Mortal Kombat 4 is a fighting video game developed and published by Midway Games for the arcades in 1997 as the fourth main installment in the Mortal Kombat series. It was later ported to home consoles, including those from Sony and Nintendo. Mortal Kombat 4 marks the final entry in the series to use digitized sprites and 2D backgrounds along with a fully 3D polygonal environment. The PC Games - Mortal Kombat 4 Mod download is here! The zip file contains various mods for this classic fighting game, including new skins and fatalities. You can also download them as a single zip with the Mortal Kombat 4 PC Game folder. Mortal Kombat 4 is a fighting game released in 1997 with Midway as the publisher. Created by Ed Boon and John Tobias, with character design by John Tobias and Midway's own graphic designer, Glenn Gustafson, this was the first game in the series not to be written by Paul Mercer. The game's final story revolves around the Shaolin monks' mission to conquer Outworld. The game is notorious for its character designs, which are unusually diverse for a fighting game, where the majority of fighters generally have either brown or black hair. The story takes place even prior to the events of "Mortal Kombat 3" and features many characters who were featured in that game but did not appear in the second title. Several notable characters debuting for the first time including Sub-Zero, Noob Saibot, Raiden, Reptile and Kung Lao. Some of them have drastically different appearances from their appearances in previous games. Due to the limitations of the Sega Saturn's hardware, a new "Special Moves" system was introduced to represent characters' different fighting styles. This allowed characters to perform combos that would not be possible in previous titles. Additionally, the game features many secret codes that can be entered in order to obtain hidden characters and stages. On release, "Famicom Tsūshin" scored the Saturn version of the game a 31 out of 40. IGN rated it an 8 out of 10 ("Great") and GameSpot gave it an 8.2 out of 10 ("Great"). "Next Generation" reviewed the PlayStation version of the game, rating it four stars out of five, and stated that "Mortal Kombat 4 is an improvement in many ways, including graphics and sound." Reviewing the SNES version, Genny "Settra" Dettwiler of "GamePro" called it "a musthave for fans." She commented positively on the new features, including Special Moves and Fatalities. However she criticized the single-player mode because it makes no effort to integrate all characters into one storyline. On release, Charles Onyett of "Electronic Gaming Monthly" gave it a 6.6 out of 10 calling it ""MK3" with different characters.

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