

# Mortal Kombat 4 Combo FAQ

by S

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Kombat CyberCity Mortal Kombat 4 Combo FAQ

<http://www.umar.com/mkcc>

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If there is something wrong with this FAQ, please email (asap) - as soon as possible.

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## WHAT'S NEW

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- Added Quan Chi Corner 3-Hit
- Edited Sub-Zero 7-Hit
- Added Johnny Cage 2-Hit
- Added Jax 7-Hit AI MAXIMUM DAMAGE
- Made FAQ more compact

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## INFORMATION

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- Current Version 2.1

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## KEY

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HP - High Punch                      HK - High Kick  
LP - Low Punch                        LK - Low Kick  
BL - Block                             RN - Run  
JP - Jumping HP                        JK - Jumping HK  
UK - Upwards Kick (Hop Kick)  
+ - push buttons at same time  
= - hold button                        .. Walk/Run Forward  
Face Smash - HP (close) Roundhouse - B+HK  
Foot Sweep - B+LK                      Throw - F+LP (close)  
Breaker - F+LK (close)                  Uppercut - D+HP  
\* - works only against computer opponent  
! - MAXIMUM DAMAGE  
^ - opponent must be in air; these combos work great after blocking a move  
    such as Scorpion's teleport, Jarek's cannonball, Tanya's Screw Kick, etc.  
/ - Must be done in corner  
[blah] - Can be done in corner  
(blah) - distance

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## The Basics

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The combos of Mortal Kombat 4 don't seem to be as automated as they were in MK3. Most combos consist of juggles like the old MK2/MK1 style. The jump punch as a combo start remains from MK3. High Punch to High Kick and High Kick to High Kick seem to serve as combo openers for all characters. Any combo that begins with these can be preceded by a jumping High Punch or hopping High Punch. Weapons can be drawn much faster and safer during combos by simply doing the weapon's motion. For example, Sub-Zero would do High Kick, High Kick, Quarter-circle Forward, High Kick and the weapon would attack during the combo.

The result is pretty impressive if the weapon connects, although it can be blocked in version one. The programmers of Mortal Kombat 4 decided to limit combos. Once a combo reaches 40% a "MAXIMUM DAMAGE" banner appears on the screen and the characters are thrown away from each other. As on the MK3 CPU, the computer player seems to be vulnerable to a larger variety of combos than a human player. The "pop-up" combos are back from MK3, too. For Example, High Punch, High Kick, Uppercut. These types of combos are available for all characters. Also, version 1.0 seems to be a bit defective with the combo system. Don't be suprised to see combos that do above seventy percent damage. Many creative combos can be performed in the corner by starting off with a deep jump kick and juggling with another jump kick. It is rumored that Revision 3 has a new type of combo system. I haven't played Revision 3 so I am unable to verify this.

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#### COMBOS

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#### All Characters

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2-Hit Face Smash, Roundhouse  
2-Hit HK, Roundhouse (close)  
/ 3-Hit JK, JK, Uppercut  
5-Hit HP, HK, Uppercut, .., HP, JK  
5-Hit UK, HP, HK, Uppercut, .., Roundhouse

#### Kai

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?-Hit BL+LK, =LP  
3-Hit Below Fireball, HK, Air Fist  
5-Hit HP, HK, Uppercut, .., HP, Air Fist

#### Raiden

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3-Hit Weapon Draw -> B+LP, B+LP, Torpedo  
3-Hit Weapon Draw -> B+LP, JK, Torpedo  
3-Hit Weapon Draw -> B+LP, B+LP, Teleport, Uppercut  
3-Hit HK, HK, Torpedo  
4-Hit Weapon Draw -> B+LP, B+LP, Teleport, D+HK, Torpedo  
4-Hit HK, HK, Weapon Draw, Torpedo  
/ 4-Hit JK, JK, HP, Torpedo  
5-Hit HK, HK, Weapon Draw, B+LP, Torpedo  
! 6-Hit JP, HP, HK, Uppercut, JK, Torpedo  
\* 3-Hit Weapon Draw -> B+LP, HP, Torpedo  
-- Note: The previous combo screws up the camera angle a bit.

Shinnok

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5-Hit Impersonate Raiden -> Weapon Draw -> Impersonate Scorpion ->  
B+LP, B+LP, Teleport, Spear, Roundhouse

Liu Kang

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2-Hit JK, Fireball [Bicycle Kick]  
3-Hit HK, HK, Bicycle Kick  
/ 5-Hit JK, JK, HP, Bicycle Kick, Flying Kick  
6-Hit HP, HK, Uppercut, .., HP, JK, Fireball  
! 6-Hit HP, HK, Uppercut, .., HP, Bicycle Kick, Flying Kick  
\* 5-Hit HK, HK, Bicycle Kick, Low Fireball

Reptile

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4-Hit HK, HK, Krawl, Dashing Punch  
/ 4-Hit JK, JK, HP, Krawl  
5-Hit HP, HK, Uppercut, .., HP, Krawl  
!/ 6-Hit JK, JK, HP, Krawl, HP, Dashing Punch

