

Mortal Kombat 4 Maximum Damage Combos List

by BADRoCK

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The Maximum Damage
Combos List for
Mortal Kombat 4

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* I added more combos today, most contributed by kn0wledge (know@imaxx.net). I know that updates have been few and far between, but I have not really had a lot of time to play the game lately. I don't work tomorrow, so I will probly put the glitches FAQ together and post that. As always, If you have anything to contribute, e-mail me at badrock@il.net.

Max Damage Combos

Max Damage combos are combos that are and/or exceed 40% damage on your opponent. Some of these combos require that Maximum Damage be disabled (vs codes 010 - 010 and 110 - 110 disable max damage).

MAX DAMAGE COMBOS

WITHOUT WEAPON

- * Kai: in the corner... rising fireball, take 1 step back, HP, HP, rising fireball, boot kick, boot kick 46% 6-hits
- * Kai: near the corner... drop HK, HP HP HK uppercut, run up HP, HP, hop kick, air punch 45% 9-hits
- * Kai: In the corner... rising fireball, boot kick, LP, rising fireball, boot kick 47% 5-hits
- * Kai: HP HK D+HP, rising fireball, HP, HP, jump HK, square punch 40% 8-hits
- * Raiden: HP HP HK D+HP, run up HP, HP, teleport, LP, jump HP HK, fly 43% 10-hits
- * Raiden: jump in with HP, HP HP HK HK, weapon pull, jump HP, superman 45% 8-hits
- * Raiden: drop down HK, HP HP HK D+HP, run up HP, HP, jump HK, fly 45% 8-hits
- * Liu Kang: jump in with HP, HP HP HK D+HP, run up HP HP, bicycle kick, flying kick 9-hits (fucks up camera)
- * Liu Kang: In the corner... jump HK, jump HK, HP, bicycle kick, LP, flying kick, flying kick 47% 7-hits
- * Liu Kang: HP HP HK D+HP, run up HP, HP, bicycle kick, LP, jump HK, air fireball 42%-10 hits
- * Reptile: HP HP HK D+HK, crawl, LP, dash punch 41% 8-hits
- * Reptile: jump up come down HK, HP HK d+HK, crawl, uppercut 41% 6-hits
- * Reptile: jump up come down HK, HP HP HK d+HK, crawl, palm smash

