

Mortal Kombat 4 Compact FAQ

by ICEOUT0002

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Iceout's Kombat Zone - MK4 arcade Revision 3 Compact FAQ
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Version 9.00 - 06.13.98 (FINAL UPDATE)

Final version:

- * Added combos from N64 FAQ since they're both rev 3
- * My corny descriptions of the rest of the weapon moves
- * Corrections

PLAYING OPTIONS

2nd outfit:

At the select screen, hold START and press the three buttons listed and the square will flip to a yin-yang. If both sides use the same character, only the 2nd player can have the 2nd outfit.

2-on-2 Kombat:

Each side selects two fighters, the second one joining in when the first gets knocked out.

Group Select(2-player game only):

A shrunken select screen appears. You start with Kai on the top-left and move down each time you win.

Random: Randomly selects your character.

Hidden(2-player game only): Hides your select square.

LEGEND

Joystick Buttons

UB U UF HP BL HK

B * F LP RN LK

DB D DF

HP/LP/HK/LK: High/Low Punch/Kick

BL: Block

RN: Run

* : can be done in air

SECRETS

MEAT - see last section after Sonya

Hold D right after doing spikes fatality to have them slide down,
BL for "Toasty!"

Hold Start during Scorpions' BBQ fatality to hear "Toasty! 3-D"

During "CHOOSE YOUR DESTINY" for 1-player games, tap START to rotate the towers and get a different opponent lineup.

KOMBAT KODES

In 2-player games, a "VS" screen appears before the match starts.

Use BL, HK, and LK to change icons. Hold UP to go backwards.

111-111 Weapon falls from sky

222-222 Draw a DIFFERENT weapon
333-333 Randper Kombat
444-444 Wewapons already drawn
555-555 Room full of weapons
666-666 No music
123-123 One hit Kills!
100-100 Throws disabled
020-020 Red Rain (on outdoor stage)
050-050 Explosive Kombat
002-002 Can't drop weapons
012-012 "Noob Saibot Mode"
001-001 Unlimited Run
010-010 Max Damage Disabled
110-110 Throws and MAX disabled
011-011 Goro's Lair (stage fatality,rocks)
022-022 Scorpion's Stage (heads)
033-033 Faces Stage
044-044 Tomb
055-055 Outdoors
066-066 Reptile's Stage (spiked balls)
101-101 Temple
202-202 Living Forest
303-303 Fan Stage (stage fatality)

COMBO SYSTEM

Air starters : Jump+HP or U,HK/LK (follow with ground combo)

Basic series : HP>HP>HK>(B+LK/B+HK)

Ground series: HP>HP>HK>(HK/LK)>Draw Weapon(hits)/Special

Pop-up series: HP>HP>HK>(D+HP/D+HK)

Weapon series: HK>Any weapon attack except throw

Midair series: Jump+HP, (LP/HK/LK)

Doing Kai's Handstand(BL+LK) in a combo give you a free upper kick finisher. This works on Revision 3 only.

If the combo reaches 40% or more, "MAXIMUM DAMAGE" appears and you get knocked back.

Throws and Breakers will not count as hits in combos, though the damage will be added.

BASIC MOVES

UNARMED PUNCH ATTACKS

HP : High Jab

LP : Middle Jab

crouch+HP: Uppercut

crouch+LP: Low Jab

jump+HP : Jumping Jab

jump+LP : Jumping Power Punch (knocks down)

close HP : Face Punch

close LP : Basic Throw

Tap HP/LP: Repeated Punches

KICK ATTACKS

HK : Face Kick

LK : Quick Kick

B+HK : Roundhouse

B+LK : Foot Sweep

crouch+HK: Uppercut Kick

crouch+LK: Ankle Kick

UB/UF+HK : Jump Kick
UB/UF+LK : Drop Kick
U+HK/LK : Front Leg Kick
close HK : Knee Strike
close LK : Bone Breaker

OTHER ATTACKS

crouch+RN: Pick up and throw non-weapon object

MOVEMENT

RN,RN : Sidestep away from screen
D,RN,RN : Sidestep into screen
UB/UF : Jump back/forward
U : Jump straight up
D(hold) : Crouching
F+hold RN: Run forward

