

ULTIMATE
MORTAL KOMBAT
TOURNAMENT EDITION

Detailed Changelog for MKII Hack Revision 5.0.052


**** Changes or additions since the last version have the  icon next to them ****

TL;DR Changelog for Revision 5.0.052:

1. **Liu Kang** Air Fireball recovery is now the same as R3.1 when used in a combo (ie: combo counter is > 1) – This allows for combos that were previously possible before the Air Fireball recovery nerf.
2. **Mileena** Air Sai recovery is now 7 frames (R3.1 is 8 frames) when used in a combo (ie: combo counter is > 1) – This allows for combos that were previously possible before the Air Sai recovery nerf.
3. **Mileena** Sai Charge Timer returned to the R3.1 value (34 frames)

GENERAL CHANGES:

IN-GAME TEXT

- CMOS Version Text changed
Current: "ULTIMATE MKII – TOURNAMENT EDITION"
Default: "REVISION 3.1"
-  Test Menu Version Text changed
Current: "REVISION 5.0.052"
Default: "REVISION 3.1"
- Character Select Text changed
Current: "PICK YOUR KOMBATANT"
Default: "CHOOSE YOUR FIGHTER"
- Hidden Stage renamed and enabled for Vs. play
Current: "GORO'S LAIR"
Default: "NO NAME"
- Battle Screen Text color changed



Revision 3.1



Revision 5.0 Hack

- **Test Menu Counter Text changed**

Current: "BATTLES WITH SKARLET"

Default: "KANO TRANSFORMATIONS"

- **CMOS Error Text changed**

Current: "CMOS ERROR – WE ARE MANY, YOU ARE BUT ONE"

"ERMACS DETECTED -- ANY BUTTON TO CONTINUE"

Default: "CMOS INVALID -- FACTORY SETTINGS RESTORED"

"ERRORS DETECTED -- ANY BUTTON TO CONTINUE"

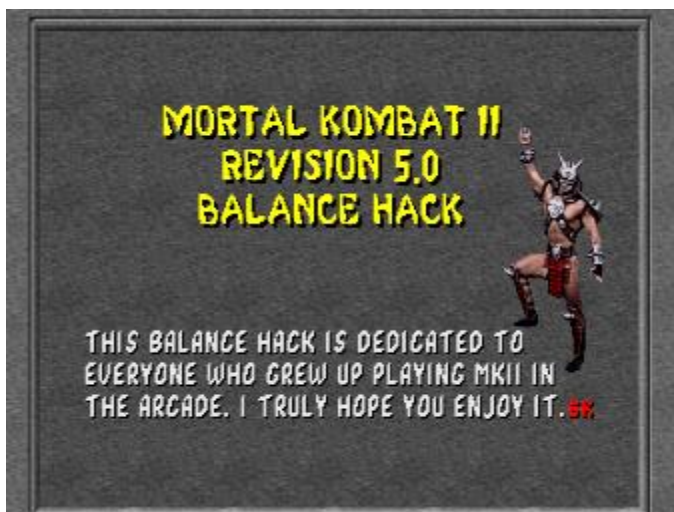
NOTE: You will typically see this error when playing online via Kaillera

- **Title Screen Text added**

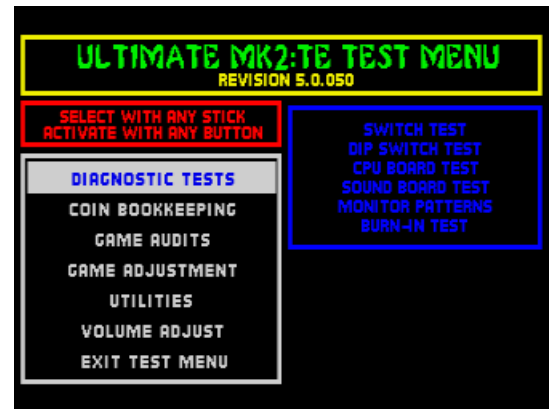
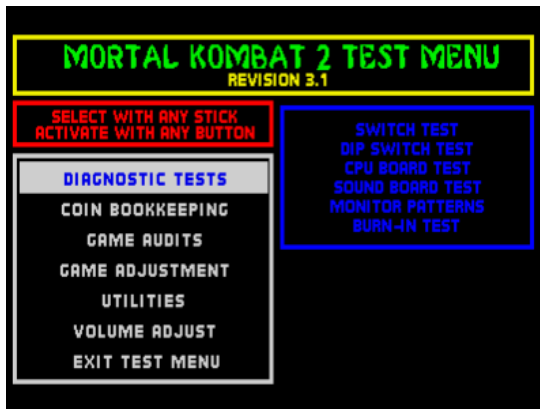
Version text added to lower right corner



