

# Mortal Kombat 4 FAQ

by IceMaster

Updated to v9.1 on May 2, 1998

\*\*\*\*\* http://mk.hotweird.com/ \*\*\*\*\*

The Realm of Mortal Kombat Presents... 4

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THE MORTAL KOMBAT 4 44444

WEEKLY FULLSCALE TEXT FAQ 4444444

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Covering Arcade Game REVISION 3

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---## WHAT'S NEW ##---

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|           | THE COMPLETE GUIDE TO |           |
|-o-o-o-o-o-o ~MORTAL KOMBAT 4~ o-o-o-o-o-o-|
|           | ___THE HOME VERSIONS___|           |
|           |                           |           |
|           | Presented in both Text and HTML Formats |           |
|           | *Nintendo 64*Sony PlayStation*Windows 95* |           |
|           |                           |           |
|           |                           |           |
|           | Coming June '98 to The Realm of Mortal Kombat |           |
|           | http://mk.hotweird.com/ |           |
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**\*\* Final Revision \*\***

This is the final revision of the FAQ. Since this will be used as the "model" for the text presentation of "The Complete Guide to Mortal Kombat 4: The Home Versions", any typos and corrections reported to me will be fixed in the home versions one only.

**\*\* New In This Revision \*\***

- Added new Maximum Damage Combos

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-----## Section 1 : INTRODUCTION ##-----

#####

\*\* Introduction to the FAQ \*\*

Welcome to The Realm of MK's Mortal Kombat 4 Weekly Text FAQ, maintained by the TRMK site's Canadian Correspondant, The IceMaster. Character-specific information and codes are contributed to the Realm of Mortal Kombat Web Site and confirmed by our staff members, then added to this FAQ at the end of the week.

This weekly text FAQ covers Mortal Kombat 4, one of the most highly anticipated titles of the decade and already one of the decade's most successful arcade hits! It is recommended that this FAQ is viewed with an ASCII Text Editor such as DOS Edit. If you are using a word processor, use 9-point Courier New and no word wrap for proper text alignment.

\*\* The MK4 Attract Mode \*\*

When the game is left idle without coins being inserted or the Start button being pushed, the Attact mode repeats. Each time it cycles through, a different fight demonstration is shown and a different character bio will appear until all 15 have been shown. Here is the pattern:

- 1) The Introduction Story by Raiden (See section [01.01]).
- 2) Full-screen image of Shinnok holding the Amulet on a staff with his arch-sorcerer, Quan Chi, standing behind him.
- 3) 3D Rendered MIDWAY Logo -- Vertical Rotation
- 4) Mortal Kombat 4 REVISION 3 Title Screen
- 5) "The Greatest Warrior is... [Initials at First Place]"
- 6) Best Kombatants screen (Top 15 Winning Streaks)
- 7) VS Screen, Fight Demonstration
- 8) "The Greatest Warrior is... [Initials at First Place]"
- 9) Best Kombatants screen (Top 15 Winning Streaks)
- 10) A Character Bio
- 11) Mortal Kombat Mythologies: SUB-ZERO advertisement  
"Available on home systems NOW!"
- 12) Powered by ZEUS
- 13) AAMA Warning

\*\* What is MK4? \*\*

Mortal Kombat 4 is the 4th installment of the Mortal Kombat fighting game series. It is the first MK game with 3D polygon-based graphics rather than digitized sprites. It runs on Midway's extremely powerful proprietary graphics hardware, known as Zeus.

\*\* Does MK4 have "humorous" Fatalities like MK3 did? \*\*

No. It was decided that MK3 went too far with the humor in its Fatalities and made the game too "cartoony". Some of the violence in MK4 includes a bit of humor in it, but they're kept "dark and violent" like the original Mortal Kombat. There are NO "-alities" in MK4 besides Fatalities and Stage Fatalities ("Pits"). Some of the classic MK1 and 2 Fatalities have been recreated in 3D while the rest are fresh new gruesome ideas.

\*\* Mortal Kombat 4 \*\*

Thousands of years ago, in a battle with the fallen elder god known as Shinnok, I was responsible for the death of an entire civilization. To rid all realms of Shinnok's menace, I waged a war that plunged the earth into centuries of darkness and banished Shinnok into a place called the Netherealm.

Now, after Shao Kahn's defeat at the hands of earth's warriors, Shinnok has managed to escape his confines in the Netherealm. The war is now being fought once again. Only this time, it can be won by mortals.

- Raiden, God of Thunder  
Defender of the Realm

\*\* The Basic Concepts in the MK Story \*\*

- 1) The Elder Gods are the true rulers of all realms.
- 2) Free Roaming sorcerers are able to travel the plains of reality without being detected by their gods.
- 3) The Netherealm is a place for unwanted spirits, also known as Hell, Hades, Gehennas, and Pluto.
- 4) The earth realm has many gods, some of which are appointed to perform certain tasks.

\*\* The Background of Mortal Kombat \*\*

The story of Mortal Kombat is slowly revealed, step-by-step, in an "exploration" format. Each game tells of more events and reveal more of the past. Many characters are involved, each with his/her own background. Many parts of the "World of Mortal Kombat" have yet to be explored in the games thus far. Below, I have compiled a "brief" outline of the story, involving only the few "main" characters, such as Raiden, Shinnok, and Shao Kahn.

1. Shinnok, an Elder God, came into the earth with evil intentions using the Amulet, and battled the realm's defender, Raiden. Raiden won, banished Shinnok into the Netherealm, and hid the Amulet, guarded by the gods of the three elements (Wind, Earth, Water, and Fire) -- All this was only documented by the Map of Elements (the one way to find the Amulet, which Shinnok needed to get back into the realm).
2. Quan Chi, a free roaming sorcerer, learned of Shinnok's suffering in the Netherealm under the rule of Lucifer. He made Shinnok a deal: for his help in taking over the Netherealm by defeating Lucifer, he would get the position to rule at Shinnok's side if and when he escapes the Netherealm entirely. Shinnok agreed and the two waged a war on Lucifer that lasted thousands of years -- Shinnok rose victorious, and Quan Chi was made his arch-sorcerer. Quan Chi was then to find a way to get Shinnok his Amulet back, so that he could escape the Netherealm.
3. Shao Kahn invaded a realm called Edenia, killed its King, Jerrod, and took Queen Sindel and Princess Kitana under his power. Sindel couldn't bear the thought of surviving Kahn and committed suicide. Kahn was enraged by her actions and withheld her soul from moving on. He sapped the energies of Edenia, and it became a realm known as the Outworld.
4. Wise men in the far east received visions of Kahn. They created Mortal Kombat, a tournament in which Kahn must win a streak of 10 before he could enter the earth.
5. Shang Tsung, an earth-born warrior under the rule of Shao Kahn, soon won the MK championship. After many wins, he eventually lost to a Shaolin monk known as Kung Lao. The Shaolin temples had the Map of Elements and Lao was one of the few select people to know of the map's existence and the story it documented.
6. Later on, one of the three MK tournament masters mysteriously died. Soon afterwards, Shang Tsung returned with Goro, an Outworld prince. Goro

defeated Kung Lao and Shang Tsung took the monk's soul, retaining his thoughts and memories. Goro went on to win another eight tournaments, leaving him one more victory before Kahn could enter the earth.

7. In order to almost assure a victory for Kahn, Shang Tsung made a deal with Quan Chi: he would supply the location of the Map of Elements, in exchange for Shinnok's help. Quan Chi agreed, and Shinnok was to take Sindel's soul, taint it with evil, and resurrect it on earth, a process that would take over a decade to complete. Once Sindel is resurrected on earth, Kahn could enter the realm to reclaim his queen -- allowing him to cheat the rules of the MK tournament.
8. Quan Chi got the map but couldn't defeat the four elemental gods that guard the Amulet, so he needed a human who could defeat the elements. He hired a Lin Kuei warrior with the ability to harness the element of cold to do this. However, after Quan Chi gained possession of the Amulet and gave it to Shinnok, it was soon taken back by the Lin Kuei ninja and returned to the hands of Raiden. Shinnok's new confrontation with Raiden and the Elder Gods was prevented for the time being.
9. Goro failed to gain his 10th victory for Kahn, and Tsung's reign over the MK tournament came to a violent end at the hands of an earth warrior representing the Shaolin temples. Shang Tsung returned to Kahn, and his new mission was the lure earth's warriors into the Outworld to fight.
10. The time soon came when Shinnok was finished with the process he was to perform on Sindel. Kahn invaded the earth realm, slowly transforming it into a part of the Outworld, and took the souls of its inhabitants -- all except the elder gods' chosen warriors, whose souls would be protected from Kahn... but not their lives. Shao Kahn sent extermination squads to eliminate them, leaving only a few survivors. He came dangerously close to fully taking the earth, before the remaining survivors managed to defeat him, with the help of many who once served in his forces. His fall resulted in many souls' return to their bodies, and the restoration of the Outworld into the realm of Edenia.
11. Shinnok is later freed to enter Edenia by a traitor. From there, he wages a war on the true Elder Gods, with his Army of Darkness led by Quan Chi. Raiden gathers humans and fellow deities to battle Shinnok's army.

For the full detailed Mortal Kombat story, re-written in chronological order, involving all of the characters who take part in the above events, be sure to check out the "Mortal Kombat Saga: How it All Unfolded" Mini-Site:  
<http://www.icemaster.org/mksaga/>

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* * * * * [01.02] * * * * *  
*                               *  
* * * * * Definitions * * * * *
```

**\*\* Forward/Back Directions \*\***

Forward refers to the direction toward your opponent and Back refers to the direction away from your opponent. These depend on your position in the view and is a standard way to list moves in fighting games.

**\*\* The Block Button \*\***

The Block button was introduced by the first Mortal Kombat. It is used in many special moves and finishers, and it lets your character to go into a defensive position to minimize the amount of damage you'll take.

**\*\* The Run Button \*\***

The Run button was introduced in MK3 for the purpose of speeding up the game play. Just like any other button, it is also used to pull off special moves and finishers, but holding it while pulling forward lets you run toward your opponent until your Run Meter (under energy bar) runs out. Run is now

also used to pick up a dropped weapons and objects as well as to sidestep.

#### \*\* Basic Moves \*\*

Basic moves are universal and relatively easier to pull off than special moves. They are typically less damaging than special moves and usually less impressive-looking, with a few exceptions. Basic moves are also useful in Kombos during fights.

#### \*\* Special Moves \*\*

Special moves are specific to characters. They are generally harder to pull off than basic moves, but are easy enough to perform that you can use them as part of your offense during fights. Usually, special moves look more impressive and do more damage than basic moves, and some of them can also be used in Kombos.

#### \*\* Kombos \*\*

Kombos refer to Combination Attacks. They are a linked sequence of attacks, done without knocking the opponent to the ground and gives the opponent no time in between hits to retaliate.

See Section [03.04] for details.

#### \*\* Finishers \*\*

The first Mortal Kombat introduced the concept of finishers to the whole genre. The first type of finishers were Fatalities and everyone in MK1 had their own. The second type was originally referred to as "Pits", but have come to be known as "Stage Fatalities", which make use of the current stage's resources. Finishers can be performed when you have won the fight and "Finish Him!" (or Her) is announced.

Beginning with MKII, as a parody of the original Fatality idea, new finishers (or "-alities") like Friendships and Babalities were created, followed by even more of the nonsense in MK3. By MK3, not only were new humorous finishers being introduced, but even the Fatalities themselves became "cartoony". It was then decided that no such nonsense would make it into MK4. The controversially "dark and violent" Mortal Kombat is back.

#### \*\* Fatalities \*\*

Fatalities were the original type of finishers. They have changed the face of the genre forever. Originally, Fatalities were "dark, evil, and violent" ways to kill an opponent after winning the fight. MK4 returns to this style and features extremely gory Fatalities like the original ones. In fact, many of the original Fatals have been applied to MK4 in 3D while the other Fatals in the game are all-new, but follow the same line of violence.

#### \*\* Stage Fatalities \*\*

Stage Fatalities are a form of finishers using the resources of the specific stage that you are fighting in. They were originally known as "Pits" since the first one was the use of a bed of spikes beneath a bridge, in the MK1 stage, "The Pit". However, it wasn't counted as a real "Fatality" in MK1, they became real Fatalities in MKII when they were actually performed using button sequences and were officially announced as such.

#### \*\* Regular and Hidden Characters \*\*

Regular characters are the characters that can be chosen without the use of any codes. They are available on the select screen by default. There are a total of 15 regular characters in MK4. Hidden characters are ones who must be unlocked via some sort of code.

#### \*\* Kombat Kodes \*\*

Abbreviation : "KK"

Kombat Kodes are a standard way of entering cheat codes, ever since MK3.

They can only be used for 2-player VS games and are entered at the VS screen using the bottom three buttons of each controller. Each Kombat Kode consists of 6 digits. The 1st player's LP, BL, and LK buttons control boxes 1, 2, and 3, while the 2nd player's LP, BL, and LK control boxes 4, 5, and 6.

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#####
-----## Section 2 : THE HISTORY OF MORTAL KOMBAT ##-----
#####
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\*\* What is Mortal Kombat? \*\*

Mortal Kombat is a well-known and extremely successful series of fighting games. The original Mortal Kombat was released in 1992 to arcades across the continent of North America. It shocked the nation with its level of extreme violence and slowly became a joke, beginning with the idea of adding other "-alities" to the series to make censorship look stupid, and ending off with going as far as to make the gory Fatalities into humorous and cartoony violence in MK3. It was then decided that it had gone far enough. MK4 introduces extremely violent, jaw-dropping, bone-breaking moves and Finishers as well as weapons to fight with, objects to be thrown, and more...

\*\* Was Mortal Kombat created by Acclaim? \*\*

No. Acclaim held the license for home platform ports of Midway's arcade games up until 1994 and had the opportunity to take the spotlight for MK1 and 2's successful home releases.

\*\* Who created Mortal Kombat? \*\*

Mortal Kombat was created by Midway, by a team originally led by Ed Boon and John Tobias.

Midway is a leading arcade/home video game developer and distributor. Over the recent years, it has built up into a large company known as Midway Games, Inc., publicly traded on the New York Stock Exchange.

Midway's main offices are located in Chicago, IL., where they manufacture and distribute arcade games. They now have a home console video game marketing division known as Midway Home Entertainment in Corsicana, TX., plus a development house in San Diego, CA. by the same name.

In addition, they now own the company formerly known as Time Warner Interactive, Atari Games Corporation, a proud new division of Midway Games, Inc. While it was TWI, it was made up of the original Atari Games, Corp., their then home division, Tengen, and Time Warner Interactive Group.

Close affiliates of Midway Games, Inc. include GT Interactive, who market the PC versions of their games, Eurocom Developments in the UK, who now develop many of their home games (including Mortal Kombat 4 and Cruis'n World), and Nintendo, who have been in partnerships with Midway for many projects during the recent years.

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* * * * * [02.01] * * * * *
*                               The Beginning                               *
* * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * *
```

In 1991, Midway game designers Ed Boon and John Tobias began work on a game that would quickly become a classic. Mortal Kombat was born -- the first game to take full advantage of the graphical capabilities of a processor WMS has used for years before it, Texas Instruments' 32-Bit TMS34010 Processor.

