

6 June 2007

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## [Mortal Kombat 4 Codes and Passwords \(GameBoy Color\)](#)

*A couple of cheats for this antique version of MK4*

**Mortal Kombat** 4 (1997) was the last game in the Mortal Kombat series to have an arcade version. It was updated into Mortal Kombat Gold a year later for the Sega Dreamcast. MK Gold's story overrides MK4's. It is one of the few 3D fighting games to have been described as having "2D gameplay." Essentially, the major gameplay difference between 2D and 3D fighting games of the time, was that up to that point all 3D fighting games had attempted to somewhat simulate realistic martial arts. One of the reasons for this was to take advantage of the fluid keyframed and motion captured animation that was now possible using 3D models. For example, in Virtua Fighter, a real martial artist was filmed performing the moves and this movement was imposed on the 3D model in the game. Thus, while a punch in a 2D game might be a rapidly responding move with two frames of animation, a punch in a 3D **game** might have a delay between when the button was pressed and when the opponent was hit, owing to the realistic animation.

**Codes Cheat Codes**

Press Down (on choose destiny screen) - Fewer Credits  
 Press Up (on choose destiny screen) - More Credits  
 Hold Up and press Start (char. select screen) - Random Select

**Passwords**

Enter the following at the Vs. screen:

- 321-321 - Big Head Mode
- 020-020 - Blocking Disabled
- 000-033 - Computer Starts with 1/2 Life
- 000-707 - Computer Starts with 1/4 Life
- 688-422 - Dark Kombat
- 050-050 - Explosive Kombat
- 205-205 - Fight vs. Reptile
- 010-010 - Max Damage Disabled
- 110-110 - Max Damage/Throw Disabled
- 555-555 - Multiple Weapons
- 987-123 - No Power Bars
- 012-012 - Noob Saibot Mode
- 123-123 - One Hit KOs
- 192-234 - Play as Reptile
- 033-000 - Player 1 Starts with 1/2 Life
- 707-000 - Player 1 Starts with 1/4 Life
- 987-666 - Programmer Message
- 123-926 - Programmer Message #2
- 985-125 - Psycho Kombat
- 222-222 - Random Weapon
- 333-333 - Randper Kombat
- 666-666 - Silent Kombat
- 444-444 - Start with Weapons Drawn
- 460-460 - Switcheroo
- 100-100 - Throwing Disabled
- 001-001 - Unlimited Run
- 002-002 - Weapons won't be dropped

Here's a video compilation of the fatalities you can perform in this GameBoy Color title: