

Mortal Kombat 4 Total FAQ

by ICEOUT0002

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Mortal Kombat 4 (Nintendo 64) FAQ

Version 5.01

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01) PLAYING OPTIONS

CHEAT MODE

Go to OPTIONS, highlight "Continue", hold BL+RN until secret menu appears.

ENDING : See endings after 1st computer opponent
(Goro and Noob do NOT have endings in this version.)

FATALITIES I : crouch+HP does first fatality

FATALITIES II : crouch+HP does second fatality

LEVEL FATALITIES: crouch+HP up close will do a spikes fatality on ANY stage
except Fan stage (which will do the Fan fatality)

Practice Mode:

No longer any need for the 975-310 and Timer Disabled from MKT!

The now common built-in moves list is also available.

Extra Outfits/Alternate Weapons:

At the select screen, hold START and press any button and the square will flip to a yin-yang.

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|---------------------------------|----------------|
| Cage (tuxedo) | : 3 flips |
| Kai (leather jacket/sunglasses) | : 3 flips |
| Scorpion (unmasked/grey suit) | : 2 flips |
| Noob (unmasked) | : 1 flip |
| Noob (hooded jacket) | : 3 flips |
| Rayden (no sleeves) | : 2 flips |
| Sonya (pink with no cap) | : 3 flips |
| Tanya (black outfit) | : 3 flips |
| Sub-Zero (half frozen) | : 2 flips |
| Sub-Zero (unmasked) | : 1 or 3 flips |
| Reptile (ninja outfit from MK2) | : 2 flips |
| Liu Kang (traditional costume) | : 2 flips |

To access alternate weapons for any character except Noob or Liu Kang, do 2 or 3 rotations.

SECRET WEAPONS:

Johnny Cage's Pistol: 3 flips

Kai's Bo Stick : 2 flips

Tournament:

Standard Elimination, any of the characters can be computer-controlled or human. (You can make them all CPU players and just watch.)

Endurance:

See how many opponents you can beat on one lifebar!

ULTIMATE: You get a ranking at the end. Lineup resets.

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:

Hides your select square.

Also, entering various vulgar letter combinations on the "ENTER YOUR INITIALS" screen changes them to "MAB"

02) 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

03) SECRETS

NOOB SAIBOT - hidden character, see section 24

GORO - The Sub-Boss from MK1 returns! see section 25

MEAT - hidden character, see section 23

Hold any button during Scorp's BBQ fatality to hear "TOASTY! 3-D!"

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

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

04) 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.

--- 321-321 Big Head Mode (stays that way - no text)
#01 111-111 FREE WEAPON (falls in center)
#02 100-100 THROWING DISABLED
#03 444-444 ARMED AND DANGEROUS (weapons already out)
#04 666-666 SILENT KOMBAT
#05 050-050 EXPLOSIVE KOMBAT
#06 222-222 RANDOM WEAPONS (different one is drawn)
#07 123-123 NO POWER? (one hit kills!)
#08 555-555 MANY WEAPONS (about 8 different ones are scattered)
#10 060-060 NO RAIN (NOTE: Text appears only on Wind stage)
#11 002-002 WEAPON KOMBAT (can't drop weapons)
#13 012-012 NOOB SAIBOT MODE (does nothing)
#14 020-020 RED RAIN (on Wind Stage)
#15 010-010 MAXIMUM DAMAGE DISABLED
#16 110-110 THROWING AND MAX DAMAGE DISABLED
#17 011-011 KOMBAT ZONE: GORO'S LAIR (rocks, stage fatality)
#18 022-022 KOMBAT ZONE: THE WELL (heads)
#19 033-033 KOMBAT ZONE: ELDER GODS
#20 044-044 KOMBAT ZONE: THE TOMB (rocks)
#21 055-055 KOMBAT ZONE: WIND WORLD (rain)
#22 066-066 KOMBAT ZONE: REPTILE'S LAIR
#23 101-101 KOMBAT ZONE: SHAOLIN TEMPLE
#24 202-202 KOMBAT ZONE: LIVING FOREST
#25 303-303 KOMBAT ZONE: THE PRISON (fan stage fatality)
#26 001-001 UNLIMITED RUN
#27 313-313 KOMBAT ZONE: ICE PIT

05) 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)

NOTE: HP,D+HP/HK and HP,HP,D+HP will NOT WORK. HK,D+HP/HK can only be done in a combo.

