Mortal Kombat 4 50% PLUS Max Damage FAQ

by Erik Braxton   Updated to v1.0 on Jul 28, 1998

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50% PLUS Max Damage v1.0

This faq was created by Andrew Duncan and compiled by Erik Braxton
(landmark@adelphia.net).  Andrew is an avid MK fan and has discovered
combo's that take off more damage than was probably intended by the
creators of the MK series.  This faq is not yet complete and will
probably see several revision, so if you have questions or something to
add, email me (Erik Braxton landmark@adelphia.net) and I will pass it on
to Andrew who doesn't have an email address.

Most of these combo's are above 50% damage and some only work against
the computer. Many of them can be done against a person.  (Andrew has
done several of them against me)  The were develped on the arcade
version of MK4 but I have tested most of them on home version and they
work.


Legend:
Buttons
Joystick/D-pad
hp = high punch                                              u = up
lp = low punch                                                d = down
b = block                                                       r
=right
hk = high kick                                               l =left
lk = low kick
r = run
throw object (such as rock or mine) = d+r

Scorpion (weapon) b-lp, b-lp, breaker, 2f-hk      83%
Scorpion (weapon) b-lp, b-lp, breaker, b-hp      78%
Scorpion (Shinnok's Weapon)  fhp, flp, breaker, weapon throw   3hits 80%

Scorpion  (Jax/Rieko Weapon) bhp, bhp, break, /weapon throw  3hts 79%
Scorpion (Kai's Weapon) flp, flp break w throw    3hits 75%
Scorpion (weapon) b-lp, b-lp, 2f-hk      65%
Scorpion jump punch+kick, teleport, spear, d+run (throw object)  52%
Scorpion jump punch+kick, teleport, spear, d+run (throw object) 5 hits
52%

Fujin (Scorpion's weapon) b-lp, b-lp, f-d-f-hp, 2b-lp,
b-f-d-lk,d+run(thow object) 75%
Fujin (Scorpion's weapon) b-lp, b-lp, f-d-f-hp, b-f-d-lk, 2b-lp    73%
Fujin (Shinnok's weapon) f-hp, f-lp, f-d-f-hp, 2b-lp, b-f-d-lk,
d+run(thow object) 72%
Fujin(Jax/Rieko Weapon)b-hp, b-hp, f-d-f-hp, 2b-lp, b-f-d-lk, d+run(thow
object)71%
Fujin (Shinnok's weapon) f-hp, f-lp, f-d-f-hp, b-f-d-lk, 2b-lp    70%
Fujin (Jax/Rieko Weapon) b-hp, f-hp, f-d-f-hp, b-f-d-lk, 2b-lp    69%
Fujin (Jarek's Weapon) f-lp,break, raise, slam, weapon throw   4hits 66%

Fujin (Jarek/Sonya) f-lp, f-lp, f-d-f-hp, 2b-lp, b-f-d-lk, d+run (throw
object) 65%
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Fujin (Jarek/Sonya) f-lp, f-lp, f-d-f-hp, b-f-d-lk, 2b-lp     63%
Fujin d+run (throw object), f-d-f-hp, b-f-d-lk, d+run    62%
Fujin d+run (throw object), f-d-f-hp, 2b-lp, b-f-d-lk, 2b-lp   60%
Fujin jump punch+kick, f-d-f-hp, b-f-d-lk, jump punch+kick    52%

Reiko (weapon) bhp, bhp, break, flipKick     3hits 69%
Reiko (weapon) b-hp, b-hp, f-d-b-hp      61%
Reiko d-hp, b-d-f-hk, d-hp, hk,d-hp,hp, jump punch +kick   8 hits 48%
Reiko throw object, run in, breaker, flipkick,     2hits 60%

Jax  throw object, breaker, breaker, dash,     2hits 63%
Jax  (starts is air) Jump punch-kick block in air, breaker, dash   3hits
61%
Jax (weapon) b-hp, b-hp. b-d-f-hp      61%

Kai d+run (thow object), 2b-hp, d=run     67%
Kai (weapon) f-lp, f-lp, f-d-b-lp      57%
Kai (air combo) Jump punch+kick, 2f-lp, b-hk    53%

Shinnok (weapon) f-hp, f-lp, b-f-lp      62%

Quan Chi (scorpion's weapon) b-lp, b-lp, teleport stomp   62%
Quan Chi object thow or weapon throw, teleport stomp   MaxD?%

Sonya (weapon) d-hp, hk, f-lp, hk, d-hp, jump+hk, bl (in air), d-bl+lp
59%
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