Complete Arcade Combo Guide
Revision 1.2
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Best viewed at 1280x1024

Everything works in 1.0 and 1.1 Revisions of UMK3 too, but for sure some stuff don't work on Wavenet version. It was released in Chicago area, and used T1 LAN connection for multi player game. One outlet that stocked it still has the T1 line used for it installed. This version included extras that were available even in local play. One of the reasons this version wasn't widely adopted was the rarity and cost of T1 lines at the time. The game was released before alternative broadband access was available. At the time, a T1 was the only guaranteed way to get broadband into an arcade, but the game didn't utilize the full bandwidth of the T1. Midway subsidized the cost of the line during the tests to make it more attractive to the arcade owners.

Some gameplay changes were made too. The most famous stuff was that you could play as Noob Saibot using Human Smoke code by picking Kano. He had his MK Trilogy Teleport move and Human Smoke's combos. Kabal had a pause put in for his spin and a flash, Ermac's TKS move had larger range, Lao's Spin was disabled after 3 hits, and Stryker's Gun was disabled after 5 hits.

I. Legend

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F...................Forward
B...................Back
D...................Down
U...................Up
HP..................High Punch
HK..................High Kick
LP..................Low Punch
LK..................Low Kick
BL..................Block
R...................Run
JK..................Jump Kick
JP..................Jump Punch
HKS.................High Kick Starter
HPS.................High Punch Starter
SHK.................Standing HK
SLK.................Standing LK
RH..................Roundhouse
aa..................Anti Air
TKS.................Telekinetic Slam
TP..................Teleport Punch (Scorpion, Ermac, Human Smoke)
TPU.................Teleport Uppercut (Sektor, Rsmoke)
GE..................Ground Eruption (Shang Tsung)
gc..................Glitch Cancel
Inf.................Infinite
otg.................Off the Ground (RH into otg JPs will work only vs Sheeva)
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II. Glitch Canceling

Many special moves in MK have a number of hits you can do before that move is locked. Moves like the Harpoon and teleport punch have a limit of 4 hits and the moves are essentially turned off. MKII did not really have a feature like this, but they start implementing time limit usage on moves, which still exists in UMK3. You can cancel a LP, HP, JP, or JK on the frame of contact, into a special move with a hit limit, one hit beyond that limit. In other games this technique is referred to as "Just Frames" meaning essentially you have just one frame in 60 to get this to work.

There are many moves with hit limit cancels: Kitana's Fan lift (0), Sub's Freeze (1), Mileena's Roll (2), Reptile's Forceball(3), Ermac's Telekinetic Lift(4), Scorpion/Hsmoke/Rsmoke Harpoon and etc.

Sindels' scream has very strange properties. The scream itself has no legal limit, if you connect a single aaHP or LP between screams, you can continue doing screams until they are too low to the ground, however the general hit limit is 2. If you juggle 1 HP, scream, 2HPs, scream, you can continue doing single HP, dancing on that last hit limit.

III. Relaunchers

What you must do is do a pop up (launcher) combo and then jump as they arch in the air. Right before they land you have a small window to connect another jump punch that fools the game into thinking they are on the ground, making them stand up and sell the attack standing instead of being juggled. If you mistime it, they will either be juggled by the jump punch, missed, or they will be able to block it. Not everyone can relaunch every character due to collision detection. Kano, Ermac and Human Smoke can relaunch everyone. Sonya, Kabal and Classic Sub-zero can relaunch a lot of characters, and so and so forth. Some characters are very hard to relaunch, some are easy when it's the computer, like the Robots and Sheeva, because they don't block until the combo breaks and their vertical collisions are taller than others. This means they are touching the ground and still hittable for longer duration, but they are in blockable frames longer as well, so ultimately they have just as small a window to legit relaunch. With characters like Sonya, Ermac, Human Smoke, and Kano, you must pause after their pop up before jumping forward since they recover faster than Kabal and Classic Sub-zero. With the latter, you can just hold Up+Forward after the pop up and getting relaunchers with them is very easy. In general, this is another advanced, somewhat cheap tactic, and generally not worth it unless you have mastered the timing.

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IV. Uppercut Interrupts

Some combos are listed as: Uppercut, XX, X... etc. That means that you have to get Uppercut Interrupt combo i.e. you Uppercut the opponent at the same time/frame when he shoots a fireball or spear or any special move that can interrupt your uppercut animation but after you hit the opponent. That will allow you to get few extra juggles after the Uppercut and continue your combo. If the Uppercut interrupt is not the first hit in the combo, that means you will need Sektor's Smart Missile for it, since it takes time to hit opponent (example: perform the Smart Missile, then with the second character while missile floats around do aaHP, Uppercut (missile hits) and continue the juggle).

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V. Character Combos

NOTE!

Some of these combos do more damage than the read out says because certain moves do not count as part of a combo, while others do in the same case such as air throws, Ermac's Telekinetic Slam, very special case with single hits in air for Sindel's scream. I will give the read outs that the game displays with an asterisk before combos that do more damage than is read out, and in a case like Jax's gotcha, it always thinks it does full damage, but it is still bound by the rules of damage protection, gotcha does 25% in all combos according to the meter, but it really does not if damage protection was enabled by anything in a combo.

Some Special Moves will be explained the first time they are cited in the combos, if they appear later, they will simply be referred to by name.
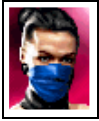
1. Kitana

1. (mid-screen) aaHPx2, JK, Air Fan Throw, aaHP, wave punch (**6 Hits, 53%**)
2. (corner) JK, gc Fan Lift, JK, JK, Air Fan, JK, RH, HK (**8 Hits, 62%**)
3. (mid-screen) aaHPx3, JK, Air Fan Throw, JK, Wave Punch (**7 Hits, 64%**)
4. (near corner) aa Fan Throw, Fan Lift, aaHPx2, JK, Air Fan Throw, run under opponent aaHP, aaHPx2, aaHP, JK, Air Fan Throw, aaLP, Wave Punch (**14 Hits, 71%**)
5. (near corner) aaHPx2, JK, JK, Air Fan Throw, JK, RH, HK (**7 Hits, 73%**)
6. (near corner) aaHPx2, JK, Air Fan, JK, RH, otg JPS, HP, HP, B+LP, F+HP, otg HK (**12 Hits, 83%**)
7. (corner) Uppercut Interrupt, JK, JK, Air Fan, JK, aaHP, Wave Punch (**7 Hits, 84%**)
8. (near corner) aaHPx3, JK, Air Fan, (run under opponent) aaHP, aaHPx2, aaHP, JK, Air Fan, aaLP, Wave Punch (**13 Hits, 85%**)
9. (corner) aaHP, JK, RH, JK, Air Fan Throw, otg JPs, HP, HP, B+LP, B+HP, otg HK (**11 Hits, 93%**)
10. (corner) aaHP, Uppercut Interrupt, JK, RH, JK, Air Fan, RH, HK (**8 Hits, 100%**)

- Infinites
1. (right corner), aaHP, JK, Air Fan, Run under opponent, Crouch Punch (c.LP), c.LP, c.LP...
2. (right corner) aaHP, Move under opponent, Crouch Kick (c.LK), c.LK, c.LK...

