

# Mortal Kombat 4 Fatality FAQ

by KingdomMK

Updated to v2.4 on May 18, 1998

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MORTAL KOMBAT 4 VERSION 3.0 FATALITY FAQ  
Originally Posted on 1/22/98.

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Version 2.4 - Final Update  
Last Updated: 5/16/98 12:30AM  
<http://fighters.simplenet.com/mk/>

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I. WHAT'S NEW?

Last Updated: 4/22/98

Changes since the previous revision of the FAQ.

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- v2.4a: Small correction on Shinnok's Goro's Lair Fatality.
- v2.4: It's all over folks, the final 3 Fatalities, Sonya's, Liu Kang's, and Scorpion's, have all been discovered and added to the FAQ. This completes the move-finding for MK4, and this could possibly be the final update to the FAQ, after almost a year (June 30th, 1997 to April 22nd, 1998) of working. Thanks to MKX for the movements to the Fatalities. Enjoy!
- v2.3: Raiden's 2nd Fatality added, thanks to Billy Pitt and Chris Harper from alt.games.mk for the movements. Reptile's 2nd Fatality glitch information added.
- v2.2: Reptile's 2nd Fatality added, thanks to MKN for the movements. Corrections made to Reiko's 2nd Fatality description.
- v2.1: Reiko's 2nd Fatality added, thanks to MKX for the movements.
- v2.0: Fujin's Goro's Lair Fatality added.
- v1.9: Shinnok's 2nd Fatality added, thanks to Dungeon Master.
- v1.8: Jax's 2nd Fatality added, thanks to MKX. Modifications made to Jarek's 2nd Fatality description.
- v1.7: Quan Chi's and Jarek's 2nd Fatalities added, thanks to MKX.
- v1.6: Shinnok's, Raiden's, Jax's, Kai's, and Johnny Cage's Goro's Lair Stage Fatality have been added. Only one Goro's Lair pit left to find,

and thats for Fujin. Thanks once again to MKX and Dungeon Master for finding/confirming these.

- v1.5: Scorpion's Goro's Lair Fatality added.
- v1.4a: Correction to Johnny Cage's 2nd Fatality movement. Spelling corrections and modifications to the Fatality descriptions have also been made.
- v1.4: A 2nd Fatality for Johnny Cage has been added.
- v1.3: A 2nd Fatality for Fujin has been added. Modification's to Tanya's Fatality description.
- v1.2: A 2nd Fatality for Kai has been added. Jarek's Goro's Lair Stage Fatality also added.
- v1.1: A 2nd Fatality for Sub-Zero and Tanya have been added.
- v1.0: Introducing the Mortal Kombat 4 Fatality FAQ, which lists and describes all of the fatalities in MK4. This FAQ is perfect for printing and taking with you to the arcade if you've already got the moves memorized, but still need to refer back to something to find the fatality movements. All of the fatalities on this list have been confirmed to work, so there should be no problem doing them. Everytime a fatality is discovered, it will be listed here. Enjoy!

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II. KEY:

What each of the button sequences means.

Updated: January 22nd  
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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	

", " = then

"+" = and

"()" = Requirements for a move:

(distance, movements within movements, ect.)

DIFFICULTY KEY: -----

- \* = An easy move to perform. Doesn't contain any "Back" or "Up" motions, nor does it have any multiple simultaneous button presses. The novices won't have problems with these moves.
- \*\* = These moves are still easy, but they often require a little more skill, as they may require you to press "Block" during the fatality, be it because of a "Back" motion, or "Up" motion.
- \*\*\* = These fatalities take quite a bit of skill, and the novices will have a hard time with them. Often times these fatalities have

multiple simultaneous button presses.

\*\*\*\* = These fatalities are the hardest in the game. They often require you to press many buttons at one time, and require to use "Block" during the fatality, as well. The novices, and sometimes even the experts may have a hard time with these fatalities.

EXAMPLES: -----

\* "B, D, F, HP (Sweep)" means to do the motion Back, Down, Forward, then hit the button High Punch. This move must be done at "Sweep Distance", or one foot sweep away from your opponent. Other distances include but are not limited to:

- 1) "Close"..... Make sure you're standing as close to the opponent as possible.
- 2) "1 Step Away"..... Get as close to your opponent as possible, then tap the joystick back once to get one step away from him/her.
- 3) "Sweep"..... Sweep Distance, or 1 full foot sweep away from your opponent. A good way to test this is to make your last move a Breaker move (F+LK). These moves will almost always put you in the perfect position.
- 4) "Half Screen"..... Make sure that 1/2 of the screen is between you and your opponent. "Just Outside Sweep" could also be considered "Half Screen".
- 5) "Full Screen"..... Make sure that you and your opponent are as far away from eachother as possible by backing up until the screen doesn't scroll anymore.

- Also, please note, this is not a MK4 Moves FAQ. This FAQ just shows fatalities 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 MK4 Fatality(s) to the FAQ.

Updated: January 22nd  
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If you would like to contribute a fatality 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 fatality is for.
- 2) Make sure the fatality is able to be done on the latest version of MK4.
- 3) Make sure to mention any tips or suggestions that would be helpful in pulling off the fatality easier.
- 4) Make sure you include a description of the fatality.

Mail your combos to [mccorry@tir.com](mailto:mccorry@tir.com) with 'MK4 Fatality' as the subject heading, and if they're they'll be posted here, along with your credit, once they've been confirmed.

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IV. FATALITIES:

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Fatalities were the original type of finishing moves. They have changed the face of the genre forever. Originally, Fatalities were "dark, evil, and violent" ways to kill an opponent after winning the fight. MK4 returns to this style and features extremely gory Fatalities like the original ones. In fact, many of the original Fatals have been applied to MK4 in 3D while the other Fatals in the game are all-new, but follow the same line of violence.

