
PlayStation
NTSC U/C
PlayStation
MATURE
M
CONTENT RATED BY
ESRB
SLUS-00605
MORTAL KOMBAT 4
MIDWAY

WARNINGS

WARNING: READ BEFORE USING YOUR PlayStation® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation® game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions - immediately discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS

Do not connect your PlayStation® game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PlayStation® DISC

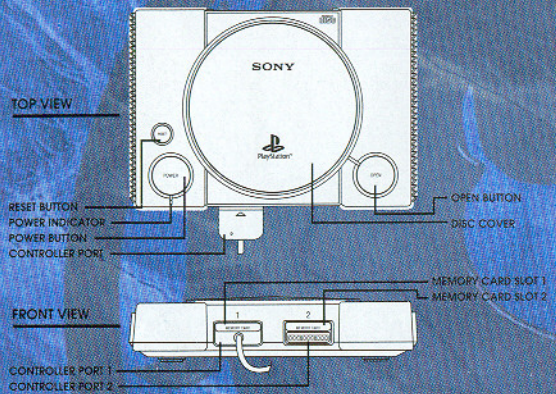
- This compact disc is intended for use only with the PlayStation® game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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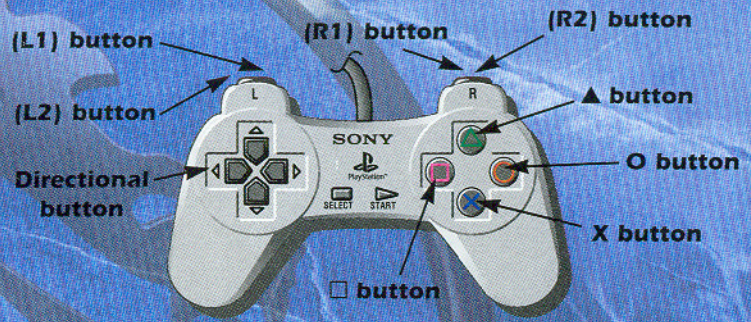
GETTING STARTED

Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the Power Indicator is OFF before inserting or removing a compact disc. Insert the **Mortal Kombat 4™** disc and close the Disc cover. Insert game controllers and turn on the PlayStation® Game Console. Follow on-screen instructions to start a game.



Press **Start** to pause the game. To quit a game in progress, press **Start**. The Pause Menu will appear. Select "**Quit**", then select "**Yes**" to exit the game, or select "**Continue**" to return to your game.

KONTROLLER

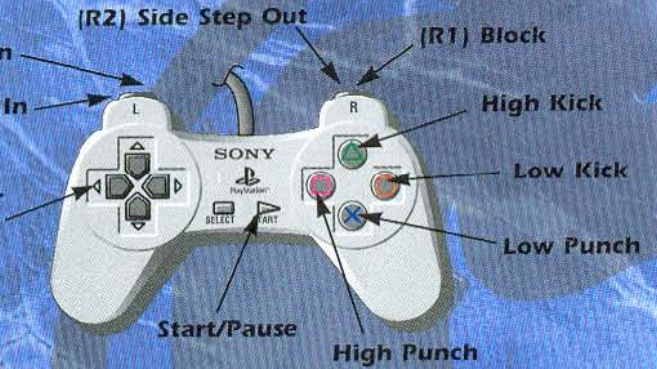


MENU SELECTION

Press the **Directional button Up**, **Down**, **Left** or **Right** to highlight options.
Press the **X button** to select options.
Press the **▲ button** to go to the previous menu.
Press the **Start button** to pause the game and display the Pause Menu.

DEFAULT KONTROLS

Before you begin your kombat, familiarize yourself with the controls.



Move Control Index

Directional button = Up, Down, Back, Forward, (U, D, B, F)

LP = Low Punch
LK = Low Kick
HP = High Punch
HK = High Kick
BLK = Block
RN = Run

If you're not happy with the default controller configuration, you can modify it the way you like (see **Configure Controller**, pg. 9).

