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Mortal kombat x moves sub zero

Fighting alongside the Forces of Light during the world-merge crisis, Sub-Zero came to a realization. He was no longer the assassin he had been; nor was he comfortable among the self-proclaimed defenders of Earthrealm. Inspired by one of the invaders, Sub-Zero decided he would work for the good of the realm, but on his own terms. He would be a mostly solitary figure, blending in with the dark and the cold. Sub-Zero left the Lin Kuei and donned a new costume befitting this new endeavor. But the Lin Kuei do not tolerate desertion, as he will soon discover.... classic finishing move that kills Sub-Zero performing the infamous "Spine Rip" Fatality on Scorpion (Ed Boon's[1] and John Tobias')[2] favorite Fatality) in the first Mortal Kombat Fatality is the name given to a gameplay feature in the Mortal Kombat series of fighting video games, in which the victor of the final round in a match inflicts a brutal and gruesome finishing move onto their defeated opponent. Prompted by the announcer saying "Finish Him/Her", players have a short time window to execute a Fatality by entering a specific button and joystick combination, while positioned at a specific distance from the opponent. The Fatality and its derivations are arguably the most notable features of the Mortal Kombat series and have caused a large cultural impact and controversies. Conception The origins of the fatality concept has been traced back to several violent Asian martial arts media. In The Street Fighter (1974), a Japanese martial arts grindhouse film, Sonny Chiba performs x-ray fatality finishing moves, which at the time was seen as a gimmick to distinguish it from other martial arts films.[3] In the Japanese shōnen manga and anime series Fist of the North Star (1983 debut), the protagonist Kenshiro performs gory fatalities in the form of finishing moves which consist of attacking pressure points that cause heads and bodies to explode, anticipating the fatalities of Mortal Kombat.[4] The Japanese seinen manga and anime series Riki-Oh (1988 debut), with its Hong Kong martial arts film adaptation Story of Ricky (1991), featured gory fatalities in the form of finishing moves similar to those that later appeared in Mortal Kombat.[5][6] The 1987 fighting game Barbarian: The Ultimate Warrior had also featured blood and beheadings.[citation needed] While creating Mortal Kombat, Ed Boon and John Tobias started with the idea of Street Fighter II style system and retained many of its conventions but tweaked others. The most notable additions were graphic blood effects, more brutal fighting techniques, and especially the fatal finishing moves (this was a novelty as the traditional fighting games ended with the loser simply knocked unconscious and the victor posing for the players).[7] According to Boon, it started with an idea to enable the player to hit a dizzied opponent at the end of the match with a "free hit", and that idea "quickly evolved into something nasty."[8] Tobias recalled it differently: "Our first idea was to use them as a finishing move for final boss Shang Tsung, who was going to pull out his sword and behead his opponent. Then we thought, 'What if the player could do that to his opponent?'"[9] The first Fatality they did was of Johnny Cage (the only character that was created for the game at the time) punching off an opponent's head, which was created by Daniel Pesina[10] and implemented by Boon.[11] Tobias and former Midway Games programmer Mark Turmell stated that initially no one at Midway expected players to find the Fatalities in the game.[11][12] Tobias said: "When we watched players react to the Fatalities, we knew we had no choice but to give them more."[9] Gameplay Unlike special moves, a Fatality may require certain distances and quick button sequences in order to achieve the desired result. Usually, every character has their own special Fatality that must be performed at a certain distance from the opponent,[13] the three distances being: close (means that the finishing move would not work unless the player is right next to the opponent),[14] sweep (means that the player should stand a step or two away from the opponent, but still within the distance that a sweeping low kick should hit),[14] and far (means at least one jump's length away from the opponent).[14] Each character has signature Fatalities. Traditionally for the main and important characters of the games their Fatalities are usually a reflection of either their storyline or their special abilities: e.g., Sub-Zero's Fatalities have traditionally involved the use of his powers of ice (though his spine rip was found to be the most famous of the Fatalities), whereas Scorpion's storyline of a hellspawn ninja spectre involves the use of setting someone ablaze or using his famous spear. The number of individual Fatalities varies depending upon the game; while characters in Mortal Kombat and Mortal Kombat: Deadly Alliance had only one, Mortal Kombat II and Mortal Kombat 3 and its updates (Mortal Kombat Trilogy and Ultimate Mortal Kombat 3) featured as many as four. Cultural impact See also: Controversies surrounding Mortal Kombat The Fatalities were featured in ScreenAttack's "Top 10 OMGWTF Moments" due to the competition it gave to other games including Street Fighter II and how it popularized the arcades,[15] as well as in machinima.com's list of top ten gaming memes.