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- KAI

\*\*\*\*\*

1) Fatality #1: "The Back Breaker"

Hold BLK (U, F, U, B, HK)

DISTANCE FROM OPPONENT: Close.

DEGREE OF DIFFICULTY: \*\*

DESCRIPTION:

Kai grabs one of your legs and arms, and holds you up over his head. The camera circles around Kai as he holds his opponent up, and the announcer chuckles. Kai begins to attempt to pull you apart at the waist. After a couple of tugs, you break in half at the mid-section, and blood shoots everywhere. Kai drops the remaining 2 halves of your body to the ground. The upper half twitches and moves around as though its still alive before laying lifeless.

TIPS and/or SUGGESTIONS: None.

2) Fatality #2: "Fireball of Death"

Hold BLK (U, U, U, D, BLK)

DISTANCE FROM OPPONENT: Outside Sweep.

DEGREE OF DIFFICULTY: \*\*

DESCRIPTION:

Kai begins to levitate and floats up into the air. The camera angle shifts and ends up just behind the opponent's left shoulder, looking upward at Kai. Then, he shoots a large fireball straight at the opponent, and it hits his/her head, exploding it to pieces. The camera angle shifts again, this time panning upward towards the ceiling, looking down at the decapitated opponent at a "birds-eye" view, now dead on the ground, with his/her bloody head sitting a couple of feet away.

TIPS and/or SUGGESTIONS: None.

STAGE FATALITIES:

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1) Goro's Lair Stage Fatality: B, F, D, HK

DISTANCE FROM OPPONENT: Close.  
DEGREE OF DIFFICULTY: \*\*

DESCRIPTION:

Kai uppercuts his opponent, and the camera angle changes revealing many sharp spikes on the ceiling. The opponent then goes flying straight for them before slamming into them and sticking on the ceiling.

TIPS and/or SUGGESTIONS:

A) If you hold DOWN on both joysticks while your opponent is impaled on the spikes, they'll slowly slide off before falling back to the ground, a bloody mess.

2) Prison Stage Fatality: F, F, D, HK (Prison Stage Only)

DISTANCE FROM OPPONENT: Close.  
DEGREE OF DIFFICULTY: \*

DESCRIPTION:

Kai picks you up, with one hand grabbing your arm and the other grabbing your leg. He begins to spin you around. Once enough speed has been picked up, he/she lets go, and you go flying straight for the large ventilation fan in the background, before hitting it straight on, body parts and blood shooting all over the stage. Finally, the opponents decapitated head goes flying straight for the camera, before hitting it making a large blood splat on the screen.

TIPS and/or SUGGESTIONS: None.

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- RAIDEN

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1) Fatality #1: "The Shocker"

Hold BLK (F, B, U, U, HK)

DISTANCE FROM OPPONENT: Close.  
DEGREE OF DIFFICULTY: \*\*

DESCRIPTION:

Raiden grabs his opponent and lifts him above his head. He then begins to shock him/her with his lightning powers. As Raiden is shocking his opponent, the camera slowly goes from a frontal view of the fatality to an overhead view. After around 5 seconds of shocking, the opponent explodes into pieces. The explosion is then shown from 2 different angles, the last angle being another overhead "birds-eye" view. The opponent's head flies up at the camera, then falls back down and hits the ground.

TIPS and/or SUGGESTIONS: None.

2) Fatality #2: "The Staff Impale"

Hold BLK (D, U, U, U, HP)

DISTANCE FROM OPPONENT: Close.  
DEGREE OF DIFFICULTY: \*\*

DESCRIPTION:

Raiden stands next to his opponent, gets out his large wooden staff, and stabs it right into the abdomen of his opponent. Raiden lifts him up off of the ground and into the air. He then charges lightning from his hands, up the staff, right into the opponent's stomach. The powerful electricity soon radiates throughout his/her entire body. Finally, after the opponent has died, Rayden swings the staff around, which causes the opponent to go flying off the end of it and slamming to the ground.

TIPS and/or SUGGESTIONS: None.

STAGE FATALITIES:

- 1) Goro's Lair Stage Fatality: F, F, D, LP

DISTANCE FROM OPPONENT: Close.  
DEGREE OF DIFFICULTY: \*

DESCRIPTION:

Raiden uppercuts his opponent, and the camera angle changes revealing many sharp spikes on the ceiling. The opponent then goes flying straight for them before slamming into them and sticking on the ceiling.

TIPS and/or SUGGESTIONS:

- A) If you hold DOWN on both joysticks while your opponent is impaled on the spikes, they'll slowly slide off before falling back to the ground, a bloody mess.

- 2) Prison Stage Fatality: D, F, B, BLK (Prison Stage Only)

DISTANCE FROM OPPONENT: Close.  
DEGREE OF DIFFICULTY: \*\*

DESCRIPTION:

Raiden picks you up, with one hand grabbing your arm and the other grabbing your leg. He begins to spin you around. Once enough speed has been picked up, he/she lets go, and you go flying straight for the large ventilation fan in the background, before hitting it straight on, body parts and blood shooting all over the stage. Finally, the opponents decapitated head goes flying straight for the camera, before hitting it making a large blood splat on the screen.

TIPS and/or SUGGESTIONS: None.

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- SHINNOK

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- 1) Fatality #1: "The Hand from Hell"

D, B, F, D, RUN

DISTANCE FROM OPPONENT: Close.