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2. Reptile

1. (corner) HP, HP, D+LP, Fast Forceball, aaHPx2 JK, RH, LK (**9 hits 51%**)
2. (from corner to corner, second player should jump away) Slow Forceball, Slow Forceball, Slow Forceball, Slow Forceball, Uppercut (**2 Hits, 54%**) *It registers as a 2 hits because all forceballs hit at same frame*
3. (mid-screen) Slow Forceball, aa Acid Spit, aaHP, Fast Forceball, aaHPx2, Dash, aaHPx2, Dash, aaHPx2, Dash, Uppercut (**11 Hits, 57%**)
4. (corner) aaHP, JK, aaHP, Fast Forceball, aaHPx2, Dash, D+LP, Uppercut (**8 Hits, 58%**)
5. (mid-screen) Fast Forceball, Run, HP, HP, D+LP (Forceball hits), Fast Force Ball, aaHPx2, Dash, aaHPx2, Dash, aaHPx2, Dash, Uppercut (**11 Hits, 60%**)
6. (mid-screen) Slow Forceball, RH into Forceball, aaHP, Fast Forceball, aaHPx2, Dash, aaHPx2, Dash, aaHPx2, Dash, D+LP, Uppercut (**12 Hits, 67%**)
7. (corner) aaHP, JK, aaHP, Forceball, aaHPx2, JK, RH, HK (**9 Hits, 69%**)
8. (mid-screen) aaHPx2, Fast Forceball, aaHP, gc Slow Forceball, aaHPx2, Dash, aaHPx2, Dash, aaHPx2, Dash, aaHPx2, Dash, aaHPx2, Dash, aaHPx2, Dash, aaLP aaHP, Dash, Uppercut (**20 Hits, 84%**)
9. (mid-screen) aaHPx2, B,F LK (Dash), aaHPx2, Dash, aaHPx2, Dash, aaHPx2, Dash, aaHPx2, Dash, Uppercut (**11 Hits, 87%**)
10. (corner) aaHPx2, Dash, aaHP, Dash, aaHP, Dash, aaHP, Dash, aaHP, Dash, aaHP, Dash, aaHP, RH, RH, LK (**11 Hits, 100%**)
11. (mid-screen) aaHPx2, Dash, aaHPx2, Dash, aaHPx2, Dash, aaHPx2, Dash, aaHPx2, Dash, aaHPx2, Dash, Uppercut (**13 Hits, 100%**)

You can always try to upgrade a combo using more aaHPx2, Dash pattern. My maximum is (aaHPx2, Dash) x9 vs Sheeva.

- Infinites
1. (right corner), aaHPx2, Dash (so opponent falls behind you), c.LP, c.LP, c.LP...
2. (right corner) aaHP, Move under opponent, c.LK, c.LK, c.LK...
3. (relauncher) HKS, HP, HP, D+LP, R, otg JPs, HP, HP, D+LP, otg JPs, HP, HP, D+LP...
4. (mid-screen) aaHPx3, Dash, aaHPx3, Dash, aaHPx3, Dash....
5. (mid-screen) aaHPx2, F + HP, Dash, aaHPx2, F + HP, Dash, aaHPx2, F + HP, Dash....
6. (mid-screen) aaLP, F + aaHPx2, Dash, aaLP, F + aaHPx2, Dash, aaLP, F + aaHPx2, Dash....
7. (near corner) aaHP, F+HP, Dash, aaHPx3, Dash, aaHP, F+HP, Dash, aaHPx3, Dash, aaHP, F+HP, Dash, aaHPx3...

3. Sonya

1. (mid-screen) HKS, HK, HK, HP, HP, U+LP, JK, aaLP, JK, Leg Grab (**10 Hits, 60%**)
2. (near corner) HKS, HK, HK, HP, HP, U+LP, JK, JK, HK (**9 Hits, 62%**)
3. (near corner) HKS, HK, HK, HP, HP, U+LP, JK, JK, Bike kick, aaLK (**10 Hits, 67%**)
4. (near corner) HKS, HK, HK, HP, HP, U+LP, JK, JK, RH, LK (**9 Hits, 69%**)
5. (corner) aaHP, JK, RH, otg JPS, HK, HK, HP, HP, B+LP, B+HP (**10 Hits, 81%**)

- Infinites
1. (right corner) aaHP, Move under opponent, c.LK, c.LK, c.LK...
2. (relauncher) HKs, HK, HK, HP, HP, U+LP, U+F HPs, HK, HK, HP, HP, U+LP... (can be used with any popup)
3. (left corner) Leg Grab (as a punisher), Bike Kick (out of corner), Leg Grab, Bike Kick...

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4. Jax

1. (mid-screen) HKS, HK, HK, D+HP, HP, BL, LP, gotcha (**12 Hits, 55%**)
2. (corner) HKS, HK, HK, D+HP, HP, BL, LP, B+HP, aa HP, Dash punch, aaLP, Gotcha (**16 Hits 78%**, **68%** actual)
3. (near corner) aaHPx2, JK, aaHP, Dash Punch, aaLP, Gotcha (**11 Hits, 74%**)
4. (corner) aaHP, JK, aaHP, Dash Punch, aaHP, Dash Punch, aaHP, Dash Punch, Gotcha (**13 Hits, 100%**)
5. (near corner) aaHPx2, JK, aaHP, Dash Punch, RH, aaHP, Dash Punch, HK (**9 Hits, 100%**)
6. (near corner) aaHPx2, Dash Punch, aaHP, Dash Punch, aaHP, Dash Punch, aaHP, Dash Punch, HK (**10 Hits, 100%**)
7. (corner) HKs, HK, HK, D+HP, HP, BL, LP, B+HP (delay it), otg HKs, HK, HK, D+HP, HP, BL, LP, B+HP, aaHP, Dash Punch, aaLP, Dash Punch, aaLP, Dash Punch, Gotcha (**26 Hits, 100%**)

- Infinites
1. (right corner) aaHP, Move under opponent, c.LK, c.LK, c.LK...
2. (corner) HK, HK, D+HP, HP, BL, LP, B+HP, aaLP, Dash Punch, RH, otg JPs, HK, HK, D+HP, HP, BL, LP, B+HP, aaLP, Dash Punch, RH...