Doing Kai's Handstand(BL+LK) in a combo give you a free upper kick finish.

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

NOTE: "MAX DAMAGE" does not appear on throws or Goro's Stomp.

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

06) 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
HP,HP : Left-right High
LP,LP : Left-right Low

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 (can also use L)
D,RN,RN : Sidestep into screen (can also use R)
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

07)WEAPON MOVES

In this version, characters also have alternate weapons with other outfits.

(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 LP B/F 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/KITANA FAN

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/PISTOL

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/SCYTHE/BO STAFF

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
LP,HP: Special Combo
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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08) KAI

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 (UB/UF to jump out)
(HS position only)
Spin Kicks : LP(hold) (B/F moves)
Upper Kick : HK
Lower Kick : LK
Stand Up : BL

COMBOS

- (3) Up Fire,jump HP,HK air chain(35%)
- (3) Up Fire,HP,jump HK,Zip Punch(32%)
- (3) Up Fire,D+HK,Slide Kick(29%)
- (3) (club) Up Fire,B+LP(39%)
- (3) (dagger) Up Fire,jump HK,HP(34%)
- (3) (dagger) Up Fire,HK,LP(36%)
- (3) (corner) Up Fire,Slide Kick,Slide Kick(41%)
- (4) (bo staff) Up Fire,HP,HP,Slide Kick(44%)
- (4) (corner) hit out of air with HP,HK air chain,Up Fire,B+HK(53%)
- (5) (dagger) Up Kick,HK,D+HP,jump HK,HP(35%)
- (6) Up Kick,HP,HP,HK,HK,Slide Kick(40%)
- (7) (corner) Jump HK,Up Fire,one step back,HP,Up Fire,HP,jump HP,HK
air chain(45%)

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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09) RAYDEN

Draw Weapon: F,B,HP

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

COMBOS

- (3) (hammer) B+LP,jump HP,Smash(27%)
- (3) (hammer) B+LP,B+LP,Smash(27%)
- (3) hit out of air with HP,HK air chain,Smash(37%)
- (4) (near corner w/hammer) B+LP,B+LP,jump HP,Smash(34%)
- (5) HP,HK,D+HP,jump HK,Smash(25%)

- (5) (corner) Jump HK, jump HK, jump HP, HK air chain, Smash (38%)
- (5) (hammer) Up Kick, HK, B+LP, jump HP, Smash (40%)
- (7) (near corner) HP, HP, HK, D+HK, jump HP, HK air chain, Smash (33%)
- (8) Jump HP, HP, HP, HK, HK, Weapon, jump HP, Smash (45%)

FATALITIES

- 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

10) SHINNOK

- 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

COMBOS

- (3) Up Kick, HK, B+HK (29%)
- (4) (any weapon) Up Kick, HK, D+HP, jump LP (28%)
- (5) (spear) Up Kick, HK, D+HP, HP, HP (34%)
- (6) (near corner) HP, HP, HK, D+HK, jump HP, HK air chain (27%)
- (7) Up Kick, HP, HP, HK, D+HP, walk in HP, jump HK (34%)

- 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

11) LIU KANG

- 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

COMBOS

- (5) HP, HP, HK, HK, Flying Kick (29%)
- (5) (jag sword) Up Kick, HK, D+HP, run in, HP, jump LP (30%)
- (5) (corner) Jump HK, jump HK, HP, Fly Kick, Fly Kick (36%)
- (5) (corner) Jump HK, jump HK, jump HP, HK air chain, air fireball (35%)
- (6) (near corner) Hold LK, HP, HK, D+HP, rel. LK, HP, Fly Kick (29%)

- (6) Jump HP, HK, HK, Draw Weapon immediately followed with HP, Fly Kick (46%)
- (7) Up Kick, HP, HP, HK, D+HP, run in HP, jump HK, air fireball (40%)

FATALITIES

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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12) REPTILE

