

Mortal Kombat 4 Combo FAQ

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MORTAL KOMBAT 4 VERSION 3.0 COMBO FAQ
Originally Posted on 1/13/98.

Version 1.2
Last Updated: 2/9/98 5:00PM
<http://fighters.simplenet.com/mk/>

Now 168 MK4 Charater Combos!

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I. WHAT'S NEW?

Last Updated: 2/9/98

Changes since the previous revision of the FAQ.
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- v1.3: New basic universal combos for Revision 3 added.
- v1.2: Lots of new combos added for all characters!
- v1.1a: A few formatting and spelling errors. No combos added.
- v1.1: A whole bunch of new combos. Thanks to everyone who sent them in!
Also added a UNIVERSAL COMBO section and updated the KEY section with a new key system.
- v1.0: Well, this is it! The MK4 Kombo FAQ is now online, and will hopefully soon become your headquarters for Maximum Damage combos. As you can probably see, I've just started this FAQ, and I'm in desperate need of some combos. If anyone at all would like to contribute their combos, go to the CONTRIBUTE section below for more details. Enjoy!

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II. KEY:

What each of the button sequences means.

Updated: December 17th
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U = Up HP = High Punch HK = High Kick
F = Forward BLK = Block
D = Down LP = Low Punch LK = Low Kick
B = Back

RUN = Run

- 1) ,: Stands for "Then", A seperation between diffrent movements.
- 2) +: Stands for "And", Buttons that must be held together at the same time.

- The following symbols will be contained inside the brakets "[]" before every combo on this sheet, if it applies to that certain combo:

- 1) !: Maximum Damage, A combo with at least a 40% damage rating.
- 2) *: Air Combo, A combo that starts out in the air, not on the ground.

- 3) ♯: Corner Combo, A combo that requires you to be in or near the corner.
- 4) %: Weapon Combo, A combo involving the character's weapon.

- For Example, "B, B, HP+LP" means to do two back motions on the joystick, and then press High Punch and Low Punch at the same time.

- Also, please note, this is not a MK4 Moves FAQ. This FAQ just shows combos for each of the characters in the game. If you want moves, fatalities, character profiles, and more on MK4, refer to the site below:

<http://fighters.simplenet.com/mk/mk4/moves/>

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III. CONTRIBUTE:

Contribute your MK4 Combos to this FAQ.

Updated: December 10th
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If you would like to contribute your combos to this FAQ, here is a simple set of instructions and list of requirements to follow for submission:

- 1) Make sure you have which character the combo is for.
- 2) Make sure the combo is easy to read.
- 3) Make sure the combo is able to be done on the latest version of MK4.
- 4) Make sure you label your combo "Corner Combo" or "Juggle Combo" if it can only be done in the corner or in the air.
- 5) Damage percentages would be nice, but are not required.

Mail your combos to mccorry@tir.com with 'MK4 Combo' as the subject heading, and they'll be posted here, along with your credit, as soon as possible.

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IV. COMBOS:

MK4 Combos sorted by character.

Updated: February 9th
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The combo system has been totally renovated for Mortal Kombat 4. Unlike MK3 and UMK3, MK4 no longer has the 'dial combos', in which you would press a series of buttons resulting in a series of hits. Many people were glad these were removed, and others weren't. Nevertheless, the MK4 Team has gone back to the MK2 style of combos, like juggle and corner combos that take more skill than the dial combos.

There is a basic combo in MK4 that can be linked into more complex and damaging combos. This "starter" combo is:

HP, HP, HK, D+HP

You can also combine this with another uppercut, causing more damage. This simple combo is somewhat like a dial combo, and can be done by every character. Many, if not most of the combos below either start off with this combo, or contain it.

Another new feature in MK4's combo system is the MAXIMUM DAMAGE feature. It prevents anyone, even the computer, from doing a combo over 40%. If at any time during a combo you reach 40%, large "MAXIMUM DAMAGE" text shows up on

the screen, and both characters go stumbling back. This feature automatically eliminates any cheap or overly powerful combos. However, it is possible to go over 40% before hitting the point of MAXIMUM DAMAGE. For example, if you're doing Scorpion's 8-hit combo, and you've just done the 7th hit and you're at 39%, when you go to do the Air Throw for the 8th and final hit, the damage will boost itself up to 44% before hitting MAXIMUM DAMAGE.