- **CD Offer Screen changed**



- Test Menu Text changed



🥵 VARIOUS CHANGES 🥵

- Fixed a bug from the original game that caused the combo counter to not reset when certain moves are blocked crouching and your opponent remains in a crouch blocking state. ***This replaces a previous fix that caused Reptile to remain invisible after blocking certain moves.*
- Automatic Walk Cycles for non-Ninja characters removed
All characters now only walk forwards or backwards if you keep holding the direction.
- “THROWING DISABLED” Mode replaced with “DISPLAY HITBOXES” Mode
***Credit to Abystus for discovering the location for this hack.*
***Credit to “SK” for the implementation of the hack as a Game Mode.*
NOTE: This mode is from a hidden debug menu created by Ed Boon
Throwing Disabled Mode is for scrubs, this is Tournament Edition...



- CPU will always finish you when you lose
- Fatality Time increased from 128 frames to 200 frames
- Shao Kahn taunts you every time he wins a round
***Credit to Abystus for this hack*

- **Battle Plan adjusted so you always fight Reptile before Shang Tsung**
- **Character Select Cursor Colors Changed**
 Current: P1 – Yellow; P2 – Cyan
 Default: P1 – Green; P2 – Red
- **Character Select Screen rearranged**



Revision 3.1



Revision 5.0 Hack

- **Hidden “Game Over” screen always shown when you don’t continue**



- **Noob Saibot Palette changed**

This makes it so you can see him better on dark stages. The original palette is all black.



- **Combo Hit Limit removed**

Certain moves still end combos in the corner after four hits to prevent infinities:

- C.LP, C.LK, HK, LK, Roundhouse, Baraka Swipe, and Shang Fireballs

Fixed a bug that caused pushback midscreen

🌐 UNIVERSAL MOVE CHANGES 🌐

- **Close HK recovery reduced**

All Close HKs are now safe on block

- **Corner pushback on block added for:**

- Close HK, Uppercut, HK, and LK

- **Reaction 1E corner proximity for pushback on block reduced**

This affects all Close HKs except for Cage

- **Corner proximity for juggle pushback reduced**

NOTE: Distance is based on your opponents location, not yours.



Revision 3.1



Revision 5.0 Hack

- **LK standing hit pushback increased**

- **LK recovery reduced**

- **LK (on hit) opponent recovery increased**

All LKs are now safe on hit

- **LK pushback on block increased**

All blocked LK now pushback slightly more, but are still unsafe

- **Crouching LK pushback on hit increased**



Revision 3.1



Revision 5.0 Hack

- **Babalities and Friendships now have the same restrictions as MK3.**
You can now use all attacks in the last round, but pressing Block negates them.
- **HP hit limit before “iceskate” reduced**
Current: 4 (opponent not holding back)
2 (opponent holding back)
Default: 6 (opponent not holding back)
4 (opponent holding back)
- **LP hit limit before “iceskate” reduced**
Current: 4 (opponent not holding back)
2 (opponent holding back)
Default: 5 (opponent not holding back)
3 (opponent holding back)
- **HP pushback on block increased**
- **LP pushback on block increased**
- **Opponent recovery reduced for HP on block**
- **Opponent recovery reduced for LP on block**
This change removes all corner block infinites.
- **C.LP now always causes pushback on hit**
It is based on proximity, so if your opponent was walking forward, the hit reaction that happened was that of a LP which has no pushback on hit. This has been changed to a Crouching LK hit to cause pushback every time.
- **All character Roundhouses and Uppercuts now connect against crouch block**
- **All character normal attack damage decreased**
 - High Kick: 26 on hit, 6 on block
Default: 32 on hit, 8 on block
 - Low Kick: 22 on hit, 5 on block
Default: 26 on hit, 6 on block
 - SUJK: 28 on hit, 6 on block
Default: 32 on hit, 6 on block
 - JK: 24 on hit, 6 on block
Default: 26 on hit, 7 on block
 - RH: 30 on hit, 8 on block
Default: 30-34 on hit, 8-9 on block (varies per character)
 - Close HK: 20 on hit, 5 on block
Default: 16-20 on hit, 6 on block (varies per character)
 - Close HP: 20 on hit, 5 on block
Default: 24 on hit, 6 on block

INDIVIDUAL CHARACTER SECTIONS:



LIU KANG

NORMAL ATTACKS – HITBOX CHANGES

- **LP hitbox extended downward**

LP now connects on most characters in crouch block



Revision 3.1



Revision 5.0 Hack

- **LK hitbox extended downward**

LK now connects on all crouching opponents



Revision 3.1



Revision 5.0 Hack

- **Crouching LK forward hitbox reduced**

Crouching LK has been moved back slightly



Revision 3.1



Revision 5.0 Hack

🐉 NORMAL ATTACKS – VARIOUS CHANGES 🐉

- **Crouching LK Hit Level changed**

Current: Normal (can be blocked high or low)

Default: Low (can only be blocked low)

🐉 SPECIAL MOVES – HITBOX CHANGES 🐉

- **Fireball #1 (forming) hitbox removed**

Liu Kang's Fireball no longer has a hitbox while being formed. This adds a few frames of startup to the move. It is now impossible to anti-air someone with a Low Fireball if they do not attack, you must use High Fireball for this to work now.