Draw Weapon: B, B, LK

Acid Spray : D, F, HP
Palm Strike: B, F, LP
Inviso : BL+HK
Super Crawl: B, F, LK

COMBOS

- (3) (axe) LP, Crawl, B+LP (26%)
- (3) (axe) hit out of air with B+HP, hold F and HP (15%)
- (3) (corner) Jump HK, Crawl, Uppercut (27%)
- (5) (axe) Up Kick, HK, D+HP, walk in, LP, B+LP (32%)
- (5) (corner) Jump HK, jump HK, Crawl, jump HP, HK air chain (36%)
- (5) (axe) Up Kick, HK, HK, Crawl, B+LP (41%)
- (5) (curved sword) (corner) Jump HK, jump HK, Crawl, HP, jump HP (42%)

FATALITIES

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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13) SCORPION

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

COMBOS

- (4) (default weapon) Spear, HK, HK, Weapon (31%)
- (5) (unmasked only) Spear, HK, HK, Weapon, jump LP (35%)
- (5) (corner) hit out of air with HP, HK air chain, teleport punch, jump UP with HP, HK air chain (53%)
- (6) (curved sword) HK, HP, Spear, HK, HP, LP (45%)
- (6) (mace) B+LP, B+LP, Teleport, Spear, HK, B+HK (43%)
- (7) HP, HK, D+HP, Spear, HP, HP, D+HK (25%)
- (8) (corner) Jump HK, jump HK, HP, Spear, HP, HP, HK, B+HK (44%)
- (8) Up Kick, HK, HK, Spear, HP, HP, HK, B+HK (50%)
- (8+) (near corner) Spear, HP, HP, HK, D+HP, walk in HP, jump HP, LP air chain, air throw (41%)
- (9) (near corner) Spear, HP, HP, HK, D+HP, run in HP, Fire, run in HP, Fire (39%)
- (10+) HP, HK, D+HP, Spear, HP, HP, HK, D+HP, run in, HP, jump HK, Air Throw (43%)
- (10) (unmasked only) HP, HK, D+HP, Spear, HP, HP, HK, HK, Weapon, jump LP (45%)

FATALITIES

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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14) JAX

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+HK > HP+LP+LK > HP+BL+LK > HP+LP+HK+LK

COMBOS

(4+) (club) Up Kick,HK,D+HP,immediately throw weapon,Earthquake(36%)

(5) Up Kick,HK,HK,Weapon(41%)* *2nd club hit can be blocked

(5) HP,HK,D+HP,walk in HP,Slide Punch(24%)

(5) (club) Up Kick,HK,D+HP,B+LP(31%)

(6) (corner) Jump HK,jump HK,HP,Slide Punch,LP,Slide Punch(41%)

(6+)Up Kick,HP,HP,HK,D+HP,jump HK,Backbreaker(38%)

(9) (near corner) HP,HK,D+HP,run in HP,Slide Punch,LP,Slide Punch,LP,

Gunshot(46%)

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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15) REIKO

Draw Weapon : D,B,HP

Vertical Teleport: D,U* (BL to throw, P/K for regular jump up attack)

Horiz.Teleport : B,F,LK

Flip Kick : B to D to F+HK

Throwing Stars : D,F,LP

COMBOS

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

(3) Jump HK,Flip Kick,walk in,Uppercut(24%)

(3) (crossbow near corner) Flip Kick,HP,LP(16%)

(5) (near corner) Flip Kick,HP,jump HP,HK air chain,Teleport Throw(34%)

(6) (club) Up Kick,HK,HK,Flip Kick,B+LP(43%)

(6) (jag sword) Flip Kick,LP-HP combo,Flip Kick,LP-HP combo(46%)

(7) Up Kick,HP,HK,HK,Flip Kick,HP,jump LK(47%)

FATALITIES

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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16) JOHNNY CAGE

Draw Weapon : F,D,F,LK

High Fire : D,F,HP

Low FireBall: D,B,LP

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

Shadow Kick : B,F,LK

Shadow Upper: B,D,B,HP

COMBOS

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

(5) HP,HK,D+HP,run in,D+HK,Shadow Kick(22%)

(6) (tuxedo only) Jump HP,HP,HP,HK,HK,weapon(??%)*

(8) Up Kick,HP,HP,HK,D+HP,run in,HP,jump HK,Shadow Kick(42%)

(10) (near corner not too close)Up Kick,HP,HP,HK,D+HP,
run in late HP,HP,jump HK,run in LP,Shadow Kick(48%)

*last 3 shots can be blocked

FATALITIES

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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17) JAREK

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

COMBOS

(3) (curved sword) HK,HP,LP(27%)