DEGREE OF DIFFICULTY: \*\*

DESCRIPTION:

Shinnok throws something at the floor, and is immediately engulfed in flames. He disappears, and a swirling portal opens up right next to the opponent. Suddenly, a huge skeletal hand comes out of the portal, and grabs in the direction of the opponent. It grabs him/her, and wraps its long bony fingers around its now tiny body. It begins to squeeze, and after a few squeezes, the head of the opponent pops off, and blood squirts everywhere. The hand slowly goes back into the portal and Shinnok re-appears.

TIPS and/or SUGGESTIONS: None.

2) Fatality #2: "The Clapper"

Hold BLK (D, U, U, D) BLK

DISTANCE FROM OPPONENT: Close.

DEGREE OF DIFFICULTY: \*\*

DESCRIPTION:

Shinnok begins to levitate his opponent, and then disappears into thin air, and a very large portal appears under the floating opponent. The camera zooms out, showing the entire portal, and in the center of the screen, the opponent, hanging lifelessly in the air. Suddenly, 2 huge skeleton hands come out of the portal. One hand goes to the left side of the opponent, and the other goes to the right side. Then, both hands clap, and come together at the same time, smashing the opponent between the 2 skeleton hands. Blood and body parts shoot all over, and the hands go back into the portal, before it closes and Shinnok re-appears.

TIPS and/or SUGGESTIONS: None.

STAGE FATALITIES:

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1) Goro's Lair Stage Fatality: D, F, B, HP

DISTANCE FROM OPPONENT: Close.

DEGREE OF DIFFICULTY: \*\*

DESCRIPTION:

Shinnok uppercuts his opponent, and the camera angle changes revealing many sharp spikes on the ceiling. The opponent then goes flying straight for them before slamming into them and sticking on the ceiling.

TIPS and/or SUGGESTIONS:

A) If you hold DOWN on both joysticks while your opponent is impaled on the spikes, they'll slowly slide off before falling back to the ground, a bloody mess.

2) Prison Stage Fatality: D, D, F, HK (Prison Stage Only)

DISTANCE FROM OPPONENT: Close  
DEGREE OF DIFFICULTY: \*

DESCRIPTION:

Shinnok picks you up, with one hand grabbing your arm and the other grabbing your leg. He begins to spin you around. Once enough speed has been picked up, he/she lets go, and you go flying straight for the large ventilation fan in the background, before hitting it straight on, body parts and blood shooting all over the stage. Finally, the opponents decapitated head goes flying straight for the camera, before hitting it making a large blood splat on the screen.

TIPS and/or SUGGESTIONS: None.

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- LIU KANG

\*\*\*\*\*

1) Fatality #1: "The MK2 Dragon Returns"

F, F, F, D, BLK+LK+HK

DISTANCE FROM OPPONENT: Sweep.  
DEGREE OF DIFFICULTY: \*\*\*

DESCRIPTION:

Large green clouds begin to form around Liu Kang, and he is soon engulfed in the mist. The mist slowly dissipates before revealing a huge green dragon, ala MK2, in Liu Kang's place. The dragon chomps down on its helpless opponent, taking in his/her whole mid-section. It then swings it around a few times before slamming it back to the ground, a bloody mess.

TIPS and/or SUGGESTIONS: None.

2) Fatality #2: "Target Practice"

Hold BLK (F, D, D, U, HP)

DISTANCE FROM OPPONENT: Close.  
DEGREE OF DIFFICULTY: \*\*

DESCRIPTION:

Liu Kang grabs one arm and one leg of his opponent, and begins to swing them around, like he would for his Prison Stage Fatality. The camera zooms all the way out, and up towards the ceiling, giving us a "birds-eye" view of the stage. Then, he lets go of the victim, and they go flying straight for the camera. Before they are able to crash into the camera, Liu Kang shoots a fireball straight up at his opponent. The fireball hits the victim, causing him/her to explode into peices, shooting blood and body parts all over the screen.

TIPS and/or SUGGESTIONS: None.



STAGE FATALITIES:

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1) Goro's Lair Stage Fatality: F, F, B, HK (Goro's Lair Only)

DISTANCE FROM OPPONENT: Close.

DEGREE OF DIFFICULTY: \*\*

DESCRIPTION:

Liu Kang uppercuts his opponent, and the camera angle changes revealing many sharp spikes on the ceiling. The opponent then goes flying straight for them before slamming into them and sticking on the ceiling.

TIPS and/or SUGGESTIONS:

A) If you hold DOWN on both joysticks while your opponent is impaled on the spikes, they'll slowly slide off before falling back to the ground, a bloody mess.

2) Prison Stage Fatality: D, F, B, BLK (Prison Stage Only)

DISTANCE FROM OPPONENT: Close.

DEGREE OF DIFFICULTY: \*\*

DESCRIPTION:

Liu Kang picks you up, with one hand grabbing your arm and the other grabbing your leg. He begins to spin you around. Once enough speed has been picked up, he/she lets go, and you go flying straight for the large ventilation fan in the background, before hitting it straight on, body parts and blood shooting all over the stage. Finally, the opponents decapitated head goes flying straight for the camera, before hitting it making a large blood splat on the screen.

TIPS and/or SUGGESTIONS: None.

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- REPTILE

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1) Fatality #1: "The Face Chew"

Hold HP+HK+LP+LK (U)

DISTANCE FROM OPPONENT: Close.

DEGREE OF DIFFICULTY: \*\*\*\*

DESCRIPTION:

Reptile runs up and tackles his opponent, and wraps his legs around the opponent's waist. He grabs the opponent's head with both hands, and begins to viciously chew away all of the flesh on his/her face. Blood shoots everywhere as the camera spins in a full circle around Reptile. Then, Reptile lets go of his opponent and backs away. The opponent stumbles back, and falls to the ground. The camera zooms in, showing the characters face, now nothing more than a bunch of blood and muscles attached to a skull.