- **Bicycle Kick hitbox moved back**

This change gives the move slightly less priority on startup.



Revision 3.1



Revision 5.0 Hack

🐉 SPECIAL MOVES – DAMAGE CHANGES 🐉

- **Fireball #2 & #3 damage reduced**

There are four Fireball hitboxes. #2 & #3 are the midscreen hitboxes.

Current: 18 on hit, 4 on block

Default: 22 on hit, 5 on block

- **Fireball #4 damage reduced**

There are four Fireball hitboxes. #4 is the fullscreen hitbox.

Current: 20 on hit, 5 on block

Default: 22 on hit, 6 on block

- **Bicycle Kick damage reduced**

Current: 36 on hit, 6 on block

Default: 48 on hit, 6 on block

🐉 SPECIAL MOVES – VARIOUS CHANGES 🐉

- Bicycle Kick travel arc shortened



Revision 3.1



Revision 5.0 Hack

- Bicycle Kick (on hit) corner carry reduced



Revision 3.1



Revision 5.0 Hack

- Bicycle Kick (on block) trajectory changed
When the Bicycle Kick is blocked Liu now floats higher and closer to his opponent.
- Bicycle Kick (on block) animation changed
The animation for Liu after Bicycle Kick is blocked has changed to a normal "punishment mode" flipping animation.



Revision 3.1



Revision 5.0 Hack

- **Bicycle Kick Charge Time increased**

Current: 160 frames

Default: 128 frames

- **Multiple Bicycle Kick (MBK) removed**

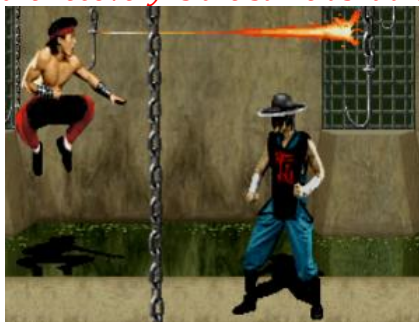
You can no longer retain a LK charge once the move comes out.

- ** Air Fireball recovery changed**

Current: 13 frames

Default: 8 frames

**** NOTE:** This only applies when using the move outside of a combo. If used in a combo, the recovery is the same as it always has been and all combos previously possible still are.



Revision 3.1



Revision 5.0 Hack

- **Low Fireball recovery reduced**

Current: 40 frames

Default: 48 frames

- **Dragon Kick (on whiff) recovery animation changed**



Revision 3.1



Revision 5.0 Hack

- **Dragon Kick (on whiff) recovery increased**

- **Dragon Kick proximity travel distance reduced**

The Dragon Kick travels a shorter distance now if done right next to your opponent. An example would be using it to get out of the corner.



Revision 3.1



Revision 5.0 Hack

- **Dragon Kick (on block) opponent recovery reduced**
Opponent recovers one frame faster after blocking the Dragon Kick.
- **Cartwheel Fatality no longer darkens the screen**



KUNG LAO

🐉 NORMAL ATTACKS – HITBOX CHANGES 🐉

- **HP downward hitbox reduced**
HP no longer connects on crouch blocking opponents.



Revision 3.1



Revision 5.0 Hack

- **LP hitbox extended downward**
LP now connects on most characters in crouch block.



Revision 3.1



Revision 5.0 Hack

- **LK hitbox extended downward**
LK now connects on all crouching opponents.



Revision 3.1



Revision 5.0 Hack

- **Close HP hitbox extended forward and reduced up**
Close HP no longer whiffs when it should connect.



Revision 3.1



Revision 5.0 Hack

🥳 NORMAL ATTACKS – DAMAGE CHANGES 🥳

- **SUJP damage reduced**
Kung Lao's SUJP damage is higher than everyone else's due to the same move data being used for the Teleport into Punch. The damage has been normalized.

Current: 18 on hit, 4 on block

Default: 24 on hit, 5 on block

🐉 NORMAL ATTACKS – VARIOUS CHANGES 🐉

- **Missing Uppercut animation frame #3 fixed**

There are three sections of this sprite animation and two of them were duplicates. This has been fixed to correctly display frame #3 of Kung Lao's Uppercut.