MAIN MENU



At the Main Menu, press the Directional button **Up** or **Down** to highlight an option, then press the X button to select from one of the many game modes. They are:

Arcade

1 on 1 Kombat

It's you against the CPU. You select one character, then go to the Destiny Screen to choose the difficulty of your journey. Also, you can take on a buddy in a 2 player game. Each player selects one character, then goes straight to a Lair to battle it out.

2 on 2 Kombat

Select 2 characters, then take on 2 characters chosen by the CPU. You'll then go to the Destiny Screen to select the difficulty of your opponents. When you or the CPU loses the first match, the second chosen character will appear to continue the battle. A loser is determined when both chosen players have been eliminated.

Also, you and a friend can choose two characters, then battle it out. When a player loses his first match, the second chosen character will appear to continue the battle. A loser is determined when both chosen players have been eliminated.

Team

You take on the CPU or a friend with a team of MK4 characters. When you select this game mode, you'll go to the Choose Team Size Screen. Press the **Directional button Up** or **Down** to highlight options. To select the size of a team, press the **Directional button Left** or **Right**. When your team sizes are set the way you want, select Choose Team Members to set up your team.

You'll view the Character/ Team Select Screen. Follow on-screen instructions to set up your team. Select Begin Fight when you're ready. Press the **Start button** to change the team to Human. (See **Team**, on the previous page, for team selection instructions.) The player who loses all his characters first will be defeated.



Endurance

You'll view a sub menu when you select this option. When you select **Endurance** from the sub menu, you'll select a character, then go to the Destiny Screen to select a difficulty. You'll fight one round at a time against each character on the column you choose on the Destiny Screen. Your **Health** never regenerates in any Endurance mode, and you must win every match to win. Lose one match, and the game is over.

VS Endurance

The CPU chooses the characters for you and a friend in a pre-determined order. Both players use each standard character in the game to continue battling each other. When one player uses all of the game's standard characters, the endurance match is over. The player with the most wins claims victory.

Ultimate Endurance

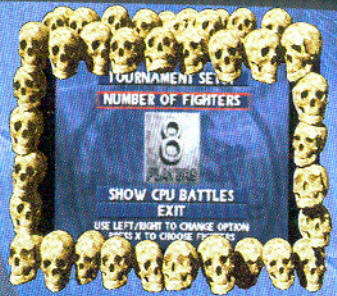
You'll fight one round at a time against each character in the game. Lose one match, and the game is over. When you're finished (win or lose), your **Ultimate Kombat Rating** will be displayed with statistics and a Kombat rating level.

Tournament

The Tournament Mode lets you select a **4** or **8** player tournament. Up to **3** or **7** of your friends can participate to complete a tournament field. Here's how (see next page):

Tournament Setup

When you select Tournament from the Main Menu, you'll view the Tournament Setup Screen. Press the **Directional button Left** or **Right** to select a **4** or **8** Player tournament. Highlight **Show CPU Battles**, then press the **Directional button Left** or **Right** to toggle between Skip and Show CPU Battles.



Select Number of Fighters, then press the **Directional button Up** or **Down** to highlight a character for each of the players. Press the **Directional button Left** or **Right** to cycle the available characters, then press the **X Button** to cycle between Human and CPU controlled players. To change the difficulty level of a player, press the **O button**. Repeat this process until the tournament is set up the way you want. Press the **Start button** to view the Tournament Bracket, then press the **X Button** to begin fighting.

Practice

Select this option to practice your MK fighting skills. You'll view the Practice Mode Screen to set up your practice session the way you want. Press the **Directional button Up** or **Down** to highlight an option, then press **Left** or **Right** to cycle through the options. Here are the options:

Player 1 or 2 (character name)

Select the player you want to practice with and against.

Difficulty

Set the level of difficulty you want to practice against.

Opponent Active/Inactive/Human

You can practice against active characters that fight back or make them inactive to just stand there and take it. Select Human if you want to battle a friend.

Background Arena
Choose the arena where you want your practice session to occur.

Practice Info On/Off
Select ON to display the buttons pressed during a move.