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5. Nightwolf

1. (mid-screen) aaHPx2, F + aaHP, Shoulder Slam, HK (**5 Hits, 48%**)
2. (mid-screen) HKs, HK, HP, HP, LP, Axe, Axe, Axe, Axe, Shoulder Slam (**10 Hits, 63%**)
3. (mid-screen) HKs, HK, HP, HP, LP, Axe, Axe, aaHP, Axe, aaHP, Shoulder Slam (**11 Hits, 64%**)
4. (near corner) HKs, HK, HP, HP, LP, D,F HP (Axe), Axe, aaHPx2, Shoulder Slam, Shoulder Slam (**11 Hits, 66%**)
5. (near corner) HKs, HK, HP, HP, LP, D,F HP (Axe), Axe, aaHPx2, JK, Shoulder Slam (**11 Hits, 66%**)
6. (near corner) aaHPx2, JK, aa HP, Shoulder Tackle, aaLP, Shoulder Tackle (**7 Hits, 69%**)
7. (mid-screen) HKs, HK, HP, HP, LP, Axe, Axe, Axe, aaHP, Axe, aaLP, Shoulder Slam (**12 Hits, 69%**)

- Infinites
1. (right corner) aaHP, Move under opponent, c.LK, c.LK, c.LK...
2. (corner) HK, HK, B+HK, otg HK, HK, B+HK....
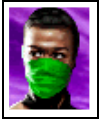
6. Jade

1. (near corner) aaHPx2, JK, aaHP, Projectile Protection, JK, HK, (**6 Hits, 65%**)
2. (corner) aaRH, Dash kick, aaRH, aaHP, Projectile Protection (PP), aaRH, HK (**6 Hits, 84%**)
3. (corner) aaRH, Dash Kick, aaRH, aaHP, PP, aaRH, aaLP, Boomerang (**7 Hits, 87%**)
4. (near corner) aaHP, F + aaHPx2, JK, aaHP, Projectile Protection, JK, RH, HK (**8 Hits, 89%**)
5. (corner) RH, Dash Kick, aaHP, PP, RH, otg JPs, HP, HP, D+LP, D+HP, otg HK (**10 Hits, 92%**)
6. (corner) aaHP, Uppercut Interrupt, JK, aaHP, PP, RH, RH, HK (**7 Hits, 100%**)
7. (near corner) Returning Boomerang Whiff, Run Under Opponent, aaHPx2, JK, aaHP, PP, RH, otg JPs, HP, HP, D+LP, D+HP, otg HK (**12 Hits, 100%**)

- Infinites
1. (right corner) aaHP, Move under opponent, c.LK, c.LK, c.LK...

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7. Scorpion

1. (mid-screen) aaHPx2, RH, Teleport Punch, Spear, HP, HP, HK, B+HK (**9 Hits, 53%**)
2. (corner) aaHPx2, Teleport Punch whiff, aaHP, F + RH, TP, RH, HK (**7 Hits, 62%**)
3. (against the corner) aaHP, RH, Teleport Punch, Uppercut, Spear, RH, HK (**7 Hits, 62%**)
4. (mid-screen) aaHPx2, TP whiff, aaHP, JK, Spear, HP, HP, HK, B+HK (**9 Hits, 64%**)
5. (against the corner) aaHPx3, Teleport Punch whiff, Uppercut, Spear, RH, HK (**7 Hits, 78%**)
6. (corner) Harpoon, Uppercut Interrupt, JK, aaLP, harpoon, RH, LK (**7 Hits, 81%**)
7. (near corner) aaHPx2, JK, RH, Spear, RH, HK (**7 Hits, 83%**)
8. (corner) Uppercut Interrupt, JK, RH, Spear, RH, LK (**6 Hits, 89%**)
9. (corner) Uppercut Interrupt, JK, JK, aaLP, Spear, RH, HK (**7 Hits, 94%**)
10. (corner) Spear, Uppercut Interrupt, JK, RH, Spear, RH, HK (**7 Hits, 96%**)
11. (corner) aaHP, Uppercut Interrupt, RH, RH, Spear, RH, HK (**7 Hits, 100%**)
12. (left corner) aaHP, Move Under, aaHPx2, aaHPx2, gc TP whiff, aaHPx2, aaHPx2, JK, RH, LK (**12 Hits, 100%**)

- Infinites
1. (right corner) aaHP, Move under opponent, c.LK, c.LK, c.LK...
2. (near right corner) aaHPx2, Teleport Punch whiff (you fall under the opponent), c.LP, c.LP, c.LP...

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8. Kano

1. (mid-screen) HKs, HP, HP, D+LP, D+HP, Roll Whiff, Grab, LK (**6 Hits, 40%**, **50%** actual)
2. (mid-screen) HKs, HP, HP, D+LP, D+HP, JK, Grab, LK (**7 Hits, 48%**, **58%** actual)
3. (mid-screen) HKS, HP, HP, D+LP, D+HP, JK, aaHP, Grab, Roll (**8 Hits, 62%**)
4. (near corner) aaHPx2, JK, aaHP, Knife Uppercut, Vertical Roll (**6 Hits, 65%**)
5. (near corner) HKS, HP, HP, D+LP, D+HP, JK, RH, Manhandle, Vertical Roll (**8 Hits, 57%**, **67%** actual)
6. (corner) aaHP, JK, aaRH, Manhandle, Vertical Roll (**4 Hits, 73%** actual)

- Infinites
1. (right corner) aaHP, Move under opponent, c.LK, c.LK, c.LK...
2. (relauncher) HKS, HP, HP, D+LP, D+HP, U+F, HPs, HP, HP, D+LP, D+HP (can be used with any popup)
3. (corner) Grab, Grab, Grab....
4. (corner) Grab, aaLP or aaHP, Grab, aaLP or aaHP, Grab....
5. (mid-screen) HKs, HP, HP, D+LP, D+HP, Roll Whiff, otg JPs, HP, HP, D+LP, D+HP, Roll Whiff, Jps....

9. Mileena

1. (mid-screen) aaHP, JK, Roll, aaHPx2, JK, Air Sai (**7 Hits, 50%**)
2. (near corner) HKS, HP, HP, HK, HK, D-F + LK, JK, Sai Throw, aaHP, Drop Kick (**10 Hits, 52%**)
3. (near corner) HKS, HP, HP, HK, HK, D-FLK, JK, Sai Throw, RH, HK (**10 Hits, 57%**)
4. (against the corner) aaHP, JK, Roll, aaHPx3, JK, Air Sai, aaLP, Teleport Kick (**10 Hits, 63%**)
5. (corner) aaRH, aaRH, Roll, aaHPx2, JK, Sai Throw (**7 Hits, 63%**)
6. (corner) aaRH, Uppercut, Roll, aaHPx2, JK, Air Sai Throw (**7 Hits, 67%**)

- Infinites
1. (right corner) aaHP, Move under opponent, c.LK, c.LK, c.LK...
2. (relauncher) HKs, HP, HP, HK, HK, D-F + LK, U+F, HPs, HP, HP, HK, HK, D-F + LK... (can be used with any popup)