- UNIVERSAL COMBOS

Works with every character.

* HP, HK, D+HK

* HP, HP, HK, Uppercut (D+HP)

* Jump Punch (HP), HP, HK, Uppercut (D+HP), Run in, then...

[5-hit] Roundhouse (B+HK)

[5-hit] Uppercut (D+HP)

[5-hit] HK

[5-hit] Jump Punch (HP)

[5-hit] Jump Kick (HK)

[5-hit] D+HK

[6-hit] Uppercut (D+HP), Run in, Uppercut (D+HP)

[6-hit] Uppercut (D+HP), Run in, Roundhouse (B+LK)

[6-hit] Uppercut (D+HP), Run in, HK

[6-hit] HP (juggle), Run in, Jump Kick (HK)

[7-hit] Uppercut (D+HP), Run in, Uppercut (D+HP), Run in, Sweep (B+LK)

[7-hit] Uppercut (D+HP), Run in, HP (juggle), Run in, Sweep (B+LK)

[7-hit] Uppercut (D+HP), Run in, HP (juggle), Jump Kick (HK)

[7-hit] Uppercut (D+HP), Run in, HP (juggle), Run in, HP (juggle)

[7-hit] Uppercut (D+HP), Run in, HP (juggle), Run in, D+HK

[7-hit] Uppercut (D+HP), Run in, HP (juggle), Run in, HK

[7-hit] Uppercut (D+HP), Run in, HP (juggle), Run in, Roundhouse (B+HK)

* Breaker (F+LK), Run in, HP, HK, Uppercut (D+HP), then...

[5-hit] Roundhouse (B+HK)

[5-hit] Uppercut (D+HP)

[5-hit] HK

[5-hit] Jump Punch (HP)

[5-hit] Jump Kick (HK)

[5-hit] D+HK

[6-hit] Uppercut (D+HP), Run in, Uppercut (D+HP)

[6-hit] Uppercut (D+HP), Run in, Roundhouse (B+LK)

[6-hit] Uppercut (D+HP), Run in, HK

[6-hit] HP (juggle), Run in, Jump Kick (HK)

[7-hit] Uppercut (D+HP), Run in, Uppercut (D+HP), Run in, Sweep (B+LK)

[7-hit] Uppercut (D+HP), Run in, HP (juggle), Run in, Sweep (B+LK)

[7-hit] Uppercut (D+HP), Run in, HP (juggle), Jump Kick (HK)

[7-hit] Uppercut (D+HP), Run in, HP (juggle), Run in, HP (juggle)

[7-hit] Uppercut (D+HP), Run in, HP (juggle), Run in, D+HK

[7-hit] Uppercut (D+HP), Run in, HP (juggle), Run in, HK

[7-hit] Uppercut (D+HP), Run in, HP (juggle), Run in, Roundhouse (B+HK)

- CHARACTER COMBOS

Character-Specific Combos. Please refer to the KEY section

if you don't know what the symbols in the brackets before
each combo represent.

- KAI

[!] 7-hit:

Jump Punch (HP), HP, HK, Uppercut (D+HP), Run in, HP (juggle),
Jump Kick (HK), Air Fist (D, F, HP)

[!] 6-hit:

Uppercut (D+HP), Rising Fireball (F, F, HP), D+HK,
Rising Fireball (F, F, HP), Uppercut (D+HP), Run in, Sweep (B+LK)

[] 6-hit:

Jump Punch (HP), HP, HK, Uppercut (D+HP), Run in, HP (juggle),
Air Fist (D, F, HP)

[] 3-hit:

Rising Fireball (F, F, HP), HK, Air Fist (D, F, HP)

- RAIDEN

[!] 6-hit:

Jump Punch (HP), HP, HK, D+HP, Run in, D+HK, Torpedo (F, F, LK)

[%] 4-hit:

Weapon Pull (F, B, HP), B+LP, B+LP, Teleport (D, U), D+HK,
Torpedo (F, F, LK)