TIPS and/or SUGGESTIONS:

A) Try to end the final round of the match by doing a jump punch or kick, then immediately hold HP, HK, LP, LK, and BLK down, get close to them, and press UP. Be careful, however, not to kick them or punch them when you hold down HP+HK+LP+LK.

2) Fatality #2: "The Acid Vomit"

Hold BLK (U, D, D, D, HP)

DISTANCE FROM OPPONENT: Outside Sweep.

DEGREE OF DIFFICULTY: \*\*

DESCRIPTION:

Reptile stands just outside of sweep distance as the camera shifts from its normal position to behind the dizzy opponent. From behind the opponent, we see Reptile beginning to levitate and float up into the air. Then, once he's made his way up, he vomits a whole bunch of acid spit straight down in the opponent's direction. The opponent screams in pain as the acid begins to burn away his/her flesh. Soon, all that's left is a bloody skeleton. Finally, Reptile comes back down to the ground, and the camera zooms in on what's left of the opponent.

TIPS and/or SUGGESTIONS:

A) When this Fatality is performed on Scorpion, the game will lock up and reset during the falling animation. You will not get your game back if this happens, so you may not want to perform this move on Scorpion.

STAGE FATALITIES:

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1) Goro's Lair Stage Fatality: D, D, F, HK (Goro's Lair Only)

DISTANCE FROM OPPONENT: Close.

DEGREE OF DIFFICULTY: \*

DESCRIPTION:

Reptile uppercuts his opponent, and the camera angle changes revealing many sharp spikes on the ceiling. The opponent then goes flying straight for them before slamming into them and sticking on the ceiling.

TIPS and/or SUGGESTIONS:

A) If you hold DOWN on both joysticks while your opponent is impaled on the spikes, they'll slowly slide off before falling back to the ground, a bloody mess.

2) Prison Stage Fatality: D, F, F, LP (Prison Stage Only)

DISTANCE FROM OPPONENT: Close.

DEGREE OF DIFFICULTY: \*

DESCRIPTION:

Reptile picks you up, with one hand grabbing your arm and the other grabbing your leg. He begins to spin you around. Once enough speed has been picked up, he/she lets go, and you go flying straight for the large ventilation

fan in the background, before hitting it straight on, body parts and blood shooting all over the stage. Finally, the opponents decapitated head goes flying straight for the camera, before hitting it making a large blood splat on the screen.

TIPS and/or SUGGESTIONS: None.

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- SCORPION

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1) Fatality #1: "The Breath of Death"

B, F, F, B, BLK

DISTANCE FROM OPPONENT: Sweep.

DEGREE OF DIFFICULTY: \*\*

DESCRIPTION:

Scorpion removes his mask revealing his skull for a head. He then shoots a blast of fire at his opponent, engulfing them in flames. The opponent goes running around on fire, helpless, with their arms swinging around, while Scorpion holds up his mask in victory.

TIPS and/or SUGGESTIONS:

A) Hold the Start Button during the fatality to hear Dan Forden, Sound Programmer for MK4, say "Toasty! 3-D!" at the end of it.

2) Fatality #2: "The Scorpion"

Hold BLK (B, F, D, U+HP)

DISTANCE FROM OPPONENT: Close.

DEGREE OF DIFFICULTY: \*\*\*

DESCRIPTION:

Scorpion stands close, and throws something at the ground, which engulfs him in flames and morphs him into a huge, life-like Scorpion. The Scorpion grabs the opponent's legs with both of its claws, and stabs its stinger right into the torso of the opponent, and tears the upper portion of his/her body off. Blood shoots everywhere, as the torso of the victim remains stuck on the stinger of the Scorpion. The remains of the body fall to the ground, where a pool of blood forms.

TIPS and/or SUGGESTIONS: None.

STAGE FATALITIES:

-----  
1) Goro's Lair Stage Fatality: B, F, F, LK

DISTANCE FROM OPPONENT: Close.

DEGREE OF DIFFICULTY: \*\*

DESCRIPTION:

Scorpion uppercuts his opponent, and the

camera angle changes revealing many sharp spikes on the ceiling. The opponent then goes flying straight for them before slamming into them and sticking on the ceiling.

TIPS and/or SUGGESTIONS:

A) If you hold DOWN on both joysticks while your opponent is impaled on the spikes, they'll slowly slide off before falling back to the ground, a bloody mess.

2) Prison Stage Fatality: F, D, D, LK (Prison Stage Only)

DISTANCE FROM OPPONENT: Close.

DEGREE OF DIFFICULTY: \*

DESCRIPTION:

Scorpion picks you up, with one hand grabbing your arm and the other grabbing your leg. He begins to spin you around. Once enough speed has been picked up, he/she lets go, and you go flying straight for the large ventilation fan in the background, before hitting it straight on, body parts and blood shooting all over the stage. Finally, the opponents decapitated head goes flying straight for the camera, before hitting it making a large blood splat on the screen.

TIPS and/or SUGGESTIONS: None.

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- JAX

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1) Fatality #1: "The Breath of Death"

Hold LK for 3 Secs. (F, F, D, F) Release LK

DISTANCE FROM OPPONENT: Sweep.

DEGREE OF DIFFICULTY: \*\*\*

DESCRIPTION:

Jax walks up and grabs both of his opponent's arms. He then puts his foot against his/her torso for balance, and begins to tug both of his/her arms. The opponent begins to bend over Jax's foot as he pulls harder and harder. Then, the right arm comes ripping off, then the left, shooting blood all over the place. Jax throws both arms to the ground, and the opponent stands there with blood shooting out of his/her arm sockets before falling to the ground.

TIPS and/or SUGGESTIONS:

A) Due to the amount of necessary time needed to hold LK, you may need to begin holding LK toward the end of the final round.