(3) (hammer) B+LP,B+LP,Roll(27%)

(3+) (curved sword/hammer) Up Kick,HK,HP,Earthquake(35%)

(4+) (hammer) Up Kick,HK,HK,Weapon,Earthquake(40%)

(5) HP,HK,D+HP,run in HP,Blade Toss(22%)

(5) (Curved sword) Up Kick,HK,D+HP,walk up HP,LP(34%)

FATALITIES

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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18) TANYA

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

COMBOS

(3) (boomerang) Jump HK,Spin,LP(29%)

- (5) (boomerang) Up Kick, HK, HK, Spin, LP (45%)
- (4) (hammer) B+LP, B+LP, step forward, Spin, Splits (35%)
- (6) (ice staff) HK, B+HP, B+LP, B+HP, Spin, Splits (37%)
- (6) (ice staff/hammer) Up Kick, HK, HK, Weapon, Spin, Splits (49%)
- (6) Jump+HP, HP, HK, HK, Spin, Splits (41%)
- (6) (corner) Jump HK, jump HK, Spin, HP, Spin, Splits (42%)
- (6) (corner, boomerang) Jump HK, jump HK, Spin, jump HK, Spin, LP (48%)

FATALITIES

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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19) FUJIN

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) (B/F moves)

Flying Knee : D, F, HK

Diving Kick : U, D, LK during jump

COMBOS

(3) Dust Storm, Slam, Uppercut (24%)

(3) Dust Storm, jump HP, HK air chain (22%)

(5) (crossbow in corner) Dust Storm, HP, Dust Storm, HP, LP (15%)

(5) Jump HK, Dust Storm, Slam, HK, Knee (34%)

(5) (weapon) Dust Storm, Slam, HK, jump HP, Dive Kick (37%)

(5) (crossbow in corner) Dust Storm, jump HP, Dust Storm, jump HP on way down, jump LP (54%)

(5) hit out of air with very late jump HP, HK air chain, Dust Storm, quickly draw weapon, Slam, throw weapon (55%)

(6) HK, HK, Dust Storm, Slam, HP, jump HK (32%)

(6) Dust Storm, Up Kick, Dust Storm, Slam, HK, Knee (45%)

(6) (any weapon) Dust Storm, jump HP, Dust Storm, Slam, HK, jump LP (50%)

(7) (corner) Jump HK, jump BACK with HK, Dust Storm, Slam, HP, jump HP, HK air chain (37%)

(100%) (club, back edge of stage) Dust Storm, jump late HP, Dust storm, Slam, LP, repeat combo (club must not hit too far) *NEW*

FATALITIES

Turkey Shoot: Tap BL+RN 12x(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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20) SUB-ZERO

Draw Weapon: D, F, HK

Ice Ball : D, F, LP

Ice Clone : D, B, LP*

Slide : LP+BL+LK

COMBOS

(4) (axe) LP, Ice, LP, B+LP (22%)

- (5) Ice,Up Kick,HK,HK,Slide (21%)
- (5) (ice staff) B+HP,jump HK,B+LP,B+HP,jump HP (31%)
- (5) HP,HK,D+HP,jump HK,Slide (21%)
- (5) (corner) Jump HK,jump HK,HP,Slide,HP (27%)
- (6) (corner) Jump HK,Ice,jump HP,HP,Slide,HP (22%)
- (7) Up Kick,Ice,Up Kick,HP,HP,HK,B+HK (38%)
- (7) (ice Staff) Up Kick,HK,B+LP,Up Kick,HK,B+HP,jump HP (43%)
- (9) (default weapon) HK,Ice,Up Kick,HP,HP,HK,HK,Weapon,Slide (40%)

FATALITIES

- 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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21)QUAN CHI

- 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

COMBOS

- (3) (mace) HK,B+LP,jump LP (25%)
- (3) (mace) B+LP,B+LP,Teleport Stomp (30%)
- (3) (crossbow in corner) Jump HK,B+LP,LP (16%)
- (4+) (corner) Jump HK,jump HK,jump HP,LP air chain,Air Throw (40%)
- (5) Up Kick,HK,HK,Weapon,jump LP (42%)
- (6) HP,HP,HK,HK,Weapon,jump LP (36%)
- (8) Up Kick,HP,HP,HK,D+HP,run in late HP,HP,Teleport Stomp (44%)