[%] 4-hit:

Weapon Pull (F, B, HP), B+LP, B+LP, Teleport (D, U),
D+HK, Torpedo (F, F, LK)

[%] 4-hit:

HK, HK, Weapon Pull (F, B, HP), B+LP, Torpedo (F, F, LK)

[] 3-hit:

HP, HK, Torpedo (F, F, LK)

[%] 3-hit:

Weapon Pull (F, B, HP), B+LP, B+LP, Torpedo (F, F, LK)

[%] 3-hit:

Weapon Pull (F, B, HP), B+LP, B+LP, Teleport (D, U), Uppercut (D+HP)

[] 3-Hit:

HK, HK, Lightning (F, D, B, LP)

[%] 3-Hit:

Weapon Pull (F, B, HP), B+LP, Jump Kick (HK), Torpedo (F, F, LK)

[%] 3-hit:

Weapon Pull (F, B, HP), B+LP, HP, Torpedo (F, F, LK)

- SHINNOK

[!] 6-hit:

Jump Punch (HP), HP, HK, Uppercut (D+HP), Run in, Uppercut (D+HP), Run in, Sweep (B+LK)

[] 6-hit:

Jump Punch (HP), HP, HK, Uppercut (D+HP), Run in, HP (juggle), Jump Kick (HK)

[] 5-hit:

Jump Punch (HP), HP, HK, Uppercut (D+HP), Run in, Roundhouse (B+HK)

- LIU KANG

[!] 7-hit:

Bicycle Kick (Hold LK for 3 Secs; Don't Release yet), Jump Punch (HP), HP, HK, Uppercut (D+HP), Run in, HP (juggle), Release LK for Bicycle Kick, Low Fireball (F, F, LP)

[] 7-hit:

Jump Punch (HP), HP, HK, Uppercut (D+HP), Jump Kick (HK), High Fireball (F, F, HP), Low Fireball (F, F, LP)

[] 6-Hit:

HP, HK, Uppercut (D+HP), Run in, HP (juggle), Jump Kick (HK), Fireball (F, F, HP)

[] 6-Hit:

Bicycle Kick (Hold LK for 3 Secs; Don't Release yet), HP, HK, Uppercut (D+HP), Run in, HP (juggle), Release LK for Bicycle Kick, Flying Kick (F, F, HK)

[] 5-Hit:

Bicycle Kick (Hold LK for 3 Secs; Don't Release yet), HK, HK, Release LK for Bicycle Kick, Low Fireball (F, F, LP)

[] 4-hit:

Bicycle Kick (Hold LK for 3 Secs; Don't Release yet) HK, HK, Release LK for Bicycle Kick, Low Fireball (F, F, LP)

[] 3-hit:

LK, LK, Flying Kick (F, F, LK)

[] 2-Hit:

Jump Kick (HK), Fireball (F, F, HP)

[] 3-Hit:

HK, HK, Flying Kick (F, F, HK)

- REPTILE

[!] 7-hit:

HP, HK, Uppercut (D+HP), Uppercut (D+HP), Krawl (B, F, LK), Dash (B, F, LP)

[!] 7-hit:

Jump Punch (HP), HP, HK, Uppercut (D+HP), Run in, D+HK, Krawl (B, F, LK), Dash (B, F, LP)

[] 5-Hit:

HP, HK, Uppercut (D+HP), Run in, HP (juggle), Krawl (B, F, LK)

[] 4-hit:

Jump Punch (HP), HP, HK, Dash (B, F, LP)

[] 4-Hit:

HK, HK, Krawl (B, F, LK), Dash (B, F, LP)

[] 3-Hit:

HK, HK, Dash (B, F, LP)

- SCORPION

[!*] 9-hit:

HP (juggle), Hop Kick (HK), Teleport (F, D, B, HP), Spear (B, B, LP), HP, HK, Uppercut (D+HP), Run in, HP (juggle), Flame Breath (D, F, LP)

[!*] 9-hit:

HP (juggle), Fire Spit (D, F, LP), Teleport (F, D, B, HP), Spear (B, B, HP), HP, HK, Uppercut (D+HP), Jump Punch (HP), Air Throw (BLK in Air)