2) Fatality #2: "Purple Fists"

B, F, F, D, BLK

DISTANCE FROM OPPONENT: Close.

DEGREE OF DIFFICULTY: \*\*

DESCRIPTION:

Both of Jax's fists begin to radiate a purple light. He continues to charge them up, and they begin to glow a brighter and brighter purple. Then, Jax takes both fists, and delivers a powerful slam to the opponent's head, crushing it to peices. The glowing fists explode into tiny purple particles and shoot in all directions upon impact. Blood shoots out of the opponents neck, as he/she falls to the ground.

TIPS and/or SUGGESTIONS: None.

STAGE FATALITIES:

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1) Goro's Lair Stage Fatality: F, F, B, HP

DISTANCE FROM OPPONENT: Close.

DEGREE OF DIFFICULTY: \*\*

DESCRIPTION:

Jax uppercuts his opponent, and the camera angle changes revealing many sharp spikes on the ceiling. The opponent then goes flying straight for them before slamming into them and sticking on the ceiling.

TIPS and/or SUGGESTIONS:

A) If you hold DOWN on both joysticks while your opponent is impaled on the spikes, they'll slowly slide off before falling back to the ground, a bloody mess.

2) Prison Stage Fatality: F, F, B, LK (Prison Stage Only)

DISTANCE FROM OPPONENT: Close.

DEGREE OF DIFFICULTY: \*\*

DESCRIPTION:

Jax picks you up, with one hand grabbing your arm and the other grabbing your leg. He begins to spin you around. Once enough speed has been picked up, he/she lets go, and you go flying straight for the large ventilation fan in the background, before hitting it straight on, body parts and blood shooting all over the stage. Finally, the opponents decapitated head goes flying straight for the camera, before hitting it making a large blood splat on the screen.

TIPS and/or SUGGESTIONS: None.

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- REIKO

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1) Fatality #1: "The Torso Kick"

F, D, F, LP+BLK+HK+LK

DISTANCE FROM OPPONENT: Close.

DEGREE OF DIFFICULTY: \*\*\*

DESCRIPTION:

Reiko lifts his knee to his chest, and delivers a very powerful kick directly to the opponent's torso. The torso rips away from the rest of the body and falls to the ground, shooting blood everywhere. The head and the 2 arms remain suspended in the air for a split second, spinning, before they, too, fall to the ground.

TIPS and/or SUGGESTIONS: None.

2) Fatality #2: "Shuriken Shower"

B, B, D, D, HK

DISTANCE FROM OPPONENT: Outside Sweep.

DEGREE OF DIFFICULTY: \*\*

DESCRIPTION:

Reiko stands at sweep distance as the camera shifts from its normal position to behind Reiko. Then, Reiko shoots a whole bunch of Shurikens straight at his opponent. Each Shuriken sticks into his/her body, shooting blood all over the floor. The force of all of the Shurikens being shot causes the opponent's body to fly across the room, away from Reiko, and helplessly slam into the wall. Finally, Reiko holds one last Shuriken up to his eye and aims it at the dead opponent. He shoots it, and it sticks right between his/her eyes. The camera zooms up on his/her bloody carcass, and a trail of blood leads from Reiko to the dead opponent.

TIPS and/or SUGGESTIONS: None.

STAGE FATALITIES:

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1) Goro's Lair Stage Fatality: F, F, D, LK (Goro's Lair Only)

DISTANCE FROM OPPONENT: Close.

DEGREE OF DIFFICULTY: \*

DESCRIPTION:

Reiko uppercuts his opponent, and the camera angle changes revealing many sharp spikes on the ceiling. The opponent then goes flying straight for them before slamming into them and sticking on the ceiling.

TIPS and/or SUGGESTIONS:

A) If you hold DOWN on both joysticks while your opponent is impaled on the spikes, they'll slowly slide off before falling back to the ground, a bloody mess.

2) Prison Stage Fatality: D, D, B, LP (Prison Stage Only)

DISTANCE FROM OPPONENT: Close.

DEGREE OF DIFFICULTY: \*\*

DESCRIPTION:

Reiko picks you up, with one hand grabbing your arm and the other grabbing your leg. He begins to spin you around. Once enough speed has been picked up, he/she lets go, and you go flying straight for the large ventilation fan in the background, before hitting it straight on, body parts and blood shooting all over the stage. Finally, the opponents decapitated head goes flying straight for the camera, before hitting it making a large blood splat on the screen.

TIPS and/or SUGGESTIONS: None.

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- JOHNNY CAGE

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1) Fatality #1: "The Torso Tear"

F, B, D, D, HK

DISTANCE FROM OPPONENT: Close.

DEGREE OF DIFFICULTY: \*\*

DESCRIPTION:

Johnny Cage grabs his opponent by the waist, and twists their upper torso 90 degrees, which breaks his/her spine. Then, he pulls up on the upper section of the opponents body forcefully, and it tears off, blood shooting everywhere. Cage holds it up while the camera makes a full 360 degree circle around the fatality. Finally, Cage throws it to the ground, where a puddle of blood forms.

TIPS and/or SUGGESTIONS: None.

2) Fatality #2: "Head Decapitation"

D, D, F, D, BLK

DISTANCE FROM OPPONENT: Close.

DEGREE OF DIFFICULTY: \*

DESCRIPTION:

Johnny Cage stands close, and ducks right in front of his opponent. He then "charges" his fist, as it begins to glow with green shadows. After it is fully charged, he delivers a powerful uppercut to his/her opponent, with green shadows trailing behind. The opponent's head gets knocked right off of their neck. Blood shoots everywhere, and the head goes bouncing to the ground, while the body falls to it's knees, then to the ground, as well.

TIPS and/or SUGGESTIONS: None.