Configure Controller 1 & 2
Make modifications to the default controller configuration. Press the **Directional button Up** or **Down** to select the button you want to modify, then press **Left** or **Right** to cycle through the available controls for that button. Repeat the process until you have the controller set up the way you want, then select **Exit** to return to the Options Screen.



Difficulty
Set the game's difficulty to 1 of 6 available settings that range from **Very Easy** (easiest) to **Ultimate** (hardest).

Rounds to Win
Select the number of wins it will take to win a match and defeat your opponent. Choose from **2** to **9** wins.

Continues
Whenever you lose a match, you can press the **Start Button** to continue your current battle against a human or CPU opponent. You can set the amount of **Continues** from **0** to **9**. Of course, if you select **0**, you will not be given an opportunity to continue the game.

Vs Screen
You can **Enable** or **Disable** the VS Screen that appears prior to each 2 Player Game. Remember, if you disable this option, you won't be able to enter codes prior to a match (see **Secret Kodes**, pg. 17-18).

Blood
Set this option to Enabled to see blood during your match. When you disable blood, you won't see blood or fatalities.

Effects Volume
Highlight this option, then press the **Directional button Left** or **Right** to increase or decrease the volume of the game's Sound Effects.

Music Volume
Highlight this option, then press the **Directional button Left** or **Right** to increase or decrease the volume of the game's **Music**.

Kombat Theater
When using your Memory card, the ending of the character you just beat will be saved. You can view the movie at any time by selecting the character's icon in the Kombat Theater. Press the **L1 button** to view the selected character's biography.

MEMORY CARD

Use this option to **Load** or **Save Configuration Data** and options settings to your **Memory card**. Highlight the option you want, then press the **X button** to Load or Save data.

When saving data, your Controller Configuration and any game configuration settings will be saved to the **Memory card** until the next time you play **Mortal Kombat 4**. The Memory card will automatically load any saved data when powering up the console, as long as you have a **Memory card** inserted in your PlayStation.

* Important Warning *

Do not remove the **Memory card** from the console when it is in the process of saving your data. Doing so may cause damage to the **Memory card**.

SELECT YOUR FIGHTER



After selecting any game mode, you'll view the Fighter Select Screen to choose the player you want to fight with. It displays all the available characters and 3 selection options.

Press your **Directional button Up**, **Down**, **Left** or **Right** to highlight a player or option, then press the **X button** to select. Included are 3 other on-screen options you can use to select you player(s):

Random

When you select this option, the computer will randomly choose a character for you.

Group (2 Player Only)

When you select this option, the computer will display and select players in a particular order. You must defeat your opponent with each character chosen by the computer. Once you've defeated your opponent with all the characters, you can then fight with one of Mortal Kombat 4's hidden characters.

Hidden

This is handy for a 2 player game. If you don't want your opponent to see the player you select, select this option first. It will hide your cursor, but make sure you keep track of how many times you select **Up**, **Down**, **Left** or **Right**. If you get confused, even YOU won't know who you selected.

Note: If both players select the same warrior, player two will be displayed with a different color.

CHOOSE YOUR DESTINY



Once you've chosen your fighter in any 1-Player Mortal Kombat 4 mode, you'll view the Destiny Screen.

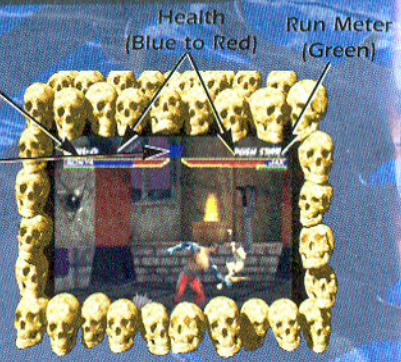
Press the **Directional button Left** or **Right** to highlight a pillar, then press the **X button** to select one of these columns: Novice, Warrior, Master or Master II. Press the **Start button** to rotate the pillar to choose a different sequence of opponents.



To claim ultimate victory, you must defeat each of the characters on the column. Each time you defeat an opponent, you'll return to this screen and view your next opponent.

If a second player wishes to join the fight, he or she may do so at any time by pressing the **Start button** on the second controller. Both players then return to the Character Select screen to select a fighter.

