

Mortal Kombat 4 Sub Zero Character FAQ

by ICEOUT0002

Updated to vFinal on May 6, 1998

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MK4 Sub-Zero Guide for Arcade versions 2.1/3.0
Revision: 4.00 (FINAL UPDATE)
Created : 09/16/97
Updated : 05/06/98
By : Charles Grey

http://members.aol.com/iceout0002/mk4_sub.txt
<http://www.gamefaqs.com>

What's New:

*Combos, combos, combos!!!!
*Some breaker information

Legend:

HP HK:UB U UF
BL :B * F
LP LK:DB D DF
RN

- 1)Secrets
- 2)The Moves
- 3)Fatality
- 4)Combos
- 5)Credits

1)SECRETS

Unmask Sub-Zero:

At select screen, hold START, hit HP+BL+RN, and select the "Yin-Yang".
If both sides choose Sub, only the right side player will be unmasked.

Rotate Character Towers:

Tap START during "CHOOSE YOUR DESTINY" to change opponent roster.

(Try to avoid Rayden or Tanya!)

2)THE MOVES

[HP]High Jab

Light face-level jab that does 4% damage and will juggle midair opponents.

[LP]Middle Jab

Hits a little lower and only 3% damage.

[HK]High Kick

A kick to the face. Best known as an anti-air counter.

[LK]Quick Kick

Quick kick with fair damage that can check nearby opponents. This will not knock their weapon out of their hands, though.

[HP/LP rapidly]Punch Pummel

A rapid flurry of punches, and five of these will stagger. However, these

can be blocked at any time and is not a combo. One or two of these that hit an opponent out of air "float" them up and set up a juggle combo.

[BL]High Defense

Blocks all attacks except for weapon sweeps,the B+LK sweep, and Sonya's Leg Grab. It can be done IMMEDIATELY upon landing on the ground.

[crouch+HP]Uppercut

Knocks them up..way up. Do after a close HP or HP-HK for a weak one that sets up juggle combos.

[crouch+LP]Low Jab

Just a low jab.

[crouch+HK]Donkey Kick

Think uppercute with kick, but quicker recovery.

[crouch+LK]Ankle Kick

Anemic damage and range, but useful for push outs and foiling run-in throw/combo attempts.

[crouch+BL]Low Defense

Use to block sweeps/LK's low fireball/Sonyas' Leg Grab.

[crouch+RN]Pick Up Weapon/Throw Object

This will pick up a dropped weapon, or pick up and throw a rock or head. The rock toss does a lot of damage and lands near you if it hits so you can throw it again!

[B+HK]Roundhouse

The swing.. SLAM!! Knocks them into the background.

[B+LK]Foot Sweep

Full-circle leg sweep. It must be blocked low!

[close HP]Face Punch

A blow to the head. Combo link starter.

[close LP]Scoop Throw

Sub will scoop and slam them, unless they used the throw block method.

[close HK]Knee Strike

Knee to the gut. Combo link starter.

[close HK,HK]Double Kick

The second kick adds 9% more damage but can only be followed by a Weapon Draw or Special Move.

[close LK]Leg Breaker

Sub grabs their leg and twists it, and casts them away. This stuns them for about a second.
The computer can reverse this even if it's in a combo. Dosen't count as a hit in a combo.

[HP during jump]Air Jab

This can be followed by a ground link combo.

[LP during jump]Power Punch

A powerful punch that knocks down.

[Jump UB/UF, HK] Jumpkick

This kick "floats" them up a little before they fall down.

[Jump UB/UF, LK] Dropkick

Flying kick that knocks straight down.

[Jump U, HK or LK] Front Leg Kick

Jumps with front leg out. It does 9% damage and can be followed by a ground combo!

[Hold B or DB] Block Throws

Their throw attempts turn into LP jabs.

[D(hold)] Crouch

Self-explanatory. There is about a 0.1 second transition time that must be completed before you can do crouching attacks.

[UB] Jumpflip Back

Jumps backwards about 2/3 of a screen.

[U] Jump Straight Up

A medium hop upward. Good for avoiding projectiles.

[UF] Jumpflip Forward

Jumps forward about 2/3 of a screen.

[Hold(F+RN)] Run Towards

Runs for as long as you hold both F and RN. Good way to set up those MAX DAMAGE ground combos.

[RN, RN] Sidestep Away [D+RN, RN] Sidestep Towards

Takes two steps to the side. This is especially useful for evading projectiles. If, for example, Liu Kang starts chucking his fireballs, you can sidestep and attack/run in from the side, while the fireball totally misses! 3-D Movement. Try it. It works.