The first Mortal Kombat game made its arcade debut in the August of 1992, and became the first truly successful fighting game since Capcom's "Street Fighter II: The World Warriors". It was original, unlike other fighters of its time.

Boasting large digitized sprites (captured in filming sessions of



real actors using a Hi-8 Camera) and over-the-top gore and violence to the degree that the gaming world had never seen before, it swept the industry.

\* \* \* \* \* [02.02] \* \* \* \* \*  
\* The Success \*  
\* \* \* \* \*

Inevitably, in Late 1993, fighting gamers saw the arcade debut of Mortal Kombat II. In addition to the extremely intense violence for a great shock factor, and smooth control for fast, competitive game play, the sequel brought some of the smoothest sprite animation and most crisp-looking images gamers had ever seen. This was made possible thanks to the use of a \$20,000 Sony broadcast-quality camera to capture the images for the characters.

In the area of sound, Midway's proprietary DCS (Digital Compression System) sound hardware was used for the first time in a video game. The DCS system gave four channels of 16-Bit digital audio output using a 31.2KHz sampling rate, and independent control over each channel's playback, volume, and looping. Digital recordings of actual musical compositions could be used for the background music rather than samples or an FM Synthesizer.

Mortal Kombat II became the success that carried the MK series to an arcade release of MK3, quickening the game play style but displaying slightly smaller sprites and featuring humorous finishers. In an attempt to boost praise on the third, MK3 was given a 12-chip EPROM upgrade to "Ultimate", but its predecessor, MKII, was still arguably a "better game overall", as most long-time Mortal Kombat fans still feel to this day.

However, despite the common opinion, MK3 and UMK3 managed to continue the success of the series. Mortal Kombat lives on...

\* \* \* \* \* [02.03] \* \* \* \* \*  
\* The Sequels and Prequels \*  
\* \* \* \* \*

Mortal Kombat swept the gaming world, followed by a silver screen appearance, "Mortal Kombat : The Movie", Saturday morning animated series on the USA Network, and a comic book series by Malibu Comics. 1997, The Year of Kombat has arrived:

Mortal Kombat Mythologies: SUB-ZERO, a mixed-genre home game, prequel to the Mortal Kombat fighting games, and the first of a possible "Mythologies" series detailing the past of characters before their participation in the tournaments, was released in the fall.

Mortal Kombat 4, the first installment to the Mortal Kombat fighting series to use a 3D game engine, hits the road in a tour across the United States of America during the Summer of 1997, and shipped to arcades across the continent in September. Revision 2, the "completed" version of the game (or so it was then considered), was shipped across the continent in October, and Revision 3 (the final version that's also available as a Conversion Kit) in the first quarter of 1998.

The Kombat Kontinues...

#####  
-----## Section 3 : THE BASICS OF GAME PLAY ##-----  
#####

\*\* Are there any Friendships, Babalities, and Animalities in MK4? \*\*

No. Their original purpose was to make fun of the controversy over MK1's Fatalities and eventually led to a cartoony 3rd installment of the MK series. Not only is MK4 returning the series to its true form by featuring

darker and more violent Fatalities and moves, but also by eliminating the types of finishers that were created as a joke.

```
* * * * * [03.01] * * * * *
*
* * * * * The Rules *
* * * * *
```

The basic purpose of Mortal Kombat is to deminish all of your opponent's energy before he deminishes yours. Each fight is best-of-3 rounds. If your energy is equal to your opponent's and the time runs out, a draw is ruled. Both participants lose the fight if there is no decisive winner after 5 rounds. Once a kombatant gains two victories, he may "Finish" his opponent by a Fatality or Stage Fatality.

The Rule of Kombat -- Loser Pays, Winner Stays.

```
* * * * * [03.02] * * * * *
*
* * * * * Move Listings Key *
* * * * *
```

Up	The UP Direction on the stick
Down	The DOWN Direction on the stick
Back	The direction AWAY FROM your opponent
Forward	The direction TOWARD your opponent
HP	High Punch Button
LP	Low Punch Button
HK	High Kick Button
LK	Low Kick Button
BL	Block Button
Run	Run Button
Hold	Hold the following buttons/directions
Release	Release the following buttons/directions
+	Press buttons or pull directions together
Quarter Circle Back	Roll the stick from down to back
Quarter Circle Forward	Roll the stick from down to forward
Half Circle Back	Roll the stick from forward, through down, to back
Half Circle Forward	Roll the stick from back, through down, to forward

Example.

Spear: Back - Back - LP

This means: Pull the stick away from your opponent twice and hit the Low Punch Button.

```
* * * * * [03.03] * * * * *
*
* * * * * Basic Moves *
* * * * *
```

**\*\* Basics \*\***

Walk Forward: Forward

Walk toward the opponent.

Walk Back: Back

Walk away from the opponent, blocks throws.

Jump Forward: Up + Forward

Jump toward the opponent.

Jump Back: Up + Back

Jump away from the opponent.

Vertical Jump: Up

Jump directly upwards.

Crouch: Down

Duck down. Hold with Back to block throws.

High Punch: HP

Punch to the opponent's face.

Low Punch: LP

Punch to the opponent's torso.

High Kick: HK

Kick to the opponent's face.

Low Kick: LK

Kick to the opponent's torso.

Block: BL

Get into a defensive position (using your weapon if you're holding one).

Hold it with Back to block throws as well.

Run up to Your Opponent: Run + Forward

Run toward your opponent to begin an aggressive offense.

**\*\* Basic Maneuvers \*\***

Sidestep Away from the Camera: Run, Run

Two footsteps in the Z plane, into the depth of the arena away from your camera view.

Sidestep Toward the Camera: Down + Run, Run

Two footsteps in the Z plane, toward the direction of your camera view.

Pick Up a Weapon/Object: Down + Run (While standing over a weapon/object)

Pick up a weapon on the ground to use, a rock in Goro's Lair to throw, or a severed head in the Furnace stage to throw.

**\*\* Basic Moves \*\***

Roundhouse Kick: Back + HK

Roundhouse kick causing the opponent to spiral to the ground.

FootSweep: Back + LK

Take the opponent off of his/her feet.

Uppercut: Down + HP

Flips the opponent backwards, hitting the floor forehead-first with a crack, leaving a small stain of blood.

Crouch Punch: Down + LP

The crouch punch is a simple punch to the midsection.

Crouching High Kick: Down + HK

Kick aimed upward at the torso while you're crouching, knocking the opponent a few steps back.

Note: If this move is done by Johnny Cage, Raiden, Sub-Zero, or Reptile, it is high a vertical "Van Damme -style" kick that makes contact with the opponent's jaw, causing him/her to flip backwards and land the way he/she would after an uppercut.

Ankle Kick: Down + LK

Kick targeting the opponent's ankle while you're crouching.

Face Smash: HP (Close)

The face smash is a quick hard hit to the face. The specific move done varies depending on the character.

Throw: LP (Close)

Throw or slam your opponent. The specific type of throw/slam varies depending on the character.

Knee Smash: HK (Close)

The knee smash is a quick hard knee to the opponent's hip section.

Bone Breaker: LK (Close)

The bone breakers are painful moves that range from knee-snapping to neck-breaking. The specific move varies depending on the character.

Light Jump Punch: Jump, HP

Hits the opponent using the fist away from the camera view (lefthand if on the left side), allowing you to start Kombo's with it since it doesn't knock the opponent to the ground.

Heavy Jump Punch: Jump, LP

Hits the opponent harder using the fist closer to the camera view (righthand if on the left side), knocking the opponent to the ground.

Vertical Hop Kick: Vertical Jump, HK or LK

Either a kick straight up or spin kick, depending on the character.

Long Jump Kick: Jump Forward or Back, HK

Either a jump kick aimed horizontally or just slightly diagonal, depending on the character.

Short Jump Kick: Jump Forward or Back, LK

Jump kick aimed diagonally downward, at around a 45 degree angle.

\*\* Advanced Tactics \*\*

Turn-around JumpKick: Any type of jump kick after jumping past opponent.

The turn-around jump kick is a basic maneuver for more experienced players, kicks opponent from behind after jumping over him/her.

Turn-around JumpPunch: Any type of jump punch after jumping past opponent.

The turn-around jump punch is a basic maneuver for more experienced players, punches the opponent from behind after jumping over him/her.

Heavy Hit: HP when opponent jumps close.

The heavy hit is a maneuver for more experienced players, delivers a hard hit to an opponent who is jumping near you and inflicts more damage than a normal HP.

```
* * * * * [03.04] * * * * *
*                               Kombos                               *
* * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * *
```

\*\* The History of Kombos \*\*

Combination attacks were born in Capcom's "Street Fighter II". Combos weren't an intended feature of the game, but advanced players discovered that moves could be chained together, making up an effective offense.

Since then, Combos have been made "official" in many games by a text or graphical display of the number of hits and percentage of damage after one is performed. One Midway/Nintendo-marketed fighting game series has gone as far as evolving its whole gameplay style around its combo system, Rare's "Killer Instinct" series.

Since the debut of the Mortal Kombat series, regular combo styles could be pulled off, but MK3 introduced a predefined combo system in which combos were more like codes. They were "dialed in" like phone numbers.

MK4 has many more combo styles but no longer uses the MK3 predefined system. MK4 Kombos take skill to perform, as opposed to the ability to dial

a phone.

\*\* The MK4 Kombo System \*\*

Kombos are now limited to 40% damage. Kombos that exceed the limit will cause both players to fall back -- "MAXIMUM DAMAGE!". The last hit of the Kombo registers so it may go up to as high as 50%. All Maximum Damage Kombos are listed with "MAX", in place of the percentage, after the number of hits.

The Kombo Starters:

- 1) HP - HK
- 2) HP - HP
- 3) HK - HK

For Ground Chain Kombos, simply run or walk up to close range and do a starter, or even jump in with a Light Jump Punch (jumping HP) which even adds an extra hit and more damage to your Kombo.

For Air Chain Kombos, perform a starter when you're in contact with the opponent while in midair.

You can also add the use of a weapon in Ground Kombos, by doing your pull-out move in the middle of it. Other types of Kombos in MK4 include individual ones that are done in particular situations, such as a Kombo that is done after freezing an opponent in the air, when playing as Sub-Zero.

\*\* Universal Kombos \*\*

- 4-Hit Pop-up Kombo: HP - HP - HK - D + HP
- 3-Hit Pop-up Kombo: HP - HP - D + HP
- 3-Hit Pop-up Kombo: HK - HK - D + HK
- 3-Hit Pop-up Kombo: HP - HK - D + HK
- 3-Hit Basic Kombo: HK - B + LP - LP

```

* * * * * [03.05] * * * * *
*                               *
*                               *
* * * * *

```

Every character has a default weapon that can be pulled out using his/her individual "Pull-Out" move. You may also do the Pull-Out movement while you're already holding a weapon in your hands in order to throw it. If you get hit while you're holding a weapon, you would drop it. Weapons on the ground can be picked up by either of the two Kombatants.

You can also pick up other types of objects laying around on the floor, such as a severed head. Doing so would cause your character to automatically throw the object at your opponent. Also, you can't pick up a weapon or object on the ground if you're already holding a weapon in your hands, since both of your hands are used to do so. Each weapon has moves that are specific to it, these moves can be performed by anyone holding it.

```

#####
-----## Section 4 : SELECTIONS ##-----
#####

```

```

* * * * * [04.01] * * * * *
*                               *
*                               *
* * * * *

```

MORTAL	4	KOMBAT
_____	_____	_____
1 on 1	2 on 2	
KOMBAT	KOMBAT	
_____	_____	

**\*\* 1 on 1 KOMBAT \*\***

The "1-on-1 KOMBAT" mode is basically a tradition Mortal Kombat game. In a single player game, you would then choose your fighter, choose the destiny tower, and then fight your way up to Shinnok. In a 2-player VS game, each of you would then choose a fighter and face eachother in Kombat.

**\*\* 2 on 2 KOMBAT \*\***

The 2-on-2 mode is a team game for 2 players. Each player chooses a team of two kombatants each. The players then engage in Kombat to decide the winning team in the "Endurance Match" format.

\* \* \* \* \* [04.02] \* \* \* \* \*  
\* Select Your Fighter \*  
\* \* \* \* \*

KAI	RAIDEN	SHINNOK	LIU KANG	REPTILE
SCORPION	JAX	REIKO	CAGE	JAREK
TANYA	FUJIN	SUB-ZERO	QUAN CHI	SONYA

[ RANDOM ] [ GROUP ] [ HIDDEN ]

**\*\* Random Icon \*\***

Choose "Random" to let the computer choose a character for you. This was done in past games by holding Up and pressing Start but you can now do it by simply choosing the "Random" icon on the select screen in MK4.

**\*\* Group Icon (2-Player VS Games ONLY) \*\***

Choose "Group" to play as the first character on the select screen grid, Kai. Win the fight and choose it again to play as the second one, and so on until you have played as all 15 characters. You will then be able to play as Meat.

**\*\* Hidden Icon \*\***

Choose "Hidden" to hide your cursor. Once your cursor is hidden, your opponent in a 2-player game wouldn't be able to see who you choose before making his/her choice.

**\*\* Choose Alternate Outfit \*\***

Use the character's Alternate Outfit combination over his/her icon to flip it, revealing a Yin Yang symbol, choose it to play as the character in his/her alternate outfit.

The Alternate Outfit combinations for the characters are as follows:

- Kai: Hold Start - HP + BL + LK
- Shinnok: Hold Start - HP + BL + LP
- Reptile: Hold Start - LP + BL + LK
- Jax: Hold Start - LP + BL + Run
- Cage: Hold Start - LP + LK + Run
- Tanya: Hold Start - LP + HK + LK
- Sub-Zero: Hold Start - HP + BL + Run
- Sonya: Hold Start - HP + LK + Run
- Raiden: Hold Start - LP + BL + HK
- Liu Kang: Hold Start - HK + BL + LK
- Scorpion: Hold Start - HP + BL + HK
- Reiko: Hold Start - HP + LK + Run
- Jarek: Hold Start - HK + HP + Run
- Fujin: Hold Start - HP + LP + HK
- Quan Chi: Hold Start - HP + HK + Run

```

* * * * * [04.03] * * * * *
*
*           Choose Your Destiny
*
* * * * *
*
*           |__|  |__|  |__|
*           |__|  |__|  |__|
*           |__|  |__|  |__|
*           |__|  |__|  |__|
*           |__|  |__|  |__|
*           |__|  |__|  |__|
*           |__|  |__|  |__|
*           |__|  |__|  |__|
*
*           NOVICE BEGINNER WARRIOR MASTER MASTER II

```

After selecting your character in a single player 1-on-1 game, you are presented with the "Choose Your Destiny" screen with 5 Battle Plan towers.