43% 7-hits

- * Scorpion: air combo HP HK, teleport, spear, HP HP HK uppercut, run up HP, HP, air throw 61%
- * Scorpion: when they jump at you... HP, fire, teleport, spear, HP HP HK D+HP, run up LP, LP, air throw 46% 11-hits
- * Scorpion: HP HK HK, spear, HP HP HK HK, weapon draw 45% 9-hits
- * Scorpion: HP HK D+HK, spear, HP HP HK D+HP, run up HP, jump HP HK 45% 11-hits
- * Scorpion: when they jump at you... HP, fire, teleport, spear, HP HP HK D+HP, run up LP, fire 42% 10-hits
- * Scorpion: HP HK HK, spear, HP HP HK D+HP, run up HP, jump HK 42% 10-hits
- * Jax: HP HP HK D+HP, run up HP, HP, jump HK, air throw, run up and quad slam 45% 7 hits - 11 hits
- * Jax: in the corner... hop HK, hop HK, jump HP LP, backbreaker, ground pound 45% 6-hits
- * Jax: drop down HK, HP HP HK uppercut, run up HP, hop HK, backbreaker, ground pound 50% 6-hits
- * Jax: drop down HK, HP HP HK HK, arm dash 41% 6-hits
- * Reiko: HP HK HK, flip kick, run up HP, HP, jump HK, teleport LK 42% 8-hits
- * Reiko: HP HP HK D+HK, flip kick, run up HP, HP, jump HK, teleport HP, teleport block 45%
- * Reiko: near the corner... drop down HK, HP HP HK uppercut, run up HP, HP, jump HP LP 43% 9-hits
- * Reiko: HP HP HK HK flip kick, jump HP HK, teleport throw 41% 8 hits
- * Reiko: drop HK, HK HK flip kick, jump HP, air throw 41%
- * Reiko: drop HK, HK HK d+HK, flip kick, jump HP HK 41% 7-hits
- * Reiko: drop HK, HP HK HK flip kick, run up HP, hop HK 44% 7-hits
- * Reiko: drop HK, HP HK HK flip kick, jump HP, air throw 44%
- * Reiko: drop HK, HK, uppercut, walk forward, hop HK, flip kick, walk forward, HP, HP, shoryukens 8-hits 44%
- * Reiko: drop HK, HP HK HK flip kick, jump HP HK 45%
- * Reiko: drop HK, HP HK HK flip kick, jump HK, teleport throw 47%
- * Reiko: drop HK, HP HK d+HK, flip kick, HP, HP, hop HK 43% 8-hits
- * Reiko: drop HK, HK HK weapon pull 41% 4-hits
- * Reiko: near the corner... drop down HK, HK uppercut, walk up HP, flip kick, hop HK, teleport throw 40% 7-hits
- * Reiko: near the corner... drop down HK, HK d+HK, flip kick, walk up HP, hop HK, hop HK 43% 7-hits
- * Johnny Cage: jump up fall down HK, HP HP HK HK, nut punch 41% 6-hits
- * Johnny Cage: jump up fall down HK, HP HP HK uppercut, run up HP, HP, hop kick, flash kick 44% 9-hits
- * Jarek: HP HP HK D+HP, run up HP, HP, ball underneath to miss, LP, jump HK, buttslam 44% 9-hits
- * Tanya: when they jump at you... HK, drill, HP, jump HK, drill, LP, splits, 47% 7-hits
- * Tanya: in the corner hop kick, hop kick, drill, LP, drill, splits 42% 6-hits
- * Fujin: dart kick, lift, slam, HK, lunging knee 40% 5-hits
- * Sub Zero: freeze, drop HK, HP HP HK D+HP, run up HP, HP, jump HK, slide, HP, jump HK, slide 45% 13-hits
- * Sub Zero: drop HK, freeze, jump up come down HK, HP HP HK D+HP, run up HP, HP, jump HK 41% 10-hits
- * Sub Zero: HK, freeze, jump up come down HK, HP HP HK D+HP, run up HP, jump HP HK 42% 10-hits
- * Sub Zero: HK, freeze, jump up come down HK, HP HP HK D+HP, run up HP, HP, jump HK, slide 42% 11-hits

- * Quan Chi: drop HK, HP HP HK D+HP, run up HP, HP, teleport stomp 43% 8-hits
- * Quan Chi: HP HP HK, weapon steal, smack him with weapon. Damage varies depending on weapon
- * Quan Chi: drop HK, HP HP HK HK, weapon draw, jump HP 43% 7-hits
- * Quan Chi: in the corner... hop HK, hop HK, jump HP LP, air throw 40% 5-hits
- * Sonya: HP HP HK HK, cartwheel, LP, cartwheel, jump HK, air throw 49% 9-hits
- * Sonya: Near corner... HK HK, cartwheel, run up LP, cartwheel, bicycle kick 6-hits
- * Sonya: HK HK, cartwheel, HK, cartwheel, square punch, 43% 8-hits
- * Sonya: HK HK, cartwheel, run up LP, cartwheel, fireball 41% 6-hits
- * Sonya: HP HP HK HK cartwheel, run up LP, cartwheel, square punch 42% 8-hits
- * Sonya: HP HP HK HK cartwheel, run up LP, cartwheel, jump kick 40% 8-hits
- * Sonya: HP HP HK HK cartwheel, run up LP, cartwheel, air throw 42% 8-hits

MAX DAMAGE COMBOS
WITH WEAPON

All of the following weapon combos are assuming that you are holding the appropriate weapon before the combo is started. Combos that involve drawing the weapon during the combo are listed in the in the regular Max Damage combos list. Some of these combos require that Maximum Damage be disabled (vs codes 010 - 010 and 110 - 110 disable max damage).

GHURKA KNIFE GENERAL COMBOS

- * Coming soon...

CHARACTER SPECIFIC COMBOS

- * Coming soon...
-

WAR HAMMER GENERAL COMBOS

- * Coming soon...

CHARACTER SPECIFIC COMBOS

- * Coming soon...
-

BATTLE STAFF GENERAL COMBOS

- * Coming soon...

CHARACTER SPECIFIC COMBOS

- * Coming soon...
-

DRAGON SWORD GENERAL COMBOS

- * Coming soon...