[D, F, HK] Draw/Throw Weapon

This draws his Ice Staff. If used right after a close HP/HK or a ground link combo, he will quickly draw his weapon and throw an Uppercut Swing, which adds 9% to the combo.

To throw the weapon, do the motion while carrying it. If it's blocked, it bounces toward the camera and is lost. If it hits, it takes off nasty damage and lands near you, and you can throw it again!

(U Cheezball!)

[HP] Side Swipe

A powerful hit that sends them into the background. Neat camera angle.

[B+HP] Uppercut Swing

This hits them up into the air, setting them up for a Slide or Freeze Dash juggle. If it hits in the corner you get pushed back.

[LP] Trip

Trips them up. Works just like the foot sweep.

[B+LP] Freeze Dash

Sub dashes and reaches across about 2/3 of the screen with the staff. If it hits, they get frozen. This can catch falling opponents from far away. Little or no recovery.

NOTE: Will not work after the 3rd hit

[HP during jump]Air Swipe

A very powerful swipe that will "float" opponents just like the jumping HK would. Big damage but slow execution.

[LP during jump]Air Crush

Knocks them to the ground but about 3 times the damage.

[D,F,LP]Ice Ball

Now has a cool luminescent look instead of the comet look. Let me guess, it freezes them for about 3 seconds.

STRATEGY: Don't use too often, because there is a 2 SECOND recovery if they catch on! The CPU will often sidestep and run in, and there is rarely time to block. Throw it mainly at FULL screen where you'll have time to recover.

NOTE: Will not work after the 3rd hit

[D,B,LP(also during jump)]Ice Clone

Do they like to abuse the run feature or jumpkick until the cows come home? This will stop them "cold."

STRATEGY: They have to run into this for this to freeze them.

[LP+BL+LK]Slide

This now goes about 5/6 screen length and flips them over his head if it connects. If it is blocked there is about a 0.6 second recovery.

STRATEGY: Use sparingly as a surprise attack, or as a juggle finisher. When playing the CPU, always follow this with a freeze for a sure hit.

3) FATALITY

Head Yank: F,B,F,D,HP+BL+RN(close)

Ice Smash: B,B,D,B,HP(outside sweep) (3.0 only)

Fan Stage: D,U,U,U,HK(close)*

Spikes : D,D,D,LK(close) (In stage with rocks, 3.0 only)

*One FAQ has it as U,U,U,HK but trust me that's a lie.

4) COMBOS

The "dial-a-combos" like HK,HK,LK,B+HK and HP,HP,LP,D+HP have been replaced with a link combo system where you "cancel" one attack into another. Of course, the traditional MK juggles are worth learning.

"Freeze" can be Ice Ball,Ice Clone, or Freeze Dash.

There are four types of combos he can do afterwards, depending on how is opponent is frozen.

Air Freeze Combos

(3) Freeze in air,HP,HP,Slide(13%)

(4) (weapon) Freeze,B+HP,B+LP,HP(24%)

(3) Freeze just off ground,Up Kick,HK(26%)

Ground Combos - use after far freeze or running in.

(3) HP,HK,B+HK(18%)

(3) HP,HK,Slide(19%)

(3) HK,HK,Slide(23%)

(4) HK,HK,Draw,Slide(30%)

(4) HP,D+HP,jump+HK,Slide(23%)

(7) HK,HK,Ice,Up Kick,HK,HK,..Slide(44%)/Draw(48%)

Ground Freeze Combos

(4) Freeze,HK,Ice,Breaker(25%)

- (4) (weapon) Freeze, Up Kick, HK, HP (30%)
- (5) Freeze, Up Kick, HK, HK, Slide (32%)
- (6) Freeze, Up Kick, HK, HK, Draw, ..Slide (39%) /jump+HK near corner (40%)
- (7) (weapon) Freeze, HK, B+LP, Up Kick, HK, HK, Slide (36%)
- (7) Freeze, HK, Ice, Up Kick, HK, HK, Slide (35%)

Guaranteed on computer only

- (2) Uppercut, Slide (??%)
- (4) Slide, Freeze, jump+HK, Slide (19%)

Jump-in combos

- (5) Up Kick, HK, D+HP, jump+HK, Slide (37%)
- (6) Jump+HP, HP, HK, HK, Draw, Slide (37%)

5) CREDITS

MKX - Mortal Kombat EXTREME - cool MK site

MORTAL KOMBAT 4, characters and concepts (c)MIDWAY

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