From easiest to hardest, the difficulty levels are: Novice (6), Beginner (7), Warrior (8), Master (8), Master II (8). For each tower, there are four different sets of opponents, use your Start button to change the set before choosing the tower.

```

#####
-----## Section 5 : THE STAGES ##-----
#####

```

```

* * * * * [05.01] * * * * *
*
*           The Mountains
*
* * * * *

```

Description

You are fighting on the surface of a raised circular platform among others in the high mountains of the far east. Thunder and lightning fill the dark sky as it rains heavily on the fighting area with puddles already on its stoney ground. Faces can occasionally be seen looking down at the fight.

Misc Info

Location: The Earth Realm

```

* * * * * [05.02] * * * * *
*
*           Reptile's Lair
*
* * * * *

```

Description

You are fighting in a room full of scaly reptilian decorations. On the center of the back wall is a large reptilian eye with a black vertical slit. To the sides are spheric containers surrounded by snake-like designs. At the far corners are large stone skulls with wide-open jaws that reveal silhouettes of captive humans chained to the sides of the interiors.

```

* * * * * [05.03] * * * * *
*
*           The Shaolin Temple
*
* * * * *

```

Description

You are fighting in a room within the Shaolin Temples. Banners with Chinese writing hang from the walls. There are lanterns under the windows in the corners of the room. On the far sides of the area are wooden doors that are decorated by large circular designs.

Misc Info

Also Appears in "Mortal Kombat Mythologies: SUB-ZERO"

Location: The Earth Realm

```

* * * * * [05.04] * * * * *
*
*           The Living Forest           *
* * * * *

```

Description

You are fighting on a circular open area in the middle of a large, eerie, forest in the realm of Edenia. Large trees and bushes surround the fighting grounds. The perimeter of the area is circled by trees with the face of Mortal Kombat co-creator, Ed Boon, roaring as they watch the fight.

Misc Info

A 3D Rendition of the classic Mortal Kombat II stage.

Location: The Realm of Edenia

```

* * * * * [05.05] * * * * *
*
*           The Prison           *
* * * * *

```

Description

You are fighting in one of the large octagonal cells in the Netherealm's Prison of Souls. At the center of the back wall is a large fan, ready to cut losing kombatants into severed bodyparts. The ground is cement with a large, circular, sewer-like ventilation in the middle, surrounded by four metal paths leading to the North, South, East, and West ends of the cell. The cell is enclosed by electronic metal doors on both sides. Two saucers hover above the fighters, shining spotlights on the action.

Misc Info

Also appears in "Mortal Kombat Mythologies: SUB-ZERO"

Location: The Netherealm

Stage Fatality

The winner grabs his opponent by his/her left arm and leg, and begins to spin while holding the loser of the fight at roughly shoulder-height. The camera switches to a view right above the winner's shoulder, looking toward the opponent. The camera then goes back to a normal view of the action as the winner lets go of the opponent, tossing him/her into the large fan on the center of the back wall. The opponent is mutilated by it, in a shower of fresh red blood, and body parts falling out. The opponent's now-severed head then flies out of the fan and hits the camera, leaving a large stain of blood on the lens before dropping to the floor.

```

* * * * * [05.06] * * * * *
*
*           Goro's Lair           *
* * * * *

```

Description

You are fighting in a stoney, hexagonal area, surrounded by large openings that reveal other openings in the distance, and glowing yellow eyes watching the fight in the darkness. The corners on either side of the center opening is decorated by lit candles while the corners on the far sides have hanging skeletons on them instead.

Misc Info

A 3D rendition of the classic Mortal Kombat stage.

Objects: Rocks



Location: The Earth Realm

Stage Fatality

The winner uppercuts his opponent. The camera pans down and views the scene from a diagonal upward perspective as the victim flies up to the spikes on the ceiling.

\* \* \* \* \* [05.07] \* \* \* \* \*  
\* The Furnace \*  
\* \* \* \* \*

Description

A dark path leads into a room lit by the fire of a large furnace. You are fighting on the dusty floor in front of it. At the center of the furnace, directly across from the entrance is a large opening that reveals its flames. On each side of this opening are two, smaller, circular ones. At the far left of the entrance is a path enclosed by 3 horizontal and 3 vertical metal bars.

Misc Info

Objects: Severed Heads

\* \* \* \* \* [05.08] \* \* \* \* \*  
\* Base of the Heavens \*  
\* \* \* \* \*

Description

You are fighting on a hard floor with red and white designs in the middle. There is a dragon logo, with a glowing red eye, on the center wall. To either side are short paths that lead to the bright blue faces that light the room. On the far sides are walls with blue stars. Opposite the center wall is a large dark path sloping upward, with blue faces on either side of it.

\* \* \* \* \* [05.09] \* \* \* \* \*  
\* The Tomb \*  
\* \* \* \* \*

Description

You are fighting in a square stoney room. At the center of the back wall is a large window, decorated by a skull design, that reveals a purple sky. A dead body covered by a purple cloth lays in front of the window on the stone ledge. Two rectangular windows are located on the walls to each side of the skull window. On the far sides of the room are raised diagonal surfaces with coffins laid out across them. In each of the four corners of the room is a large torch, lighting up the area. On the wall opposite the skull window, there is a large wooden gate and two rectangular windows to either side of it as well.

Misc Info

Objects: Spiked Balls

#####  
-----## Section 6 : THE KOMBATANTS ##-----  
#####

\*\* Kombatant Relations \*\*

The Earth Warriors

God of Thunder		Protector of Earth	
-----			
FUJIN			SUB-ZERO
God of Wind	---	---	Lin Kuei
-----			
LIU KANG			SONYA BLADE
Shaolin Monk	---	---	Special Forces
-----			
JOHNNY CAGE			JAX BRIGGS
Actor		---	Special Forces
-----			
KAI			JAREK
Former White Lotus Member	__	__	Black Dragon Member
-----			

Shinnok's Army of Darkness

SHINNOK		Fallen Elder God		Netherealm Ruler	
-----					
QUAN CHI				REIKO	
Arch-Sorcerer	---	---		General	
-----					
TANYA				REPTILE	
Edenian Traitor	__	---		General	
-----					
NOOB SAIBOT				SCORPION	
Brothers of Shadow Member		__		Serving Shinnok Under Agreement	
-----					

\* \* \* \* \* [06.01] \* \* \* \* \*

\* Kai \*

\* \* \* \* \*

Profile

Known Relatives: None  
 Place of Birth: The United States of America  
 Occupation: Former member of the White Lotus Society

Description

Kai is a new African American warrior, he wears a red headband, red sash, red belt, and red shin guards. He has loose black pants, grey wristbands, and white tiger stripes all over his body.

Story

A former member of the White Lotus Society, Kai learned his skills from the great masters throughout Asia. He journeyed to the Far East after meeting his friend and ally, Liu Kang in America. Now, they reunite to assist Raiden

in the battle with Shinnok.

Bone Breaker Description - Back Breaker

Kai picks up the opponent by his/her back and kneels down while he slams the opponent's back into his knee. The opponent's back snaps backward.

Default Weapon: Ghurka Kukhri ("Machete")

Pull-Out Move: Quarter Circle Back - LP

Special Moves

Lunging Boot Kick: Half Circle Forward + LK

Fireball from Above: Back - Back - HP

Fireball from Below: Forward - Forward - LP (Can be done in the air)

Air Fist: Quarter Circle Forward - HP

Hand Stand: BL + LK (Then BL or Jump to get back on your feet)

Kick Standing on Hands (Knocks down): HK (Standing on your hands)

Kick Standing on Hands (Doesn't knock down): LK (Standing on your hands)

Hand Spin: Hold LP (While standing on your hands)

Kombos

8-Hit MAX: HP - HK - D + HP - Fireball from Below - HP - HP - Long Jump Kick - Air Fist

5-Hit MAX: In corner - Fireball from Below - Lunging Boot Kick - LP - Fireball from Below - Lunging Boot Kick

Fatalities

FATALITY #1 - Overhead Rip: Up - Forward - Up - Back - HK

Distance: Close

Note: Hold BL so tapping up won't cause you to jump.

Description: Kai lifts his opponent's body overhead and pulls on it a few times. Eventually, the body breaks apart at the middle, squirting blood to the ground. He then drops both halves, with puddles of blood all over the floor. The upper half appears to make an attempt to get up before it dies.

FATALITY #2 - Head Explosion : Up - Up - Up - Down - BL

Distance: Outside Sweep

Description: Kai levitates the opponent and sends a fireball at the helpless victim's head. The fireball causes the head to explode, and the victim's body then drops to the ground below it.

STAGE FATALITY - Prison Fan: Forward - Forward - Down - BL

Distance: Close

Description: See [05.05]

STAGE FATALITY - Goro's Lair Ceiling Spikes: Back - Forward - Down - HK

Distance: Close

Description: See [05.06]

\* \* \* \* \* [06.02] \* \* \* \* \*  
\* Raiden \*  
\* \* \* \* \*

Profile

Also Known As: God of Thunder

Place of Birth: The Heavens

Occupation: Current Protector of the Earth Realm

Description

Raiden returns to action wearing his hat along with loose white clothes. He has a blue vest with a round yellow symbol on the back, and metal elbow and

shoulder pads.

Story

The God of Thunder returns to Earth after the defeat of Shao Khan - but finds a new threat when Shinnok's forces, led by Quan Chi attack the Elder Gods. With the heavens in disarray Raiden exists as one of the last Gods of Earth. He must come to the aid of his elders and put an end to the villainous reign of his ancient enemy.

Bone Breaker Description - Skull Crusher

Raiden grabs the opponent's head and slams it into his knee.

Default Weapon: Wooden Mallet

Pull-Out Move: Forward - Back - HP

Special Moves

Lightning Bolt: Quarter Circle Back - LP

Torpedo Dive: Forward - Forward - LK (Can be done in air)

Teleport: Down - Up

Kombos

10-Hit MAX: HP - HP - HK - D + HP - Run in - HP - HP - Teleport - LP - Light Jump Punch - HK - Torpedo Dive

8-Hit MAX: Vertical Hop Kick - HP - HP - HK - D + HP - run in - HP - HP - Long Jump Kick - Torpedo Dive

8-Hit MAX: Light Jump Punch - HP - HP - HK - HK - Weapon Pull-Out - Light Jump Punch - Torpedo Dive

8-Hit MAX: Vertical Hop Kick - HP - HP - HK - HK - Weapon Pull-Out - Light Jump Punch - Torpedo Dive

Fatalities

FATALITY #1 - Overhead Electrocution: Forward - Back - Up - Up - HK Distance: Close

Note: Hold BL so tapping up won't cause you to jump.

Description: Raiden lifts his opponent overhead diagonally and electrocutes it until it explodes. The explosion is then shown from three alternate camera perspectives. In the final view of it, the explosion is seen from above, and the head is seen flying toward the camera then dropping to the ground in front of Raiden's feet.

FATALITY #2 - Impalement Electrocution : Down - Up - Up - Up - HP Distance: Close

Description: Raiden, standing before the helpless opponent, raises his arm high into the air. His lightning staff appears in the palm of his hand, and he shoves the end of the staff through the opponent's stomach, impaling the victim. The thunder god then proceeds to send electricity through the staff to finish the victim off. He swings the staff down to drop the carcass to the ground.

STAGE FATALITY - Prison Fan: Down - Forward - Back - BL Distance: Close

Description: See [05.05]

STAGE FATALITY - Goro's Lair Ceiling Spikes: Forward - Forward - Down - LP Distance: Close

Description: See [05.06]

\* \* \* \* \* [06.03] \* \* \* \* \*  
\* Shinnok \*  
\* \* \* \* \*

## Profile

Place of Birth: The Heavens

Occupation: Ruler of the Netherealm

## Description

Shinnok is pale and wears a red hat. He has a red top with a large golden collar, and green sleeves and pants. He wears big red shin guards with golden horns like Shao Kahn did.

## Story

Banished to the Netherealm for crimes committed against his once fellow Elder Gods, Shinnok is freed from his confines by Quan Chi. With the aid of a traitor he is then able to overtake the realm of Edenia. From there he wages a war against the Elder Gods, and awaits a chance to enact revenge against the god who banished him there - Raiden.

## Bone Breaker Description - Neck and Body Break

Shinnok grabs the opponent by his/her feet, causing the opponent to fall back with ankles still in Shinnok's hands. Shinnok then proceeds to smash his foot onto the opponent's neck, then let the feet fall to the ground as he jumps up and puts his whole weight onto the fallen opponent's torso.

## Default Weapon: Nagimaki ("Bladed Staff")

Pull-Out Move: Back - Forward - LP

## Impersonations

Kai: Forward - Forward - Forward - LK

Raiden: Down - Forward - Forward - HP

Liu Kang: Back - Back - Forward - HK

Reptile: Back - Back - Forward - BL

Scorpion: Forward - Back - LP

Jax: Forward - Down - Forward - HK

Reiko: Back - Back - Back - BL

Cage: Down - Down - HP

Jarek: Back - Back - Back - LK

Tanya: Back - Forward - Down - BL

Fujin: Forward - Forward - Back - HK

Sub-Zero: Quarter Circle Back - LP

Quan Chi: Back - Forward - Back - Forward - LK

Sonya: Forward - Down - Forward - HP

## Fatalities

FATALITY #1 - Hand of Hell: Down - Back - Forward - Down - Run

Distance: Close

Description: Shinnok forms a ball of flames around his fist and sinks himself into the ground by punching it and engulfing himself in flames. A large skeleton hand reaches up through a new opening, grabs the opponent, and squeezes it until the opponent's head pops off with a spray of blood from the neck before the body drops to the ground. The hand pulls the body with it as it returns underground, closing the opening, and leaving the severed head over a puddle of blood on the surface. Finally, Shinnok returns to the surface.

FATALITY #2 - Two Hand Smash : Down - Up - Up - Down - BL

Distance: Close

Description: Shinnok forms a ball of flames around his fist and sinks himself into the ground by punching it and engulfing himself in flames. Two large skeleton hands

reach up through a new opening and claps together on the helpless opponent. It then returns underground, closing the opening. Finally, Shinnok returns to the surface.

STAGE FATALITY - Prison Fan: Down - Down - Forward - HK

Distance: Close

Description: See [05.05]

STAGE FATALITY - Goro's Lair Ceiling Spikes: Up - Down - Back + HP

Distance: Close

Description: See [05.06]

```
* * * * * [06.04] * * * * *
*                               Liu Kang                               *
* * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * *
```

### Profile

Known Relatives: Father - Lee Kang (Deceased), Mother - Lin Kang (Deceased),  
Brother - Chow Kang

Place of Birth: Honan Province, China.

