

Mortal Kombat 4 Glitch FAQ

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MK4 Gitches FAQ for N64
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Kai's Knife Glitch

VS Human Or CPU: both

Placement On Screen: in the corner

Must Use: Kai

Against: any character

- * When you are in the corner with Kai's weapon (curved knife), jump in with a very late HK, then hop HK, then do a standing HP. That will cause your opponent to appear behind you when they go into their hit animation. The only reason I can think of for this glitch is that it happens because you are actually farther into the corner than your opponent, so it gets confused.

Dead Man Attacks

VS Human Or CPU: both

Placement On Screen: anywhere

Must Use: any character

Against: any character

- * I have noticed that after the final hit of a match, the losing character can perform a move as they get up into the dizzy animation. The most recent occurrence I have seen was with Johnny Cage uppercutting up, but I am assuming it can be done with everyone, and possibly with other moves than uppercuts.

Floating Fatalities

VS Human Or CPU: both

Placement On Screen: anywhere

Must Use: any character

Against: any character

- * If you jump in the air, do the fatality motion very quickly and make the last button tap RIGHT before you hit the ground. Your character will freeze while he is in the air/jump animation, then proceed to go into the fatality animation while he is floating slightly above the ground.

Happy Corner Hops

VS Human Or CPU: both

Placement On Screen: anywhere

Must Use: any character

Against: any character

- * When you have your opponent in the corner, make the final hit of the round a jump kick, then hold up-forward or up-back and tap a punch/kick button over and over. You will keep jump kicking instead of going into you win pose animation.

Scorpions Breaker Glitch

VS Human Or CPU: human

Placement On Screen: anywhere

Must Use: Scorpion

Against: any character

- * After you do a breaker with Scorpion, immediatly do the flame afterwards. If your opponent blocks the flame, it will warp them to right next to you.
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