

# Mortal Kombat 4 Move List

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KINGDOM MK - MORTAL KOMBAT 4 MINI MOVES LIST - NINTENDO 64

Updated: 7/9/98 - <http://fighters.simplenet.com/mk/>

Note: If text goes off the screen during printing, either adjust your margins or decrease the font size.

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## BASIC MOVES:

Pick Up Weapon/Rock/Head: D+RUN

3-D Movement: L Button (Default)

3-D Movement Downward: R Button (Default)

Throw Weapon: Same as takeout move.

Alternate Costumes:

Hold Start and press any button

while the character is highlighted.

Note: Stage Fatalities must be

performed in the proper

stage and close to your

opponent.

\* = Finishing Move

Distance Key:

# = Close % = Sweep

\$ = Full Screen

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SCORPION -----	SUB-ZERO -----
Weapon: Jagged Edged Sword (F, F, HK)	Weapon: Freeze Staff (B, D, F, HK)
Spear: B, B, LP	Ice Blast: B, D, F, LP
Teleport: F, D, B, LP	Clone: F, D, B, LP (Also in Air)
Fire Breathe: D, F, HP	Slide: B+LP+BLK+LK
Air Throw: BLK (In Air)	* Fat. #1: (BLK+RUN)F, B, F,D,HP (#)
* Fat. #1: B, F, F, B, BLK (%)	* Fat. #2: B, B, D, B+HP (%)
* Fat. #2: BLK(B, F, D, U+HP) (#)	* Prison Stage: BLK(D, U, U, U, HK)
* Goro's Lair Fatal: B, F, F, LK	* Goro's Lair Fatal: D, D, D, LK
* Prison Stage Fatal: F, D, D, LK	JOHNNY CAGE -----
REIKO -----	Weapon: Flat Sword (F, D, F, LK)
Weapon: Spiked Club (D, B, HP)	Shadow Kick: B, F, LK
Teleport: D, U (BLK to throw)	Shadow Uppercut: B, D, B, HP
Circular Teleport: D, B, F	Nut Punch: BLK+LK
Shurikens: D, F, LP	Low Fireball: B, D, B, LP
Flip Kick: B, D, F, HK	High Fireball: B, D, F, HP
* Fat. #1: F, D, F, LP+BLK+HK+LK (%)	* Fat. #1: F, B, D, D, HK (#)
* Fat. #2: B, B, D, D, HK (%)	* Fat. #2: D, D, F, D, BLK (#)
* Goro's Lair Fatal: F, F, D, LK	* Goro's Lair Fatal: B, F, F, LK
* Prison Stage Fatal: D, D, B, LP	* Prison Stage Fatal: D, D, F, F, HK
LIU KANG -----	SONYA -----
Weapon: Jagged Sword (B, F, LK)	Weapon: Spinning Blades (F, F, LK)
High Fireball: F, F, HP (Also in Air)	Rings: B, D, F, LP
Low Fireball: F, F, LP	Leg Throw: D+LP+BLK
Flying Kick: F, F, HK (Also in Air)	Square Wave Punch: F, B, HP
Bicycle Kick: Hold LK; Release	Air Throw: BLK (In Air)
* Fat. #1: F, F, F, D, BLK+LK+HK (%)	Cartwheel: B, D, F, LK
* Fat. #2: BLK(F, D, D, U, HP) (#)	* Fat. #1: BLK(D, D, D, U, RUN) (%)
* Goro's Lair Fatal: F, F, B, HK	* Fat. #2: BLK(U, D, D, U, HK) (%)
* Prison Stage Fatal: F, F, B, LP	* Goro's Lair Fatal: F, D, F, HP
FUJIN -----	* Prison Stage Fatal: D, D, B, B, HK
Weapon: Crossbow (B, B, LP)	KAI -----
Spin Throw: F, D, LP (Hold LP to Spin)	Weapon: Bladed Staff (F, D, B, LP)
Levitation: F, D, F, HP	Hand Stand: BLK+LK
- Slam: B, F, D, LK	- Leg Throw: LK
Dive Kick: D+LK (In Air)	- Hand Spin: Hold LP
Flying Knee: B, D, F, HK	Rising Fireball: F, F, HP
* Fat. #1: RUN+BLK 4 Times (%)	Falling Fireball: B, B, LP
* Fat. #2: BLK(D, F, F, U) BLK (%)	Super Roundhouse: D, F, LK
	* Fat. #1: BLK(U, F, U, B, HK) (#)

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* Goro's Lair Fatal: B, F, B, HP | * Fat. #2: BLK(U, U, U, D) BLK (%)
* Prison Stage Fatal: D, D, D, HK | * Prison Stage Fatal: F, F, D, HK
| * Goro's Lair Fatal: B, F, D, HK
REPTILE ----- | RAIDEN -----
Weapon: Axe (B, B, HK) | Weapon: Mallet (F, B, HP)
Acid Spit: B, D, F, HP | Lightning Bolt: F, D, B, LP
Invisibility: BLK+HK | Teleport: D, U
Dash Punch: B, F, LP | Torpedo Dive: F, F, LK
Super Krawl: B, F, LK | * Fat. #1: BLK(F, B, U, U, HK) (#)
* Fat. #1: Hold HP+HK+LP+LK, U (#) | * Fat. #2: BLK(D, U, U, U, HP) (#)
* Fat. #2: BLK(U, D, D, D, HP) (%) | * Goro's Lair Fatal: F, F, D, LP
* Goro's Lair Fatal: D, D, F, HK | * Prison Stage Fatal: D, F, B, BLK
* Prison Stage Fatal: D, F, F, LP | JAREK -----
QUAN CHI ----- | Weapon: Large Sword (F, F, HP)
Weapon: Scimitar (F, D, B, HK) | Cannonball: B, F, LK
Air Throw: BLK (In Air) | Bodyslam Takedown: B, D, B, HK
Green Skull: F, F, LP | Upwards Cannonball: F, D, F, HP
Steal Weapon: F, B, HP | Blade Projectile: D, B, HP
Slide: F, F, HK | * Fat. #1: F, B, F, F, LK (#)
Slam: F, D, LK | * Fat. #2: BLK(U, U, F, F) BLK (%)
* Fat. #1: Hold LK for 3 Secs | * Prison Stage Fatal: F, D, F, HK
(F, D, F) Release; (#) | * Goro's Lair Fatal: B, F, F, LP
* Fat. #2: U, U, D, D, LP (%) | JAX -----
* Goro's Lair Fatal: F, F, B, LK | Weapon: Spiked Club (D, F, HP)
* Prison Stage Fatal: F, F, D, HP | Dashing Punch: F, D, B, LP
TANYA ----- | Ground Pound: F, F, D, LK
Weapon: Boomerang (F, F, HK) | Backbreaker: BLK (In Air)
Fireball: B, D, F, HP (Also in Air) | Missile: D, B, LP
Splits Kick: F, D, B, LK | Quad Throw: LP(close), RN+BL+HK,
Corkscrew Kick: F, F, LK | HP+LP+LK, HP+BL+LK,
* Fat. #1: BLK(D, D, U, D) HP+BLK (#) | HP+LP+HK+LK
* Fat. #2: D, F, D, F, HK (#) | * Fat. #1: Hold LK for 3 Secs
* Prison Stage Fatal: B, F, D, HP | (F, F, D, F) Release; (#)
* Goro's Lair Fatal: F, F, F, LP | * Fat. #2: B, F, F, D, BLK (#)
NOOB SAIBOT ----- | * Goro's Lair Fatal: F, F, B, HP
(accessable by a hidden cheat code. | * Prison Stage Fatal: F, F, B, LK
see below for details.) | GORO -----
Weapon: Sickle (F, F, HK) | (accessable by a hidden cheat code.
Fireball: D, F, LP (Also in Air) | see below for details.)
Teleport: D, U (BLK to slam) | Weapon: None.
* Fat. #1: | Fireball: F, B, HP
* Fat. #2: | 2-Hand Smash: F, F, HP
* Prison Stage Fatal: D, B, B, HK | Stomp: F, F, B, HK
* Goro's Lair Fatal: F, D, F, HK | Ground Stomp: B, F, D, D, HK
SHINNOK ----- | Fierce Kick #1: B, B, HK
Weapon: Bladed Staff (B, F, LP) | Fierce Kick #2: D, D, HP
Impersonations: | * Fat. #1:
Kai: F, F, F, LK | * Fat. #2:
Scorpion: F, B, LP | * Goro's Lair Fatal:
Liu Kang: B, B, F, HK | * Prison Stage Fatal:
Sonya: F, D, F, HP |
Jarek: B, B, B, LK Sub-Zero: D, B, LP Raiden: D, F, F, HP
Quan Chi: F, B, F, LK Tanya: B, F, D, BLK Reptile: B, B, F, BLK
Fujin: F, F, B, HK Jax: F, D, F, HK Reiko: B, B, B, BLK
Johnny Cage: D, D, HP
* Fat. #1: D, B, F, D, RUN (#)
* Fat. #2: BLK(D, U, U, D) BLK (#)
* Prison Stage Fatal: D, D, F, HK
* Goro's Lair Fatal: BLK(U, D, B+HP)

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## N64 MK4 HIDDEN CHEAT CODE:

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- 1) Go to the "Options" Menu.
  - 2) Highlight "Continue Options".
  - 3) Hold BLK+RUN for around 10 seconds. You will hear Jarek's laugh, then a few seconds later, "Outstanding". A Cheat menu should appear.