[!] 9-hit:

Jump Kick (HK), Teleport (F, D, B, HP), Spear (B, B, LP), HP, HK, Uppercut (D+HP), Run in, Uppercut (D+HP), Jump Punch (HP), Air Throw (BLK in Air)

[!] 9-Hit:

HP, HK, Uppercut (D+HP), Spear (B, B, LP), HP, HK, Uppercut (D+HP), HP (juggle), Run in, Flame Breath (D, F, LP)

[!] 9-Hit:

HP, HK, Uppercut (D+HP), Jump Kick (HK), Teleport (F, D, B, HP), Spear (B, B, LP), HP, HK, Uppercut (D+HP)

[!] 8-hit:

Jump Kick (HK), Teleport (F, D, B, HP), Spear (B, B, LP), HP, HK, Uppercut (D+HP), Run in, Uppercut (D+HP), Sweep (B+LK)

[!] 8-hit:

HP, HK, Uppercut (D+HP), Spear (B, B, LP), HP, HK, Uppercut (D+HP), Run in, Uppercut (D+HP)

[!] 8-hit:

Jump Kick (HK), Teleport (F, D, B, HP), Spear (B, B, LP), HP, HK, Uppercut (D+HP), Run in, HP (juggle), Flame Breath (D, F, LP)

[!] 8-Hit:

HP, HK, Uppercut (D+HP), Spear (B, B, LP), HP, HK, Uppercut (D+HP),

Run in, Roundhouse (B+HK)

[!] 8-Hit:

HP, Teleport (F, D, B, HP), Spear (B, B, LP), HP, HK, Uppercut (D+HP),
Jump Kick (HK), Air Throw (BLK in Air)

[!] 8-Hit:

Jump Kick (HK), Teleport (F, D, B, HP), Spear (B, B, LP), HP, HK,
Uppercut (D+HP), Jump Kick (HK), Air Throw (BLK in Air)

[] 7-hit:

Jump Kick (HK), Teleport (F, D, B, HP), Spear (B, B, LP), HP, HK,
Uppercut (D+HP), Run in, Roundhouse (B+HK)

[] 6-hit:

Jump Punch (HP), HP, HK, Uppercut (D+HP), Run in, Uppercut (D+HP),
Sweep (B+LK)

[%] 6-Hit:

HK, HK, Spear (B+LP), HK, HK, Weapon Draw (F, F, HK)

[] 6-Hit:

HP, Uppercut (D+HP), Spear (B, B, LP), HP, HK, Uppercut (D+HP)

[] 5-Hit:

HP, HK, Uppercut (D+HP), Jump Kick (HK), Air Throw (BLK in Air)

[] 4-hit:

HK, HK, Spear (B, B, LP), HK, Roundhouse (B+HK)

[] 4-hit:

Jump Punch (HP), Teleport (F, D, B, HP), Spear (B, B, LP), Uppercut (D+HP),
Sweep (B+LK)

[] 4-Hit:

HK, HK, Spear (B, B, LP), Roundhouse (B+HK)

[] 4-Hit:

Jump Kick (HK), Teleport (F, D, B, HP), Spear (B, B, LP),
Roundhouse (B+HK)

[] 2-Hit:

Jump Kick (HK), Air Throw (BLK in Air)

- JAX

[!] 7-hit:

Jump Punch (HP), HP, HK, Uppercut (D+HP), Jump Kick (HK),
Backbreaker (BLK in Air), Missile (D, B, LP)

[!] 7-hit:

Jump Punch (HP), HP, HK, Uppercut (D+HP), Run in, HP (juggle),
Jump Kick (HK), Back Breaker (BLK in Air)

[] 5-hit:

HP, HK, Uppercut (D+HP), Jump Kick (HK), Dashing Punch (F, D, B, LP)

[] 5-hit:

HP, HK, Uppercut (D+HP), Jump Kick (HK), Back Breaker (BLK in Air)

[] 3-Hit:

HP, HK, Missile (D, B, LP)

[] 3-Hit:

HK, HK, Dashing Punch Dashing Punch (F, D, B, LP)

[] 2-Hit:

Jump Kick (HK), Back Breaker (BLK in Air)

- REIKO

[!] 8-hit:

Jump Punch (HP), HP, HK, Uppercut (D+HP), Run in, HP (juggle),
Flip Kick (B, D, F, LK), Run in, HP (juggle), Teleport (D, U), Throw (BLK)

[!] 8-hit:

HP, HK, Uppercut (D+HP), Run in, HP (juggle), Windmill Kick (B, D, F, HK),
Run in, HP (juggle), Jump Kick (HK), Shurikens (D, F, LP)

[!] 7-hit:

HP, HK, Uppercut (D+HP), Run in, HP (juggle),
Windmill Kick (B, D, F, HK), Run in, Uppercut (D+HP), Run in, Sweep (B+LK)

[] 6-hit:

Uppercut (D+HP), Windmill Kick (B, D, F, HK), Run in, Uppercut (D+HP),
Windmill Kick (B, D, F, HK), Run in, Uppercut (D+HP), Run in, Sweep (B+LK)

[] 6-hit:

HP, HK, Uppercut (D+HP), Run in, HP (juggle),
Windmill Kick (B, D, F, HK), Roundhouse (B+HK)

[] 6-hit:

HP, HK, Uppercut (D+HP), Run in, HP (juggle),
Windmill Kick (B, D, F, HK), Shurikens (D, F, LP)

[] 6-hit:

HP, HK, Uppercut (D+HP), Run in, HP (juggle),
Windmill Kick (B, D, F, HK), Teleport (D, U), Slam (BLK)

[] 4-hit:

HP, HK, Uppercut (D+HP), Teleport (D, U), Slam (BLK)

[] 4-hit:

HK, HK, Flip Kick (B, D, F, LK), Teleport (D, U), Slam (BLK)

[] 3-hit:

HP, Windmill Kick (B, D, F, HK), Uppercut (D+HP)

[] 2-hit:

Jump Kick (HK), Teleport (D, U), Slam (BLK)

- JOHNNY CAGE

[] 7-hit:

Jump Punch (HP), HP, HK, Uppercut (D+HP), Run in, HP (juggle),
Jump Kick (HK), Shadow Kick (B, F, LK)

[] 6-Hit:

HP, HK, Uppercut (D+HP), Run in, HP (juggle),
Hop Kick (HK), Shadow Kick (B, F, LK)

[] 5-Hit:

HP, HK, Uppercut (D+HP), Jump Kick (HK), Shadow Kick (B, F, LK)

[] 5-hit:

HP, HK, Uppercut (D+HP), Run in, HP (juggle), Shadow Punch (B, D, B, HP)

[] 3-hit:

HK, HK, Shadow Punch (B, D, B, HP)

- JAREK

[!] 7-hit:

Jump punch (HP), HP, HK, Uppercut (D+HP), Run in, HP (Juggle),
Shuriken (D, B, HP), Bodyslam (B, D, B, HK)

[] 5-hit:

HP, HK, Uppercut (D+HP), Run in, HP (juggle),
Upwards Cannonball (F, D, F, HP)

[] 5-hit:

HP, HK, Uppercut (D+HP), Jump Kick (HK), Bodyslam (B, D, B, HK)

[] 3-hit:

HK, HK, Cannonball (B, F, LK)

- TANYA

[!7] 9-hit:

Jump Punch (HP), HP, HK, Uppercut (D+HP), Run in, HP (juggle),
Corkscrew Kick (F, F, LK), HP (juggle), Corkscrew Kick (F, F, LK),
Split Kick (F, D, B, LK)

[!] 8-hit:

Jump Punch (HP), HP, HK, Uppercut (D+LP),
Run in, HP (juggle), Corkscrew Kick (F, F, LK),
Jump Kick (HK), Fireball (D, F, HP)

[!] 6-hit:

Jump Punch (HP), HP, HK, Uppercut (D+HP), Run in, HP (juggle),
Corkscrew Kick (F, F, LK)

[!] 6-hit:

HP, HK, Uppercut (D+HP), Jump Kick (HK), Corkscrew Kick (F, F, LK),
Split Kick (F, D, B, LK)

[!] 6-hit:

HP, HK, Uppercut (D+HP), Run in, HP (juggle),
Corkscrew Kick (F, F, LK), Uppercut (D+HP)

[!] 5-hit:

Corkscrew Kick (F, F, LK), Split Kick (F, D, B, LK),
Corkscrew Kick (F, F, LK), Split Kick (F, D, B, LK),
Air Fireball (B, D, F, HP)

[!] 5-hit:

Jump Kick (HK), Corkscrew Kick (F, F, LK), Split Kick (F, D, B, LK),
Corkscrew Kick (F, F, LK), Split Kick (F, D, B, LK)

[] 5-hit:

HK, HK, Corkscrew Kick (F, F, LK), HP (juggle),
Split Kick (F, D, B, LK)

[] 3-hit:

HP, Corkscrew Kick (F, F, LK), Split Kick (F, D, B, LK)

[] 3-hit:

HK, HK, Fireball (D, F, HP)

[] 2-hit:

Jump Kick (HK), Split Kick (F, D, B, LK)

[] 2-hit:

Corkscrew Kick (F, F, LK), Split Kick (F, D, B, LK)

- FUJIN

[!] 7-hit:

HP, HK, Uppercut (D+HP), Levitation (F, D, F, HP),
Slam (B, F, D, LK), HP (juggle), Flying Knee (B, D, F, HK)

[] 6-hit:

Levitation (F, D, F, HP), Slam (B, F, D, LK), HP (juggle),
Flying Knee (B, D, F, HK)

[] 5-hit:

HP, HK, Uppercut (D+HP), Run in, HP (juggle), Flying Knee (B, D, F, HK)

[] 5-hit:

Levitation (F, D, F, HP), Slam (B, F, D, LK), Hop Kick (HK),
Dive Kick (D+HK in Air [Deliberately Miss with it]), Uppercut (D+HP)

[] 4-hit:

Levitation (F, D, F, HP), Slam (B, F, D, LK), HP (juggle),
Flying Knee (B, D, F, HK)

[!%] 3-hit:

Dive Kick (D+HK in Air), Levitation (F, D, F, HP), Slam (B, F, D, LK),
Throw Weapon (B, B, LP)

[] 3-hit:

HK, HK, Flying Knee (B, D, F, HK)

- SUB-ZERO

[!] 11-hit:

Jump Punch (HP), HK, Freeze (B, D, F, LP), D+HK, Ice Clone (F, D, B, LP),
HK, HK, Pull Weapon (B, D, F, HK), B+LP, B+LP, Slide (B+LK+LP+BLK)

[!] 9-hit:

Freeze (B, D, F, LP), HK, Freeze (B, D, F, LP), HP, HK, D+HK, Run in,
HP, Jump Kick (HK), Slide (B+LK+LP+BLK)

[%!] 8-hit:

HK, Uppercut (D+HP), HP (juggle), Freeze (B, D, F, LP),
Pull Weapon (B, D, F, HK), B+HP, B+LP, Uppercut (D+HP),
Slide (B+LP+BLK+LK)

[!] 8-hit:

Freeze (B, D, F, LP), HP, HK, Uppercut (D+HP), Uppercut (D+HP),
Slide (B+LP+BLK+LK), Sweep (B+LK)

[*!] 8-hit:

Freeze (In Air; B, D, F, LP), HP (juggle), Freeze (B, D, F, LP),
HP (juggle), Jump Kick (HK; juggle), Slide (B+LP+BLK+LK)

[!%] 7-hit:

Freeze (B, D, F, LP), HK, HK, Pull Weapon (B, D, F, HK), B+LP,
Slide (B+LP+BLK+LK), Run in, HP (juggle)

[!] 7-hit:

HK, HK, Freeze (B, D, F, LP), HP, HK, Uppercut (D+HP),
Jump Kick (HK), Slide (B+LP+BLK+LK)

[] 6-hit:

HK, HK, Freeze (B, D, F, LP), Jump Punch (HP), HK, HK,
Slide (B+LP+BLK+LK)