OTHER

BL : Standing block
crouch+BL: Crouching block (use for trips,sweeps and LK's low fireball)
Hold B/DB: Throw protection

WEAPON MOVES

(draw move): draw weapon out/throw if in hand
(Jump)+HP : Midair upper-swing (floats like jumping HK)
(Jump)+LP : Midair down-swing (knocks straight down)
D+RN : pick up weapon(when standing over)

BROADSWORD

HP : Quick Hit
B+HP: Overhand
LP : Weak Upper
B+LP: Upper Slash
D+LP: Sword Spin(hold D+LP DB/DF moves)

CLUB

HP : Side Swipe
B+HP: Overhead Smash
LP : Hit into screen
B+LP: 2-hit upper

SPEAR

HP : Upper
B+HP: Running Stab
LP : Back Spin
B+LP: Sweep

ICE STAFF

HP : Side Swipe
B+HP: Uppercut Swing
LP : Trip
B+LP: Freeze Dash

BOOMERANG

HP : Short Slash
B+HP: Spin Slash
LP : Throw (returns later)
B+LP: Upward Throw (returns later)

HAMMER

HP : Side Swipe
B+HP: Overhead Smash
LP : Hit into screen
B+LP: Uppercut Swing

MACE

HP : Overhead Smash
B+HP: Side Swipe
LP : Hit into screen
B+LP: Uppercut Swing

CROSSBOW

HP : Upward Shot
LP : Straight Shot
B+LP: Bouncing Shot

BLADE WHEEL

HP : Upper
B+HP: Backhand Swipe
LP : Downstrike
B+LP: The "Carver"

CURVED SWORD

HP : Uppercut Swing
B+HP: Backhand Swipe
LP : Downstrike
B+LP: Dash Slash

JAGGED SWORD

HP : Lawnmower Slash (tap rapidly for repeated slashes)
B+HP: Running Stab
LP : Upper
B+LP: Knockdown

AXE

HP : Upper
B+HP: Axe Spin (hold HP , B/F moves)
LP : Downstrike
B+LP: Backhand Swipe

DAGGER

HP : Upper
B+HP: 360 Slash
LP : Downstrike
B+LP: same as B+HP

PIRATE SWORD

HP : Step Slash
B+HP: Upper
LP : Weak Upper
B+LP: Knockdown

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KAI

2nd Outfit : HP+BL+LK
Draw Weapon: D,B,LP

Upward Fire: F,F,LP*
Down Fire : B,B,HP
Zip Punch : D,F,HP

Slide Kick : D,F+LK
Handstand : BL+LK
(HS position only)
Spin Kicks : LP(hold) (B/F moves)
Upper Kick : HK
Lower Kick : LK
Stand Up : BL

(4) Up Kick, HK, HK, BL+LK (free hit) (32%)
(5) Up Kick, HK, D+HP, Up Fire, Jump HK (32%)

Body Rip : U, F, U, B, HK (close)
Saw Blade : U, U, U, D, BL (outside sweep)
Fan Stage : F, F, D, BL
Goro Stage : B, F, D, HK

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RAYDEN

2d Outfit : LP+BL+HK
Draw Weapon: F, B, HP

Spark : D, B, LP
Wall Smash : F, F, LK*
Teleport : D, U

Dynamo : F, B, U, U, HK (close)
Electrocute: D, U, U, U, HP (close)
Fan Stage : D, F, B, BL
Goro Stage : F, F, D, LP

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SHINNOK

2nd Outfit: HP+BL+LP
Weapon : B, F, LP

IMPERSONATIONS

Kai : F, F, F, LK
Rayden : D, F, F, HP
Liu Kang : B, B, F, HK
Reptile : B, B, F, BL
Scorpion : F, B, LP
Jax : F, D, F, HK
Reiko : B, B, B, BL
Cage : D, D, HP
Jarek : B, B, B, LK
Tanya : B, F, D, BL
Fujin : F, F, B, HK
Sub-Zero : D, B, LP
Quan Chi : F, B, F, LK
Sonya : F, D, F, HP

