

Mortal Kombat 4 Tanya Character FAQ

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Tanya Faq |

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1. WHO IS TANYA?

Tanya is A close and personnal friend of Kitana. She worked as a servant and a bodygaurd for many generations while living in outworld. Tanya is a very fast and agile charicter to use. She has many offensive moves that will catch your opponent off gaurd, as well as a variety of ones that can help protect and/or harm your opponent. I personally used Tanya all the time, but now I just do "random." Tanya is probably by far my favorite charicter on MK4, right next to Raiden. She is not that difficult for beginners to use, but she can give you a challenge, and she's no "f, f+button" charicter (a.k.a. Liu kang!) I've been playing MK since its release in Summer of 1992, and this is the first Faq I've written that I actually posted on the internet. Why Tanya? Because I believe this is one of the first faq's out there on her, All I can find are sub-zero and liu kang.

2. THE HISTORY OF TANYA

A daughter to Edenia's ambassador to new realms, Tanya invites a group of refuges fleeing their own world into the safety of Edenia. But soon after Queen Sindel allows them through the portal, she learns that one of the warriors is none other than the banished elder god, Shinnok. The opened portal leads not into another world, but into the pits of the netherealm itself. The once free realm of Edenia is now at the mercy of Shinnok. Struck by suprise and fearing for her life, Tanya agrees to betray her long time friend, Kitana, and to join Shinnoks army of darkness. But Tanya has her own plans.....

3. TANYA'S STRONG POINTS

Like any fighter in any game, everyone has a selection of strong points, including Tanya. Her Drill Kick is not only fast, but it can set up for some serious juggle combos. The same goes for her Flip Kick, It can knock opponents out of the air, and can Be used as a juggle. Her Fireball is good at long range, causing your oppoonent to jump, in which you can counter them afterwards. Her Air Fireball is great on advancing opponents, and when your jumping back. Her main Strong point is mainly her speed. She has a very fast uppercut, and her special moves are very quick, and often catch opponents off gaurd.

4. TANYA'S BAD POINTS

Well, you cant have strong points without its opposite, bad points. Tanya also has a couple of bad features. Like if you miss your Drill Kick, It has a serious amount of lag time if it misses. Your opponent can counter with an uppercut, or a combo easily. Her Flip Kick does great damage, but Its almost impossible to start any form of combo or juggle from it. Her Fireball is slow, and not recommended at close range. Her Air Fireball is bad if your opponent is close to you, cause they can duck it, and counter with a jump kick.

5. SPECIAL MOVES

Drill Kick=	f, f+l+k
pull out weapon=	f, f+h+k
Flip Kick=	hcb+l+k
Throw weapon=	f, f+h+k
Fireball=	hcf+h+p
Swipe w/ weapon=	lp
Air Fireball=	hcb+l+p

6. DESCRIPTION OF SPECIAL MOVES

Drill Kick

Tanya spins forward, feet first, and knocks her opponent up and over herself. Does decent amount of damage, could be better, though. This move is the main starter for all her juggle combos that she has. Its best to do this move when your opponent is getting up after being knocked down. Or, if your fast enough, to counter a jump kick or jumping opponent in general.

Flip Kick

Tanya Flips foward, and lands in a split position. This move knocks your opponent foward about half the screen length. It does a good amount of damage, but doesnt really set you up for and good combos. You can run in, and try to throw them, which is probably your best move after the Flip Kick

Fireball

She shoots a huge purple fireball towards your opponent, and it hits low. It does great damage, but its pretty hard to hit your opponent. Better if used from full screen distance.

Air Fireball

Tanya shoots a semi-small fireball at an angle towards the ground. This move must be done in the air. It does a little damage. I use it just to get a cheap shot in :) Best used when opponent is jumping toward you, or if your opponent is getting up after being knocked down.

Pull Out Weapon

I never, ever use this move! Only if i'm assured victory, because I personally think weapons are a big waste of time. She has a boomerang that is very slow, but when it hits your opponent, it does alot of damage, and I mean alot! It also keeps your opponent on the ground for a couple of seconds.

7. FATALITIES

Kiss of Death= (close) d,d,d,u,d+hp+blk
Fan Pit= b,f,d+blk
Neck Crack= (close) d,f,d,f+hk (rev. 3)
Goro's Lair= f,f,f+lp

8. DESCRIPTION OF FATALITIES

Kiss of Death

Tanya Kisses her opponent, then she walks off slowly. Then her opponent starts to stretch, and then their limbs begin to bend in all directions. Then their back twists, wait a little bit, then your opponent explodes, with body parts and blood splattering on the screen.

Neck Crack

Tanya jumps onto her opponents shoulders, just like her limb breaker. She does a full 180 degree spin, then all the way around again. Your opponents head pops off their body, she climbs off, and their head falls to the floor. And their body collapses to the floor, spilling blood.

Fan Pit

Tanya picks her opponent up by and arm and a leg, and starts to sping them around. She continues to spin them around, then she suddenly lets go of him/her, and they go flying into the fan. Body parts and blood spill everywhere, and their head comes flying towards the screen, and hits the screen and leaves a blood splat.

Goro's Lair

Tanya lowers herself, charging up for and uppercut. Meanwhile, the camera shows rows and rows of sharp spikes on the ceiling. She uppercuts your opponent right into the spikes. (hold down on both controllers to make the body slide off the spikes and onto the floor.)

9. COMBOS / BASIC

1. hp, hk, f,f+hk	5. hk, hk, f,f+hk
2. hk, hk, b+lk	6. hp, hk, b+lk
3. hp, hk, b+hk	7. hk, hk, b+hk
4. hk, hk, d+hp	8. hp, hk, d+hp

10. COMBOS / INTERMEDIATE

1. hp, hp, d+hp, jump kick	5. hp, hp, d+hp, hcf+hp
2. hk, hk, d+hp, walk, uppercut	6. hp, hk, b+lk, throw
3. hp, hk, f,f+lk, hcb+lk	
4. hp, hk, d+hp, f,f+lk	

11. COMBOS / EXPERT

1. hp, hk, d+hp, walk, uppercut, f,f+lk, air fireball
2. drill kick, split kick, drill kick, split kick, air fireball

3. hp, hk, d+hp, walk, uppercut, drill kick, limb break

12. ABOUT ME

I, personally have pretty much mastered every character on MK4. I've tried to beat it with everyone on "Master 2", And I've succeeded with everyone but Fujin, Jax, and Shinnok. I've also Mastered other games like the Tekken series, Mv series, and Some of the Street Fighter series. Fighting are my Fav. Next to RPG's and I prefer all the systems, not just the 64 or PSX, I think their all good. I'm just a lowly 15 year old thats has nothing better to do than write faqs and play games. I spend about 10\$ a week at the arcade, which is alot, considering I dont have a job.

13. SPECIAL THANKS

I'd like to thank Midway for creating such a good series of games. Also, I'd like to thank Chris Labeau for kicking my ass over and over, and teaching me how to play the game right :) I personally dont care what you do with this faq, but if you post it anywhere, please tell me :)

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