[16] The 2012 film Wreck-It Ralph shows a cyborg resembling Mortal Kombat's Kano performing his signature heart-ripping Fatality move on a zombie. By 1996, Mortal Kombat's creation made it become a generic gaming term for a lethal finishing move in any game,[17][18] including the official termed Fatals in the Killer Instinct series. In the game ClayFighter 63⅓ the Fatalities were parodied in the form of Claytality. "Fatalities" also expanded into the shooter genre, most notably in the Gears of War series as "Executions". Variations In many games in the franchises there are also different types of Fatalities and Finishers: Animality This finisher allows the player to morph into an animal and maul their opponent. This style of Fatality debuted in Mortal Kombat 3.[19] According to Boon, his team "listened to what the players said about MKII and the Animalities that they thought were in there but really weren't. To answer all these rumors, we put Animalities in MKIII [sic]."[8] In order to perform an Animality, the player must first grant his opponent Mercy, the act which revives the opponent in lieu of delivering a final blow or performing a Fatality by restoring a small amount of health. Should the opponent be defeated again, an Animality may be performed.[19][20] Babality Introduced in Mortal Kombat II, the Babality turns an opponent into an infant version of the character.[17] Sometimes the opponent will wear a miniature version of the clothes he or she wore when fully-grown, complete with smaller versions of accessories such as Raiden's hat or Johnny Cage's shades. In MK3 and its updates, the generic green "Babality!!" text and the sound of a baby crying used in MKII is replaced with pastel colored alphabet blocks and a short lullaby with the end portion of Rock-a-bye-baby. Their initial appearance in Mortal Kombat II Revision 2.1 come with some glitches including one that allowed players to perform attacks after the Babality was performed.[21] Babalities were introduced as a deliberately absurd counter-argument to the controversy that the original received for its violent content, and a tamer counterpart to the typical Fatality. Some fans found them humorous and enjoyable, while others felt they were an unwelcome, out-of-character intrusion in what is otherwise a "serious" game. The moves were later dropped in an effort to abate this criticism. The Babalities, however, made a return in the relaunch game, featuring special animations for each character (for example, baby Reptile comes out of an egg and baby Raiden plays with lightning). Brutality Introduced in Mortal Kombat Trilogy and the Super NES and Genesis versions of Ultimate Mortal Kombat 3, this finisher allowed players to perform a combo which would cause the opponent to explode. Brutalities were not very popular, as they were extremely difficult to accomplish, requiring the player to memorize and perform a special 11-hit combo.[20] Many felt the pay-off was lacking with the only result being a fiery explosion where the victim disappears and an unrealistic amount of bone and flesh (including several rib cages and skulls) are sent flying. It is also possible to "fail" the Fatality by running out of time before performing a final finishing move (such as ripping the opponent's head off). Once the player reaches 10 chains, he/she must use a finisher or else the Fatality sequence will stop and the player will not receive a rank or reward. If time runs out before the player can end the chain with a final fatal move, no rank or reward is given and the Fatality is not counted, regardless of how many moves were completed. This concept has been met with a mixed reaction, with some fans and critics preferring the more interactive nature and freedom of the Kreate-a-Fatality system, and others missing the previous games' character-specific ending moves and alternatives to killing the opponent.[7] Originally, there were individual character-specific Kreate-a-Fatality moves for each character, but this feature was dropped, reportedly due to such a feat's infeasibility (especially in regards to the Kreate-A-Character option, which individual moves would not translate to). This kind of fatality has only been in this game. Stage Fatality Stage Fatalities brought environment interaction within the series, occurring when a player uses a part of the stage or map to execute a player. It is a finishing move that is not a standard character Fatality. Some examples of Stage Fatalities are having the victim fall into a pool of acid or a pit of spikes, or to be run over by a subway train; the stage then does not darken. Stage Fatalities are present in the series from the first Mortal Kombat, though are absent from MK: Deadly Alliance. MK: Deception features more Stage Fatalities, renamed Death Traps, than any previous Mortal Kombat game. A special button combination is no longer required, as the opponent only needs to be either standing or hit in a particular spot on the stage. Unlike previous Stage Fatalities, Death Traps can be initiated anytime during a round and only require the opponent be hit into them, meaning an instant victory. However, if they are not executed in the decisive round, the fight does not end, going on to the next round. This action acts as a ring out. It was possible for some Death Traps to kill both fighters simultaneously, in which case the round went to the player who had taken the least damage, or Player 1 if both players had full life bars. Traditional Stage Fatalities, seen since the original MK game through MK4, made a return in the new Mortal Kombat. Button combinations are once again used to perform Stage Fatalities. Miscellaneous Fergality: The Mega Drive/Genesis version of Mortal Kombat II featured an exclusive finishing move that allowed Raiden to transform his opponent into Probe Ltd. employee Fergus McGovern, who worked on that port of the game. This finisher could only be performed on the Armory stage.