FATALITIES

- 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

-

22)SONYA BLADE

- 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

COMBOS

- (3) (corner) Flipkick,Uppercut (16%)
- (3+) (corner, weapon) Jump HK,jump HK,jump UP with HP,Air Throw (36%)
- (4+) HP,HK,D+HP,jump HK,Air Throw (26%)
- (5) HP,HP,HK,HK,HK (28%) *link last HK
- (5) (blade wheel w/opponent near corner) Flip Kick,B+HP,B+HP,HP (28%)
- (7) Up Kick,HP,HP,HK,D+HP,run in HK,Leg Grab (42%)

(8) (blade wheel near corner) Up Kick, HK, D+HP, Flip Kick, B+HP, B+HP, HP (44%)

FATALITIES

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

-

23) MEAT

CODE TO PLAY:

Beat group mode with all 15 select screen characters.

Then choose any character. Has all moves of that character chosen.

He can even do Noob and Goro!

-

24) NOOB SAIBOT

CODE TO PLAY:

(Activate cheat mode)

Select HIDDEN, then Reiko with BL+RN

Draw Weapon: F, F, HK

Fire : D, F, LP* (also during teleport)

Teleport : D, U* (BL to throw, P/K for regular jump up attack)

Air Throw : BL when both in air

COMBOS

(3) (scythe) HK, HP, LP (27%)

(5) HP, HP, HK, HK, Weapon (25%)

(6+) Up Kick, HP, HP, HK, D+HP, jump HK, Air Throw (41%)

(7) Up Kick, HP, HP, HK, D+HP, run in, HP, fireball (34%)

(7+) (near corner) Up Kick, HP, HK, D+HP, run in HP, jump HP, HK air chain,
air throw (50%)

FATALITIES

Torso Pull : auto (turn FATALITIES I on)

Ice Smash : auto (turn FATALITIES II on only)

Fan Stage : D, B, B, HK

Goro Stage : F, D, F, HK

25) GORO

CODE TO PLAY:

(Activate cheat mode)

Select HIDDEN, then Shinnok with BL+RN

Fatalities can't be done on him. Also no extra outfits or colors.

Draw Weapon : dosen't carry one but can use others

Fireball : F, B, HP

2 Hand Swipe: F, F, HP

High Stomp : F, F, B, HK

Weak Upper : D, D, HP

Big Boot : B, B, HK

Short Stomp : B, F, D, D, HK

Taunt : N/A

Body Lunge : N/A (see question)

Hook Punch : N/A

COMBOS

- (3) (corner) Boot,Boot,High Stomp(60%)
- (3+)HK,HK,Swipe,Short Stomp(41%)
- (4) HP,HP,HK,Swipe(21%)
- (7) Up Kick,HP,HP,HK,HK,Weak Upper,High Stomp(52%)

FATALITIES

Unable to do them, even automatic and stage ones. He will automatically walk up and kick if he won with a high stomp.

26)KITANA - THE LOST CHARACTER OF MK4

CODE TO PLAY:

You must have a Gameshark accessory to do this:

Enter the code "800fe2930010"(left)/"80126e8f0010"(right).

"KITANA" will always be that player.

In a 1-player game, hit the buttons to avoid the scrolling tower,
(to avoid a crash)

Draw Weapon: F,F,HK

Fly Punch : F,B,HP

Fireball : D,F,LP*

COMBOS

- (3) (fan) HK,HK,HP(27%)
- (5) (corner) Jump HK,jump HK,jump HP,HK air chain,air fireball(35%)
- (5) (fan) Up Kick,HK,D+HP,run HK,LP(38%)
- (10)(near corner) Jump HP,HP,HP,HK,D+HP,run in late HP,HP,jump HP,HK
air chain,air fireball(46%)

FATALITIES

Torso Pull : auto (see NOOB SAIBOT)

Deadly Flip: auto

Fan Stage : D,B,B,HK

Goro Stage : F,D,F,HK

27)GLITCHES

Knocked Out glitch:

Sometimes one or both of the fighters will be stuck in laying-down position during the "FATALITY" time.

This also occurs during the fatality demo.

Game Crash:

Yep. Interrupt a 1-player game by pressing START simultaneously on both controllers.