[%] 6-hit:

HK, HK, Freeze (B, D, F, LP), Jump Punch (HP), HK, HK,
Pull Weapon (B, D, F, HK)

[%] 6-hit:

HK, HK, Freeze (B, D, F, LP), HK, HK, Pull Weapon (B, D, F, HK)

[%] 6-hit:

HP, HK, Freeze (B, D, F, LP), HP, HK, Pull Weapon (B, D, F, HK),
Slide (B+LP+BLK+LK)

[!%] 5-hit:

Freeze (B, D, F, LP), Pull Weapon (B, D, F, HK), B+HP, B+LP, B+HP, B+LP,
Slide (B+LK+LP+BLK)

[!*] 3-hit:

Ice Clone (F, D, B, LP; In Mid-Air), Hop Kick (HK; juggle),
Freeze (B, D, F, LP), Hop Kick (HK; juggle), Uppercut (D+HP)

- QUAN CHI

[!] 7-hit:

HP, HK, Uppercut (D+HP), Run in, HP (juggle), Jump Kick (HK),
Green Skull (F, F, LP), Teleport Stomp (F, D, LK)

[] 6-hit:

HP, HK, Uppercut (D+HP), Run in, HP (juggle), Jump Kick (HK),
Air Throw (BLK in Air)

[] 6-hit:

Jump Punch (HP), HP, HK, Uppercut (D+HP), Run in, HP (juggle),
Teleport Stomp (F, D, LK)

[] 6-hit:

HP, HK, Uppercut (D+HP), Run in, HP (juggle), Jump Kick (HK),
Teleport Stomp (F, D, LK)

[] 5-hit:

HP, HK, Uppercut (D+HP), Jump Kick (HK), Air Throw (BLK in Air)

[] 3-hit:

HK, HK, Green Skull (F, F, LP)

[] 2-hit:

Jump Kick (HK), Air Throw (BLK in Air)

- SONYA

[!] 8-hit:

HP, HK, Uppercut (D+HP), Uppercut (D+HP), Cartwheel (B, D, F, LK),
Run in, Jump Kick (HK), Air Throw (BLK in Air)

[!] 7-hit:

HP, HK, Uppercut (D+HP), Run in, HP (juggle), Cartwheel (B, D, F, LK),
Hop Kick (HK), Air Throw (BLK in Air)

[] 6-hit:

HK, Uppercut (D+HP), Run in, HP (juggle), Cartwheel (B, D, F, LK),
Jump Punch (HP), Air Throw (BLK in Air)

[] 6-hit:

HP, HK, Uppercut (D+HP), Run in, HP (juggle), Cartwheel (B, D, F, LK),
Run in, Leg Grab (D+LP+BLK)

[] 5-hit:

HK, HK, Cartwheel (B, D, F, LK), Jump Punch (HP),
Air Throw (BLK in Air)

[] 5-hit:

HP, HK, Uppercut (D+HP), Jump Kick (HK), Air Throw (BLK in Air)

[%] 4-hit:

Pull Weapon (F, F, LK), HK, Uppercut (D+HP), Cartwheel (B, D, F, LK), B+LP

[] 4-hit:

HK, HK, Cartwheel (B, D, F, LK), Square Wave Punch (F, B, HP)

[] 4-hit:

HK, HK, Cartwheel (B, D, F, LK), Run in, Leg Grab (D+LP+BLK)

[] 3-hit:

HK, HK, Fireball (B, D, F, LP)

[] 3-hit:

HK, HK, Cartwheel (B, D, F, LK)

[] 3-hit:

HP, Cartwheel (B, D, F, LK), Run in, Leg Grab (D+LP+BLK)

[] 2-hit:

Jump Kick (HK), Air Throw (BLK in Air)

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V. CREDITS:

People who have contributed MK4 Combos.

Updated: January 25th

- =====
- SirGalahad (<http://www.primenet.com/~srgalahad/mk.htm>)
- MK Nightmares (<http://www.cetus.net/MKNightmares/>)
- S (<http://www.magpage.com/~super/mk/>)
- AGMK (<http://www.agmk.com/>)

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