[29] Multality: Mortal Kombat: Shaolin Monks features Multalities, which are Fatalities performed on multiple common enemies at one time. Animalities and Brutalities were both rumored to be featured in MKII, but were only later added in MK3 and Mortal Kombat Trilogy, respectively. The rumored types of Fatalities that did not actually exist in any of the games included "Nudalities"[30][31] and "Weirdalities", among others.[32] Quitality: In Mortal Kombat X and Mortal Kombat 11, if a player rage quits an online multiplayer match, their character will instantly die, with the other player being awarded a win. In Mortal Kombat X, the loser's head explodes. In Mortal Kombat 11, the loser is either blown up or impaled on a rock spike from behind.[33] It is the only finishing move that can only occur online. Teddy-ality: Scorpion's MK11 Friendship that involves a huge teddy bear is called this. Notable Fatalities In December 1994, GamePro polled readers for their favorite Fatalities and published the results in their March 1995 issue. All were from MKII: Jax's "Arm Rip", Sub-Zero's "Ice Grenade", and Shang Tsung's "Soul Stealer".[34] GamePro counted down their "12 Lamest Fatalities" from various fighting games in 2008. Those from Mortal Kombat were: Liu Kang's "Death by Arcade Machine" (MK3, #12); The Flash's "Tornado Slam" (MKvsDC, #11); Raiden's "Mini-Raiden" Friendship (MKII, #10); Jax's "Amazing Growing Man" (MK3, #9); Scorpion's "Penguin Egg Grenade" and Rain's "Baby Elephant Blast" Animalities (UMK3/MKT, tied at #8); Sindel's "Killer Hair" (MK3, #7), Kano's "Stomach Pounce" (MKvsDC, #5); Babalities (#3); and Kano's "Ripping Out an Invisible Heart" in the censored Super NES version of the first game (#1).[35] UGO.com, in 2008, counted down their top eleven Fatalities: Stryker's "Stun Gun" (MK3); Sub-Zero's "Fun with Ice" (MKII); "Pit Stain" (MK stage Fatality); Kitana's "Kiss of Exploding Death" (MKII); Friendships; Kabal's "Death by Face" (MK3); Jax's "Big Finish" (MK3); Liu Kang's "Way of the Dragon" (MKII); Scorpion multiplying himself (UMK3/MKT); Kano's "Heartbreak" (MK); and Smoke blowing up the Earth (MK3).[36] In 2010, Game Informer published a list of the series' best, worst, "and downright confusing" Fatalities.[37] Best: Liu Kang's "Dragon" (MKII); Sub-Zero's "Spine Rip" (MK); Reptile's "Head Snack" (MKII); Jade's "Head Gymnastics" (MK:D); Sektor's "Compactor" (MK:D); Jax's "Arm Pull" (MKII); Dairou's "Ribs in the Eyes" (MK:D); and Sindel's "Scream" (MK3). Worst: Liu Kang's "Cartwheel" (MK); Kano's "Knee Stomp" (MKvsDC); Kitana's "Kiss of Death" (MKII); Kabal's "Inflating Head" and "Scary Face" (MK3); Rain's "Upside-Down Uppercut" (MKT); and Bo' Rai Cho's "Fart of Doom" (MK:D). Most confusing: Liu Kang's "Arcade Machine" (MK3); Jax's "Giant Stomp" (MK3); Johnny Cage's "Three Head Punch" (MKII); Cyrax's "Self-Destruct" (MK3); Darrius's "Rearranger" (MK:D); and Smoke's "Earth Detonation" (MK3). In 2010, ScreenAttack counted down their list of the top ten series Fatalities: Reptile's "Facial Surgery" (MK4); Quan Chi's "Leg Beating" (MK4); Dairou's "Ribs in the Eyes" (MK:D); Cyrax's "Trash Compactor" (MK:DA); Kano's "Skeleton Remover" (MK3); Baraka's "Blades-in-the-Chest" (MKII); Scorpion's "Party Popper" (MK:DA); Johnny Cage's "Punching Bag" (MK:SM); Liu Kang's "Dragon Transformation" (MKII); and Sub-Zero's "ESRB-Maker" (MK).[38] They later published a list of their top ten worst Fatalities: Tanya's "Neck Breaker" (MK4); Kabal's "Scary Face" (MK3); Sindel's Hara-Kiri (MK:D); Kenshi's "Eyeball-Popper" (MK:DA); Quan Chi "Makes You a Giraffe" (MK:DA); Raiden's "Accident" (MK:D); Reptile's Animality (UMK3); Motaro's "Head Yoink" (MKT); Liu Kang's "Cartwheel" (MK); and every finisher in MKvsDC.[39] That same year, IGN also posted their "unofficial" Top 10 Fatalities: "Giant Jax" (MK3); "Strykersaurus-Rex" Animality (MK3); "Kitana's Kiss of Death" (MKII); "Sub-Zero Crushed Ice" (MKII); "Reptile Gives You Some Tongue" (MKII); "Kung Lao's Hat Trick" (MK:SM); "Sektor Squash" (MK3); all Babalities; "Sheeva's Manly Forearms" (MK3); "Scorpion is Hot" (MK); and "Smoke Asplodes the Earf" (MK3).[40] Prima Games, in 2014, counted down their selection of the top fifty Fatalities from the entire Mortal Kombat series, with the top ten being Baraka's "Lifting Stab" (MKII); Noob Saibot's "Make a Wish" (MK2011); Kitana's "Kiss of Death" (MKII); Johnny Cage's "Nut Buster" (MK:SM); Ermac's "Mind Over Splatter" (MK2011); the "Pit" Fatality (MK); Dairou's "Eye Stab" (MK:D); Kung Lao's "Blade Drag" (MK2011); Kano's "Heart Rip" (MK); and Sub-Zero's "Beheading, Complete with Spine" (MK).[41]

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