FIGHTING SUMMARY



Mortal Kombat 4 tests a Warrior's fighting skills by pitting him against increasingly formidable challengers. In all Mortal Kombat battles, **Health Meters** in the upper portion of the screen measure each warrior's diminishing health.

The meters begin each round reflecting health at 100%, but the amount of health is reduced with each blow taken. The reduction amount depends on the type of contact and whether or not it was blocked. When a Warrior's **Health Meters** is depleted, he/she is knocked out and the round goes to the opponent.

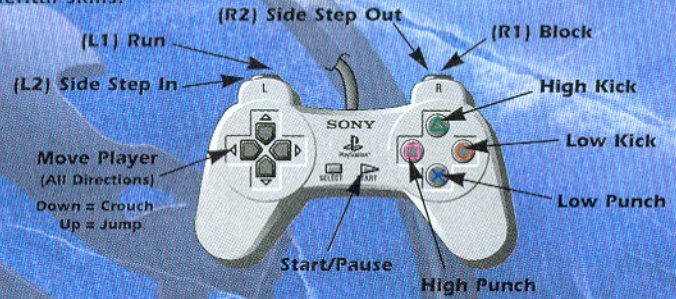
Each match has a 99 second **Match Time** limit. If the time is up before either kombatant has been defeated, the warrior with fewer injuries is declared the victor. The first warrior to win the match takes the match and moves on to the next opponent.

The **Run Meter** allows you to run toward your opponent and perform combos, but they are "time sensitive", so you can only activate the Run function (or Combo function) while the meter is green.

If you're defeated by an opponent, you'll find yourself plummeting helplessly into the darkness of a very deep pit. If you have a **Continue** available, press the **Start button** to return to the Select a Fighter Screen and select another fighter for battle.

BASIC MOVES

Each Mortal Kombat Warrior has spent years of concentration and intense training to perfect his/her martial arts skills. Before challenging these warriors in kombat, you'll also need intense training and concentration to learn these fundamental skills.



The best way to begin your training is with the fundamental moves: **Kicks**, **Punches**, **Crouches**, **Jumps** and **Blocks**.

These moves may seem trivial compared to powerful and acrobatic moves, such as a Flying Kick. However, knowing how to stop, avoid or counteract a flying kick can be far more useful than knowing how to land one yourself.

The Run button is especially powerful. Backing off won't cut it against this move. Hold the Run button while pressing the **Directional button** toward your opponent to execute a run. But make sure you have a move ready when you meet face to face.

KLOSE QUARTERS





Moves used during close in kombat situations are the **Elbow**, the **Knee**, the **Bonebreaker** and the **Throw**. They are highly effective and do not require full limb extension, which is impossible in close quarters. Although these moves are potent, they can only be used when you are directly adjacent to an opponent. Give it a try. Press the Attack Buttons in a certain sequence for different types of "Kombos".

BASIC KOMBAT MOVES

All of the **Mortal Kombat 4** warriors possess expert fighting skills. What raises them above their peers are the special moves which they've created and perfected. In order to become a superior warrior, skilled enough to win the title of Grand Champion, you too must learn and perfect these moves. Whether you use special kicks or elemental bolts, **Mortal Kombat 4** warriors are the fiercest and most ferocious kombatants in the Universe. Mastering their special moves could propel you to that level of greatness (see next page).

KROUCHING MOVES



Defensively the crouching moves let you escape from close proximity, avoid punches, aerial weapons and throws. Offensively, the uppercut executed from the crouch, is one of the most powerful offensive weapons.



To do the crouching moves, hold the **Directional button Down** (Crouch) and simultaneously push **High Kick** or the Low Kick button for a crouching kick. Hold the **Directional button Down (Crouch)** and push the **High Punch** for uppercut. The **Block** can always be used to defend against your opponents moves.

SPINNING MOVES

The spin is the key to exotic moves, such as the **Roundhouse Kick** and the **Foot Sweep**. The **Foot Sweep** hits your opponents ankles and knocks him on his butt.