STAGE FATALITIES:

-----  
1) Goro's Lair Stage Fatality: B, F, F, LK

DISTANCE FROM OPPONENT: Close.

DEGREE OF DIFFICULTY: \*\*

DESCRIPTION:

Johnny Cage uppercuts his opponent, and the camera angle changes revealing many sharp spikes on the ceiling. The opponent then goes flying straight for them before slamming into them and sticking on the ceiling.

TIPS and/or SUGGESTIONS:

A) If you hold DOWN on both joysticks while your opponent is impaled on the spikes, they'll slowly slide off before falling back to the ground, a bloody mess.

2) Prison Stage Fatality: D, D, F, F, HK (Prison Stage Only)

DISTANCE FROM OPPONENT: Close.  
DEGREE OF DIFFICULTY: \*

DESCRIPTION:

Johnny Cage picks you up, with one hand grabbing your arm and the other grabbing your leg. He begins to spin you around. Once enough speed has been picked up, he/she lets go, and you go flying straight for the large ventilation fan in the background, before hitting it straight on, body parts and blood shooting all over the stage. Finally, the opponents decapitated head goes flying straight for the camera, before hitting it making a large blood splat on the screen.

TIPS and/or SUGGESTIONS: None.

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- JAREK

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1) Fatality #1: "The Heart Rip"

F, B, F, F, LK

DISTANCE FROM OPPONENT: Close.  
DEGREE OF DIFFICULTY: \*\*

DESCRIPTION:

Jarek delivers a strong punch to his opponent's torso, which punctures the flesh. Blood shoots out while Jarek moves his hand around inside the opponent's chest, trying to find the heart. Once he finds it, he pulls it out, and holds it up, still beating and dripping with blood.

TIPS and/or SUGGESTIONS: None.

2) Fatality #2: "Lasers of Death"

Hold BLK (U, U, F, F) BLK

DISTANCE FROM OPPONENT: Outside Sweep.  
DEGREE OF DIFFICULTY: \*\*

DESCRIPTION:

Lasers shoot out of both of Jarek's eyes. The large



red beams stretch all the way across the screen. Jarek stands at sweep distance in front of his opponent, and looks up toward the ceiling. He slowly begins to look forward, bringing his head back down, which brings the deadly lasers closer and closer to his opponent. Suddenly, he swipes the lasers across the opponent's head, ripping it to peices. Then he takes another slash, this time aiming for the opponent's torso, which is also torn into peices by the lasers. Jarek performs his win stance with the lasers still emitting from both of his eyes.

TIPS and/or SUGGESTIONS: None.

STAGE FATALITIES:

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1) Goro's Lair Stage Fatality: B, F, F, LP (Goro's Lair Only)

DISTANCE FROM OPPONENT: Close.

DEGREE OF DIFFICULTY: \*\*

DESCRIPTION:

Jarek uppercuts his opponent, and the camera angle changes revealing many sharp spikes on the ceiling. The opponent then goes flying straight for them before slamming into them and sticking on the ceiling.

TIPS and/or SUGGESTIONS:

A) If you hold DOWN on both joysticks while your opponent is impaled on the spikes, they'll slowly slide off before falling back to the ground, a bloody mess.

2) Prison Stage Fatality: F, D, F, HK (Prison Stage Only)

DISTANCE FROM OPPONENT: Close.

DEGREE OF DIFFICULTY: \*

DESCRIPTION:

Jarek picks you up, with one hand grabbing your arm and the other grabbing your leg. He begins to spin you around. Once enough speed has been picked up, he/she lets go, and you go flying straight for the large ventilation fan in the background, before hitting it straight on, body parts and blood shooting all over the stage. Finally, the opponents decapitated head goes flying straight for the camera, before hitting it making a large blood splat on the screen.

TIPS and/or SUGGESTIONS: None.

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- TANYA

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1) Fatality #1: "The Kiss of Death"

Hold BLK (D, D, U, D) HP+BLK

DISTANCE FROM OPPONENT: Close.

DEGREE OF DIFFICULTY: \*\*\*

DESCRIPTION:

Tanya walks up to her opponent, and kisses them on the cheek. She steps away as the opponent is looking embarrassed and puzzled. Suddenly, his/her arms bend in the wrong direction, then his/her legs, head, and torso all twist in the wrong direction. After a few seconds of being painfully suspended in the air, the helpless opponent explodes into pieces. Blood and body parts fly all over, and splatter on to the screen.

TIPS and/or SUGGESTIONS: None.

2) Fatality #2: "The Head Snap"

D, F, D, F, HK

DISTANCE FROM OPPONENT: Close.

DEGREE OF DIFFICULTY: \*

DESCRIPTION:

Tanya jumps up on top of your shoulders, just as if she was doing her breaker move. The camera pans upward, showing an "above the head" view of Tanya sitting on her opponent's shoulders, with his/her head between her legs. Then, she twists her legs counterclockwise, turning the opponents head with it. Only this time, instead of just hyperextending it out of place as it is in her breaker, the head dangles there, and bobbles around on his/her neck, making cracking and crunching noises.

TIPS and/or SUGGESTIONS: None.

STAGE FATALITIES:

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1) Goro's Lair Stage Fatality: F, F, F, LP (Goro's Lair Only)

DISTANCE FROM OPPONENT: Close.

DEGREE OF DIFFICULTY: \*

DESCRIPTION:

Tanya uppercuts his opponent, and the camera angle changes revealing many sharp spikes on the ceiling. The opponent then goes flying straight for them before slamming into them and sticking on the ceiling.

TIPS and/or SUGGESTIONS:

A) If you hold DOWN on both joysticks while your opponent is impaled on the spikes, they'll slowly slide off before falling back to the ground, a bloody mess.