(3) Up Kick, HK, B+HK (29%)
(4) (any weapon) Up Kick, HK, D+HP, jump LP (28%)

The Hand : D, B, F, D, RN (close)
Goal! : D, U, U, D, BL (close)
Fan Stage : D, D, F, HK
Goro Stage: D, F, B, HP

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LIU KANG

2nd Outfit : HP+BL+LK

Draw Weapon : B,F,LK

Fireball : F,F,HP*

Low FireBall: F,F,LP

Flying Kick : F,F,HK

Bike Kick : Hold LK 3-5 seconds

(4) HP,HP,HK,HK,Flying Kick(29%)

Dragon Morph: F,F,F,D,HK+BL+LK(1/2 screen)

Screen Shot : F,D,D,U,HP(close)

Fan Stage : F,F,B,LP

Goro Stage : F,F,B,HK

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REPTILE

2nd Outfit : LP+BL+LK

Draw Weapon : B,B,LK

Acid Spray : D,F,HP

Palm Strike : B,F,LP

Inviso : BL+HK

Super Crawl : B,F,LK

(3) (axe) HK,LP,LP(23%)

(3) (corner) Jump HK,Crawl,Uppercut(27%)

Beauty Treatment: Hold HP+LP+HK+LK then U(close)

3-D Acid Loogie : U,D,D,D,HP(outside sweep)

Fan Stage : D,F,F,LP

Goro Stage : D,D,F,HK

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SCORPION

2nd Outfit : HP+BL+HK

Draw Weapon: F,F,HK

Spear : B,B,LP

Tele-Punch : D,B,HP*

Fire Breath: D,F,LP

Air Throw : BL when both in air

(4) Spear,HK,HK,Weapon(31%)

(7) Up Kick,HK,HK,Spear,HP,HK,Weapon(43%)

B.B.Q. : B,F,F,B,BL(1/2 screen)

Scorpion : B,F,D,U,HP(close)

Fan Stage : F,D,D,LK

Goro Stage : B,F,F,LK

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JAX

2nd Outfit : RN+BL+LP

Draw Weapon: D,F,HP

Gun Shot : D,F,LP

Slide Punch: D,B,LP

Earthquake : F,F,D,LK

Backbreaker: BL when both in air

Multi Throw: Throw, then (hold) RN+BL+LK > HP+LP+LK > HP+BL+LK > HP+LP+HK+LK

(3) (club) HK, B+LP (26%)

(5) Up Kick, HK, HK, Weapon (41%)

FATALITIES

Arm Rip : Hold LK for before you win then F, F, D, F, release LK (close)

Head Smash : B, F, F, D, BL (close)

Fan Stage : F, F, B, LK

Goro Stage : F, F, B, HP

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REIKO

2nd Outfit : HP+LK+RN

Draw Weapon : D, B, HP

Vertical Teleport: D, U

(during V.T. only)

Air Throw : BL

Air Punch : HP/LP

Front Kick : HK/LK

Horiz. Teleport : B, F, LK

Flip Kick : B to D to F+HK

Throwing Stars : D, F, LP

(3) Flip Kick, HP, jump HK (20%)

(6) Up Kick, HK, HK, Flip Kick, HP, jump LK (44%)

Power Kick : F, D, F+HK+BL+LP+LK (close)

Shuriken Massacre: B, B, D, D, HK (outside sweep)

Fan Stage : D, D, B, LP

Goro Stage : F, F, D, LK

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JOHNNY CAGE

2nd Outfit : LP+LK+RN

Draw Weapon : F, D, F, LK

High Fire : D, B, LP

Low FireBall: D, F, HP

Groin Punch : BL+LP (doesn't work on Sonya or Tanya)

Shadow Kick : B, F, LK

Shadow Upper: B, D, B, HP

(3) (pirate sword) HK, B+HP, Shadow Kick (27%)

(5) Up Kick, HK, D+HP, jump HK, Shadow Kick (33%)

Body Rip : F, B, D, D, HK (close)

Head Punch : D, D, F, D, BL (close)