The **Roundhouse** is a spinning kick that nails your opponent in the face. To execute the spin moves, hold the **Directional button** away from your opponent while you press the **Kick buttons**.



All together, these fundamentals are the foundation for both a strong defense and a potent offense.

AERIAL MOVES





The final moves one should learn are these Aerial moves: **Flying Punches** and **Kicks**.

To execute these moves, either jump in place (**Directional button** UP) or towards (**Directional button** UP+Fwd/Back) your opponent. Press the game's various Attack Buttons while you're in the air. Unlike most attacks, aerial attacks must be timed properly to land blows.

SECRET KODES



At the bottom of the VS Battle Screen you will see a row of six boxes with different icons in them. Player 1 can change the symbols in the first three boxes by pressing the **Low Punch**, **Block** and **Low Kick buttons**.

Player 2 can do the same with the other three symbols. The six symbols represent secret codes which can have subtle or dramatic effects on game play (see next page).

SECRET KODES



Some players find it easier to memorize the codes by referring to them in terms of the number of button presses it takes to get the proper symbols in place. In any case, you'll get the hang of it after a few tries. Remember you have to be fast and precise. No one said this was supposed to be easy.

Note: You can find secret codes in store bought Strategy Guides, game magazines, the Internet or with a little experimentation on your part. Have Fun.

Pressing any code action button 7 times will cause the order of the icons to start over again. In other words, pressing **X button** that corresponds to a box with a skull symbol 7 times will change back to the skull icon.

Each button causes the symbol in the corresponding box to change to the next icon in a predetermined order. If you hold up while pressing either **Low Punch**, **Block** or **Low Kick**, the order in which the icons are cycled will be reversed.

THE 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 into 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 in the Netherealm.

The war is now being fought once again. Only this time it can be won by mortals.

- The Words of Raiden



THE MK4 WARRIORS



FUJIN

Better known as the God of Wind, Fujin joins Raiden as one of the last surviving Gods of Earth. Their counterparts were defeated in a war of the heavens between Shinnok's forces and the Elder Gods. He now prepares for the final battle between the forces of light and Shinnok's hell spawned warriors of darkness.

MOVES LIST

Weapon		B,B, LP
Whirlwind Spin		F,D,F, LP (Hold LP to keep spinning)
Levitate		F,D,F, HP
Slam		B,F,D, LK (Quickly after Levitate)
Super Knee		D,F, HK
Air Dive Kick		D+LK (In Air)
Fatality:	Raise and Destroy	RN+BLK 5 times (Sweep)
	Deadly Winds	D,F,F,U, BLK (Sweep)
	Prison Stage	D,D,D, HK (Close)
	Goro's Lair	B,F,B, HP (Close)

Weapon



Cross Bow

JAREK

Believed to be the last member of Kano's Klan, the Black Dragon, Jarek is hunted down by Special Forces agent Sonya Blade for crimes against humanity. With the emergence of a much greater evil, Sonya focuses her strengths on the new menacing Quan Chi. Jarek now finds himself fighting alongside Sonya and Earth's warriors to help defeat the Evil Elder God, Shinnok.

MOVES LIST

Weapon		F,F, HP
Cannonball Roll		B,F, LK
Spinning Blade		D,B, LP
Ground Shaker		B,D,B, HK
Vertical Roll		F,D,F, HP
Fatality:	Heart Rip	F,B,F,F, LK (Close)
	Eye Laser	U,U,F,F, BLK (Sweep)
	Prison Stage	F,D,F, HK
	Goro's Lair	B,F,F, LP (Close)

Weapon



Black Dragon Sword



U = Up / D = Down / B = Back / F = Forward / LP = Low Punch / LK = Low Kick / HP = High Punch / HK = High Kick / BLK = Block / RN = Run



JAX

When Sonya disappears while tracking the last living member of the Black Dragon, Major Jackson Briggs heads after her. He soon finds that Sonya's mission has led her into a battle with the forces of an evil Elder God. This is a battle they must win or their own world will crumble at the hands of Shinnok.

