

Mortal Kombat 4 Reptile Character FAQ

by KasketDarkfyre

Updated to v1.1 on

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=           Reptile FAQ for Mortal Kombat II, III, IV           =  
=                   Version: 1.1                               =  
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Section 1: Introduction  
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Welcome to the Mortal Kombat FAQ to Reptile throughout the Mortal Kombat's starting with number II, ending up in number IV. All the moves are here, including the Fatalities, Combos and Ending Movies, and apply to every platform of this game, ranging from Sega Genesis to the Arcade. Have fun.

Drew "Kasket" Guirey

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Section 2: Reptile's Attacks  
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--Reptile: Mortal Kombat II--  
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As Shang Tsung's personal protector the elusive Reptile lurks in the shadows stopping all those who would do his master harm. His human form is believed to disguise a horrid reptilian creature whose race was thought extinct millions of years ago.

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Backhand      : High Punch *Right next to the opponent*  
Acid Spit     : Toward, Toward, High Punch  
Slide         : Back + Block + Low Punch + Low Kick
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Forceball : Back, Back, High Punch + Low Punch
Invisibility: Up, Up, Down + High Punch *Hold Block*

Pit/Spikes: Down, Forward, Forward, Block
Babality : Down, Back, Back, Low Kick
Friendship: Back, Back, Down, Low Kick
(Reptile offers a doll for sale)

Fatality 1: Back, Back, Down, Low Punch
(Reptile shoots his tongue towards the victims head, and rips it off in a swift pull, snacking on it)*One Jump Distance*

Fatality 2: Forward, Forward, Low Punch*Close and Invisible*
(A cloaked Reptile cuts his opponents upper body off)

--Reptile: Ultimate Mortal Kombat III/Mortal Kombat Trilogy--

Always a reliable servant to Shao Kahn, Reptile is chosen to assist Jade in the capture of Kitana. In contrast to Jade's instructions, Reptile is ordered to stop the renegade Princess at all costs...even if it means her death.

Dash : Back, Toward, Low Kick
Acid Spit : Forward, Foward, High Punch
Slide : Back + Low Punch + Low Kick + Block
Invisibilty: Up, Dpwn, High Kick *Hold Block*
Force Ball : Slow: Back, Back, High Punch + Low Punch
Fast: Toward, Toward, High Punch + Low Punch
Can do several in a row

Friendship: Down, Toward, Toward, Back, High Kick
(Reptile in the Box)
Animality: Down, Down, Down, Up + High Kick *Close*
(Turns into a Monkey)
Babality: Toward, Toward, Back, Down, Lpw Kick *Past Sweep*
Stage Fatality: Block, Run, Block, Block *Close*

Fatality 1 : Back, Back, Toward, Down, Block
One Jump Distance
(Reptile takes his mask off and lashes his tounge out and eats the head of his victim then the torso and limbs, leaving little behind)

Fatality 2: Toward, Toward, Up, Up, High Kick
Sweep Distance *Hold Block*
(Reptile takes his mask off, opens his mouth and spits a big glob of acid onto his opponent. The acid burns the person leaving a body with out some skin, then the body falls into a pile of goop.)

--Reptile: Mortal Kombat IV--

A general in Shinnok's Army of Darkness, Reptile once belonged to an extinct race of reptilian creatures. He was banished to the Netherealm for committing genocide against several species. Responsible for the death of millions, Reptile is a dangerous ally to the forces of evil.

Weapon: Battle Ax
Pull Out Weapon : Back, Back, Low Kick

Throw Weapon : Back, Back, Low Kick (Weapon must be drawn)
High Slash : High Punch
Low Slash : Low Punch
Uppercut Slash : Back + Low Punch
Spinning Slash : Back + High Punch (Hold HP to keep spinning)

Alternate Costume: Hold Start (Low Punch + Block + Low Kick)

Dash Punch : Back, Toward, Low Punch
Acid Spit : Back , Down, Toward, High Punch
Invisibility : Block + High Kick
Super Krawl : Back, Towards, Low Kick

Fatality #1: Hold High Punch + High Kick + Low Punch + Low Kick , Up *Close*

(Reptile has a feast on his opponents head, skinning it, leaving nothing but muscle and flesh.)