Occupation: Former member of the White Lotus Society. Shaolin Monk.

### Description

Liu Kang is back and appears to be bigger than ever. He wears his traditional loose black pants with red on the sides, along with a new red tank top and black forearm guards. For Liu Kang's alternate outfit, he doesn't wear a tank top, and his pants are blue on the sides instead of red.

### Story

Still the immortal champion of Mortal Kombat, Liu Kang finds himself venturing into the realm of Edenia to rescue the princess Kitana from the vile clutches of Quan Chi. Unsuccessful in his mission Liu returns to Earth and mounts an effort to bring together Earth's greatest warriors. He does it this time not only to free Kitana's home world but also to assist his mentor and Earth's protector - Raiden.

### Bone Breaker Description - Back Breaker

Liu Kang grabs the opponent's shoulders from behind and kicks deep into his/her lower back.

### Default Weapon: Flamberge ("Jagged Sword")

Pull-Out Move: Back - Forward - LK

### Special Moves

High Fireball: Forward - Forward - HP (Can be done in air)

Low Fireball: Forward - Forward - LP

Flying Kick: Forward - Forward - HK

Bicycle Kick: Hold LK for 5 seconds - Release LK

### Kombos

10-Hit MAX: HP - HP - HK - D + HP - run in - HP - HP - Bicycle Kick - LP -  
Long Jump Kick - High Fireball (in air)

9-Hit MAX: Light Jump Punch - HP - HP - HK - D + HP - run in - HP - HP -  
Bicycle Kick - Flying Kick

7-Hit MAX: In corner - Long Jump Kick - Long Jump Kick - HP - Bicycle Kick -  
LP - Flying Kick - Flying Kick

6-Hit 39%: HP - HK - D + HP - Run in - HP - Bicycle Kick - Flying Kick

4-Hit 30%: HK - F + LP - HP - Flying Kick

### Fatalities

FATALITY #1 - Dragon Swing: Forward - Forward - Forward - Down -

BL + HK + LK

Distance: Just Past Sweep Range

Description: Liu Kang covers himself with green mist in the shape of a large dragon. When it clears up, Kang is seen as a large dragon. He grabs the opponent's body with his mouth and swings him/her back and forth violently, spraying blood in every direction before slamming the victim down. The blood from the swinging falls to the ground a moment later.

FATALITY #2 - Throw and Fireball : Forward - Down - Down - Up - HP

Distance: Close

Description: The camera view zooms far away from the two Kombatants as Liu Kang grabs his helpless victim and throws him/her toward the camera. He then shoots a fireball at the body while it's still in the air. It hits the opponent's body, causing it to explode so that blood and bodyparts hit and stain on your camera view.

STAGE FATALITY - Prison Fan: Forward - Forward - Back - LP

Distance: Close

Description: See [05.05]

STAGE FATALITY - Goro's Lair Ceiling Spikes: Forward - Forward - Back - HK

Distance: Close

Description: See [05.06]

\* \* \* \* \* [06.05] \* \* \* \* \*  
\* Reptile \*  
\* \* \* \* \*

Profile

Also Known As: (Real name unpronounceable by the human tongue)

Place of Birth: The Realm of Edenia

Occupation: A General in Shinnok's Army of Darkness

Description

Reptile returns without a human look to disguise his true form. His bald scaly green head is exposed, and he wears a black partial mask that covers a portion of his face. He wears a black vest with squared designs, purple pants, metal shin guards, and forearm guards with spikes on them.

Story

After Shao Kahn's defeat, Reptile finds himself a fugitive in the realm of Edenia. But when Shinnok takes over the realm, Reptile is quick to join his forces. He holds allegiance to those with great power and his role as a cold-blooded killer earns him Shinnok's trust and a place in his army of darkness.

Bone Breaker Description - Neck Break

Reptile brings the opponent to his/her knees and grabs him/her by the neck from behind, then quickly snaps it. The opponent falls forward with his/her head facing up.

Default Weapon: Battle Axe

Pull-Out Move: Back - Back - LK

Special Moves

Spit Acid: Quarter Circle Forward - HP

Dash Punch: Back - Forward - LP

Super Krawl: Back - Forward - LK

Invisibility: BL + HK

## Kombos

8-Hit MAX: HP - HP - HK - D + HK - Super Krawl - LP - Dash Punch

6-Hit 39%: HP - HK - D+HP - Run in - D+HK - Super Krawl - Dash Punch

## Fatalities

FATALITY #1 - Face Chew: Hold HP + LP + HK + LK - Up

Distance: Close

Description: Reptile hops up onto the opponent's body with his arms and legs wrapped around it. He starts chewing on the opponent's face, spraying blood in all directions as the camera pans around. He jumps off of the opponent and the opponent takes a few steps back, holding his/her face in pain, being shown by the camera from behind. The opponent drops to the ground, on his/her back. The camera then takes a close-up on what's left of the opponent's face -- blood and muscles hanging onto the bare skull, with eye balls fully exposed.

FATALITY #2 - Acid Puke : Up - Down - Down - Down - HP

Distance: Outside Sweep

Description: Reptile floats up into the air in front of his helpless victim, as the camera pans to a view from behind the dazed opponent. After a moment of floating up and down a bit in mid-air, Reptile then pukes a load of bubbly acid onto the victim, causing his/her skin to melt off. The camera takes a top view of the opponent's carcass, with a skeleton covered with blood and exposed hanging flesh.

STAGE FATALITY - Prison Fan: Down - Forward - Forward - LP

Distance: Close

Description: See [05.05]

STAGE FATALITY - Goro's Lair Ceiling Spikes: Down - Down - Forward - HK

Distance: Close

Description: See [05.06]

```
* * * * * [06.06] * * * * *
*                               Scorpion                               *
* * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * *
```

## Profile

Also Known As: Real name - Hanzo Hasashi

Known Relatives: Wife and Child (Names unknown)

Place of Birth: Japan in former life

Occupation: A reincarnated specter serving Shinnok under agreement.

Member of the Shirai Ryu ninja clan in former life.

## Description

Scorpion returns to Kombat in an outfit similar to the one he wore in UMK3. He has a yellow skull-shaped mask. His belt is yellow with a black front and back section, with a new skull buckle on the front of it. His forearm guards wrap around his forearm completely, they are yellow with black designs on the outside, black with yellow designs on the inside, and extend over the back of his hands with a triangular black and yellow piece. He wears his metal shin guards with black designs. His top is black with yellow shoulder edges and separated yellow designs instead of a sash over it like traditional "MK ninjas". Scorpion's alternate outfit is one with a redish color in place of all the yellow on it. His face (eye area when he is wearing his mask) is MK4 artist, Dave Michicich.

## Story

In hopes of gaining Scorpion as a new ally in the war with the Elder Gods,



Quan Chi makes the dead Ninja an offer he cannot refuse - Life, in exchange for his services as a warrior against the Elders.  
Scorpion accepts, but hides behind ulterior motives.

#### Bone Breaker Description - Arm Breaker

Scorpion holds the opponent's hand up and does an uppercut to the elbow, snapping it backwards, then swinging back into place.

Default Weapon: Claymore ("Broad Sword")

Pull-Out Move: Forward - Forward - HK

#### Special Moves

Spear: Back - Back - LP

Teleport Punch: Quarter Circle Back - HP (Can be done in air)

Air Throw: BL in air (Close range)

Breathe Fire: Quarter Circle Forward - LP

#### Kombos

11-Hit MAX: In midair - HP - HK - Teleport Punch - Spear - HP - HP - HK - D + HP - run in - HP - HP - Air Throw

11-Hit MAX: HP - HK - HK - Spear - HP - HP - HK - D + HP - run in - HP - Light Jump Punch - HK

11-Hit MAX: Heavy Hit - Breathe Fire - Teleport Punch - Spear - HP - HP - HK - D + HP - run in - LP - LP - Air Throw

11-Hit MAX: HP - HK - D + HK - Spear - HP - HP - HK - D + HP - run in - HP - Light Jump Punch - HK

10-Hit MAX: Heavy Hit - Breathe Fire - Teleport Punch - Spear - HP - HP - HK - D + HP - run in - LP - Breathe Fire

9-Hit MAX: HP - HK - D + HP - Spear - HP - HK - D + HP - HP - Run in - Breathe Fire

9-Hit MAX: HP - HK - D + HP - Jump Kick - Teleport Punch - Spear - HP - HK - D + HP

9-Hit MAX: HP - HK - HK - Spear - HP - HP - HK - HK - Weapon Pull-Out

8-Hit MAX: HP - HK - D + HP - Spear - HP - HK - HK - Weapon Pull-Out

8-Hit MAX: HP - HK - D + HP - Spear - HP - HK - D + HP - Run in - B + HK

8-Hit MAX: HK - HK - Spear - HP - HK - D + HP - Run in - HP - Breathe Fire

8-Hit MAX: Jump Kick - Teleport Punch - Spear - HP - HK - D + HP - Run in - HP - Breathe Fire

6-Hit MAX: HP - D + HP - Spear - HP - HK - D + HP

6-Hit MAX: Holding Weapon - in corner - Vertical Hop Kick - Vertical Hop Kick - Throw - Spear - HK - HP

6-Hit MAX: Holding Weapon - HP in air - Teleport Punch - Spear - HK - HK

6-Hit MAX: Holding Weapon - HP in air - Teleport Punch - Spear - HK - F + LP

8-Hit MAX: Heavy Hit (HP with opp. in air) - Teleport Punch - Spear - HP - HK - D + HP - Run in - HP - Breathe Fire

#### Fatalities

FATALITY #1 - Fire Breath: Back - Forward - Forward - Back - BL

Distance: Just Past Sweep Range

Description: Scorpion pulls his mask off and breathes fire at the opponent's feet, lighting him/her up in flames. The opponent runs around in circles from the burning pain and eventually drops on his/her face. When the fire dies down, it leaves a charred body. MK4 Sound Designer, Dan Forden, then yells "TOASTY!! 3D!".

FATALITY #2 - The Sting : Back - Forward - Down - Up - HP

Distance: Close

Description: Scorpion is covered by an orange mist. As the mist clears up, he appears in the form of the insect from which his name was taken. He grabs the opponent's

ankles with his claws, holding him/her in place. He then shoves his stinger right through the helpless victim's torso, and moves it around a bit. After a moment, he pulls, causing the victim's body to separate; the upper half still on the tail. He keeps his tail above his body with the blood dripping on his back while his claws are still holding the ankles.

STAGE FATALITY - Prison Fan: Forward - Down - Down - LK

Distance: Close

Description: See [05.05]

STAGE FATALITY - Goro's Lair Ceiling Spikes: Back - Forward - Forward - LK

Distance: Close

Description: See [05.06]

```
* * * * * [06.07] * * * * *
*                               Jax                               *
* * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * *
```

### Profile

Also Known As: Real name - Maj. Jackson Briggs

Place of Birth: The United States of America

Occupation: A Major in the U.S. Army, member of Sonya's Special Forces Unit

### Description

Jax, the original African American Kombatant, returns with his bionic arms, looking more metallic than they did in MK3. He wears black tights with red on the inner thigh area and large black boots.

### Story

When Sonya disappears while tracking the last living member of the Black Dragon, Major Jackson Briggs heads after her. He soon finds that Sonya's mission has led her into a battle with the forces of an evil Elder God. This is a battle they must win or their own world will crumble at the hands of Shinnok.

### Bone Breaker Description - Knee Breaker

Jax gives his opponent a side kick to the knee, snapping it inward. The opponent holds the knee in pain then snaps it back into place.

### Default Weapon: Club

Pull-Out Move: Down - Forward - HP

### Special Moves

Fist Missile: Quarter Circle Forward - LP

Ground Wave: Forward - Forward - Down - LK

Dashing Punch: Half Circle Back - LP

Backbreaker: BL in air (Close range)

MultiSlam - 1st Slam: LP (Close range)

2nd Slam: Hold Run + BL + HK

3rd Slam: Hold HP + LP + LK

4th Slam: Hold HP + BL + LK

5th Slam: Hold HP + LP + HK + LK

### Kombos

11-Hit MAX: HP - HP - HK - D + HP - run in - HP - HP - Long Jump Kick - Backbreaker - run in - MultiSlam

### Fatalities

FATALITY #1 - Arm Rip: Hold LK for 10 seconds -

Forward - Forward - Down - Forward - Release LK

Distance: Close

Note: Start holding LK before "Finish Him/Her".

Description: Jax grabs his opponent by the wrists and puts his foot on the opponent's upper torso for leverage. He pulls on the arms for a moment and eventually manages to rip one arm out of its socket, then the other. He slams the severed arms to the ground while the opponent stays standing, squirting blood from the arm sockets, then dropping face-first onto a large puddle of blood.

FATALITY #2 - Head Clap : Back - Forward - Forward - Down - BL

Distance: Close

Description: Jax claps his hands on the sides of the opponent's head, his strength causes the victim's head to explode into blood-soaked pieces on the ground.

STAGE FATALITY - Prison Fan: Forward - Forward - Back - LK

Distance: Close

Description: See [05.05]

STAGE FATALITY - Goro's Lair Ceiling Spikes: Forward - Forward - Back - HP

Distance: Close

Description: See [05.06]

\* \* \* \* \* [06.08] \* \* \* \* \*  
\* Reiko \*  
\* \* \* \* \*

Profile

Place of Birth: Netherealm?

Occupation: A General in Shinnok's Army of Darkness.

Description

Reiko makes his debut wearing a red vest over a black top, with a yellow Army of Darkness symbol on his back. He wears a red belt, red shin guards, red spiked forearm guards, and black straps around his upper arm. He has black hair with grey on the sides, and black face paint around his eyes.

Story

Once a general in Shinnok's armies, Reiko lead the forces of darkness into the battle against the Elder Gods. Once thought killed during that onslaught, he resurfaces and joins the battle against Earth's forces.

Bone Breaker Description - Arm Breaker

Reiko grabs his opponent's wrists from behind and pushes them upward, snapping his/her shoulders.

Default Weapon: Club

Pull-Out Move: Down - Back - HP

Special Moves

Shurikens: Quater Circle Forward - LP

Flip Kick: Half Circle Forward - HK

Teleport: Down - Up (Then BL to throw when at close range)

Spin Around Opponent: Back - Forward - LK

Kombos

10-Hit MAX: HP - HP - HK - D + HK - Flip Kick - run in - HP - HP - Long Jump Kick - Teleport - HP - Teleport with Throw

8-Hit MAX: HP - HK - HK - Flip Kick - run in - HP - HP - Long Jump Kick - Teleport - LK

8-Hit MAX: HP - HK - D+HP - HP - Flip Kick - HP - HP - Shurikens

8-Hit MAX (VS. CPU): Flip Kick - D+HP - Flip Kick - D+HP - Flip Kick -

HP - HP - Shurikens

7-Hit MAX: Holding Weapon - Long Jump Kick - Flip Kick - Light Jump Punch - Teleport - HK - Flip Kick - Light Jump Punch - Teleport - LP

#### Fatalities

FATALITY #1 - Torso Kick: Forward - Down - Forward - LP + BL + HK + LK  
Distance: Close

Description: Reiko lifts his knee to his chest and kicks the opponent's torso hard enough to separate it from the other bodyparts and send it flying behind the opponent's lower section, leaving the arms and head spinning in the air. The head and arms drop to the ground after a moment.

FATALITY #2 - Shuriken : Back - Back - Down - Down - HK  
Distance: Outside Sweep

Description: Reiko showers his opponent's body with shurikens. He then holds his last one to his eye for aim and throws it right between the victim's eyes. The victim drops to the ground.

STAGE FATALITY - Prison Fan: Down - Down - Back - LP  
Distance: Close

Description: See [05.05]

STAGE FATALITY - Goro's Lair Ceiling Spikes: Forward - Forward - Down - LK  
Distance: Close

Description: See [05.06]

```
* * * * * [06.09] * * * * *
*                               Cage                               *
* * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * *
```

#### Profile

Also Known As: Real name - John Carlton

Known Relatives: Father - Robert Carlton, Mother - Rose Carlton,  
Sister - Rebecca Carlton, Ex-wife - Cindy Ford  
(Divorced in former life)

Place of Birth: Venice, California. USA

Occupation: Actor

#### Description

Johnny Cage returns to Kombat in all his glory, wearing shades, blue forearm guards, blue shin guards, and a blue belt. He has horizontal white stripes on the sides of his black tights and he wears black Adidas shoes with white stripes on them. Johnny Cage's alternate outfit has red in place of all of the blue, and his shadows are red instead of green.

#### Story

After Shao Kahn's defeat, Cage's soul is free to leave to a higher place. From the heavens, he observes his friends engaged in battle. With the heavens in disarray, he learns of the war waged against the Elder Gods by Shinnok. Cage seeks out Raiden to help him restore his deceased soul and join Liu Kang in his quest. Once again, Johnny Cage finds himself fighting alongside Earth's greatest warriors.

#### Bone Breaker Description - Missile Kick

Johnny Cage grabs the opponent by his/her arms, flips, and performs a powerful missile kick on the opponent's upper-torso.

Default Weapon: Scimitar Sword Model 2

Pull-Out Move: Forward - Down - Forward - LK

## Special Moves

High Fireball: Quarter Circle Forward - HP

Low Fireball: Quarter Circle Back - LP

Split Punch: BL + LP

Shadow Kick: Back - Forward - LK

Shadow Uppercut: Back - Down - Back - HP

## Kombos

9-Hit MAX: Light Jump Punch - HP - HP - HK - D + HP - run in - HP - HP -  
Long Jump Kick - Shadow Kick

9-Hit MAX: Vertical Hop Kick - HP - HP - HK - D + HP - run in - HP - HP -  
Vertical Hop Kick - Shadow Kick

6-Hit 36%: HP - HK - D + HP - Run in - HP - Hop Kick - Shadow Kick

## Fatalities

FATALITY #1 - Torso Rip: Forward - Back - Down - Down - HK

Distance: Close

Description: Cage grabs the opponent's waist and twists the torso 90 degrees to break the spine. He pulls the torso up repeated until it breaks off, and holds it up for a moment with blood squirting out of it. He slams the torso to the ground and leaves it laying over a puddle of its own blood.

FATALITY #2 - Decapitation : Down - Down - Forward - Down - BL

Distance: Close

Description: Cage crouches down in front of the dazed victim and puts extra strength into his fist as he delivers a deadly uppercut to the opponent's head. The uppercut sends the head flying off of the opponent's body, leaving the headless body on the ground squirting blood from its neck while the head itself lies near a puddle of blood.

STAGE FATALITY - Prison Fan: Down - Forward - Forward - HK

Distance: Close

Description: See [05.05]

STAGE FATALITY - Goro's Lair Ceiling Spikes: Back - Forward - Forward - LK

Distance: Close

Description: See [05.06]

```
* * * * * [06.10] * * * * *
*                                     Jarek                               *
* * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * *
```

## Profile

Place of Birth: Unknown

Occupation: Last member of the Black Dragon Organization.

## Description

Jarek makes his first Mortal Kombat appearance wearing a brown vest with a Black Dragon symbol on the back of it. He wears loose dark green pants, black straps around his upper arms and brown shin guards. He has short brown hair and a beard. Jarek's alternate outfit is a red vest with brown pants.

## Story

Believed to be the last member of Kano's klan, the Black Dragon. Jarek is hunted down by Special Forces agent Sonya Blade for crimes against humanity. With the emergence of a much greater evil, Sonya focuses her strengths on the new menacing Quan Chi. Jarek now finds himself fighting alongside Sonya and Earth's warriors to help defeat the Evil Elder God, Shinnok.

## Bone Breaker Description - Knee Breaker

Jarek gives his opponent a side kick to the knee, snapping it inward. The opponent holds the knee in pain then snaps it back into place.

Default Weapon: Scimitar Sword Model 1

Pull-Out Move: Forward - Forward - HP

## Special Moves

TriBlade: Quarter Circle Back - LP

Cannonball Roll: Back - Forward - LK

Upward Cannonball: Forward - Down - Forward - HP

Fallback Slam: Back - Down - Back - HK

## Kombos

9-Hit MAX: HP - HP - HK - D + HP - run in - HP - HP - miss with an  
Upward Cannonball - LP - Long Jump Kick - Fallback Slam

5-Hit MAX: Holding Weapon - Heavy Hit - run in - HP - run in - HP -  
run in - LP - Fallback Slam

## Fatalities

FATALITY #1 - Heart Rip: Forward - Back - Forward - Forward - LK

Distance: Close

Description: Jarek shoves his hand into his opponent's torso and searches around for the heart, while blood squirts from the hole. He finds the heart, pulls it right out of the body, and holds it up high while its still beating.

FATALITY #2 - Eye Laser : Up - Up - Forward - Forward - BL

Distance: Outside Sweep Range

Description: Jarek fires powerful laser beams from his eyes toward the helpless opponent. As Jarek lowers his aim, the laser cuts the victim in half.

STAGE FATALITY - Prison Fan: Forward - Down - Forward + HK

Distance: Close

Description: See [05.05]

STAGE FATALITY - Goro's Lair Ceiling Spikes: Back - Forward - Forward - LP

Distance: Close

Description: See [05.06]

\* \* \* \* \* [06.11] \* \* \* \* \*

\* Tanya \*

\* \* \* \* \*

## Profile

Known Relatives: Father - Edenia's ambassador to new realms

Place of Birth: Edenia

## Description

Tanya has a tanned skin tone with dark hair. She wears a tight yellow and black low-cut top, high yellow and black boots, gloves, a yellow and black collar around her neck, with a black belt.

## Story

As the daughter of Edenia's ambassador to new realms, Tanya invites a group of refugees fleeing their own world into the safety of Edenia. But soon after Queen Sindel allows them through the portal, she learns that one of the warriors is none other than the banished Elder God, Shinnok. The opened portal leads not into another world but into the pits of the Netherealm itself. The once free realm of Edenia is now at the mercy of Shinnok.

Bone Breaker Description - Neck breaker

Tanya jumps up and wraps her legs around the opponent's neck and swings herself around, snapping the opponent's head backwards and breaking his/her neck. The opponent then swings his/her neck back into place.

Default Weapon: Boomerang

Pull-Out Move: Forward - Forward - HK

Special Moves

Fireball: Quarter Circle Forward - HP

Downward Fireball: Quarter Circle Back - LP in air

Split Kick: Half Circle Back - LK

Corkscrew Kick: Forward - Forward - LK

Kombos

8-Hit MAX: Jump HP - HP - HK - D+HP - Run in - HP - Corkscrew Kick - Jump Kick - Fireball

7-Hit MAX: Opponent Jumps Toward You - HK - Corkscrew Kick - HP - Long Jump Kick - Corkscrew Kick - LP - Split Kick

6-Hit 38%: HP - HK - D + HP - Run in - Late LP - Corkscrew Kick - Uppercut

5-Hit ???%: HK - HK - Corkscrew Kick - HP - Split Kick

Fatalities

FATALITY #1 - Twisted Kiss: Down - Down - Up - Down - HP + BL

Distance: Close

Note: Hold BL during directions then release it and press HP + BL so the up won't cause you to jump.

Description: Tanya kisses the opponent on the cheek and steps away, leaving the opponent looking puzzled and embarrassed. A moment later, the opponent's elbows bend backwards, followed by the knees, torso, and neck. It stays floating in the air in this position until it explodes into pieces which hit the camera and leave stains of blood.

FATALITY #2 - Neck Break : Down - Forward - Down - Forward - HK

Distance: Close Range

Description: Tanya jumps onto the opponent's shoulders with her thighs around the victim's neck. She then spins herself around to break the victim's neck.

STAGE FATALITY - Prison Fan: Back - Forward - Down - HP

Distance: Close

Description: See [05.05]

STAGE FATALITY - Goro's Lair Ceiling Spikes: Forward - Forward - Forward - LP

Distance: Close

Description: See [05.06]

\* \* \* \* \* [06.12] \* \* \* \* \*  
\* Fujin \*  
\* \* \* \* \*

Profile

Also Known As: God of Wind

Place of Birth: The Heavens

Occupation: Formerly one of four guards in the temple housing the Amulet.

Description

Fujin has long grey hair in a pony tail and glowing white eyes. He wears a black vest with brown designs like Sub-Zero did in MK3, along with loose

green pants and metal shin and forearm guards like Kung Lao. His face is Mythologies artist, Richard Ho.

### Story

Better known as the God of Wind, Fujin joins Raiden as one of the last surviving Gods of Earth. Their counterparts were defeated in a war of the heavens between Shinnok's forces and the elder gods. He now prepares for the final battle between the forces of light and Shinnok's hell-spawned warriors of darkness.

### Bone Breaker Description - Elbow Breaker

Fujin grabs the opponent's arm and turns around. He breaks the opponent's elbow over his shoulder with his back facing the opponent, then gives the opponent an elbow to the stomach that sends them backwards.

### Default Weapon: Crossbow

Pull-Out Move: Back - Back - LP

### Special Moves

Spin Throw: Forward - Down - LP (Hold LP to continue)

Tornado Lift: Forward - Down - Forward - HP

Slam: Back - Forward - Down - LK after Tornado Lift

Dive Kick: Down + LK in air

Rising Knee: Quarter Circle Forward - HK

### Kombos

7-Hit ??%: HP - HK - D + HP - Tornado Lift - Drop - HP - Rising Knee

6-Hit ??%: Tornado Lift - Drop - Tornado Lift - Drop - HP - Rising Knee

5-Hit ??%: Tornado Lift - Slam - HP - Hop Kick - Dive Kick (Deliberately Miss with it) - D+HP

5-Hit MAX: Spin Throw - Dive Kick - Tornado Lift - Weapon Pull-Out - Slam - Weapon Throw

4-Hit MAX: Dive Kick - Tornado Lift - Slam - HK - Rising Knee

3-Hit MAX: Holding Weapon - Tornado Lift - late Light Jump Punch - Tornado Lift - Slam - Weapon Throw

### Fatalities

FATALITY #1 - Crossbow Explosion: Tap BL + Run 5 or 6 Times

Distance: Just Past Sweep Range

Description: Fujin lifts the opponent with a tornado. The camera takes a shot of the spinning victim and Fujin draws his crossbow. He fires the crossbow at the helpless opponent and causes him/her to explode. The explosion is then shown from three alternate perspectives.

FATALITY #2 - Wind Skinner : Down - Forward - Forward - Up - BL

Distance: Outside Sweep

Description: Fujin leans forward and blows wind at the helpless victim. His wind causes the opponent's skin to rip apart and fly back in pieces. The skinned carcass of the victim then falls to the ground.

STAGE FATALITY - Prison Fan: Down - Down - Down - HK

Distance: Close

Description: See [05.05]

STAGE FATALITY - Goro's Lair Ceiling Spikes: Back - Forward - Back - HP

Distance: Close

Description: See [05.06]

\* \* \* \* \* [06.13] \* \* \* \* \*  
\* Sub-Zero \*  
\* \* \* \* \*



## Profile

Also Known As: Real name - Unknown

Known Relatives: Great Great Grandfather, Great Grandfather, Grandfather, Father, Older Brother - The five previous holders of the Lin Kuei "Sub-Zero" name, Mother and Sister - Unknown

Place of Birth: The United States of America

Occupation: The last remaining member of the Lin Kuei clan.

## Description

The young Sub-Zero returns complete with the red line down his right eye but wearing a Lin Kuei mask again. The mask he wears has horizontal openings on the front and sides of it like the ninja masks in Mortal Kombat II. His top is black with a blue sash over it, and a simple blue belt. He wears standard ninja forearm guards (they strap under the elbow and at the wrist only, unlike Scorpion's) with a blue piece on the outside and a squared piece on the back of the hand. He has blue knee pads and shin guards with unique designs on them. In summary, he wears his older brother's original uniform, who wore it in Mortal Kombat Mythologies: SUB-ZERO. For Sub-Zero's alternate outfit, he is unmasked and has a blue line on his tights. His face is MK actor, John Turk (past roles include Shang Tsung, Sub-Zero, and the "ninjas" in Mortal Kombat 3, Ultimate, and Trilogy, as well as starring role in "Mortal Kombat Mythologies: SUB-ZERO" as MK4 Sub-Zero's brother).

## Story

After Shao Kahn's defeat at the hands of Earth's fighters, Sub-Zero's warrior clan known as the Lin Kuei is disbanded. But with the new threat brought on by Quan Chi, the ice warrior once again dons the familiar costume once worn by his brother the original Sub-Zero. He also holds secrets passed onto him from his sibling - secrets that could hold the key to stopping Shinnok.

## Bone Breaker Description - Knee Breaker

Sub-Zero gives the opponent a distractor and grabs him/her by the foot. He then holds the knee in position and pushes the foot toward the opponent's chest, snapping it. The knee then swings back into place.