Scorpion

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^ 2-Hit JK, BL  
! 7-Hit HK, HK, Spear, Face Smash, HK, HK, Weapon Draw  
/! 7-Hit JK, JK, HP, Spear, HP, HK, Uppercut  
^ 8-Hit HP, Teleport, Spear, HP, HK, Uppercut, JK, Air Throw  
! 8-Hit HP, HK, Uppercut, Spear, HP, HK, Uppercut, .., Roundhouse  
! 8-Hit JK, Teleport, Spear, HP, HK, Uppercut, JK, Air Throw  
! 8-Hit JK, Teleport, Spear, HP, HK, Uppercut, .., HP, Flame Breath

Jax

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^ 2-Hit JK, Back Breaker  
3-Hit HP, HK, Missile  
3-Hit HK, HK, Dashing Punch  
/ 3-Hit JK, JK, Back Breaker  
/ 5-Hit JK, JK, HP, Dashing Punch  
5-Hit HP, HK, Uppercut, .., JK, Dashing Punch  
5-Hit HP, HK, Uppercut, JK, Back Breaker  
\*! 7-Hit JP, HP, HK, Uppercut, JK, Back Breaker, Ground Smash

Reiko

-----

2-Hit JK, Teleport, Slam  
^ 3-Hit HP, Flip Kick, Uppercut  
4-Hit HP, HK, Uppercut, Teleport, Slam  
4-Hit HK, HK, Flip Kick, Teleport, Slam  
/ 4-Hit JK, JK, HP, Flip Kick  
6-Hit HP, HK, Uppercut, .., HP, Flip Kick, Roundhouse  
6-Hit HP, HK, Uppercut, .., HP, Flip Kick, Stars  
6-Hit HP, HK, Uppercut, .., HP, Flip Kick, Teleport, Slam  
! 5-Hit Breaker, .., HP, HK, Uppercut, JK

Johnny Cage

-----  
2-Hit JK, Shadow Kick  
3-Hit HK, HK, Shadow Punch  
/ 4-Hit JK, JK, HP, Shadow Kick  
5-Hit HP, HK, Uppercut, .., HP, Shadow Punch  
5-Hit HP, HK, Uppercut, JK, Shadow Kick  
! 7-Hit UK, HP, HK, Uppercut, .., HP, JK, Shadow Kick

Jarek

-----  
2-Hit Weapon Draw -> HP, Cannonball  
3-Hit HK, HK, Cannonball  
5-Hit HP, HK, Uppercut, .., HP, Upwards Cannonball  
! 6-Hit UK, HP, HK, Uppercut, .., HP, Upwards Cannonball  
\* 5-Hit HP, HK, Uppercut, JK, Fallback

Tanya

-----  
2-Hit JK, Split Kick  
2-Hit Screw Kick, Split Kick  
^ 3-Hit HP, Screw Kick, Split Kick  
3-Hit HK, HK, Fireball  
/ 5-Hit JK, JK, HP, Screw Kick, Uppercut  
/ 6-Hit JK, JK, HP, Screw Kick, HP, Flip Kick  
! 6-Hit HP, HK, Uppercut, JK, Screw Kick, Split Kick

Fujin

-----  
3-Hit HK, HK, Flying Knee  
/ 3-Hit JK, JK, Tornado  
4-Hit Lift, Slam, HP, Flying Knee  
! 6-Hit JP, HP, HK, Uppercut, .., HP, Flying Knee  
! 3-Hit Dive Kick, Lift, Weapon Draw, Slam, Throw Weapon

Sub-Zero

-----  
/ 5-Hit JK, JK, HP, Freeze, Roundhouse  
6-Hit HK, HK, Freeze, JP, HK, HK, Slide  
! 6-Hit HK, HK, Freeze, JP, HK, HK, Weapon Draw  
\* 6-Hit HP, HK, Freeze, HP, HK, Weapon Draw -> Slide  
\* 7-Hit HK, HK, Freeze, HP, HK, Uppercut, JK, Slide  
\* 11-hit JP, HK, Freeze, D+HK, Clone, HK, HK, Weapon Draw, B+LP, B+LP, Slide

Quan Chi

-----  
^ 2-Hit JK, Air Throw  
/ 3-Hit JK, JK, Air Throw  
5-Hit HP, HK, Uppercut, JK, Air Throw  
! 6-Hit JP, HP, HK, Uppercut, .., HP, Stomp  
\* 3-Hit HK, HK, Skull

Sonya

-----  
^ 2-Hit JK, Air Throw

3-Hit HK, HK, Fireball  
3-Hit HK, HK, Cartwheel [Uppercut]  
^ 3-Hit HP, Cartwheel, .., Leg Grab  
4-Hit HK, HK, Cartwheel, Air Punch  
4-Hit HK, HK, Cartwheel, .., Leg Grab  
5-Hit HP, HK, Uppercut, JK, Air Throw  
/ 5-Hit JK, JK, HP, Cartwheel, Uppercut  
6-Hit HP, HK, Uppercut, .., HP, Cartwheel, .., Leg Grab

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CREDITS

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The Realm of Mortal Kombat (Special moves and names)  
The Darkplanet Forum at MK4 Dominion (A couple combos)  
#mk4 (Help with combos)  
Brandon "Die" Trickey <tricke\_die\_7@hotmail.com> (Corner combos)  
BADROCK <badrock@il.net> (Face Smash, HK, HK and more)

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