. - In the N64 version, the game would occasionally freeze up during the fight with Shao Kahn. Fans have gathered all the fatalities from this superb title in the video below: