

Mortal Kombat 4 Liu Kang Character FAQ

by aoi

Updated to v2.0 on Dec 6, 1997

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      version 2.0
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w r i t t e n b y a o i

6:10 PM 12/6/97

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prologue

This wasn't really designed to be a big faq but a pocket guide. What I mean by that is something that's about 5-6 pages or so and can come in handy at the arcade without the excess pages. You can develop your own strategy cause yours is the best suited for you. Why use someone elses? You can base some of your fundamentals on someone elses, but I think making up your own sets you apart from the rest. A known strategy gets learned by your competitors and is less effective, so you can make your own and make adjustments when the opposition starts catching on. Well on to Liu Kang.

version history

- 9:32 PM 10/16/97 - First version
- 6:10 PM 12/6/97 - Second revision ----> Added dragon fatality

story

"Thousands of years ago in a battle with the fallen elder god known as Shinnok, I was responsible for the death of an entire civilization. To rid all realms of Shinnok's menace I waged a war that plunged the earth into

centuries of darkness and banished Shinnok to a place called the Netherealm. Now after Shao Kahn's defeat at the hands of Earth's warriors, Shinnok has managed to escape his confines of the Netherealm. The war is now being fought once again, and this time it can be won by mortals."

- Raiden -

lui kang's story

Still the immortal champion of Mortal Kombat, Liu Kang finds himself venturing into the realms of Edenia to rescue the princess Katana from the vile clutches of Quan Chi. Unsuccessful in his mission Liu returns to Earth and mounts an effort to bring together Earth's greatest warriors. He does it this time to not only to free Katana's home world but also to assist his mentor and Earth's protector - Raiden.

primer

F - tap forward	UF - tap up/forward
B - tap backward	UB - tap up/back
D - tap down	DF - tap down/forward
U - tap up	DB - tap down/back
HP - high punch	HK - low punch
LP - high kick	LK - low kick
BLK - block	
RUN - run	

Cross Punch	: HP
Body Punch	: LP
Face Kick	: HK
Body Kick	: LK
Block	: BLK
Run	: Forward + Run
Pick up weapon	: Down+Run
Pick up rocks	: Down+Run
Hard Face Hit	: HP (close)
Throw	: LP (close)
Knee Smash	: HK (close)
Bone Break	: LK (close)

Jump Kick	: Up + HK or LK
Jump Punch	: Up + HP or LP
Hook Kick	: Back + HK
Foot Sweep	: Back + LK
Uppercut	: Down + HP
Low Punch	: Down + LP
Groin Kick	: Down + HK
Low Kick	: Down + LK
Sidestep	: Block + Run

moveslist

Draw Weapon	: B,F + LK
Fireball	: F,F + HP
Low Fireball	: F,F + LP

Flying Kick : F,F + HK
Bicycle Kick : F,F + LK

In Revision 2.0 Bicycle is: Hold LK 3 secs. then release

fatalities

Prison/Fan Stage Fatality - F,F,B + LP
Dragon Fatality - F,F,F,D+HK+BL+LK (sweep range)

combo system

There are no more long button tapping combos. Now combos consist
of punches - kicks and special moves.

combos

These are combos I have done so when I get more you'll
have a full list to choose from.
These were all done on the CPU, so I don't know the effectiveness
on humans.

*means Tragics' (Ben Cureton) combo

(NOTE: These are not juggle combos, all are standing custom combos)

HK,HK, B+HK
HP,HK, flying kick
HK,HK, bicycle, flying kick, low fireball
HK,HK, bicycle, high fireball, flying kick
HK,HK, bicycle, high fireball, flying kick, low fireball

flamberge (cris sword) combos

drawn sword...HP,HP, bicycle, flying kick, low fireball
*drawn sword...if they jump HP,HP, bicycle, HP slash, jump kick, high fireball

juggles

I haven't dabbled in any juggling yet, but I'll have some more soon.
This is the only ones that I have done....

drawn sword...HP, flying kick, low fireball
back + HK them into the corner, low fireball
down + HP, jump kick, high fireball, low fireball

credits

Midway.....for Mortal Kombat 4
Tragic.....for one of the weapon combos

Ideas in this pocket guide are ʘ 1997 Aoi
Mortal Kombat 4 ʘ 1997 Midway Games

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