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10. Ermac

A) Non 100% Combos

1. (mid-screen) HK, HK, LK, B+HK, TKS, otg HK, LP, JK, aaLP, Fireball (**9 Hits, 47%**, **50%** actual)
2. (mid-screen) aa Teleport Punch, TKS, aa HP, aa RH, Teleport Punch, TKS, aa HP,HP, D+HP (**7 Hits 42%**, **50%** actual)
3. (mid-screen) TKS, otg LK, LP, JK, Teleport Punch, TKS, otg, LK, LP, R, aa HP, Fireball (**8 Hits 43%**, **51%** actual)
4. (mid-screen) HK, LP, TKS, HK, LP, JK, gc TKS, HK, LP, aaHP, Fireball (**9 Hits, 47%**, **52**% actual)
5. (mid-screen) HKs, HK, LP, JK, TKS, aaHPx2, F + HP, Fireball (**8 Hits 50%**, **55%** actual)
6. (mid-screen) TKS, aaHPx2, Teleport Punch whiff, aaHPx2, TKS, aaHP, gc TP Whiff, HK (**6 Hits 47%**, **57%** actual)
7. (mid-screen) TKS, otg, HK, LP, aaRH, Teleport Punch, TKS, otg HK, LP, JK, HK (**8 Hits, 58%**, **63%** actual)
8. (near corner) HKs, HK, LP, RH, TKS, aaHPx2, JK, RH, HK (**9 Hits 65%**, **70%** actual)
9. (mid-screen) aaHP, TKS, aaHPx2, JK, TKS, aaHPx2, JK (**7 Hits 64%**, **75%** actual)
10. (corner) aaRH, TKS, aaHPx2, Fireball, TKS, aaHPx2, Fireball (**7 Hits, 68%**, **79%** actual)
11. (mid-screen) TKS, aaHPx2, Teleport Punch whiff, aaHP, JK, TKS, aaHPx2, HP, Fireball (**8 Hits 67%**, **79%** actual)
12. (near corner) TKS, aaHPx2, JK, aaHP, TKS, aaHPx2, JK, aaHP, Fireball (**9 Hits 83%**, **93%** actual)
13. (mid-screen) aaRH, TKS, aaHPx2, TP whiff, aaRH, TKS, aaHPx2, aaHP, JK (**8 Hits 83%**, **94%** actual)
14. (mid-screen) RH, TKS, aaHPx2, TP Whiff, RH, TKS, aaHPx2, aaHP, aaHP, Fireball (**9 Hits 86%**, **98%** actual)

B) 100% Combos

1. (corner) aaHPx2, JK,RH, B,D,B HK (TKS), aaHPx2, JK, RH, LK
2. (corner) RH, TKS, aaHPx2, RH, TKS, aaHPx2, JK, RH
3. (near corner) aa SUJK, TKS, aaHPx2, RH, TKS, aaHPx2, JK, RH, LK
4. (near corner) aa SUJK, TKS, RH, JK, aaLP, TKS, aaHPx2, JK, RH
5. (against the corner)TKS, aaHPx2 TP whiff, RH, TKS, aaHPx2, JK, RH, LK
6. (corner) TKS, RH, RH, TKS, RH, RH, TKS, aaHPx2, JK, RH, HK
7. (near corner) TKS, aaHP, RH, TKS, aaHP, RH, TKS, aaHPx2, JK, aaHP, Fireball
8. (corner) RH, TKS, aaHPx2, Fireball, TKS, aaHP, JK, RH, LK
9. (corner) RH, RH, TKS, aaHPx2, JK, RH, HK
10. (near corner) TKS, aaHP, aaLP, TKS, aaHP, aaLP, TKS, aaHPx2, JK, RH, HK
11. (near corner) TKS, RH, RH, TKS, RH, RH, TKS, RH, RH
12. (corner) RH, RH, RH, TKS, RH, RH, HK
13. (against the corner) TKS, aaHP, Teleport Punch whiff, aaHPx2, JK, TKS, HPx2, JK, RH, LK
14. (mid-screen) RH, TKS, aaHPx2, Teleport Punch whiff, RH, TKS, aaHPx2, aaHPx2, JK
15. (mid-screen) RH, TKS, aaHPx2, Teleport Punch whiff, RH, TKS, aaHPx2, JK, LK
16. (mid-screen) TKS, aaHP, TP whiff, RH, TKS, aaHP, TP whiff, RH, TKS, aaHP, gc TP whiff, aaHPx2, LP, Fireball
17. (near corner) TKS, aaHPx2, JK, RH, TKS, Run behind the opponent, otg HK, LP, U+F, HPs, Relauncher of choice...
18. (mid-screen) TKS, aaHPx2, TP whiff, aaHP, JK, TKS, otg HK, LP, HPs, Relauncher of choice

C) Ermac 100% Combos Walkthrough

There's probably 200 different 100% Ermac combos if you count every one hit and order of hit change a difference. There's a ton of sets of hits that result in 100% and have to stop when the round is over, so like any combos that kill at the RH but a LK or HK is possible afterwards don't count, but there are plenty of combos that do enough damage that a HK or LK after the RH is needed and both will kill, some instances where a HK will kill but a LK won't, etc. Not all of these are conventional, but they all lead to unblockable 100% combos with the correct damage hits.

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1.  x, x, TKS, x, x, x, x, x
2.  x, x, x, TKS, x, x, x, x, x
3.  x, x, x, x, TKS, x, x, x,
4.  x, x, x, x, TKS, x, x, x, x,
5.  x, x, x, x, TKS, x, x , x ,x, x
6.  TKS, x, x, TKS, x, x, x, x, x
7.  TKS, x, x, x, TKS, x, x, x
8.  TKS, x, x, x, TKS, x, x, x, x
9.  TKS, x, x, x, TKS, x, x, x, x, x
10. TKS, x, x, x, x, TKS, x, x, x
11. TKS, x, x, x, x, TKS, x, x, x, x
12. TKS, x, x, x, x, TKS, x, x, x, x, x
13. TKS, x, x, TKS, x, x, x
14. x, TKS, x, x, TKS, x, x, x, x
15. x, TKS, x ,x ,TKS, x, x, x, x, x
16. x, TKS, x, x, x, TKS, x, x
17. x, TKS, x, x, x, TKS, x, x, x
18. x, TKS, x, x, x, TKS, x, x, x, x,
19. x, TKS, x, x, x, TKS, x, x, x, x, x
20. x, x, TKS, x, x, TKS, x ,x
21. x, x, TKS, x, x, TKS, x, x, x
22. TKS, x, x, TKS, x, x, TKS, x
23. TKS, x, x, TKS, x, x, TKS, x, x
24. TKS, x, x, TKS, x, x, TKS, x, x, x
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- Infinites
1. (right corner) aaHP, Move under opponent, c.LK, c.LK, c.LK...
2. (near right corner) aaHPx2, Teleport Punch whiff (you fall under the opponent), c.LP, c.LP, c.LP...
3. (relauncher) HKs, HP, HP, B+LP, D-F + LP, U-F, HPs, HP, HP, B+LP, D-F + LP... (can be used with any popup)

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11. Classic Sub-Zero

1. (mid-screen) aaHP, Ground Freeze, HKs, HP, HP, LP, D+HP, U+F, HPs, HP, HP, LK, B+HK, F+LK (**13 Hits, 57%**)
2. (mid-screen) Ground Freeze, HP, HP, F+LK (into the Ground Freeze), HPs, HP, HP, D+LP, D+HP, JK, Slide (**11 Hits, 61%**)
3. (near corner) aaHP, Ground Freeze, HKs, HP, HP, LP, D+HP, JK, aa RH, R+HK (**10 Hits, 63%**)
4. (mid-screen) Uppercut into Ground Freeze, otg HKs, HP, HP, D+LP, D+HP, JK, HK (**9 Hits, 70%**)
5. (near corner) aaHP, Freeze, aaHP, gc Freeze, aaHPx2, JK, RH, HK (**7 Hits, 74%**)
6. (opponent against the corner) aaJK, aaHP, Ground Freeze, Crossover JPs, HP, HP, D+LP, D+HP, JK, RH, aaLP, Slide (**12 Hits, 76%**)

- Infinites
1. (right corner) aaHP, Move under opponent, c.LK, c.LK, c.LK...
2. (relauncher) HKs, HP, HP, D+LP, D+HP, U-F, HPs, HP, HP, D+LP, D+HP...