Revision 3.1



Revision 5.0 Hack

- **Crouching LK Hit Level changed**

Current: Normal (can be blocked high or low)

Default: Low (can only be blocked low)

- **Jump Punch juggle gravity increased**

This change prevents the corner-to-corner (c2c) infinite and also reduces the number of whiff Dive Kicks you can do in a juggle combo.

🐉 SPECIAL MOVES – HITBOX CHANGES 🐉

- **Spin hitbox reduced**

NOTE: This was done mostly to prevent the corner lockdown against Scorpion.



Revision 3.1



Revision 5.0 Hack

- **Dive Kick downward hitbox reduced**



Revision 3.1



Revision 5.0 Hack

🐉 SPECIAL MOVES – VARIOUS CHANGES 🐉

- **Spin startup reduced**

Current: 12 frames

Default: 14 frames

- **Spin block pushback reduced**

Spin is now punishable on block.



Revision 3.1



Revision 5.0 Hack

🐉 SPECIAL MOVES – DAMAGE CHANGES 🐉

- **Spin damage reduced**

Current: 24 on hit, 6 on block

Default: 36 on hit, 4 on block

- **Dive Kick damage reduced**

Current: 20 on hit, 6 on block

Default: 26 on hit, 7 on block

VARIOUS CHANGES

- **Spin input changed**
Current: F,D,F,LK
Default: U,U,LK
- **Backward Walkspeed reduced**



JOHNNY CAGE

🐉 NORMAL ATTACKS – HITBOX CHANGES 🐉

- **HP downward hitbox reduced**
HP no longer connects on crouch blocking opponents.



Revision 3.1



Revision 5.0 Hack

- **LP hitbox extended downward**
LP now connects on most characters in crouch block.



Revision 3.1



Revision 5.0 Hack

- **LK hitbox extended downward**
LK now connects on all crouching opponents.



Revision 3.1



Revision 5.0 Hack

- **Close HP downward hitbox reduced**
Close HP now whiffs on crouching opponents.



Revision 3.1



Revision 5.0 Hack

- **SUJK forward hitbox moved back**



Revision 3.1



Revision 5.0 Hack

- **Crouching LK hitbox reduced**



Revision 3.1



Revision 5.0 Hack

🌐 NORMAL MOVES – VARIOUS CHANGES 🌐

- **Gymnast Kick popup trajectory changed**
Cage's opponent is now closer on hit to allow better and easier combos.



Revision 3.1



Revision 5.0 Hack

- **Gymnast Kick (on hit) corner pushback added**

🌐 NORMAL MOVES – DAMAGE CHANGES 🌐

- **Gymnast Kick damage reduced**
Current: 16 on hit, 6 on block
Default: 20 on hit, 6 on block

🌐 SPECIAL MOVES – HITBOX CHANGES 🌐

- **Shadow Kick downward hitbox increased**
Opponents can no longer crouch to avoid and punish the Shadow Kick.
- **Shadow Kick forward hitbox reduced**
Cage is now slightly closer to his opponent when Shadow Kick is blocked.



Revision 3.1



Revision 5.0 Hack

- **Shadow Uppercut forward hitbox increased**

The move has more priority and is more reliable to use as an anti-air.



Revision 3.1



Revision 5.0 Hack

- **Low Blow hitbox changed**

Hitbox shrunk horizontally and made larger downwards due to it being a low attack.



Revision 3.1



Revision 5.0 Hack

- **High/Low Fireball hitbox changed**



Revision 3.1



Revision 5.0 Hack

🥋 SPECIAL MOVES – DAMAGE CHANGES 🥋

- **Low Blow damage reduced**

Current: 26 on hit, 4 on block

Default: 34 on hit, 4 on block

- **Shadow Kick damage reduced**

Current: 24 on hit, 5 on block

Default: 30 on hit, 7 on block

- **Shadow Uppercut damage increased**

Current: 34 on hit, 7 on block

Default: 29 on hit, 6 on block

🐉 SPECIAL MOVES – VARIOUS CHANGES 🐉

- **Low Blow Hit Level changed**

Current: Low (can only be blocked low)

Default: Normal (can be blocked high or low)

- **Low Blow recovery increased**

Current: 17 frames of recovery

Default: 10 frames of recovery

- **Low Blow Hit can now be used against Kitana, Mileena, and Jade**

This causes knockback and both characters recover at the same time.