MOVES LIST

Weapon		B,D,F, HP
Ground Pound		F,F,D, LK
Dash Punch		D,B, LP
Backbreaker		BLK (In Air)
Fireball		D,F, LP
Fatality:	Arm Rip	Charge LK (3 sec),F,F,D,F
	Head Smash	B,F,F,D, BLK (Close)
	Prison Stage	F,F,B, LK (Close)
	Goro's Lair	F,F,B, HP (Close)

Weapon



Spiked Klub

JOHNNY CAGE

After Shao Kahn's defeat, Cage's soul is free to leave to a higher place. From the heavens, he observes his friends once again engaged in battle. When he learns of the war waged against the Elder Gods by Shinnok, Cage seeks out Raiden to help him restore his deceased soul and join Liu Kang in his quest. Once again, Johnny Cage finds himself fighting alongside Earth's warriors.

MOVES LIST

Weapon		F,D,F, LK
Shadow Kick		B,F, LK
Uppercut		B,D,B, HP
Fireball		D,F, HP (high)
		D,B, LP (low)
Crotch Punch		BLK+LP
Fatality:	Torso Rip	F,B,D,D, HK (Close)
	Head Pop	D,D,F,D, BLK (Close)
	Prison Stage	D,D,F,F, HK (Close)
	Goro's Lair	B,F,F, LK (Close)

Weapon



Bowie Knife



U = Up / D = Down / B = Back / F = Forward / LP = Low Punch / LK = Low Kick / HP = High Punch / HK = High Kick / BLK = Block / RN = Run



KAI

A former member of the White Lotus Society, Kai learned his skills from the great masters throughout Asia. He journeyed to the Far East after meeting his friend and ally Liu Kang in America. Now, they reunite to assist Raiden in his battle with Shinnok.

MOVES LIST

Weapon		D,B, LP
Falling Fireball		B,B, HP
Rising Fireball		F,F, LP
Handstand moves		BLK+LK - Hold LP (legspin) - LK (thrust kick) - HK (thrust kick) - BLK (standup)
Turbo Air Fist		D,F, HP
Super Roundhouse		D,F, LK
Fatality:	Dodge Ball	U,U,U,D, BLK (Sweep)
	Torso Rip	BLK,U,F,U,B,HK
	Prison Stage	F,F,D, BLK (Close)
	Goro's Lair	B,F,D, HK (Close)

Weapon



Ghurka Knife

LIU KANG

Still the immortal champion of Mortal Kombat, Liu Kang finds himself venturing into the realm of Edenia to rescue the Princess Kitana 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 not only to free Kitana's home world but also to assist his mentor and Earth's protector, Raiden.

MOVES LIST

Weapon		B,F, LK
Fireball (also in air)		F,F, HP
Low Fireball		F,F, LP
Flying Kick		F,F, HK
Bicycle Kick		Charge LK (3 sec.), release
Fatality:	Dragon	F,F,F,D, BLK+HK+LK (Sweep)
	Toss and Burn	F,D,D,U, HP (Close)
	Prison Stage	F,F,B, LP (Close)
	Goro's Lair	F,F,B, HK (Close)

Weapon



Dragon Sword



U = Up / D = Down / B = Back / F = Forward / LP = Low Punch / LK = Low Kick / HP = High Punch / HK = High Kick / BLK = Block / RN = Run

QUAN CHI



A free roaming sorcerer powerful in the black arts, Quan Chi uses his abilities to free the now evil Elder God Shinnok from his confines in the netherealm. In exchange for his services Shinnok has granted Quan Chi the position of arch-sorcerer of his now expanded Netherealm.

MOVES LIST

Weapon		D,B, HK
Air Throw		BLK (In Air)
Tele-Stomp		F,D, LK
Green Skull Fireball		F,F, LP
Weapon Steal		F,B, HP
Dash Kick		F,F, HK
Fatality:	Fatality Steal	U,U,D,D, LP (Sweep)
	Leg Beat	Charge,LK,F,D,F
	Prison Stage	F,F, D, HP (Close Distance)
	Goro's Lair	F,F,B, LK (Close)

Weapon



Mace

RAIDEN



The God of Thunder returns to Earth after the defeat of Shao Kahn - but finds a new threat when Shinnok's forces, led by Quan Chi's attack of the Elder Gods. With the heavens in disarray, Raiden exists as one of the last Gods of Earth. He must come to the aid of his Elders and put an end to the villainous reign of his ancient enemy.