2) Prison Stage Fatality: B, F, D, HP (Prison Stage Only)

DISTANCE FROM OPPONENT: Close.

DEGREE OF DIFFICULTY: \*\*

DESCRIPTION:

Tanya picks you up, with one hand

grabbing your arm and the other grabbing your leg. She begins to spin you around. Once enough speed has been picked up, he/she lets go, and you go flying straight for the large ventilation fan in the background, before hitting it straight on, body parts and blood shooting all over the stage. Finally, the opponents decapitated head goes flying straight for the camera, before hitting it making a large blood splat on the screen.

TIPS and/or SUGGESTIONS: None.

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- FUJIN

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1) Fatality #1: "The Killer Crossbow"

Press BLK+RUN 4 times

DISTANCE FROM OPPONENT: Sweep.

DEGREE OF DIFFICULTY: \*\*

DESCRIPTION:

Fujin does his Whirlwind Spin just like normal, and the opponent goes helplessly flying into the air. However this time, he/she stays up there. Fujin takes out his crossbow, and the camera angle changes, and zooms in to just behind Fujin so we can get a good look at the fatality. He shoots one of his green fireballs straight for the tornado, and blood and body parts go flying everywhere as the opponent explodes. It is then shown from 2 different angles, the last getting splatted with blood.

TIPS and/or SUGGESTIONS: None.

2) Fatality #2: "The Wind Gust"

Hold BLK (D, F, F, U) BLK

DISTANCE FROM OPPONENT: Sweep.

DEGREE OF DIFFICULTY: \*\*

DESCRIPTION:

Fujin stands at sweep distance, and begins to generate a huge gust of wind. He then directs it towards his opponent. The skin and clothes come peeling off of his/her body chunk by chunk, and soon a bloody skeleton is all that is left. Fujin continues to blow wind at the skeleton, and it goes flying to the ground. The camera then pans upward towards the ceiling, and zooms in on the bloody corpse lying on the ground.

TIPS and/or SUGGESTIONS: None.

STAGE FATALITIES:

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1) Goro's Lair Stage Fatality: B, F, B, HP

DISTANCE FROM OPPONENT: Close.

DEGREE OF DIFFICULTY: \*\*

DESCRIPTION:

Fujin uppercuts his opponent, and the camera angle changes revealing many sharp spikes on the ceiling. The opponent then goes flying straight for them before slamming into them and sticking on the ceiling.

TIPS and/or SUGGESTIONS:

A) If you hold DOWN on both joysticks while your opponent is impaled on the spikes, they'll slowly slide off before falling back to the ground, a bloody mess.

2) Prison Stage Fatality: D, D, D, HK (Prison Stage Only)

DISTANCE FROM OPPONENT: Close.

DEGREE OF DIFFICULTY: \*

DESCRIPTION:

Fujin picks you up, with one hand grabbing your arm and the other grabbing your leg. He begins to spin you around. Once enough speed has been picked up, he/she lets go, and you go flying straight for the large ventilation fan in the background, before hitting it straight on, body parts and blood shooting all over the stage. Finally, the opponents decapitated head goes flying straight for the camera, before hitting it making a large blood splat on the screen.

TIPS and/or SUGGESTIONS: None.

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- SUB-ZERO

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1) Fatality #1: "The Spine Rip"

Hold BLK+RUN (F, B, F, D, HP)

DISTANCE FROM OPPONENT: Close.

DEGREE OF DIFFICULTY: \*\*\*

DESCRIPTION:

Sub-Zero gets behind his opponent, and grabs the top of his/her head. He then proceeds to tug furiously, and after around 2 to 3 tugs, their head gets ripped right from their shoulders, spine still connected. Blood shoots everywhere. The character falls to their knees, blood still shooting out of his/her neck. The camera zooms out and circles around Sub-Zero as he holds up the decapitated head, while the character stumbles to the ground, a puddle of blood forming near his neck.

TIPS and/or SUGGESTIONS: None.

2) Fatality #2: "The Deep Freeze"

B, B, D, B+HP

DISTANCE FROM OPPONENT: Just Past Sweep Distance.

DEGREE OF DIFFICULTY: \*\*

DESCRIPTION:

Sub-Zero raises his hands in a "Y" position. Snow and ice begin to fall from the sky and into his hands. After a few seconds, he takes his hands from the sky and points them at his opponent, shooting the ice at him/her, and deep freezing them like his Fatality in MK2. Then, the camera zooms way out and upwards towards the ceiling. Sub-Zero walks up to his opponent and uppercuts them, shattering them to pieces. Blood and chunks of ice go flying all over the screen.

TIPS and/or SUGGESTIONS: None.

STAGE FATALITIES:

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1) Goro's Lair Stage Fatality: D, D, D, LK (Goro's Lair Only)

DISTANCE FROM OPPONENT: Close.

DEGREE OF DIFFICULTY: \*

DESCRIPTION:

Sub-Zero uppercuts his opponent, and the camera angle changes revealing many sharp spikes on the ceiling. The opponent then goes flying straight for them before slamming into them and sticking on the ceiling.

TIPS and/or SUGGESTIONS:

A) If you hold DOWN on both joysticks while your opponent is impaled on the spikes, they'll slowly slide off before falling back to the ground, a bloody mess.

2) Prison Stage Fatality: Hold BLK (D, U, U, U, HK) (Prison Stage Only)

DISTANCE FROM OPPONENT: Close.

DEGREE OF DIFFICULTY: \*\*

DESCRIPTION:

Sub-Zero picks you up, with one hand grabbing your arm and the other grabbing your leg. He begins to spin you around. Once enough speed has been picked up, he/she lets go, and you go flying straight for the large ventilation fan in the background, before hitting it straight on, body parts and blood shooting all over the stage. Finally, the opponents decapitated head goes flying straight for the camera, before hitting it making a large blood splat on the screen.