- **Shadow Kick recovery increased**

Current: 30 frames of recovery

Default: 20 frames of recovery

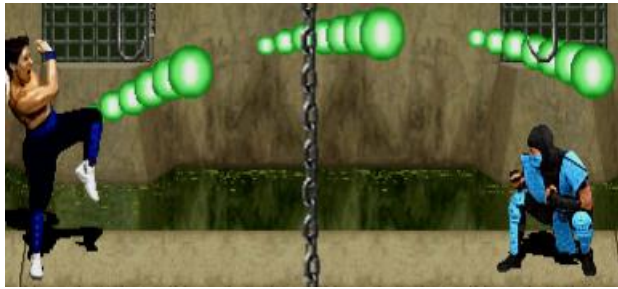
- **Shadow move colors (green and red) swapped**

- **Shadow Kick startup reduced by one frame**

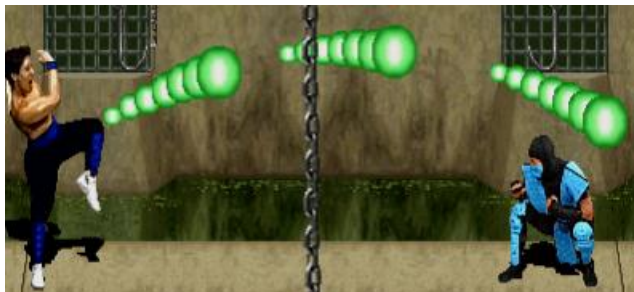
- **Corner pushback added for Shadow Kick after 4-hits**

You again have the ability to do multiple Shadow Kick combos in the corner.

- Low Fireball trajectory changed

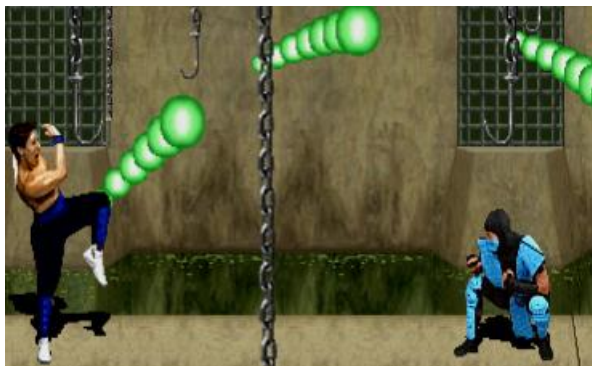


Revision 3.1

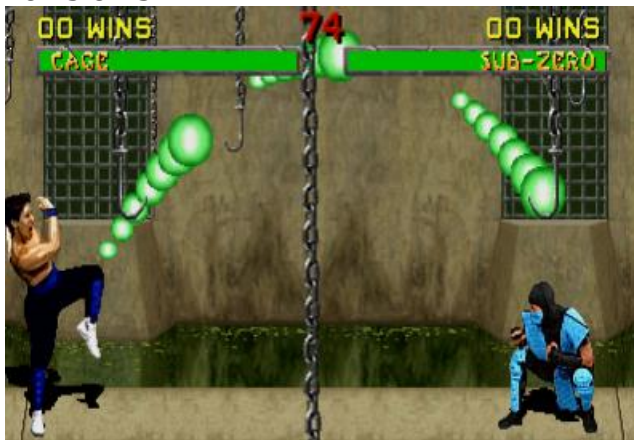


Revision 5.0 Hack

- High Fireball trajectory changed



Revision 3.1



Revision 5.0 Hack

- **High/Low Fireball startup increased**
Current: 10 frames
Default: 8 frames
- **High/Low Fireball recovery increased**
Current: 12 frames of recovery
Default: 6 frames of recovery

🥋 VARIOUS CHANGES 🥋

- **Head Pop fatality adjusted**
Three heads is now four.



- **Forward Walkspeed increased**
- **Backward Walkspeed increased**



REPTILE

🥵 NORMAL ATTACK CHANGES 🥵

All normal attack changes are listed in the Male Ninja section.

🥵 SPECIAL MOVES – HITBOX CHANGES 🥵

- **Forceball hitbox increased**
Hitbox moved up slightly and expanded horizontally



Revision 3.1



Revision 5.0 Hack

🥵 SPECIAL MOVES – DAMAGE CHANGES 🥵

- **Slide damage increased**
Current: 16 on hit, 4 on block
Default: 13 on hit, 3 on block
- **Acid Spit damage increased**
Current: 18 on hit, 4 on block
Default: 15 on hit, 4 on block
- **Forceball damage decreased**
Current: 12 on hit, 6 on block
Default: 16 on hit, 4 on block

🥵 SPECIAL MOVES – VARIOUS CHANGES 🥵

- **Forceball infinite removed**
The Forceball disappears after it is formed if the combo counter is 3 hits or higher.