MOVES LIST

Weapon		F, B, HP
Torpedo (also in air)		F,F, LK
Spark		D,B, LP
Teleport		D, U
Fatality:	Lightning Impale	D,U,U,U, HP (Close)
	Shock of Exploding	F,B,U, U, HK (Close)
	Prison Stage	D,F,B, BLK (Close Distance)
	Goro's Lair	F,F,D, LP (Close)

Weapon



Warhammer

U = Up / D = Down / B = Back / F = Forward / LP = Low Punch / LK = Low Kick / HP = High Punch / HK = High Kick / BLK = Block / RN = Run

REIKO



Once a general in Shinnok's armies, Reiko lead the forces of darkness into the battle against the Elder Gods. Once thought killed during that onslaught, he resurfaces and joins the battle against Earth's forces.

MOVES LIST

Weapon		F,D,B HP
Teleport Slam		D,U (Teleport) BLK (Slam)
Quick Spin Behind		B,F, LK
Ninja Stars		D,F, LP
Flip Kick		B,D,F, HK
Fatality:	Thrust Kick	F,D,F, LP+BLK+HK+LK (Close)
	Shuryukan	B,B,D,D, HK (Sweep)
	Prison Stage	D,D,B, HK (Close)
	Goro's Lair	F,F,D, LK (Close)

Weapon



Spiked Club

REPTILE



A general in Shinnok's army of darkness, Reptile once belonged to an extinct race of reptilian creatures. He was banished to the Netherealm for committing genocide against several species. Responsible for the death of millions, Reptile is a dangerous ally to the forces of evil.

MOVES LIST

Weapon		B,B, LK
Acid Bubbles		D,F, HP
Dashing Low Punch		B,F, LP
Invisibility		BLK + HK
Super Krawl		B,F, LK
Fatality:	Face Chew	Hold HP + LP + LK + HK, then press Up (Close)
	Acid Spit	U,D,D,D, HP (Sweep)
	Prison Stage	D,F,F, LP (Close Distance)
	Goro's Lair	D,D,F, HK (Close)

Weapon



Battle Axe

U = Up / D = Down / B = Back / F = Forward / LP = Low Punch / LK = Low Kick / HP = High Punch / HK = High Kick / BLK = Block / RN = Run



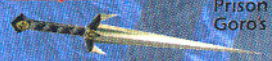
SCORPION

In hopes of gaining Scorpion as a new ally in the war with the Elder Gods, Quan Chi makes the dead Ninja an offer he cannot refuse- Life, in exchange for his services as a warrior against the Elders. Scorpion accepts, but hides ulterior motives.

MOVES LIST

Weapon		F,F, HK
Spear		B,B, LP
Teleport Punch		D,B, HP
Flame Breath		D,F, LP
Air Throw		BLK (In Air)
Fatality:	Scorpion	B,F,D,U, HP (Close)
	Toasty!	B,F,F,B, BL (Sweep Distance)
	Prison Stage	F,F,D,D, LK (Close Distance)
	Goro's Lair	B,F,F, LK (Close)

Weapon



Long Sword

SHINNOK



Banished to the Netherealm for crimes committed against his once fellow Elder Gods, Shinnok is freed from his confines by Quan Chi. With the aid of a traitor he then is able to overtake the realm of Edenia. From there he wages a war against the Elder Gods and awaits a chance to enact revenge against the God who banished him there - Raiden.