Fatality #2: Hold Block (Up, Down, Down, Down, High Punch)
Outside Sweep

(Reptile jumps into the air, and spits acid onto his opponent, burning them down into nothing but a puddle.)

Goro's Lair Stage Fatality: Down , Down , Toward , High Kick
Close

Prison Stage Fatality: Down, Toward, Toward, Low Punch
Close

Section 3: Combinations

--Reptile Combinations: Mortal Kombat II--

All of Reptiles Combinations are simple, as there was no combo system back in Mortal Kombat II. They consist of chaining moves together, simple, yet difficult.

- Jump Kick - Acid Spit
- Jump Kick - Slide
- Jump Kick - Hop Kick - Slide
- Forceball - Crouch Punch - Uppercut
- Forceball - Hop Kick - Slide
- Forceball - Air Jab - Hop Kick - Slide
- Air Jab - Acid Spit - Slide
- Air Jab - Hop Kick - Slide

--Reptile Combinations: Ultimate Mortal Kombat III, Trilogy--

Reptile has got a few good combos, stick to the simple ones when you first start out.

- 3 Hit 18% - High Punch, High Punch, Down + Low Punch
- 4 Hit 23% - High Punch, High Punch, High Kick, Back + High Kick

7 Hit 33% - High Punch, High Punch, Down + Low Punch, Fast Forceball, High Punch, High Punch, Acid Spit
6 Hit 37% - High Punch, High Punch, Down + Low Punch, Fast Forceball, High Punch, Uppercut
8 Hit 39% - Slow Forceball, High Punch, High Punch, Fast Forceball, High Punch, High Punch, Jumpkick, Slide

--Reptile Combinations: Mortal Kombat IV--

All of Reptile's combos for Mortal Kombat IV are basic punch/kick button combinations. The possibilities are endless.

Section 4: Movie Endings

Mortal Kombat II:

Reptile has always loyally served as Shang Tsung's protector. While maintaining a very low profile in the first tournament he discovered Tsung's plot to force the remaining members of his near extinct race into slavery under Shao Kahn's rule. Reptile then devises a plan of his own. He enters the Outworld tournament, defeats Shao Kahn and turns against Shang Tsung, ending his master's scheme. Now his race can live on in their own peaceful existence.

Ultimate Mortal Kombat III:

Reptile is ordered by Shao Kahn to find and kill Kitana. He is successful in completing his task but upon returning, finds himself shunned by the Emperor. Shao Kahn promised Reptile that if he was successful that he would resurrect Reptile's race. Shao Kahn never had any intentions of fulfilling his promise. Enraged, Reptile turns against his master and defeats him in battle. But by killing his master, Reptile destroys the one chance to ever know his true race.

Mortal Kombat IV:

For the first time, Mortal Kombat Endings have picked up sound and motion, unfortunately, they come in one of the last installments of the Mortal Kombat Anthology.

Reptile and Quan Chi stand in the Snake Stage. Reptile bows to Quan Chi and gets down on one knee in servitude. As the conversation progresses the camera pans around the two in a circle.

<Reptile> Quan Chi, I have served our Lord Shinnok well in the destruction of Earth warriors.

<Quan Chi> Yes, you are most proficient in all your efforts.

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

<Quan Chi> You dare make such a perpetual request of your lord and master?

<Reptile> Is it a simple request for one of such great power.

<Quan Chi> It is also not worth his attention.

[Reptile stands up and yells at Quan Chi in defiance.]

<Reptile> I demand it! If it were not for warriors such as myself his attack against Raiden's forces would have failed!

<Quan Chi> Perhaps you should convey your feelings to Shinnok yourself!

<Reptile> What?

[Shinnok teleports in front of Reptile and grabs him by the throat, lifting him off the ground.]

<Shinnok> Infidel! You are in no position to demand anything! I could kill you with a mere thought!

<Reptile> [choking] But, we had a deal!

[The camera pans out and shows Shinnok choking Reptile.]

<Shinnok> A deal? I am not a God of my word, Reptile! All deals are off!

[Shinnok releases a blast of energy. Reptile explodes into pieces.]

Section 5: Credits

I wish to thank my girlfriend, as sick as she is, she hasn't minded me typing up FAQ's at all hours of the night and I wish to thank the makers of Mortal Kombat(I still play MK 1!)

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