- **Slide Hit Level changed**
Current: Low (can only be blocked low)
Default: Normal (can be blocked high or low)
- **Slide recovery increased**
Current: 25 frames of recovery
Default: 22 frames of recovery
- **Acid Spit startup reduced by 2 frames** (down from 4 in Revision 5.0.050)
- **Acid Spit recovery increased** (down from 13 in Revision 5.0.050)
Current: 10 frames of recovery
Default: 8 frames of recovery
- **Forceball recovery reduced (after forming)**
It does not form faster, Reptile just recovers faster.
Current: 1 frame of recovery
Default: 10 frames of recovery
- **Fast Forceball move added**
This move is double the speed of normal Forceball, now dubbed Slow Forceball.
Command - F,F,HP+LP
- **Slow Forceball slowed down very slightly**
- **Invisibility startup reduced by 7 frames**
- **Acid Spit input changed**
Input changed to not conflict with the new Fast Forceball.
Current: D,F,HP
Default: F,F,HP
- **Head Snack Fatality can be done while invisible**

VARIOUS CHANGES

- **Forward Walkspeed increased**
- **Backward Walkspeed increased**
- **Fixed a bug that allowed Reptile to remain invisible when blocking certain moves when he was in an invisible state**



SUB-ZERO

🌐 NORMAL ATTACK CHANGES 🌐

All normal attack changes are listed in the Male Ninja section.

🌐 SPECIAL MOVES – HITBOX CHANGES 🌐

- **Ground Ice hitbox increased**
The hitbox now covers the entire Ground Ice.



Revision 3.1



Revision 5.0 Hack

🌐 SPECIAL MOVES – DAMAGE CHANGES 🌐

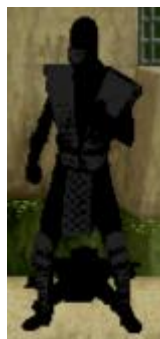
- **Slide damage increased**
Current: 16 on hit, 4 on block
Default: 13 on hit, 3 on block
- **Iceball now does damage**
Current: 6 on hit, 3 on block
Default: 0 on hit, 0 on block

🌐 SPECIAL MOVES – VARIOUS CHANGES 🌐

- **Slide Hit Level changed**
Current: Low (can only be blocked low)
Default: Normal (can be blocked high or low)
 - **Slide recovery increased**
Current: 25 frames of recovery
Default: 22 frames of recovery
 - **Iceball recovery increased**
Current: 27 frames of recovery
Default: 20 frames of recovery
 - **Iceball frozen duration decreased**
Current: 96 frames
Default: 128 frames
 - **Iceball Juggle limitation removed**
You can now freeze your opponent in a juggle like in Revision 1.4
 - **Iceball Juggle hit limit added**
Iceball will not have collision with your opponent if the combo counter is 2 hits or more. This prevents the Revision 1.4 infinite and keeps Sub-Zero from being too powerful with hit-confirm freeze combos.
- **Combos like Jump Kick→Iceball or aaHP→Iceball are possible, but Freeze to Jump Kick→Iceball or aaHP,HP→Iceball are not.**

🌐 VARIOUS CHANGES 🌐

- **Player 2 palette changed to updated Noob Saibot palette**



- **Backward Walkspeed increased**



SHANG TSUNG

🐉 NORMAL ATTACKS – HITBOX CHANGES 🐉

- **HP downward hitbox reduced**
HP no longer connects on crouch blocking opponents.



Revision 3.1



Revision 5.0 Hack

- **LP hitbox downward hitbox reduced**
LP connects on most characters in crouch block, but whiffs if they are just crouching.



Revision 3.1



Revision 5.0 Hack

- **LK hitbox moved forward**

LK connects on all crouching opponents and now extends to his shoe.



Revision 3.1



Revision 5.0 Hack

🌐 SPECIAL MOVES – DAMAGE CHANGES 🌐

- **Fireball damage reduced**

Current: 15 on hit, 4 on block

Default: 19 on hit, 4 on block

🌐 SPECIAL MOVES – VARIOUS CHANGES 🌐

- **Morphback recovery reduced**

Jab infinite against Morphback has been removed.

- **Morph duration reduced**

Current: 384 frames (~7 seconds)

Default: 512 frames (~9 seconds)

- **Liu Kang Morph input changed**

This change prevents accidental Liu Kang morphs

Current: D,B,F,Block

Default: B,F,F,Block

🐉 VARIOUS CHANGES 🐉

- **Kintaro Fatality charge time decreased**

Current: 240 frames (4.5 seconds)

Default: 960 frames (18 seconds)

- **Win Pose is now the Laugh animation**



- **Shang Tsung can now do his Stage Fatality on the Kombat Tomb without morphing into another character**



KITANA

🐉 NORMAL ATTACK CHANGES 🐉

All normal attack changes are listed in the Female Ninja section.

🐉 SPECIAL MOVES – HITBOX CHANGES 🐉

- **Fan Toss hitbox lowered**

Fan Toss now connects on most opponents in crouch block.



Revision 3.1



Revision 5.0 Hack

🐉 SPECIAL MOVES – DAMAGE CHANGES 🐉

- **Fan Lift now does damage on block**

When this is blocked against an opponent who has 4 or less life, it will lift them instead of chip them out.