## Default Weapon: Freeze Wand

Pull-Out Move: Quarter Circle Forward - HK

## Special Moves

Ice Blast: Quarter Circle Forward - LP

Ice Clone: Quarter Circle Back - LP (Can be done in air)

Slide: LP + BL + LK

## Kombos

13-Hit MAX: Ice Blast - Vertical Hop Kick - HP - HP - HK - D + HP - run in - HP - HP - Long Jump Kick - Slide - HP - Long Jump Kick - Slide

11-Hit MAX: Vertical Hop Kick - Ice Blast - Vertical Hop Kick - HP - HP - HK - D + HP - run in - HP - HP - Long Jump Kick - Slide

11-Hit MAX: HK - Ice Blast - Vertical Hop Kick - HP - HP - HK - D + HP - run in - HP - HP - Long Jump Kick - Slide

10-Hit MAX: HK - Ice Blast - Vertical Hop Kick - HP - HP - HK - D + HP - run in - HP - Light Jump Punch - HK

9-Hit MAX: Ice Blast - HK - Ice Blast - HP - HK - D + HK - Run in - HP - Hop Kick - Slide

8-Hit MAX: Ice Blast - Hop Kick - Ice Blast - Hop Kick - HP - HK - D + HP - B + HK

7-Hit MAX: Ice Blast - HK - HK - Weapon - B + LP - Slide - F + LP

6-Hit MAX: HK - HK - Ice Blast - HK - HK - Weapon

5-Hit MAX: Air Freeze - Jump Kick at Close Range - Ice Blast - Hop Kick -  
D + HP

\*TIP\* After performing any Combo that ends with the Slide, do the Ice Clone to freeze your opponent during the get-up animation, making him/her vulnerable to another combo.

#### Fatalities

FATALITY #1 - Spine Rip: Forward - Back - Forward - Down - HP + BL + Run  
Distance: Close

Note: Can also be done by Holding BL + Run while pulling Forward - Back - Forward - Down and pressing HP

Description: Sub-Zero walks behind the opponent and grabs the back of the head. He pulls it backward until the neck splits apart, the spine still attached to the head. The opponent's body drops to its knees, squirting blood from the neck, and drops onto its front over a puddle of blood. Sub-Zero holds the head up high with the blood-covered spine dangling under it.

FATALITY #2 - Deep Freeze : Back - Back - Down - Back + HP

Distance: Outside Sweep Range

Description: Sub-Zero deep freezes the opponent and proceeds to shatter the victim into pieces with an uppercut.

STAGE FATALITY - Prison Fan: Up - Up - Up - HK

Distance: Close

Description: See [05.05]

STAGE FATALITY - Goro's Lair Ceiling Spikes: Down - Down - Down - LK

Distance: Close

Description: See [05.06]

```
* * * * * [06.14] * * * * *
*                               Quan Chi                               *
* * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * *
```

#### Profile

Place of Birth: Unknown

Occupation: Free Roaming Sorcerer, Shinnok's Arch-Sorcerer

#### Description

Quan Chi is bald with black lips, eye area, and vertical lines stretching from above his eyes to the top of his head. He wears a black metal vest with red designs, spikes, and a Yin Yang symbol on the front, over a loose green shirt. He has loose green pants, black shin guards and forearm guards with spikes as well. Quan Chi's alternate outfit is with dark red pants and green instead of red on his large metallic vest. His face is MK actor and MK4 motion talent, Richard Divizio (past credits include the role of Kano in MK1, Baraka in MK2, Kabal and Kano in MK3, and supporting role as Quan Chi as well as the monks, in "Mortal Kombat Mythologies: SUB-ZERO").

#### Story

A free roaming sorcerer powerful in the black arts, Quan Chi uses his abilities to free the now evil Elder God Shinnok from his confines in the Netherealm. In exchange for his services Shinnok has granted Quan Chi the position of arch-sorcerer of his now expanded Netherealm.

#### Bone Breaker Description - Double Knee Breaker

Quan Chi grabs the opponent by the shoulders and stands on his/her knees, snapping them backwards with cafts flat on the ground. He then flips back with a kick and sends the opponent rolling backwards until his/her knees snap back into place.

Default Weapon: Mace Staff

Pull-Out Move: Quarter Circle Back - HK

### Special Moves

Flying Skull: Forward - Forward - LP

Slide: Forward - Forward - HK

Overhead Stomp: Forward - Down - LK

Air Throw: BL in air (Close range)

Steal Weapon: Forward - Back - HP (While opponent is holding a weapon)

### Kombos

8-Hit MAX: Vertical Hop Kick - HP - HP - HK - D + HP - run in - HP - HP -  
Overhead Stomp

7-Hit MAX: Vertical Hop Kick - HP - HP - HK - HK - Weapon Pull-Out -  
Light Jump Punch

5-Hit MAX: In corner - Vertical Hop Kick - Vertical Hop Kick -  
Light Jump Punch - LP - Air Throw

4-Hit TBD: HP - HP - HK - Steal Weapon - Use Weapon

\* NOTE \* The above Kombo's damage depends on the weapon stolen.

### Fatalities

FATALITY #1 - Leg Rip: Hold LK for 5 seconds -

Down - Forward - Down - Forward - Release LK

Distance: Close

Description: Quan Chi grabs the opponent's leg and uses his own for leverage while he pulls on it. Eventually, the victim's leg snaps off, squirting blood, and the rest of the victim drops to the ground facing down. Quan Chi then proceeds to beat the fallen victim with his/her own severed leg.

FATALITY #2 - Mimic : Up - Up - Down - Down - LP

Distance: Outside Sweep Range

Description: Quan Chi performs whatever his victim does for his/her own Fatality #2.

STAGE FATALITY - Prison Fan: Forward - Forward - Down - HP

Distance: Close

Description: See [05.05]

STAGE FATALITY - Goro's Lair Ceiling Spikes: Forward - Forward - Back - LK

Distance: Close

Description: See [05.06]

```
* * * * * [06.15] * * * * *  
* Sonya *  
* * * * *
```

### Profile

Also Known As: Real name - Lt. Sonya Blade

Known Relatives: Father - Maj. Herman Blade, Mother - Erica Blade,  
Twin Brother (Deceased) - Daniel Blade

Place of Birth: Austin, Texas. USA

Occupation: A Lieutenant in the U.S. Army, leader of a Special Forces Unit.

### Description

Sonya returns to action wearing a green and black belly top and green tights with small squares on the sides. She has her forearms wrapped in black and black straps on her upper arms. She wears a belt with a metal buckle, and a black cap with her pony tail sticking out. Sonya's alternate outfit has red in place of all green.

## Story

After her journey into the Outworld and Shao Kahn's near destruction of earth, Sonya becomes a member of Earth's own Outworld Investigation Agency. Her first mission leads her to join Liu Kang on his quest to aid the troubled thunder God, Raiden. She must survive long enough to warn her government of the new menace brought on by Quan Chi.

## Bone Breaker Description - Neck Breaker

Sonya jumps up and stands on the opponent's head with her hands. She then spins herself around to break the opponent's neck. The opponent then swings his/her neck back into place.

## Default Weapon: Blade Wheel

Pull-Out Move: Forward - Forward - LK

## Special Moves

Ring Blast: Quarter Circle Forward - LP

Leg Throw: Hold Down - LP + BL

Square Wave Punch: Forward - Back - HP

Bicycle Kick: Back - Back - Down - HK

Air Throw: BL in air (Close range)

Cartwheel: Half Circle Forward - LK

## Kombos

9-Hit MAX: HP - HP - HK - HK - Cartwheel - LP - Cartwheel - Long Jump Kick - Air Throw

8-Hit MAX: HP - HP - HK - HK - Cartwheel - run in - LP - Cartwheel - Square Wave Punch

8-Hit MAX: HP - HP - HK - HK - Cartwheel - run in - LP - Cartwheel - Jump Kick

8-Hit MAX: HP - HP - HK - HK - Cartwheel - run in - LP - Cartwheel - Air Throw

8-Hit MAX: HK - HK - Cartwheel - HK - Cartwheel - Square Wave Punch

7-Hit 38%: HP - HK - D + HP - Run in - HP - Cartwheel - Hop Kick - Air Throw

6-Hit MAX: Near corner - HK - HK - Cartwheel - run in - LP - Cartwheel - Bicycle Kick

6-Hit MAX: HK - HK - Cartwheel - run in - LP - Cartwheel - Ring Blast

6-Hit ??%: HP - HK - HK - Cartwheel - Hop Kick - Air Throw

5-Hit ??%: HK - HK - Cartwheel - Jump HP - Air Throw

## Fatalities

FATALITY #1 - Exploding Kiss: Down - Down - Down - Up - Run

Distance: Sweep Range

Description: Sonya blows a kiss at her opponent, sending a ball of energy into the air. After floating around for a moment, it makes contact with the opponent's torso and causes it to explode immediately. The explosion is then shown from three alternate camera perspectives. The last view of it shows the bodyparts hitting the camera and leaving stains of blood.

FATALITY #2 - Leg Grab Body Split : Up - Down - Down - Up - HK

Distance: Outside Sweep

Description: Sonya grabs her opponent's body by the waist on either side with her feet, while standing on her hands. She then lifts the victim into the air, forming a "T" shape, while she applies strength onto to sides of the victim. The victim's body splits in half, and she swings her legs apart, blood and bones fly.

STAGE FATALITY - Prison Fan: Down - Back - Back - HK

Distance: Close

Description: See [05.05]

STAGE FATALITY - Goro's Lair Ceiling Spikes: Forward - Down - Forward - HP

Distance: Close

Description: See [05.06]

#####

-----## Section 7 : THE WEAPONS ##-----

#####

```

* * * * * [07.01] * * * * *
*           Ghurka Kukhri *
*           ("Machete") *
* * * * *

```

Weapon Moves

Dashing Upward Slash: HP

Overhead Slash: LP

Spinning Slash: Back + HP

Spinning Slash: Back + LP

```

* * * * * [07.02] * * * * *
*           Wooden Mallet *
* * * * *

```

Weapon Moves

Right Smash: HP

Left Smash: LP

Overhead Smash: Back + HP

Uppercut Swing: Back + LP

```

* * * * * [07.03] * * * * *
*           Nagimaki *
*           ("Bladed Staff") *
* * * * *

```

Weapon Moves

Overhead Strike: HP

Upward Swing: LP

Dashing Thrust: Back + HP

Sweep: Back + LP

```

* * * * * [07.04] * * * * *
*           Flamberge *
*           ("Jagged Sword") *
* * * * *

```

Weapon Moves

Downward Slash: LP

Blade Flurry: HP rapidly

Thrust: Back + HP

Spin Slice: Back + LP

```

* * * * * [07.05] * * * * *
*           Battle Axe *
* * * * *

```

Weapon Moves

High Slash: HP

Low Slash: LP

Upward Slash: Back + LP

Spinning Slash: Back + HP (Keep holding HP to continue)

```

* * * * * [07.06] * * * * *
*           Claymore *
*           ("Broad Sword") *
* * * * *

```

Weapon Moves

High Slash: HP  
 Low Slash: LP  
 Overhead Strike: Back + HP  
 Upward Slash: Back + LP  
 Spinning Slash: Down + LP

```

* * * * * [07.07] * * * * *
*           Club *
* * * * *

```

Weapon Moves

Rib Smash: HP  
 Screen Smash: LP  
 Overhead Strike: Back + HP  
 Uppercut Swing: Back + LP

Weapon Kombos

4-Hit MAX (VS. CPU): D+HP - Run in - Overhead Strike - Wait -  
 Overhead Strike  
 3-Hit MAX (VS. CPU): Overhead Strike - Wait - Overhead Strike - Wait -  
 Overhead Strike

```

* * * * * [07.08] * * * * *
*           Cage's Scimitar Sword *
* * * * *

```

Weapon Moves

Spinning Slash: HP  
 One-Handed Upward Slash: LP  
 Two-Handed Upward Slash: Back + HP  
 Backhand Slash: Back + LP

```

* * * * * [07.09] * * * * *
*           Jarek's Scimitar Sword *
* * * * *

```

Weapon Moves

Upward Slash: HP  
 Downward Slash: LP  
 Thrusting Stab: Back + HP  
 Spinning Slash: Back + LP

```

* * * * * [07.10] * * * * *
*           Boomerang *
* * * * *

```

Weapon Moves

Downward Slash: HP  
 Throw: LP  
 Spinning Slash: Back + HP  
 Upward Throw: Back + LP

\* \* \* \* \* [07.11] \* \* \* \* \*  
\* Crossbow \*  
\* \* \* \* \*

Weapon Moves  
Straight Shot: LP  
Bouncing Upward Shot: HP  
Bouncing Downward Shot: Back + LP

\* \* \* \* \* [07.12] \* \* \* \* \*  
\* Freeze Wand \*  
\* \* \* \* \*

Weapon Moves  
Chest Slash: HP  
Leg Sweep: LP  
Uppercut Swing: Back + HP  
Freeze Dash: Back + LP

Weapon Kombos  
9-Hit MAX: Freeze - Jump Kick - Freeze Dash - Jump Kick - F+HK - D+HP -  
Chest Slash - Throw

\* \* \* \* \* [07.13] \* \* \* \* \*  
\* Mace Staff \*  
\* \* \* \* \*

Weapon Moves  
Right Smash: HP  
Left Smash: LP  
Overhead Smash: Back + HP  
Uppercut Swing: Back + LP

\* \* \* \* \* [07.14] \* \* \* \* \*  
\* Blade Wheel \*  
\* \* \* \* \*

Weapon Moves  
Downward Slash: HP  
Upward Slash: LP  
Dashing Stomach Slice: Back + LP  
Rib Slice: Back + HP

#####  
-----## Section 8 : HIDDEN KOMBATANTS ##-----  
#####

\* \* \* \* \* [08.01] \* \* \* \* \*  
\* Meat \*  
\* \* \* \* \*

In order to play as Meat, you must first play as all 15 characters in Group mode (see Section [04.02] for details). Meat uses all the moves and Fatalities of whoever you actually choose, he's only for cosmetic purposes.