12. Unmasked Sub-Zero

1. (mid-screen) aaHP, Freeze, aaHP, gc Freeze, aaHPx2, JK, slide (**6 Hits, 50%**)
2. (mid-screen) Uppercut Interrupt, Freeze, aaHPx2, JK, Slide (**5 Hits, 58%**)
3. (corner) aaRH, Freeze, (crossover) aaHP, gc Freeze, aaHPx2, JK, Slide (**6 Hits, 60%**)
4. (corner) Uppercut, Freeze, (move opponent out of corner and crossover) aaHPx2, JK, HK (**5 Hits, 63%**)
5. (near corner) Ice Clone, Uppercut into Ice Clone, aaHP, gc Freeze, aaHP, F + aaHPx2, JK, JK, HK (**8 Hits, 93%**)

- Infinites
1. (right corner) aaHP, Move under opponent, c.LK, c.LK, c.LK...
2. (mid-screen) aaHPx2, Ice Shower, aaHPx2, Ice Shower (robots only)
3. (near corner) aaHPx2, Ice Shower, (push opponent out of corner and crossover) aaHPx2, Ice Shower... (Sheeva only)

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13. Sektor

1. (mid-screen) aaHP, JK, gc Teleport Uppercut, aaHPx2, JK (**6 Hits, 60%**)
2. (mid-screen) Smart Missile, JK, Teleport Uppercut, aaHPx2, JK (**6 Hits, 62%**)
3. (opponent against the corner) Smart Missile, Run under opponent RH into corner, TPU, JP, RH, HK (**6 Hits, 80%**)
4. (full screen against the corner) Smart Missile, Smart Missile, Smart Missile, Missile, Run, JK, HP, Missile (**7 Hits, 82%**)
5. (corner) Smart Missile, aaJK, Teleport Uppercut, JK, RH, HK (**6 Hits, 84%**)
6. (corner) Smart Missile, Smart Missile, aaJK, Teleport Uppercut, JK, RH, HK (**7 Hits, 96%**)

- Infinites
1. (right corner) aaHP, TPU, Move under opponent, c.LK, c.LK, c.LK...
2. (right corner) Smart Missile, aaHP, TPU, Run under opponent c.LP, c.LP, c.LP...
3. (relauncher) HKS, HP, HP D+LP, U+F, HPS, HP, HP, D+LP...

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14. Sindel

1. (corner) HKs, HK, HP, HP, D+HP, JK, aaHP, Flight Cancel, aaHP, Flight Cancel, JK, Air Fireball (**9 Hits, 54%**)
2. (mid-screen) HKs, HK, HP, HP, D+HP, aaHPx2, JK, Air Fireball (**9 Hits, 56%**)
3. (mid-screen) aaHPx2, Scream, aaHP, Scream, aaHP, Scream, HK, HP, HP, D+HP, aaHPx2, JK, Air Fireball (**9 Hits, 73%**)
4. (near corner) aaHP, Scream, aaHPx2, Scream, aaHP, Scream, aaHP, Scream, HK, HP, HP, D+HP, JK, aaHP, Flight Cancel, JK, Air Fireball (**9 Hits, 84%**)
5. (corner) aaHP, Scream, aaHP, Scream, aaHP, Scream, aaHP, Scream, aaHPx2, Scream, aaHP, Scream, aaHP, Scream, HK, HP, HP, LP, HK (**6 Hits, 86%**)
6. (mid-screen) aaHP, Scream, aaHP, Scream, aaHPx2, Scream, aaHPx2, gc Scream, aaHP, gc Scream, HK, HP, HP, D+HP, JK, aaHPx2, JK, Air Fireball (**16 Hits, 100%**)

- Infinites
1. (relauncher) HKS, HK, HP, HP, D+LP, U+F, HPS, HK, HP, HP, D+HP... (can be used with any popup)
2. (corner) aaHP, Flight Cancel, aaHP, Flight Cancel, aaHP, Flight Cancel...

 15. Stryker

1. (mid-screen) HKs HK, HP, HP, LP, Gun, Baton Dash whiff, aaHPx2, JK (**9 Hits, 54%**)
2. (near corner) HKs, HK, HP, HP, LP, JK, aaHP, Gun, JK, aaHP, Grenade (**11 Hits, 68%**)
3. (opponent against the corner) HKS, HK, HP, HP, LP, Gun, Baton Dash Whiff, aaHPx3, Gun, Baton Dash Whiff, aaHPx2, Gun, Baton Dash Whiff, aaHPx2, Gun, Baton Dash (**17 Hits, 83%**)
4. (near corner) HKs, HK, HP, HP, LP, JK, aaHP, Gun, JK (out of corner), aaLP, Gun, Baton Dash whiff, aaHPx2, Gun, Baton Dash whiff, aaHPx2, Gun, Baton Dash whiff, aaHPx2, Gun, JK (**20 Hits, 100%**)

- Infinites
1. (right corner) aaHP, Move under opponent, c.LK, c.LK, c.LK...
2. (corner) JK, aaLP, Gun, JK, aaLP, Gun, JK, aaLP, Gun...
3. (relauncher) HKS, HK, HP, HP, LP, U+F, HPS, HK, HP, HP, LP... (can be used with any popup)
4. (mid-screen) aaHP, F + aaHP, Gun, Baton Dash whiff, aaHP, F + aaHP, Gun, Baton Dash whiff... (works with aaHPx3 against some characters)

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 16. Cyrax

1. (mid-screen) aaHP, net, aaHP, net, JK, aaHP, air throw (**5 Hits, 50%**)
2. (corner) aaHP, net, JK, net, aaRH, air throw (**5 Hits, 54%**)
3. (corner) aaHP, net, aaHP, net, JK, aaRH, air throw (**5 Hits, 61%**)
4. (mid-screen) Long Bomb, Close Bomb, aaHP, Net, JK, aaHP, Air Throw (**6 Hits, 65%**)
5. (corner) Close Bomb x 2, HKs, HK, HK, Pause, otg HP, HP, HK, HP, HK, B+HK (**11 Hits, 78%**)
6. (corner) Close Bomb x 2, HKS, HP, HP, HK, HP, HK (Bomb explodes), aaHPx2, Air Throw (**10 Hits, 83%**)
7. (corner) Long Bomb, Close Bomb, aaJK, Air Throw, JK, JK, Air Throw (**7 Hits, 98%**)
8. (corner) Long Bomb, Close Bomb, aaJK, Air Throw, JK, aaRH, HK (**7 Hits, 100%**)
9. (corner) Long Bomb, Long Bomb, aaJK, HK, aaHPx2, JK, aaHP, Air Throw (**9 Hits, 100%**)
10. (mid-screen) Close Bomb, Uppercut, Close Bomb, aaHP, RH (Bomb explodes), aaHP, RH Air throw (**8 Hits, 100%**)
11. (mid-screen) Close Bomb, Uppercut, Close Bomb, aHPx2, JK (Bomb explodes), aaHPx2 Air Throw (**9 Hits, 100%**)
12. (corner) Close Bomb x 2, RH, JK, HK, JK, Air Throw (**7 Hits, 100%**)
13. (corner) Long Bomb, Close Bomb, Close Bomb, aaHP, Air Throw (while the second bomb explodes), aaHPx2, JK, aaLP, Air Throw (**10 Hits, 100%**)