Fan Stage : D, F, F, HK

Goro Stage : B, F, F, LK

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JAREK

2nd Outfit : HP+HK+RN

Draw Weapon: F, F, HP

Fwd. Roll : B, F, LK

Upward Roll: F,D,F,HP
Blade Toss : D,B,LP
Earthquake : B,D,B,HK

(3) (curved sword) HK,HP,LK(25%)

Heart Pull : F,B,F,F,LK(close)
Eye Beam : U,U,F,F,BL(outside sweep)
Fan Stage : F,D,F,HK
Goro Stage : B,F,F,LP
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TANYA

2nd Outfit : HK+LP+LK
Draw Weapon : F,F,HK

Fire Ball : D,F,HP
Air FireBall: D,B,LP in air
Spin Kick : F,F,LK
Spilts Kick : F to D to B+LK

(3) (boomerang) Jump HK,Spin,LP(29%)
(5) Up Kick,HK,HK,Spin,Splits(42%)
(6) Jump+HP,HP,HK,HK,Spin,Spilts(33%)

Explode Kiss: D,D,U,D,HP+BL(close)
Neck Breaker: D,F,D,F,HK(close)
Fan Stage : B,F,D,HP
Goro Stage : F,F,F,LP
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FUJIN

2nd Outfit : HP+LP+HK
Draw Weapon : B,B,LP

Dust Storm : F,D,F,HP
Slam : B,F,D,LK from the dust storm
Spin : F,D,LP(hold)
Flying Knee : D,F,HK
Diving Kick : D+LK at top of jump

(3) Dust Storm,Slam,Uppercut(24%)
(3) Dust Storm,jump HP,HK air chain(22%)
(7) Up Kick,HK,HK,Weapon(38%)

Turkey Shoot: Tap BL+RN rapidly(1/2 screen)
Wind Blast : D,F,F,U,BL(outside sweep)
Fan Stage : D,D,D,HK
Goro Stage : B,F,B,HP
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SUB-ZERO

2nd Outfit : HP+BL+RN
Draw Weapon: D,F,HK

Ice Ball : D,F,LP
Ice Clone : D,B,LP*
Slide : LP+BL+LK

(5) Ice,Up Kick,HK,HK,Slide(21%)

(8) Ice,Up Kick,HP,HP,HK,HK,Weapon,Slide(30%)

3-D Headrip: F,B,F,D,HP+BL+RN(close)
Ice Smash : B,B,D,B,HP(outside sweep)
Fan Stage : D,U,U,U,HK
Goro Stage : D,D,D,LK
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QUAN CHI

2nd outfit : HP+HK+RN
Draw Weapon : D,B,HK

Skull Fireball: F,F,LP
Teleport Stomp: F,D,LK
Steal Weapon : F,B,HP when their weapon is drawn
Slide Kick : F,F,HK
Air Throw : BL when both in air

(3) (mace) HK,B+LP,jump LP

Leg Rip : Hold LK before you win then F,D,F,release LK(close)
Imperson-ality: U,U,D,D,LP(outside sweep)
Fan Stage : F,F,D,HP
Goro Stage : F,F,B,LK
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SONYA BLADE

2nd Outfit : HP+LK+RN
Draw Weapon : F,F,LK

Purple FireBall: D,F,LP
Bike Kick : B,B,D,HK
Air Punch : F,B,HP
Leg Grab : Hold D,BL+LP
Fwd. Flipkick : B to D to F+LK
Air Throw : BL when both in air

(3) (corner) Flipkick,Uppercut(16%)

(5) Jump+HP,HP,HK,HK,Weapon(30%)

Kiss Blade : D,D,D,U,RN(outside sweep)
Deadly Flipkick: U,D,D,U,HK(outside sweep)
Fan Stage : D,B,B,HK
Goro Stage : F,D,F,HP
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MEAT

CODE TO PLAY:

Beat group mode with all 15 select screen characters.
Then choose any character. Has all moves of that character chosen.

CREDITS

MK Extreme : Move confirmations
TRMK : Moves
Badrock : Combo Information
kingjlc@aol.com : pointed out that Shin's Goro stage was wrong
Tips&Tricks 5/98: Sonya/Kang/Scorpions 2nd
Mortal Kombat 4 (c)1997-98 MIDWAY