#####  
-----## Section 9 : KODES AND SECRETS ##-----  
#####

\* \* \* \* \* [09.01] \* \* \* \* \*

Box 1	Box 2	Box 3	Box 4	Box 5	Box 6
Player1 Low Punch	Player1 Block	Player1 Low Kick	Player2 Low Punch	Player2 Block	Player2 Low Kick

- Kode #1: 111-111 "Free Weapon"  
One weapon drops onto the center of the stage.
- Kode #2: 100-100 "Throwing Disabled"  
No throws or bone-breakers.
- Kode #3: 444-444 "Armed and Dangerous"  
Start off with your weapons in your hands.
- Kode #4: 666-666 "Silent Kombat"  
No background music.
- Kode #5: 050-050 "Explosive Kombat"  
Last hit causes loser to explode.
- Kode #6: 222-222 "Random Weapons"  
Start with another weapon at random, rather than default.
- Kode #7: 123-123 "No Power ??"  
Start off with just a bit of energy above "DANGER" level.
- Kode #8: 555-555 "Many Weapons"  
Weapons drop all over the stage.
- Kode #9: 333-333 "Randper Kombat"  
Randomly change into other characters.
- Kode #10: 001-001 "Unlimited Run"  
Get an unlimited Run meter
- Kode #11: 002-002 "Weapon Kombat"  
Both players never drop their weapons.
- Kode #12: 010-010 "Disable Maximum Damage"  
No Maximum Damage limit for Combos
- Kode #13: 012-012 "Noob Saibot Mode"  
Does nothing (at least for now).
- Kode #14: 020-020 "Red Rain"  
Rain blood in the Mountains stage.
- Kode #15: ???-??? "??"  
??
- Kode #16: 110-110 "??"  
No Throws and Maximum Damage Combo Limit
- Kode #17: 011-011 "??"  
Play at Goro's Lair Stage
- Kode #18: 022-022 "??"  
Play at The Furnace (?) Stage
- Kode #19: 033-033 "??"  
Play at Elder Gods (?) Stage
- Kode #20: 044-044 "??"  
Play at The Tomb (?) Stage
- Kode #21: 055-055 "??"  
Play at The Mountains (?) Stage
- Kode #22: 066-066 "??"  
Play at Reptile's (?) Stage
- Kode #23: 101-101 "...Shaolin Temple"  
Play at The Shaolin Temple Stage
- Kode #24: 202-202 "??"  
Play at The Living Forest Stage
- Kode #25: 303-303 "...The Prison"  
Play at The Prison Stage



#####

-----## Section 10 : ARCADE HARDWARE SPECS ##-----

#####

A lot of the information presented in this section are from the  
Mortal Kombat 4 Revision 3 Conversion Kit Manual.

\* \* \* \* \* [10.01] \* \* \* \* \*

\* Main Processor \*

\* \* \* \* \*

Texas Instruments TMS320C40 Central Processing Unit	The 'C40 CPU is a 32-BIT Digital Signal Processor (DSP) optimized for parallel processing. Up to 30MIPS/60MFLOPS with an I/O Bandwidth of 384MB/sec. It features 2 memory interfaces (Global and Local) each with a 32-BIT Data Bus and Address bus, providing an address reach of 16GB unified memory space. 4K on-chip RAM, 512K instruction cache, bootloader. In a 325-pin CPGA Package.
--	--

\* \* \* \* \* [10.02] \* \* \* \* \*

\* Co-Processor \*

\* \* \* \* \*

Texas Instruments TMS320C40 On-Chip DMA Co-Processor	An on-chip Direct Memory Access Co-Processor. Transfers blocks of data by maximizing sustained CPU performance and alleviating the CPU of burdensome I/O duties. Features 6 DMA Channels and a special split mode supporting 12 channels. Seperate internal DMA address and data bus supports concurrent CPU and DMA co-proc operation with DMA transfers at the same rate as the CPU.
---	---

\* \* \* \* \* [10.03] \* \* \* \* \*

\* Graphics Hardware \*

\* \* \* \* \*

Midway Zeus Proprietary Graphics Chip	Midway's proprietary 3D graphics hardware. Zeus is capable of displaying 1.2 Million quads per second.
--	---

\* \* \* \* \* [10.04] \* \* \* \* \*

\* Sound Hardware \*

\* \* \* \* \*

Midway DCS Proprietary Sound System	Midway's proprietary Digital Compression Sound system.
--	---

```

| 4 Channels of 16-BIT digital |
| audio output at a 31.2KHz |
| sampling rate, with independent |
| control of the volume, looping, |
| and playback of each channel. |
| Controlled by an Analog Devices |
| ADSP-2105 Digital Signal Proc |
| running at 40MHz / 10MIPS. |
| Decompresses compressed digital |
| audio recordings on-the-fly. |
|_____

```

```

* * * * * [10.05] * * * * *
*                               *
*                               *
* * * * *

```

The DIP Switch Settings shown below are for Revision 3 of the game.

Factory Default for All Switches is Set to OFF.

-----  
DIP Switch 1 (SW1)

1	2	3	4	5	6	7	8	Option
---	---	---	---	---	---	---	---	--------

Off								Fatalities
On								No Fatalities
	Off							Blood
	On							No Blood

-----  
DIP Switch 2 (SW2)

1	2	3	4	5	6	7	8	Option
---	---	---	---	---	---	---	---	--------

Off								DIP Switch Coinage
On								CMOS Coinage
								[Coin Settings]
	Off	Off	Off					USA 1      Ger.1      Fr.1
	On	Off	Off					USA 2      Ger.2      Fr.2
	Off	On	Off					USA 3      Ger.3      Fr.3
	On	On	Off					USA 4      Ger.4      Fr.4
	Off	Off	On					USA ECA    Ger.ECA    Fr.ECA
	On	Off	On					USA 9      N/A        N/A
	Off	On	On					USA 11    N/A        N/A
	On	On	On					Free Play
								[Country]
			Off	Off				USA
			On	Off				Germany
			Off	On				France
			On	On				Not Used
								[Test Switch]
						Off		Game Mode
						On		Test Mode

```

* * * * * [10.06] * * * * *
*                               *
*                               *
* * * * *

```

All of the game audits, adjustments, and diagnostics are options of the Main Menu. Each option, in turn has its own menu that lists several choices that you may act upon as desired.

To open the following menu, use either the "Begin Test" switch on the

coin door, or set DIP Switch 2 (SW2) #8 to ON (you must switch it back to off when you're finished with the test mode).

Use either joystick to move the cursor up and down the menu screen. Notice that the options are highlighted in sequence. Press any button on the control panel to open a highlighted option.

\*\* Options on the Main Menu \*\*

```
|  Diagnostics Tests  |  
|  Coin Bookkeeping  |  
|  Game Audits       |  
|  Game Adjustments  |  
|  Utilities         |  
|  System Info       |  
|  Volume Adjustment |  
|  Exit to Game Over |  
|                    |
```

#### Diagnostics Test

Use this menu to test the buttons, DIP Switches, System components, Sound System, Monitor, CPU, and coin counter.

#### Coin Bookkeeping

The Coin Bookkeeping Table records the coin box totals and the game play counters.

#### Game Audits

Two pages of information, including the number of times each character has been chosen, hours game was on, hours played with 1 player, hours played with 2 players, total plays, 1 player continues, 2 player continues, and burn-in loops successfully completed.

#### Game Adjustments

The game adjustments allows the operator to customize the game. Options include Standard Pricing, Custom Pricing, Mechanical Counters, Bill Validator, Free Play, Game Difficulty, and Attract Mode sounds.

#### Utilities

The Utilities Menu allows the operator to clear the game's bookkeeping memory (Credits, Coin Counters, Game Audits, High Scores, Adjustments) as well as set all back to factory defaults, and set the Time and Date.

#### System Information

The System Information screen gives the operator permanent information concerning the individual game, including the Game Serial Number, Game Type, Date of Manufacture, Game Code Version, Game Code Compiled (date), Diagnostic Code Version, Disk ASIC U11 Version, System Date, and the System Time.

#### Volume Adjustment

The volume adjust feature allows the operator to determine the sound and music level of the game. The menu includes Master Volume, Attract Mode Volume, and Minimum Volume, each controlled using a red bar.

#### Exit to Game Over

Takes you back to the game's attract mode. Note: If you used the DIP Switch to enter the Test Mode, you must switch it back to Off before you can return to the Attract Mode.

\* \* \* \* \* [10.07] \* \* \* \* \*  
 \* The ROM Chips \*  
 \* \* \* \* \*

There are ten sound/image ROM chips on the Mortal Kombat 4 PCB.

Designation	Part Number	Description
U3	5341-15346-01 A-5343-40061-1	Masked Sound ROM or Sound EPROM
U4	5341-15346-02 A-5343-40061-2	Masked Sound ROM or Sound EPROM
U5	5341-15346-03 A-5343-40061-3	Masked Sound ROM or Sound EPROM
U12	5341-15346-04 A-5343-40061-4	Masked Image ROM or Image EPROM
U13	5341-15346-05 A-5343-40061-5	Masked Image ROM or Image EPROM
U14	5341-15346-06 A-5343-40061-6	Masked Image ROM or Image EPROM
U15	5341-15346-07 A-5343-40061-7	Masked Image ROM or Image EPROM
U2	A-5343-40061-10	Sound EPROM
U10	A-5343-40061-11	Image EPROM
U11	A-5343-40061-12	Image EPROM

#####

-----## Section 11 : INTERNET RESOURCES ##-----

#####

\* \* \* \* \* [11.01] \* \* \* \* \*  
 \* World Wide Web Sites \*  
 \* \* \* \* \*

The Realm of Mortal Kombat - The Leading Source of MK News  
 Maintained By Greesman, TetterkeT, and The IceMaster  
 URL - <http://mk.hotweird.com/>

The Mortal Kombat Saga : How it All Unfolded - The Full Story  
 Maintained By The IceMaster  
 URL - <http://www.icemaster.org/mksaga/>

The Official Mortal Kombat 4 World Wide Web Site  
 Maintained By Kevin Day  
 URL - <http://www.mk4.com/>

The Mortal Kombat 4 Character Pages  
 Maintained By David Michicich  
 URL - <http://www.mk4.com/mikicic/>

Noob Saibot's Outworld  
 Maintained By Ed Boon  
 URL - <http://www.noob.com/>

\* \* \* \* \* [11.02] \* \* \* \* \*  
 \* File Transfer Protocol Sites \*  
 \* \* \* \* \*

The MK4 Weekly FAQ FTP Archive  
 Maintained By The IceMaster

Server - mk.hotweird.com  
Directory - /pub/weeklyfaq/

```
* * * * * [11.03] * * * * *  
*                               USENET Newsgroups                               *  
* * * * *
```

The Mortal Kombat USENET Newsgroup  
alt.games.mk

```
#####  
-----## Section 12 : MISCELLANEOUS INFORMATION ##-----  
#####
```

\*\* What type of storage medium is MK4 using? \*\*

MK4 uses EPROM (Eraseable Programmable Read-Only Memory) chips. The team picked them over a hard drive, which was used in most of the recent Midway games, or any other storage medium, because EPROMs load much faster and are less expensive.

\*\* What type of imaging techniques were used in MK4? \*\*

The characters in MK4 were modelled on a PC using LightWave. The animations are motion-captured and their textures are digital video grabbed in the studio and touched up by artist Dave Michicich. The stages are built by a few members of the development team, using LightWave as well.

\*\* Is Sub-Zero a swap of Scorpion? \*\*

No. As much as these two ninjas may look alike due to the fact that they are both ninjas, they are NOT palette swaps in MK4. Palette swapping is an artist's technique, altering the colors of an image. Similar design is not swapping. The male ninjas in MK1/MKII/UMK3/MKT were all swaps of Scorpion, but just as an image of a Nintendo 64 console is not a "swap" of an image of a SuperNES, MK4's Sub-Zero is not a "swap" of MK4's Scorpion. See Scorpion and Sub-Zero's descriptions in their Kombatants sections for details on each ninja's designs.

\*\* Does MK4 use the "DigitalSkin" technique? \*\*

No. DigitalSkin was necessary for War Gods because it made models look more realistic when they consist of as low as around 800 polygons, which was around the number of polygons that War Gods' characters were made of. To give you an idea of the difference between WG models and MK4 models, each character in MK4 is made up of around 3,000 polygons -- that makes them appear to be complete organic-looking people rather than the "polygon look" with seams.

```
* * * * * [12.01] * * * * *  
*                               Arcade ROM Revision History                               *  
* * * * *
```

This is NOT the official list of changes to each ROM revision. There were also a few BETA revisions prior to 1.0 that are not listed here, they were at the road tour stops during the summer of 1997.

Revision 1.0 - First Nationwide Release

- \* Game still incomplete; buggy
- \* No bosses
- \* No stories and endings yet
- \* Intro to MK4 by Raiden added
- \* Noob Saibot moved to being hidden, Jarek in his place

Revision 2.0 - Second Nationwide Release

- \* Game Complete; much less buggy
- \* Moves changed and some added
- \* Jax, Reiko, and Cage added to center of the select grid
- \* Shinnok is now the boss
- \* Interactive backgrounds -- can pick up/throw objects
- \* Sidesteps added
- \* New winning poses, bone breakers, and some modified designs

Revision 2.1

- \* Fixes the infamous "down bug"

Revision 3.0 - Third Nationwide Release

- \* Bugs Fixed (Including the fact that you can no longer do moves on Shinnok during his death animation)
- \* New Fatalities for All Characters
- \* New Ceiling Spikes Stage Fatal for Goro's Lair
- \* New Spiked Balls in Reptile's Stage
- \* New Kombat Kodes
- \* New Moves
- \* Kai has Quan Chi's Ghurka Kukhri Weapon
- \* Quan Chi has a new Mace Staff Weapon
- \* Johnny Cage has a new Large Scimitar Sword
- \* Johnny Cage has a new Bullet Kick Bonebreaker
- \* Expanded and Modified Combo System
- \* Subtitles on Endings
- \* Improved AI

\* \* \* \* \* [12.02] \* \* \* \* \*  
 \* \* \* \* \* Where to Get This FAQ \* \* \* \* \*  
 \* \* \* \* \*

\*\* World Wide Web (HTTP) \*\*

The latest revision of this FAQ can be found on the World Wide Web at the following location:  
<http://mk.hotweird.com/moves/mk4/weeklyfaq/>

\*\* USENET Newsgroups \*\*

The latest revision of this FAQ can be found on the alt.games.mk USENET Newsgroup. It will be posted there on a weekly basis.

\*\* File Transfer Protocol (FTP) \*\*

The latest revision of this FAQ can also be found through the File Transfer Protocol (FTP). Use your favorite FTP client, such as CuteFTP or WS\_FTP, and check the following location:  
 Server : mk.hotweird.com  
 Directory : /pub/weeklyfaq/

\* \* \* \* \* [12.03] \* \* \* \* \*  
 \* \* \* \* \* Where to Find Mortal Kombat 4 \* \* \* \* \*  
 \* \* \* \* \*

Mortal Kombat 4 Revision 3 can now be found all across the continent of North America. Check your local arcade, sports bar, or any other place where arcade games are found in your area.

\* \* \* \* \* [12.04] \* \* \* \* \*  
 \* \* \* \* \* The Arcade Design Team \* \* \* \* \*  
 \* \* \* \* \*

\*\* PROGRAMMERS \*\*

Ed Boon (Lead Programming) ..... edboon@home.com  
Todd Allen (Programming, 3D Engine, Zeus)  
Mike Boon (Programming)

\*\* GRAPHICS \*\*

Dave Michicich (3D, Character Modeling) ..... mikicic@mcs.com  
Tony Goskie (Backgrounds, 3D) ..... tgoskie@tezcat.com  
Steve Beran (Motion Capture, 3D) ..... beran@tezcat.com  
John Vogel (Motion Capture, 3D) ..... jonvogel@enteract.com

\*\* SOUND \*\*

Dan Forden (Music and Sound Effects) ..... cavedan@aol.com

#####

-----## Section 13 : CHARACTER ENDINGS ##-----

#####

\* \* \* \* \* [13.01] \* \* \* \* \*  
\* Kai \*  
\* \* \* \* \*

Raiden: You fought well, Kai. You are now a true Shaolin Warrior.  
Kai: Thanks, Raiden. But I am not interested in becoming a Shaolin Warrior anymore. I've got too many of my own problems to deal with.  
Raiden: What will you do next?  
Kai: I don't know... Wander the earth, search for my soul. That kind of thing...