Current: 0 on hit, 4 on block

Default: 0 on hit, 0 on block

- **Fan Toss damage (on hit) reduced and damage (on block) increased**

Current: 22 on hit, 6 on block

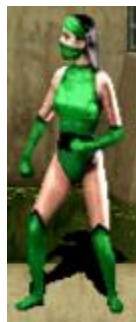
Default: 32 on hit, 4 on block

🐉 SPECIAL MOVES – VARIOUS CHANGES 🐉

- **Fan Lift infinite removed**
- **Ground Fan disable timer increased**
This was done to prevent the deep Air Fan to Fan Lift infinite
Current: 180 frames
Default: 128 frames
- **Ground Fan startup reduced**
Ground Fan is useful now instead of being a messed up Air Fan attempt.
Current: 6 frames
Default: 8 frames
- **Ground Fan recovery reduced**
Ground Fan is useful now instead of being a messed up Air Fan attempt.
Current: 15 frames
Default: 18 frames
- **Air Fan recovery increased**
Kitana now falls slightly slower after the throwing an Air Fan.
All of her combos are still possible.

🐉 VARIOUS CHANGES 🐉

- **Player 2 palette changed to updated Jade palette**



- **Forward Walkspeed reduced**
- **Kiss Fatality LK Charge reduced**
Current: 16 frames
Default: 56 frames



JAX

🐉 NORMAL ATTACKS – HITBOX CHANGES 🐉

- HP hitbox increased



Revision 3.1



Revision 5.0 Hack

- LP downward hitbox reduced

Hitbox reduced due to an issue in the corner with the jab recovery changes.



Revision 3.1



Revision 5.0 Hack

- LK hitbox moved down and extended downward

That is the real hitbox for Revision 3.1... LK now connects on all crouching opponents.



Revision 3.1



Revision 5.0 Hack

- **HK forward hitbox reduced**



Revision 3.1



Revision 5.0 Hack

- **Roundhouse hitbox extended downward**
Jax's Roundhouse now connects against crouch blocking opponents.



Revision 3.1



Revision 5.0 Hack

🐉 THROW DAMAGE CHANGES 🐉

- **Throw/Multi-Slam damage reduced**
Current: 8 damage per slam then 12 damage after the final slam
Default: 10 damage per slam then 18 damage after the final slam
- **Air Throw damage reduced**
Current: 24 damage
Default: 32 damage

🐉 THROW VARIOUS CHANGES 🐉

- Multi-Slam speed reduced for effect
- Throw/Multi-Slam bounces opponent further away



Revision 3.1



Revision 5.0 Hack

- Air Throw bounces opponent further away



Revision 3.1



Revision 5.0 Hack

- Air Throw recovery increased

Current: 27 frames

Default: 24 frames

🐉 SPECIAL MOVES – DAMAGE CHANGES 🐉

- Gotcha Grab now does damage on block

Current: 0 on initial grab, 3 on block

Default: 0 on initial grab, 0 on block

- Gotcha Grab damage reduced

Current: 7 damage per hit (up to 6 hits)

Default: 9 damage per hit (up to 5 hits)

- Ground Pound damage increased

Current: 22 on hit

Default: 21 on hit

🐉 SPECIAL MOVES – VARIOUS CHANGES 🐉

- **Multiple Ground Pound (MGP) removed**
You can no longer retain a LK charge once the move comes out.
- **Gotcha Grab maximum number of hits increased**
Current: Up to 6 hits
Default: Up to 5 hits
- **Gotcha Grab hit speed increased**
Speed increased for effect.
- **Gotcha Grab (on hit) recovery reduced**
You can no longer be punished or be forced to block something on hit.
Current: 6 frames of recovery
Default: 16 frames of recovery



Revision 3.1



Revision 5.0 Hack

- **Ground Pound startup increased**
Current: 13 frames of startup
Default: 10 frames of startup
- **Ground Pound recovery increased by 3 frames**
You can now get a Jump Kick punish if you jump the Ground Pound on reaction.
- **Ground Pound Charge Timer increased**
Current: 108 frames
Default: 96 frames



MILEENA

🥋 NORMAL ATTACK CHANGES 🥋

All normal attack changes are listed in the Female Ninja section.

🥋 SPECIAL MOVES – HITBOX CHANGES 🥋

- Sai downward hitbox reduced



Revision 3.1



Revision 5.0 Hack



Revision 3.1



Revision 5.0 Hack

- Telekick forward hitbox slightly reduced

Telekick now has less priority. Opponents can walk backward to avoid it completely.



Revision 3.1



Revision 5.0 Hack

- **Roll hitbox reduced**

This was done to lessen the priority.