Scorpion's CPU infinite:

HK,Spear,HK,Spear,HK,Spear,etc.. Humans cannot do this.

Use Rocks/Heads like weapons!!

Select Tanya (or Shinnok) to get the boomerang. Use the 002-002 Kombat Kode for undroppable weapons. If there are rocks or heads on the stage you're playing, you can "use" them. Draw the boomerang and throw it up with B+LP and quickly pick up the rock. The rock will be stuck to your arm and the game will think it is the dagger weapon!

HP : Up Swipe

LP : Down Strike
B+LP or B+HP: 360 Slash

Also Goro can do 2 Boots by going B,B,HK,HK fast. This is a common storage glitch in MK. (Reptile and Robo-Smoke could also do this by doubling the button with their invisio moves.)

Store a Stomp(Goro):

Tap just F,F,B and you can stomp just by pressing HK at any time as long as the stick remains neutral. You can even block then stomp!

Pause/Combo Trick:

Some moves that are "time-disabled" to prevent infinite juggles (you must wait 2 seconds to do another if it hits.). But, you can PAUSE the game for these 2 seconds, restart and repeat juggle because the "flag" that controls this still resets itself while paused! (PAUSE when the move hits)

For example:

Tanya: Spin, Start (PAUSE), Spin, PAUSE, Spin, PAUSE, Spin, Splits (43%)

Sub-Zero: (corner, any weapon) (Ice) PAUSE, jump UP HP, air Ice Clone, repeat

Reiko's warp glitch:

With the club, hammer, or the mace, hit them with the LP attack (make sure they fly way back.) then do the horizontal teleport (B,F,LK) and watch Reiko spin outside of the stage and in again.

Fujin's face shot:

With the club/hammer/mace, do this combo:

Dust Storm, jump HP, Dust Storm, Slam, LP

It will count as a MAX DAMAGE combo and the camera will be right on Fujin's head for a few seconds.

28) FREQUENTLY ASKED QUESTIONS

What are the changes from arcade "Revision 3"?

ADDED

- * Goro as playable Sub-Boss
- * Noob as super-hidden character
- * 3rd Outfits for some characters
- * Alternate weapons for most characters
- * New "Ice Pit" stage
- * Practice, Endurance, and Tournament modes.
- * Big Heads/Ice Pit and No Rain(?) Kombat Kodes
- * New weapons - Bo Stick, Pistol, and Scythe
- * Spark trails during Sonya's air punch

CHANGED

- * 3-button 2nd outfit codes from the arcade not used
- * Different lineups in CHOOSE YOUR DESTINY
- * Ice Clone no longer flashes

REMOVED

- * No spiked balls in Reptile Stage
- * No Randper Kombat Kode (333-333)

Why no Randper?

It causes weird things to happen on the home versions like invisible or deformed characters.

What happened to the Skull Stage?

It appears as a backdrop after the TOURNAMENT mode is won. It still may be in there.

Found on a ROM dump?

"KODE 12: 4 PLAYER RANDPER ILLEGAL"???

Undiscovered Kodes..???!!!!

Why don't Goro and/or Noob have endings?

There wasn't any time to "film" any for them.

Does Goro have a fatality?

No.

What about Goro's Taunt/Body Lunge/Hook Punch???

It is possible that the movements didn't get put in... (remember the missing Baraka morph from MKT???)

The Body Lunge is just the CPU Goro jumping forward.

What are the movements for Noob's fatalities?

No "move" exists for his lookalike fatalities, you must use FATALITIES I/II.

What about Kitana?

Replaced by Tanya(notice the similarity). Oh well...

29) CREDITS

I{OMBAT : Reiko warp glitch
Dan Dutra(Bogus88) : Kitana Gameshark code
MortalKombatDominion: Kitana moves
Badrock : some corner juggles from his EXCELLENT combo FAQ
Mark Jensen : Goro stuff
lordhtiek@aol.com : found Noob's Fan Fatality
trash@cneuin.ptd.net: Goro's Short Stomp
FulgoreX : 60% Goro Combo
MKNightmares : Goro's Weak Upper / E3 info
TRMK : Cheat Menu Code and Ice Pit Kombat Kode / E3 info
MK Extreme : E3 info
Kingdom MK : E3 info
Dharmesh Topiwala : found Noob and Goro codes

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Gameshark(c) InterAct

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