CHARACTER SPECIFIC COMBOS

- * Liu Kang: jump up come down HK, HK uppercut, LP, bicycle kick, flying kick 41% 6-hits
- * Liu Kang: near the corner,,, jump up come down HK, HK uppercut, LP, bicycle kick, sweep 41% 6-hits

BATTLE AXE GENERAL COMBOS

* Coming soon...

CHARACTER SPECIFIC COMBOS

- * Reptile: in the corner... hop HK, hop HK, crawl, LP, crawl, HP 45% 6-hits
 - * Reptile: jump up come down HK, HK LP, crawl, HP 40% 5-hits
 - * Reptile: jump up come down HK, HK LP, crawl, palm smash 42% 5-hits
 - * Reptile: near the corner... LP, crawl, LP, crawl, HP 40% 5-hits
 - * Reptile: near the corner... jump up come down HK, HK LP, crawl, LP, HP 46% 6-hits
 - * Reptile: near the corner... jump up come down HK, HK LP, crawl, jumping HP (or LP) 42% 5-hits
 - * Reptile: near the corner... jump up come down HK, LP, crawl, LP, crawl, HP 47% 6-hits
 - * Tanya: In the corner... hop HK, hop HK, drill, f+LP, drill, run up f+hp 45% 6-hits
 - * Tanya: drop HK, HK uppercut, run up f+LP, drill, hop LP 42% 6-hits
 - * Tanya: drop HK, HK uppercut, hop HK, drill, f+HP 41% 6-hits
 - * Tanya: drop HK, HK, drill, f+LP, drill, f+LP 46% 6-hits
 - * Tanya: f+LP, drill, f+lp, drill, f+HP 40% 5-hits
 - * Tanya: f+LP, drill, f+lp, drill, f+LP, jump LP 42% 6-hits
 - * Tanya: f+LP, drill, f+lp, drill, f+LP, fireball 43% 6-hits
 - * Reiko: f+LP, spin kick, f+LP, spin kick, f+LP, shoryukens 40%
 - * Reiko: f+LP, spin kick, f+LP, spin kick, hop HP, teleport HP 43% 6-hits
 - * Reiko: f+LP, spin kick, f+LP, spin kick, f+LP, hop HP 43% 6-hits
 - * Reiko: drop HK, HK uppercut, f+LP, spin kick, hop HP, teleport HP 46% 7-hits
 - * Fujin: drop HK, HK f+LP, lift, slam, f+LP, run up f+LP, run up f+HP 42% 7-hits
 - * Fujin: tornado, b+LP, lift, slam, f+LP 45% 4-hits
 - * Fujin: tornado, b+LP, lift, slam, uppercut 49% 4-hits
 - * Fujin: tornado, b+LP, lift, slam, weapon throw 58% 4-hits
 - * Scorpion: f+LP, fire, teleport, spear, f+LP, f+HP 46% 6-hits
 - * Scorpion: drop HK, HK uppercut, spear, HK f+LP, f+HP 43% 7-hits
 - * Scorpion: drop HK, HK f+LP, spear, f+LP, f+HP 41% 6-hits
 - * Scorpion: f+LP, f+HP, teleport, spear, hk, f+LP, f+HP 47% 7-hits
-

LONG SWORD GENERAL COMBOS

* Coming soon...

CHARACTER SPECIFIC COMBOS

- * Scorpion: in the corner... hop HK, hop HK, f+LP, spear, HK, HP 49% 6-hits
-

SPIKED CLUB GENERAL COMBOS

* Coming soon...

CHARACTER SPECIFIC COMBOS

- * Jax: in the corner... hop HK, hop HK, jumping HP, backbreaker, ground punch 43% 3-hits
- * Reiko: jump in HK, flip kick, jump up HP, teleport w/ HK, flip kick, jump up HP, teleport with LP 42% 7-hits
- * Reiko: jump up come down HK, HK d+HK, flip kick, hop HK, any weapon move 41-44% 6-hits

- * Sonya: drop hk, hk hk cartwheel, run up b+LP 43% 7-hits
 - * Sonya: near the corner... drop hk, hk hk cartwheel, jump hp, air throw 46%
-

BOWIE KNIFE GENERAL COMBOS

- * Coming soon...