- Infinites
1. (opponent against right corner) Far Bomb, Close Bomb, (you are under the opponent) c.LP, c.LP, c.LP....
2. (opponent against right corner) Far Bomb, Close Bomb, (you are under the opponent) c.LK, c.LK, c.LK....
3. (opponent against the corner) Air Throw, Air Throw, Air Throw....
4. (corner) Bomb, Bomb, aaHP, JK/HK, Bomb (second bomb explodes), repeat (hit reset infinite) *

The hit reset infinite is completely unblockable and cannot be escaped, no matter that the combo meter resets. In this infinite using the bombs you can break a juggle knocking someone into the bomb, and not only can they not escape, but the combo breaks because of the bomb can catch you when you are slightly off the ground. What you must do is throw a bomb out in-between juggles and keep them in air, knocking them into a bomb each time, but going off just after they land instead of intentionally getting it to combo and be unavoidable. The set up is risky, and timing on the juggle breaks is tricky.

 17. Kung Lao

Kung Lao doesn't really have any huge combos without using his infinite patterns. That's why I will just list most of them instead putting basic combos.

- Infinites
1. (mid-screen) Spin, JK or JP, Whiff Dive kick, Spin, JK or JP, Whiff Dive Kick, Spin...
2. (mid-screen) aaHP, JP or JK, Whiff Dive Kick, aaHP, JP or JK, Whiff Dive Kick...
3. (corner) Spin, Literally any hit, Spin....
4. (corner) otg JK, Dive Kick, otg JK, Dive Kick....
5. (corner) otg Dive Kick, otg Dive Kick, otg Dive Kick...
6. (right corner) Spin, SUJK, Spin, move under opponent c.LP, c.LP, c.LP...
7. (right corner) Spin, SUJK, Spin, move under opponent c.LK, c.LK, c.LK...
8. (corner) Spin, otg SUJK, HP, LP, HP, LP, LK, LK, B+HK, Spin, otg SUJK, HP, LP, HP, LP, LK, LK, B+HK, Spin...

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 18. Kabal

1. (mid-screen) aaSpin, JK, aaHP, JK, Air Fireball (**5 Hits, 50%**)
2. (mid-screen) aaHPx2 gc Spin, aaHPx2, F + aaHP, JK, Air fireball (**8 Hits, 62%**)
3. (near corner) HKs, HK, LK, HP, HP D+HP, JK, Air Fireball, JK, Air Fireball, JK, Air Fireball (**12 Hits, 72%**)
4. (mid-screen) aaHPx2, gc Spin, otg Air Fireball, Air Fireball, Air Fireball, Air Fireball, Fireball (**8 Hits, 82%**)
5. (near corner) HKs, HP, HP, D+HP, JK, Air Fireball, JK, Air Fireball, JK, Air Fireball, JK, Air Fireball (**12 Hits, 82%**)
6. (corner) Air Fireball, Spin, JK, Air Fireball, JK, Air Fireball, aaHP, Fireball (**8 Hits, 91%**)
7. (corner) RH, Spin, HPs, HK, LK, HP, HP, D+HP, JK, Air Fireball, JK, Air Fireball, JK, Air Fireball, aaSweep (**15 Hits, 92%**)
8. (near corner) aaHPx2, JK, Air Fireball, JK, Air Fireball, JK, Air Fireball (**8 Hits 100%**)

- Infinites
1. (relauncher) HKs, HK, LK, HP, HP, D+HP, U+F, HPS, HK, LK, HP, HP, D+HP... (can be used with any popup)
2. (right corner) aaHP, Spin, Move under opponent c. LP, c.LP, c.LP...
3. (right corner) aaHP, Spin, Move under opponent c.LK, c.LK, c.LK...
4. (corner) otg JK, Air Fireball, otg JK, Air Fireball, otg JK, Air Fireball...

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 19. Sheeva

1. (corner) Throw, c.LP, aaHP, Fireball (**4 Hits, 33%**)
2. (mid-screen) HKs, HP, HP, LP, F+HP, aaHPx2, RH, Ground Stomp (**9 Hits, 61%**)
3. (near corner) HKs, HP, HP, LP, F+HP, aaHPx2, JK, HP, Teleport Stomp (**10 Hits, 63%**)
4. (near corner) HKs, HP, HP, LP, F+HP, aaHPx2, JK, JK, aaLP, Fireball (**11 Hits, 69%**)
5. (corner) Uppercut Interrupt, JK, RH, Uppercut (**4 Hits, 76%**)
6. (near corner) HKs, HP, HP, LP, F+HP, aaHPx2, JK, JK, aaLP, Inescapable Teleport Stomp (**11 Hits, 82%**)
7. (corner) aaHP, Uppercut Interrupt, JK, RH, aaHP, Fireball (**6 Hits, 83%**)
8. (corner) Uppercut Interrupt, JK, RH, JK, HK (**5 Hits, 84%**)

- Infinites
1. (right corner) aaHP, Move under opponent c. LK, c.LK, c.LK...

20. Shang Tsung

A) Normal Combos

1. (near corner) aaHPx2, Double Fireball, JK, aaHP, Double Fireball, HK (**9 hits 81%**)
2. (near corner) aaHPx2, JK, aaHP, Double Fireball, JK, aaLP, Fireball, HK (**10 hits 93%**)
3. (near corner) aaHPx2, JK, aaHP, Double Fireball, JK, aaLP, Double Fireball, HK (**11 Hits 100%**)
4. (opponent against the corner) GE x 2, SUJK, SUJK, JK, aaHP, Fireball, RH, LK (**11 Hits 100%**)
5. (opponent against the corner) GE x 2, SUJK, SUJK, JK, aaHP, Double Fireball, Uppercut (**11 Hits 100%**)
6. (opponent against the corner) GE x 2, SUJK, SUJK, JK, aaHP, Double Fireball, JK, aaHP, Fireball, LK (**14 Hits, 100%**)