TIPS and/or SUGGESTIONS: None.

\*\*\*\*\*

- QUAN CHI

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1) Fatality #1: "The Leg Rip"

Hold LK for 5 Secs. (F, D, F) Release LK

DISTANCE FROM OPPONENT: Close.

DEGREE OF DIFFICULTY: \*\*\*

DESCRIPTION:

Quan Chi walks up to you, and grabs your leg. He lifts it up to his waist, and puts his left foot against your waist for balance. He then uses both hands to tug at your leg as hard as he can, while you're stumbling around on one foot. After a few tugs, the leg comes tearing off, with blood shooting out of your hip and the decapitated leg. Quan Chi then takes a swing at you with your leg, hitting you to the ground, still bleeding. He then beats you with it repeatedly. Each time the opponent makes an attempt to get up, he/she gets knocked back down by the leg. Without a doubt this is one of the most demented and hilarious fatalities in Mortal Kombat's history.

TIPS and/or SUGGESTIONS:

A) Due to the amount of necessary time needed to hold LK, you may need to begin holding LK toward the end of the final round.

2) Fatality #2: "Fatality Mimic"

Hold BLK (U, U, D, D, LP)

DISTANCE FROM OPPONENT: Outside Sweep.

DEGREE OF DIFFICULTY: \*\*

DESCRIPTION:

Quan Chi mimics, or spoofs the 2nd Fatality of his opponent. For example, if he's playing against Fujin, and he wins, he'll perform Fujin's 2nd fatality, which is the Wind Skinner Fatality. If he happens to play against himself, he'll do his first fatality against himself, which is the Leg Rip & Beat.

TIPS and/or SUGGESTIONS: None.

STAGE FATALITIES:

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1) Goro's Lair Stage Fatality: F, F, B, LK (Goro's Lair Only)

DISTANCE FROM OPPONENT: Close.

DEGREE OF DIFFICULTY: \*\*

DESCRIPTION:

Quan Chi uppercuts his opponent, and the camera angle changes revealing many sharp spikes on the ceiling. The opponent then goes flying straight for them before slamming into them and sticking on the ceiling.

TIPS and/or SUGGESTIONS:

A) If you hold DOWN on both joysticks while your opponent is impaled on the spikes, they'll slowly slide off before falling back to the ground, a bloody mess.

2) Prison Stage Fatality: F, F, D, HP (Prison Stage Only)

DISTANCE FROM OPPONENT: Close.

DEGREE OF DIFFICULTY: \*

DESCRIPTION:

Quan Chi picks you up, with one hand grabbing your arm and the other grabbing your leg. He begins to spin you around. Once enough speed has been picked up, he/she lets go, and you go flying straight for the large ventilation fan in the background, before hitting it straight on, body parts and blood shooting all over the stage. Finally, the opponents decapitated head goes flying straight for the camera, before hitting it making a large blood splat on the screen.

TIPS and/or SUGGESTIONS: None.

\*\*\*\*\*

- SONYA

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1) Fatality #1: "The Deadly Kiss"

Hold BLK (D, D, D, U, RUN)

DISTANCE FROM OPPONENT: Sweep.

DEGREE OF DIFFICULTY: \*\*

DESCRIPTION:

Sonya holds her hand to her mouth and "blows" her opponent a kiss. A pink energy ball is emitted, and slowly starts to float towards her opponent. The ball hits her opponent at the mid-section, tearing his/her body in half, sending pink sparks and blood everywhere. The fatality is then shown from 2 different angles, with the last angle getting splatted with blood and body parts.

TIPS and/or SUGGESTIONS: None.

2) Fatality #2: "Lethal Leg Grab"

Hold BLK (U, D, D, U, HK)

DISTANCE FROM OPPONENT: Outside Sweep.

DEGREE OF DIFFICULTY: \*\*

DESCRIPTION:

Sonya does her leg grab move as normal, except this time, it is more powerful. After grabbing her opponent with her legs, she pulls back in one swift motion, pulling the upper half of the victim's body with her. Body parts go flying through the air and blood shoots out of the lower half of the carcass. The remains of the body fall to the ground where a pool of blood gathers.

TIPS and/or SUGGESTIONS: None.

STAGE FATALITIES:

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1) Goro's Lair Stage Fatality: F, D, F, HP (Goro's Lair Only)

DISTANCE FROM OPPONENT: Close.  
DEGREE OF DIFFICULTY: \*

DESCRIPTION:

Sonya uppercuts his opponent, and the camera angle changes revealing many sharp spikes on the ceiling. The opponent then goes flying straight for them before slamming into them and sticking on the ceiling.

TIPS and/or SUGGESTIONS:

A) If you hold DOWN on both joysticks while your opponent is impaled on the spikes, they'll slowly slide off before falling back to the ground, a bloody mess.

2) Prison Stage Fatality: D, D, B, B, HK (Prison Stage Only)

DISTANCE FROM OPPONENT: Close.  
DEGREE OF DIFFICULTY: \*\*

DESCRIPTION:

Sonya picks you up, with one hand grabbing your arm and the other grabbing your leg. She begins to spin you around. Once enough speed has been picked up, he/she lets go, and you go flying straight for the large ventilation fan in the background, before hitting it straight on, body parts and blood shooting all over the stage. Finally, the opponents decapitated head goes flying straight for the camera, before hitting it making a large blood splat on the screen.

TIPS and/or SUGGESTIONS: None.

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V. CREDITS:

People who have contributed to this FAQ.

Updated: January 22nd

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- TRMK (mk.hotweird.com) for the history of Fatalities.

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