CHARACTER SPECIFIC COMBOS

- * Coming soon...
-

BLACK DRAGON SWORD GENERAL COMBOS

- * drop down HK, HK uppercut, run up HP, run up HP, run up LP 42% 6-hits

CHARACTER SPECIFIC COMBOS

- * Jarek: when they jump at you HP, run up HP, run up HP, run up LP, buttslam 47% 5-hits
 - * Jarek: jump up come down HK, HK uppercut, run up HP, run up HP, run up LP 43% 6-hits
 - * Jarek: jump up come down HK, HK uppercut, run up HP, run up HP, jumping LP 44% 6-hits
 - * Jarek: jump up come down HK, HK uppercut, run up HP, run up HP, cannonball 42% 6-hits
 - * Jarek: jump up come down HK, HK uppercut, run up HP, run up HP, b+LP 42% 6-hits
 - * Jarek: near the corner... jump up come down HK, HK uppercut, run up HP, run up HP, cannonball 42% 6-hits
 - * Jarek: near the corner... jump up come down HK, HK uppercut, run up HP, run up HP, run up HP, 43% 6-hits
 - * Jarek: near the corner... jump up come down HK, HK uppercut, run up HP, run up HP, jumping HP 44% 6-hits
 - * Sonya: drop HK, HK, uppercut, run HP, run HP, run LP 42% 6-hits
 - * Sonya: drop HK, HK, uppercut, run HP, run HP, late cartwheel 41% 7-hits
 - * Sonya: drop HK, HK, uppercut, run HP, run HP, run leg grab 44 7-hits
 - * Sonya: drop HK, HK HK cartwheel, run up HP, run LP 47% 7-hits
 - * Sonya: drop HK, HK HK cartwheel, run up jump HP, air throw 46% 6-hits
 - * Sonya: near corner.. drop HK, HK, uppercut, run HP, jump HP, air throw 43% 5-hits
-

BOOMERANG GENERAL COMBOS

- * Coming soon...

CHARACTER SPECIFIC COMBOS

- * Coming soon...
-

CROSS BOW GENERAL COMBOS

- * Coming soon...

CHARACTER SPECIFIC COMBOS

- * Fujin: in the corner... tornado, jump LP, dive kick, lift, slam, throw weapon 71%
- * Fujin: lift. jump in with a late HP, lift, slam, weapon throw 51% 5-hits

* Fujin: tornado, dart kick, lift, weapon draw, slam, weapon throw
53%

* Fujin: in the corner... lift, drop down HP, lift, drop down HP,
jumping LP 54%

ICE SCEPTER GENERAL COMBOS

* drop down HK, HK, b+LP, drop down HK, HK, b+hp, jumping LP near
the corner... drop HK, HK, b+LP, drop HK, HK uppercut, run up
b+HP, jump HP 42% 8-hits

* near the corner... drop HK, HK, b+LP, drop HK, HK uppercut, b+HP,
b+LP, f+LP ??% 9-hits

CHARACTER SPECIFIC COMBOS

* Liu Kang: drop HK, HK b+LP, drop HK, HK uppercut, b+HP, flying
kick 41% 8-hits

MACE GENERAL COMBOS

* Coming soon...

CHARACTER SPECIFIC COMBOS

* Coming soon...

WIND BLADE GENERAL COMBOS

* Coming soon...

CHARACTER SPECIFIC COMBOS

* Sonya: near the corner... HK HK, cartwheel, b+HP, b+HP, jump LP,
air throw 42% 7-hits

* Sonya: drop HK, HK HK cartwheel, run up b+LP 41% 5-hits

* Sonya: near the corner... drop HK, HK HK cartwheel, jump HP, air
throw 46% 6-hits

* Sonya: near corner... HK HK cartwheel, b+HP, b+HP, b+HP 43% 7-hits

* Sonya: drop down HK, HK HK cartwheel, b+HP, b+HP 44%

LIGHTNING STAFF GENERAL COMBOS

* Coming soon...

CHARACTER SPECIFIC COMBOS

* Coming soon...

SICKLE GENERAL COMBOS

* Coming soon...

CHARACTER SPECIFIC COMBOS

* Coming soon...

SPECIAL COMBOS

COMBOS THAT REQUIRE EXTENSIVE EXPLANATION

* Scorpion: When your opponent is jumping, hit them with a stage
prop/weapon throw. then immediatly teleport, spear. That will
register as 41% max damage, but the spear will still pull them in
towards you. Wait untill the very last second and then do HK D+HK,
spear, HP HP HK Uppercut, run up HP, HP, jump HK, air throw. That
will register as 47% max damage, making the total damage 88%.

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