B) Morph Combos

1. (mid-screen) Triple Fireball, [Scorpion], Teleport Punch, Harpoon, HP, HP, HK, B+HK (**9 hits 46%**)
2. (mid-screen) Triple Fireball, [Ermac], Teleport Punch, TKS, aaHPx2, RH (**7 hits 47%**)
3. (mid-screen) aaHPx2, [Ermac] Teleport Punch, TKS, RH, Teleport Punch, RH (**6 hits 43%**, **49%** actual)
4. (mid-screen) [Stryker] aaHPx2, Gun, [Ermac] Teleport Punch, TKS, otg, HK, LP, Uppercut (**7 hits 47%**, **50%** actual)
5. (mid-screen) [Cyrax] Far Bomb, Close Bomb, [Sektor] Smart Missile, aaHPx2, Missile (**6 hits 59%**)
6. (near corner) [Ermac] aa TP, TKS, aaRH, TP, aaHP, TKS, [Jax] aaHPx2, Dash Punch, aaHP, Gotcha (**13 hits 62%**)
7. (mid-screen) [Classic Sub-Zero] Ground Freeze, RH into Ground Freeze, [Nightwolf] HK, HP, HP, LP, Axe x 3, Shoulder Tackle (**10 Hits 64%**)
8. (opponent against the corner) GE x2, SUJK, [Mileena] SUJK, Air Sai, JK, Air Sai, aaLP, Sai (**11 Hits 71%**)
9. (opponent against the corner) aaLP, [Kabal] Spin, aaHPx2, JK, Air Fireball, JK, Air Fireball (**8 hits 77%**)
10. (near corner) [Kabal] JK, aaHP, gc Spin, [Unmasked Sub-Zero] Ice Shower, aaHPx3, JK, HK, HK (**9 Hits, 83%**)
11. (mid-screen) [Stryker] HKs, HK, HP, HP, LP, Gun, [Shang Tsung] GE, [Nightwolf] Axe X3, aaHP, Axe JK, Arrow (**16 hits 85%**)
12. (opponent against the corner) GE, [Sektor[Smart Missile, aaHPx2, JK, JK, aaHP, Missile (**10 Hits 89%**)
13. (near corner) [Ermac] TKS, aaHPx2, JK, RH, TKS, [Scorpion] Harpoon, RH, HK (**7 hits 83%**, **94%** actual)
14. (opponent against the corner) GE X2, SUJK, [Sonya] JK, aaHP, Wave Punch, Bike Kick, aa LK (**10 hits 95%**)
15. (near corner) [Kabal] aaHP, Spin, [Ermac] aaHP, JK, TKS, aaHPx2, JK, RH, HK (**9 hits 89%**, **95%** actual)
16. (near corner) GE, [Jade] Returning Boomerang, HK, aaHP, Projectile Protection, RH, RH, LK (**9 Hits 95%**)
17. (opponent away from corner) [Kitana] aaHPx2, JK, Air Fan, [Shang Tsung] GE x2, SUJK, [Kitana] aaHPx2, JK, Air Fan, JK, aaHP, Wave Punch (**16 Hits, 96%**)
18. (opponent against the corner) GE, [Ermac], RH, TKS, aaHPx2, JK, RH, HK (**9 hits 92%**, **97%** actual)
19. (against the corner) aaDouble Fireball, GE, [Nightwolf] Axe x 8, aaHPx2, Shoulder Slam, Shoulder Slam (**17 Hits, 99%**)
20. (corner) [Ermac] RH, TKS, aaHPx2, F + HP, TKS, [Jax] aaHPx2, JK, HP, Gotcha (**13 Hits, 100%**)
21. (mid-screen) [Ermac] aaJK, TKS, aaHPx2, JK, TKS, [Reptile], aaHPx2, Dash, aaHPx2, Dash, Uppercut (**9 Hits, 100%**)
22. (opponent against the corner) GE x 2, SUJK,[Kitana] aaHPx2, JK, JK, Air Fan Throw, JK, HK (**12 Hits, 100%**)
23. (near corner) [Ermac] aaHPx2, JK, RH, TKS, [Kano] aHPx2, JK, aaHP, Grab, Roll (**10 Hits,100%**)
24. (opponent against the corner) Ground Eruption, [Kabal] JK, Air Fireball, JK, Air Fireball, JK, Air Fireball (**9 Hits, 100%**)
25. (mid-screen) aa Double Fireball, GE, [Reptile] (aaHPx2, Dash) x 4, Uppercut (**14 Hits, 100%**)
26. (corner) [Ermac] aaHPx2, JK, aaHP, TKS, [Kabal] aaHPx2, JK, Air Fireball, aaLP, Fireball (**10 Hits, 100%**)
27. (corner)[Cyrax] Close Bomb, Uppercut into Bomb, [Kitana] aaHPx2, aaHP, JK, Air Fan, JK, RH, HK(**10 Hits, 100%**)
28. (anywhere) Ground Eruption, [Kung Lao], Spin, Infinite of choice
29. (anywhere) [Ermac] HK, LP, JK, TP, TKS, [Kung Lao] Infinite of choice
30. (anywhere) [Kabal] aaHP, Spin, [Stryker] aaHP, Gun, Start Gun Infinite
31. (corner) [Sektor] Smart Missile x3,TPU, [Shang Tsung] SUJK, aaHP, [Kitana] JK, Air Fan, aaHP, Wave Punch (**100%**)
32. (opponent away from corner) GE, [Jax] JK, aaHP, Dash Punch, (aaLP, Dash Punch) x 2, HK (**11 Hits, 100%**)
33. (corner) [Ermac] aaHP, TSK, aaHPx2, RH, TKS, [Kitana] aaHPx2, JK, Air Fan, JK, aaHP, Wave Punch (**11 Hits, 100%**)
34. (near corner) [Kung Lao] aaHP, JK, Whiff Dive Kick, Spin, SUJK, Spin, [Stryker] aaHP, Gun, Start Gun Infinite
35. (anywhere) [Unmasked Sub-Zero] JK, Freeze, aaHP, gc Freeze, [Kung Lao] Infinite of choice
36. (anywhere) [Cyrax] aaHP, Net, aaHP, Net, [Kung Lao] Start infinite of choice
37. (mid-screen) Ground Eruption, [Reptile] Invisibility, Forceball, Start infinite of choice

- Infinites
1. (opponent against right corner) Ground Eruption, c.LK, c.LK, c.LK...
2. (mid-screen) Ground eruption, Run, Ground Eruption, Run, Ground Eruption... (many variations)
3. (mid-screen) Ground Eruption, Double Fireball, Ground Eruption, Double Fireball....

 21. Liu Kang

1. (near corner) HKs, HP, HP B+LP, JK, AFB, JK, AFB, JK, AFB, aaHP, Fireball, LK (**13 Hits, 51%**)
2. (near corner) HKs, HP, HP, B+LP, JK, AFB, JK, AFB, JK, AFB, JK, AFB (**12 Hits, 51%**)
3. (mid-screen) aaHPx2, JK, AFB, Flying Kick (**5 Hits, 56%**)
4. (near corner) aaRH, JK, AFB, aaHP, Fireball, HK (**6 Hits, 80%**)
5. (near corner) aaHPx2, JK, Air Fireball (AFB), JK, AFB, JK, AFB (**8 Hits, 100%**)
6. (near corner) aaHPx2, JK, Air Fireball, JK, AFB, RH, HK (**8 Hits, 100%**)
7. (near corner) aaHPx2, JK, Air Fireball, JK, AFB, aaHP, Fireball, LK (**9 Hits 100%**)

- Infinites
1. (right corner) aaHP, Move under opponent c.LK, c.LK, c.LK...
2. (relauncher) HKs, HP, HP, B+LP, U-F HPs, HP, HP, B+LP...
3. (corner, as a punisher) Bike Kick release and hold the button immediately, Bike Kick, Bike Kick...
4. (corner) otg JK, Air Fireball, otg JK, Air Fireball, otg JK, Air Fireball...