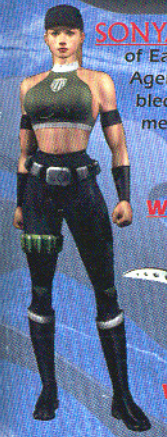


Battle Staff

MOVES LIST

Weapon		B,F, LP
*Can draw weapon of whoever he impersonates.		
Impersonation Moves (Acquires special moves)		*Quan Chi - B,F,B,F, LK
		*Liu Kang - B,B,F, HK
		*Sub-Zero - D,B, LP
		*Sonya - F,D,F, HP
		*Reiko - B,B,B, BLK
		*Scorpion - F,B, LP
		*Tanya - B,F,D, BLK
		*Kai - F,F, LK
		*Jarek - B,B, LK
		*Reptile - B,B,F, BLK
		*Fujin - F,F,B, HK
		*Raiden - D,F,F, HP
		*Cage - D,D, HP
		*Jax - F,D,F, HK
Fatality:	Hand from Hell	D,B,F,D, RN
	Hands from Hell	D,U,U,D, BLK
	Prison Stage	D,D,F, HK
	Goro's Lair	D,F,B, HP

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SONYA

After her journey into the Outworld and Shao Kahn's near destruction of Earth, Sonya becomes a member of Earth's own Outworld Investigation Agency. Her first mission leads her to join Liu Kang on his quest to aid the troubled thunder God, Raiden. She must survive long enough to warn her government of the new menace brought on by Quan Chi.

MOVES LIST

Weapon		F,F, LK
Fireball		D,F, LP
Leg Grab		D+LP+BLK
Square Wave Punch		F,B, HP
Vertical Bike Kick		B,B,D, HK
Air Throw		BLK (In Air)
Front Flip Kick		B,D,F LK
Fatality:	Kiss Off	D,D,D,U, RN (Sweep Distance)
	Splits	U,D,D,U, HK (Sweep)
	Prison Stage	D,D,B,B, HK (In Close)
	Goro's Lair	F,D,F, HP (Close)

Weapon



WindBlade

SUB-ZERO

After Shao Kahn's defeat at the hands of Earth's fighters, Sub-Zero's warrior clan known as the Lin Kuei is disbanded. But with the new threat brought on by Quan Chi, the Ice Warrior once again dons the familiar costume once worn by his brother the original Sub-Zero. He also holds secrets passed on to him by his sibling-secrets that



MOVES LIST

Weapon		D,F, HK
Ice Blast		D,F, LP
Ice Clone		D,B, LP
Slide		LP+BLK+LK
Fatality:	Head Rip	F,B,F,D, HP+BLK+RN
	Deep Freeze	B,B,D,B, HP (Sweep)
	Prison	D,U,U,U, HK (Close)
	Goro's Lair	D,D,D, LK (Close)

Weapon



Ice Scepter

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THE MK4 WARRIORS



TANYA

As the daughter of Edenia's ambassador to new realms, Tanya invites a group of refugees 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 portal leads into the pits of the Netherealm itself, and the once free realm of Edenia is now at the mercy of Shinnok.

MOVES LIST

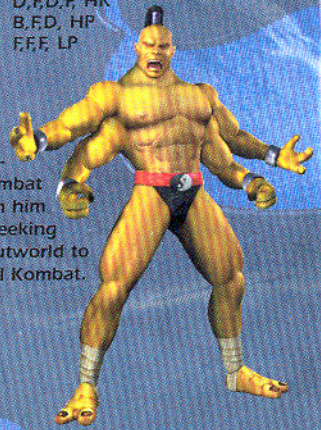
Straight Fireball		D,F, HP
Downward Air Fireball		D,B, LP (In Air)
Rolling Splits Kick		F,D,B, LK
Forward Drill Kick		F,F, LK
Weapon		F,F, HK
Fatality:	Kiss of Death	D,D,U,D, HP+BLK (Close)
	Neck Twist	D,F,D,F, HK
	Prison Stage	B,F,D, HP
	Goro's Lair	F,F,F, LP

Weapon



Boomerang

GORO



The half human, half dragon stood as Shang Tsung's protector in the first tournament. Goro took the Mortal Kombat title from the original Kung Lao, only to have it won from him nine generations later by Lao's ancestor, Liu Kang. Seeking revenge, the Shokan prince has returned from the Outworld to crush Liu Kang in Mortal Kombat.

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