## CHEAT OPTIONS:

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NOTE: You can ONLY enable 1 of the 4 options below at a time or else none of them will work. If all of them are enabled at once, FATALITY 1 will automatically be enabled.

FATALITY 1 ON/OFF: Enabling this option gives you the ability to perform any character's 1st Fatality by uppercutting (D+HP) anywhere on the screen once the match has ended.

FATALITY 2 ON/OFF: Enabling this option gives you the ability to perform any character's 2nd Fatality by uppercutting (D+HP) anywhere on the screen once the match has ended.

LEVEL FATALITY ON/OFF: Enabling this option gives you the ability to perform a Goro's Lair Stage Fatality on any stage. With this option enabled, simply uppercut your opponent once you have defeated them.

ENDING ON/OFF: Enabling this option gives you the ability to watch any character's ending after defeating only the first opponent in a 1-player game.

## HOW TO PLAY AS NOOB SAIBOT, GORO, AND MEAT:

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IMPORTANT NOTE: The HIDDEN CHEAT CODE listed above must be entered before you can play as Noob Saibot or Goro.

### TO PLAY AS GORO:

- 1) Make sure the HIDDEN CHEAT CODE has been entered.
- 2) On the select screen, highlight the HIDDEN button and press and hold down the RUN button.
- 3) Move up 3 spaces, and left 1 space to Shinnok's picture. Press and hold the BLK button.
- 4) Continue holding the BLK+RUN button until the CHOOSE YOUR DESTINY screen pops up.

### TO PLAY AS NOOB SAIBOT:

- 1) Make sure the HIDDEN CHEAT CODE has been entered.
- 2) On the select screen, highlight the HIDDEN button and press and hold down the RUN button.
- 3) Move up 2 spaces, and left 1 space to Reiko's picture. Press and hold the BLK button.
- 4) Continue holding the BLK+RUN button until the CHOOSE YOUR DESTINY screen pops up.

### TO PLAY AS MEAT:

- 1) Choose the GROUP button on the select screen.
- 2) Make your way through the GROUP mode, and defeat it.
- 3) Once the GROUP mode has been defeated, select any character.

That character will automatically become Meat, with his/her moves.

N64 MK4 KOMBAT KODES:

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321-321: Big Head Mode  
012-012: Noob Saibot Mode (Does Nothing)  
123 123: One-Hit Win  
020 020: Red Rain (Will take you to the Rain Stage)  
050 050: Explosive Kombat  
002 002: Invincible Weapons (Can't be knocked out)  
100 100: Disable throws  
010 010: Disable Max Damage  
110 110: Disables Throws and Max Damage  
111 111: Free Weapon (Random weapon falls)  
222 222: Start With Random Weapon  
333 333: Randper Kombat  
444 444: Start With Weapons Drawn  
555 555: Many Weapons (Lots of weapons fall)  
666 666: Silent Kombat (No Music)  
  
011 011: Goro's Lair (Spike Pit)  
022 022: The Well (Scorpion's Stage)  
033 033: Elder God's (Blue Face)  
044 044: The Tomb Stage  
055 055: The Rain Stage  
066 066: Snake Stage  
101 101: Shaolin Temple  
202 202: Living Forest  
303 303: Prison (Fan Stage)  
313 313: Ice Pit

ALTERNATE COSTUME SELECTION:

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To flip anyone's icon, simply hold the START button and press any button.  
Here is a chart to see what costume you'll get depending on how many  
times you rotate the icon.

FIGHTER:	1 ROTATION:	2 ROTATIONS:	3 ROTATIONS:
Fujin	Black & brown	NORMAL	SAME AS 1
Jarek	Red & brown	NORMAL	SAME AS 1
Jax	Black/purple pants	All White Outfit	SAME AS 1
Johnny Cage	Black/red pants	NORMAL	Black Tuxedo
Kai	Green & black	NORMAL	Jacket & Jeans
Liu Kang	Black/blue pants	All Black Outfit	SAME AS 1
Quan Chi	Black & red	NORMAL	SAME AS 1
Raiden	White & red	MK2 Costume	SAME AS 1
Reiko	Purple & black	NORMAL	SAME AS 1
Reptile	Black & red	Green Ninja Costume	SAME AS 1
Scorpion	Orange ninja outfit	Grey Costume, No Mask	SAME AS 1
Shinnok	Yellow, red, & blue	NORMAL	SAME AS 1
Sonya	Red & black	NORMAL	Pink, No Hat
Sub-Zero	No mask	"Frozen" Costume	SAME AS 1
Tanya	Purple & black	NORMAL	Grey Dress
Noob Saibot	Black & grey	NORMAL	Black and White

NOTE: If you do 2 and/or 3 rotations, you will get an alternate weapon in

addition to the costume. This chart only shows the costume you'll get.

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