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 22. Robot Smoke

1. (corner) HKs, HP, HP, LP, Harpoon, HP, HP, LK, HK, LP, otg HK (**11 Hits, 51%**)
2. (corner aaHPx2, Invisibility, aaHP, Invisibility, aaHP, Invisibility, aaHP, Invisibility, aaHP, Invisibility, HK (**7 Hits, 54%**)
3. (mid-screen) aaHP, Teleport Uppercut, JK, Harpoon, HP, HP, LK, HK, LP (**9 Hits, 63%**)
4. (corner) aaHPx2, invisibility, aaHP, Invisibility, aaHP, Harpoon, HP, HP, LK, HK, LP, otg HK (**11 Hits, 65%**)
5. (mid-screen) aaJK, Teleport Uppercut, JK, Harpoon, HP, HP, LK, HK, LP (**9 Hits, 72%**)
6. (corner) aaJK, Teleport Uppercut, aaHP, Invisibility, aaHP, Harpoon, HP, HP, LK, HK, LP, otg HK (**11 Hits, 77%**)
7. (right corner) aaJK, Teleport Uppercut, JK, aaRH, Harpoon, HP, HP, LK, HK, LP, otg HK (**11 Hits, 96%**)
8. (right corner) aaHP, JK, gc Teleport Uppercut, JK, RH, JK, Air Throw (**8 Hits, 100%**)
9. (near right corner) aaHP, JK, gc TPU, JK, RH, otg JPs, HK, HK, LP, otg HK (**10 Hits, 100%**)

- Infinites
1. (right corner) aaHP, Teleport Uppercut, Move under opponent c.LK, c.LK, c.LK...

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 23. Noob Saibot

1. (mid-screen) aaHP x2, F + aaHPx2, F + aaHPx2, HK (**7 Hits, 54%**)
2. (mid-screen) HKs, HK, D+LP, D+HP, aaHPx2, F + aaHPx2, F + aaHP, F + aaLP, HK (**11 Hits, 55%**)
3. (near corner) aaHPx2, F + aaHP, F + aaHP, JK, RH, HK (**7 Hits, 74%**)
4. (near corner) aaHPx2, F + aaHPx2, F + aaHPx2, JK, RH, HK (**9 hits, 87%**)

- Infinites
1. (relauncher) HKs, HK, D+LP, D+HP, U+F, HPs, HK, D+LP, D+HP... (can be used with any popup)
2. (right corner) aaHP, Move under opponent c.LK, c.LK, c.LK...
3. (mid-screen) aaLP, F + LP, F + LP, Teleport, aaLP, F + LP, F + LP, Teleport...

Noob Saibot's Teleport Move is only in Wavenet version. Noob Saibot in the regular 2.1 revision of Ultimate Mortal Kombat 3 have no special moves and uses Kano's combos. He is selectable only via MAME cheat file and playable in UMK3 Zeus hack revision.

1. (mid-screen) JK, Teleport Punch, aaLPx2, Spear, LK, D+LP, D+HP, JK, Air throw (**9 Hits, 43%**; **52**% actual)
2. (mid-screen) HKs, HK, LP, JK, Teleport Punch, JK, Air Throw (**7 Hits, 46%**, **54**% actual)
3. (mid-screen) HKs, HK, LP, JK, Spear, HK, D+LP, D+HP, aaHP, JK, Air Throw (**11 Hits, 60%**)
4. (opponent against the corner) HK, LP, TP Whiff, aaHP, RH, Spear, HK, D+LP, D+HP, JK, RH, HK (**11 Hits, 61%**)
5. (mid-screen) HK, LP, RH, TP, aaHP, gc Spear, HK, D+LP, D+HP, aaHP, JK, Air Throw (**11 Hits 53%**, **61%** actual)
6. (mid-screen) aaHPx2, RH, Teleport Punch, Spear, LK, D+LP, D+HP, aaHPx2, JK (**11 Hits, 65%**)
7. (near corner) HK, LP, JK, RH, Spear, HK, D+LP, D+HP, JK, JK, Air Throw (**11 Hits 58%**, **66%** actual)
8. (mid-screen) HKs, HK, D+LP, D+HP, JK, gc Spear, HK, D+LP, D+HP, aaLPx2, JK, Air Throw (**12 Hits 62%**, **70%** actual)
9. (away from corner) aaHPx2, RH, Teleport Punch, Spear, LK, D+LP, D+HP, JK, RH, HK (**11 Hits, 74%**)
10. (mid-screen) aaHPx2, TP whiff, aaHP, JK, Spear, HK, D+LP, D+HP, aaHP, JK, Air Throw (**10 Hits 70%**, **78%** actual)
11. (opponent against the corner) aaHPx2, TP Whiff, aaHP, RH, Spear, HK, D+LP, D+HP, JK, RH, HK (**11 Hits, 84%**)
12. (near corner) aaHPx2, JK, RH, Spear, LK, D+LP, D+HP, JK, JK, Air throw (**10 Hits, 86%**; **94%** actual)
13. (opponent against the corner) aaHPx3, TP Whiff, aaHPx2, aaHPx2, aaHP, JK, RH, HK (**11 Hits, 100%**)
14. (near corner) aaHPx2, JK, RH, Spear, LK, D+LP, D+HP, JK, RH, RH, LK (**12 Hits, 100%**)
15. (near corner) aaHPx2, JK, RH, Spear, LK, D+LP, D+HP, JK, RH, JK, Air Throw (**12 Hits, 100%**)
16. (corner) RH, RH, RH, Spear, HK, D+LP, D+HP, RH, RH, HK (**10 Hits, 100%**)

- Infinites
1. (relauncher) HKs, HK, D+LP, D+HP, U+F, HPs, HK, D+LP, D+HP... (can be used with any popup)
2. (right corner) aaHP, Move under opponent c.LK, c.LK, c.LK...
3. (near right corner) aaHPx2, Teleport Punch whiff (you fall under the opponent), c.LP, c.LP, c.LP...

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VI. Credits and Terms of Use

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There are too many combo patterns here and there that might one person's and another's but most of this stuff is common knowledge applied to more advanced techniques and therefore no one can claim any of it.

1. Shock
2. DreemerNJ
3. Chaos.Control
4. HanzoHasashi
5. RZP
6. Chain
7. Lex
8. Ninja Grinder
9. Prophet (R.I.P.)

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For question/comments mail me or you can find me at MKSecrets forums.