[Raiden gives Kai his Lightning Staff.]

Raiden: Well, perhaps you could use this on your journey.  
Kai: Your Lightning Staff?  
Raiden: It holds the power of Thunder and Lightning. Wield it wisely, for it can show you the way to immortality.  
Kai: Thank you, Raiden. I will not fail.

\* \* \* \* \* [13.02] \* \* \* \* \*  
\* Raiden \*  
\* \* \* \* \*

Elder God: Raiden, for many ages you have protected the Earth Realm from the forces of evil. You have earned your place among us. Before your dissention into the Patheon of Elder Gods, you must choose your sucessor to protect your earth.

Raiden: With the aid of Earth's mortals, I have once again managed to defeat Shinnok and his minions. I choose Fujin. He will guide the mortals of earth as they move into the next millenium.

\* \* \* \* \* [13.03] \* \* \* \* \*  
\* Shinnok \*  
\* \* \* \* \*

[Raiden floats helplessly in the air as Shinnok stands beneath him.]

Shinnok: For millions of years, I suffered in the bowels of the Netherealm. You, Thunder God, are responsible for my suffering. Now the pitious mortals of Earth will pay for my grievance.  
Raiden: You turned against your fellow Elder Gods. You betrayed your title. You deserve much worse.  
Shinnok: But it's too late, Raiden. I win! With the other elder gods out of the way, I will take my rightful place as ruler of all eternity. I can already feel the power surging from within!

Raiden: You're mad!

Shinnok: Farewell, Thunder God!

[Shinnok laughs at Raiden and raises his hands and uses lightning to cause Raiden to explode.]

\* \* \* \* \* [13.04] \* \* \* \* \*  
\* Liu Kang \*

Liu Kang: The war is over. I once again defended my title as Champion of Mortal Kombat, and defended the realm of earth. I have failed to save the realm of Edenia. In doing so, I have also lost Kitana, forever...

[Portal opens and Kitana appears.]

Liu Kang: Kitana?

Kitana: Yes, Liu Kang. It is I.

Liu Kang: I thought you were gonna...

Kitana (interrupting): With Shinnok's destruction, you have not only saved the earth, but you have saved my own realm. For that, I can never repay you.

Liu Kang: Knowing you survived is all I need.

Kitana: As heir to the throne of my realm, I offer you the chance to rule at my side, as King of Edenia, forever.

Liu Kang: I... cannot accept your offer. I belong here on earth as Champion of Mortal Kombat.

Kitana: Then, I wish you good luck, Liu Kang... on all your journeys.

Liu Kang: Goodbye, Princess Kitana.

\* \* \* \* \* [13.05] \* \* \* \* \*  
\* Reptile \*

[Reptile kneels before Quan Chi.]

Reptile: Quan Chi... I have served the lord Shinnok well in the destruction of Earth's Warriors...

Quan Chi: Yes, we are most appreciative of your efforts.

Reptile: Now I wish to return in time to my home world, before it was destroyed in the hands of Shao Kahn. As the new ruler supreme of all reality, Shinnok alone has the power to grant me this wish...

Quan Chi: How dare you make such a perpetual request of your lord and master?!

Reptile: It is a simple request for one of such great power...

Quan Chi: It's also not worth his attention.

Reptile: I demand it! If it was not for warriors such as myself, his attack against Raiden's forces would have failed.

Quan Chi: Perhaps you shall convey your feelings to Shinnok himself.

Reptile: WHAT?!

[Shinnok teleports onto the surface and holds Reptile up by the neck.]

Shinnok: Infidel! You are in no position to demand anything! I can kill you with a mere thought!

Reptile: We had a DEAL!

Shinnok: A deal?! I am not a god of my word, Reptile! All deals are OFF!

[Shinnok causes Reptile to explode, pieces of him hit the camera.]

\* \* \* \* \* [13.06] \* \* \* \* \*  
\* Scorpion \*

Scorpion: I defeated you, Sub-Zero. I have avenged the death of my family and clan. Now my soul can finally rest...

Sub-Zero: Your soul will never rest, Scorpion. The Lin Kuei may have been



responsible for your murder, but your family's true killer still remains free.

Scorpion: If you are not the murderer, then who is?

[Quan Chi appears.]

Quan Chi: I am the one you seek. To defeat my nemesis, Sub-Zero, I needed the power of a specter. You've done my bidding well, Scorpion. But now I must return you to the Netherealm.

[Quan Chi opens a portal into the Netherealm.]

Scorpion: NEVER!

[Scorpion takes Quan Chi with him.]

Quan Chi: NO!!!

\* \* \* \* \* [13.07] \* \* \* \* \*  
\* Jax \*

[Sonya is standing with Jarek.]

Sonya: It's over, Jarek, Shinnok is dead. The good guys won. You're coming back with me.

Jarek: Never, Sonya! I agreed to help defeat Shinnok, not turn myself in to the Special Forces! The Black Dragon lives on!

[Jarek walks toward Sonya, she begins backing away from him.]

WIDE SHOT AND CRESEENDO: They are atop a high cliff with Sonya backed to the edge.]

Sonya: The Black Dragon died with Kano. You're the last one, Jarek.

Jarek: NEVER!

[Jarek attacks Sonya. She dodges and Jarek falls over the cliff. Sonya takes out her radio.]

Sonya: Come in, Major Briggs. This is Lt. Sonya Blade...

[Jarek is climbing up from the edge of the cliff, he grabs Sonya's leg and tosses her over. Camera zooms up on the radio lying on the ground.]

Jax: Sonya?! This is Major Briggs! Come in... Sonya, this is Jax! Are you there?

[Jarek steps on the radio, laughs, and begins to walk away from the scene. Jax then appears in person.]

Jax: Going somewhere, Jarek?

[WIDE SHOT: Jax holds Jarek by his neck.]

Jarek: JAX! But I thought you were...

Jax: Thought I was what? Dead? Like my partner you just dropped off the cliff?

[Jax walks toward the edge of the cliff. OVERHEAD SHOT: Jax holds Jarek over the cliff.]

Jarek: I... I'm sorry, Jax! Wait! Don't drop me!

Jax: Wait?

Jarek: I promise...

Jax: Too late, Jarek!

Jarek: You can't drop me! You have to uphold the law! You have to arrest me! Wait! Wait! This is BRUTALITY! You can't do it!

Jax: Wrong, Jarek. This is not a Brutality. This is a FATALITY!

[Jax releases Jarek over the cliff.]

\* \* \* \* \* [13.08] \* \* \* \* \*  
\* Reiko \*

[A portal opens, leading into the Netherealm. Reiko runs through it.]

\* \* \* \* \* [13.09] \* \* \* \* \*  
\* Cage \*

[Johnny Cage walks up to a podium at an Awards ceremony. Crowd cheers.]  
Cage: Wow! I don't know what to say! I guess I should start by thanking all my fans out there!  
[More cheering.]  
Cage: But that's enough of the mushy stuff. I mean let's get real here, huh? When am I gonna get some REAL competition?  
[Silence.]  
Cage: Come on, don't get silent now. Where are all the cheers?  
[Crowd starts booing.]  
Cage: Hey wait a minute! I'm your Number One guy!  
[Crowd is Booing and starts throwing things at Cage.]  
Someone in The Crowd: You SUCK!  
Cage: I'm gonna remember this! Ow! Hey, Come on! Ow! I saw that, Arnold!  
... Hey cut it out! ...

\* \* \* \* \* [13.10] \* \* \* \* \*  
\* Jarek \*

[Sonya is standing with Jarek.]  
Sonya: It's over, Jarek, Shinnok is dead. The good guys won. You're coming back with me.  
Jarek: Never, Sonya! I agreed to help defeat Shinnok, not turn myself in to the Special Forces! The Black Dragon lives on!  
[Jarek walks toward Sonya, she begins backing away from him.  
WIDE SHOT AND CRESENDO: They are atop a high cliff with Sonya backed to the edge.]  
Sonya: The Black Dragon died with Kano. You're the last one, Jarek.  
Jarek: NEVER!  
[Jarek attacks Sonya. She dodges and Jarek falls over the cliff. Sonya takes out her radio.]  
Sonya: Come in, Major Briggs. This is Lt. Sonya Blade...  
[Jarek is climbing up from the edge of the cliff, he grabs Sonya's leg and tosses her over. Camera zooms up on the radio lying on the ground.]  
Jax: Sonya?! This is Major Briggs! Come in... Sonya, this is Jax! Are you there?  
[Jarek steps on the radio, laughs, and walks away from the scene.]

\* \* \* \* \* [13.11] \* \* \* \* \*  
\* Tanya \*

Tanya: Follow me, Liu Kang. Raiden has asked that I lead you to him.  
Liu Kang: What about the others?  
Tanya: He has something special planned for them.  
[Liu Kang enters the Furnace room with Quan Chi and Shinnok, gate closes.]  
Liu Kang: Tanya, what's going on?  
Tanya: \*laughs\* I don't know what Kitana saw in you... Can't you see, Liu Kang? This is a trap!  
Liu Kang: What?!  
Quan Chi: Welcome, Shaolin Warrior. Your thunder god is beaten, earth's warriors destroyed. We obliterated the forces of light. Do you wish to beg the mercy of your new master, the lord Shinnok?  
Liu Kang: Never, sorcerer!  
[Liu Kang performs a flying kick toward Shinnok but is blown up by him.]  
Quan Chi: Fool. \*laughs\*

\* \* \* \* \* [13.12] \* \* \* \* \*  
\* Fujin \*

\* \* \* \* \*

[Fujin stands before the face of an elder god.]

Fujin: Our forces of light have defeated Shinnok. Now, I must return to my duties as earth's God of Wind.

Elder: You have served your elders well, Fujin. But we have a new mission for you.

[Raiden appears.]

Fujin: Raiden?

Raiden: Our battle with Shinnok's forces is over. I must move on to my new position as an elder god. And you, Fujin, you must take my former position as protector of Earth.

Fujin: Raiden, it will be my honor to succeed you.

Raiden: Take special care of the mortals of earth, they are a great people but have the ability to self-destruct. Be patient, and offer your wisdom as guidance.

Fujin: Farewell, Thunder God. I will not fail you.

Raiden: That is why I picked you.

\* \* \* \* \* [13.13] \* \* \* \* \*

\* Sub-Zero \*

\* \* \* \* \*

Sub-Zero: The battle is finished. Your quest for vengeance is over, Scorpion.

Scorpion: You cannot kill a dead man... You have defeated my physical form, but my soul is eternal. You will pay for the massacre of my clan and family.

[Quan Chi runs in behind Sub-Zero, and knocks him down.]

Quan Chi: Well done, Sub-Zero. Like your brother before you, you have served my purposes well...

Sub-Zero: I serve no-one! Not the Lin Kuei, and not you!

[Quan steps on Sub-Zero's torso.]

Quan Chi: Scorpion agreed to fight for us, in exchange for freedom from the Netherealm, but you had no intention of fulfilling. By killing him you have saved us the trouble, both you and Scorpion were pawns for Shinnok.

[Scorpion lifts Quan Chi.]

Quan Chi: SCORPION!!!

[Quan Chi explodes.]

Scorpion: Our battle is finished, you are now free from my curse. Live well, Lin Kuei warrior.

\* \* \* \* \* [13.14] \* \* \* \* \*

\* Quan Chi \*

\* \* \* \* \*

[Shinnok stands with Quan Chi.]

Shinnok: As payment for your loyal services, Quan Chi, I grant you the gift of your existence.

Quan Chi: My existence?

Shinnok: Understand, sorcerer, I consume all energies, including the life forces of all that live. But I shall spare you.

Quan Chi: If it weren't for me, you would still be a tortured soul rotting in the pits of the Netherealm.

Shinnok: You dare question ME?!

Quan Chi: I do more than question you, Shinnok. I CHALLENGE YOU!

Shinnok: Then you shall DIE!

[Shinnok fires a projectile at Quan Chi, that hits him without making a scratch.]

Shinnok: WHAT!?!

Quan Chi: Your powers are useless against me!

Shinnok: How can this be?!

[Quan Chi takes out the real amulet.]

Quan Chi: I am in possession of your royal sacred amulet. Years ago I delivered to you an exact duplicate, while I retained the original. I even fooled Raiden. Now, I am ruler supreme! And you, elder god, are finished!

Shinnok: NO!!

[Quan Chi fires a projectile back at Shinnok, using the power of the real amulet. It causes Shinnok to explode on contact.]

\* \* \* \* \* [13.15] \* \* \* \* \*  
\* Sonya \*  
\* \* \* \* \*

[Sonya is standing with Jarek.]

Sonya: It's over, Jarek, Shinnok is dead. The good guys won. You're coming back with me.

Jarek: Never, Sonya! I agreed to help defeat Shinnok, not turn myself in to the Special Forces! The Black Dragon lives on!

[Jarek walks toward Sonya, she begins backing away from him.]

WIDE SHOT AND CRESEUDO: They are atop a high cliff with Sonya backed to the edge.]

Sonya: The Black Dragon died with Kano. You're the last one, Jarek.

Jarek: NEVER!

[Jarek attacks Sonya. She dodges and Jarek falls over the cliff. Sonya takes out her radio.]

Sonya: Come in, Major Briggs. This is Lt. Sonya Blade, over.

Jax: Sonya, glad to hear you're alive.

Sonya: You actually sound happy to hear from me, Jax. Things got boring?

Jax: Not since you followed Liu Kang into the Netherealm.

Sonya: Well it's over now, I'm returning to base. 10-4, Jax.

#####  
-----## Section 14 : THE END ##-----  
#####

\* \* \* \* \* [14.01] \* \* \* \* \*  
\* Credits \*  
\* \* \* \* \*

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The Basic Layout of this FAQ was Originally Based on  
Patrick McCarron's "MK3: The Final Chapter" Text FAQ.

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* * * * * [14.02] * * * * *  
*                               *  
* * * * * Game Over * * * * *
```

When a player loses, the character is shown falling down a seemingly endless "well". When the counter reaches 0 (if it does,) the character continues to fall for a moment, until the camera switches to a roughly 45 degree angled view of the falling kombatant.

The character then hits a blood-stained bed of jagged metal black spikes at the bottom of the well and two puddles of fresh red blood pours out from underneath him/her "Resident Evil-style".

GAME OVER

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