Revision 3.1



Revision 5.0 Hack

🌐 SPECIAL MOVES – DAMAGE CHANGES 🌐

- **Sai damage reduced**

Current: 18 on hit, 3 on block

Default: 23 on hit, 5 on block

- **Telekick damage reduced**

Current: 24 on hit, 4 on block

Default: 32 on hit, 4 on block

- **Roll damage reduced**

Current: 12 on hit, 5 on block

Default: 21 on hit, 5 on block

🌐 SPECIAL MOVES – VARIOUS CHANGES 🌐

- **Air Sai startup increased**

Current: 8 frames

Default: 6 frames

- **🏠 Air Sai recovery changed**

Current: 11 frames of recovery

Default: 7 frames of recovery (R3.1 is 8 frames)

**** NOTE:** This only applies when using the move outside of a combo. If used in a combo, the recovery is less so she can combo after an Air Sai like she could in vanilla.

Here is an example of when you begin to fall:



Revision 3.1



Revision 5.0 Hack

- **Ground Sai startup increased**
Current: 8 frames
Default: 6 frames
- **Ground Sai recovery increased**
Current: 34 frames of recovery
Default: 32 frames of recovery
- **Roll Hit Level changed**
Current: Low (can only be blocked low)
Default: Normal (can be blocked high or low)
- **Roll Disable Timer (on hit or whiff) increased**
You can't use the Roll for three seconds after it hits or whiffs.
Current: 160 frames (down from 212 in 5.0.050)
Default: 32 frames
- **Roll startup increased**
Current: 4 frames
Default: 3 frames
- **Roll (on block) trajectory changed**
Mileena recovers closer to you now so it is now easier to punish on block.



Revision 3.1



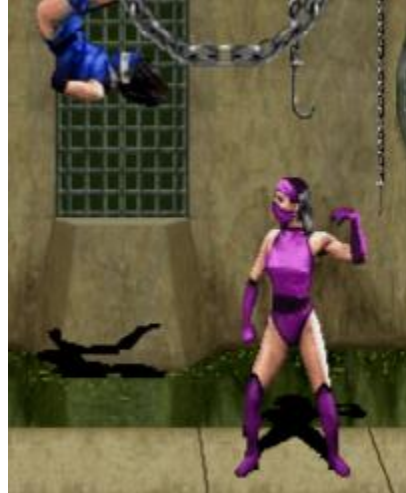
Revision 5.0 Hack

- **Roll (on hit) popup trajectory changed**

Your opponent pops up closer to you now so it is now easier to combo midscreen.
Roll now pops up a higher than in the previous version.



Revision 3.1



Revision 5.0 Hack

- **Telekick Appear Offset moved back very slightly**

This was done so that you can walk back to avoid it.
Raiden still gets hit sometimes due to the size of his sprite.

- **Telekick (on block) trajectory changed**

Mileena recovers closer to you now so it is now easier to punish on block.



Revision 3.1



Revision 5.0 Hack

🐉 VARIOUS CHANGES 🐉

- Player 2 palette changed to Skarlet palette



- Forward Walkspeed reduced



BARAKA

🐉 NORMAL ATTACKS – HITBOX CHANGES 🐉

- **HP downward hitbox reduced**
HP no longer connects on crouch blocking opponents.



Revision 3.1



Revision 5.0 Hack

- **LK hitbox extended downward**
LK now connects on all crouching opponents.



Revision 3.1



Revision 5.0 Hack

- **Double Kick hitbox extended downward**
Double Kick no longer whiffs on some characters in crouch block.



Revision 3.1



Revision 5.0 Hack

- **Blade Swipe (B+HP) hitbox extended forward and down**

Useful for long range anti-air and connects against most characters in crouch block.

** Whiffs against Kitana, Mileena, Shang, and Cage



Revision 3.1



Revision 5.0 Hack

🐉 NORMAL ATTACKS – VARIOUS CHANGES 🐉

- **Double Kick popup distance changed**

Opponent now pops up slightly higher and closer to allow easier and better combos.



Revision 3.1



Revision 5.0 Hack

- **Double Kick (on block) corner pushback distance reduced**

Corner pushback distance now matches Close HK pushback on block.

🐉 SPECIAL MOVES – DAMAGE CHANGES 🐉

- **Blade Fury damage increased**

Current: 48 on hit, 12 on block

Default: 40 on hit, 10 on block

- **Blade Swipe damage reduced**

Current: 20 on hit, 8 on block

Default: 32 on hit, 8 on block

🌐 SPECIAL MOVES – VARIOUS CHANGES 🌐

- **Blade Spark recovery reduced**

Current: 24 frames of recovery

Default: 28 frames of recovery

- **Blade Spark height (and hitbox) lowered**

Blade Spark now comes out in line with the extended blade arm.

The hitbox has been moved down by one pixel and it now trades with Iceball.



Revision 3.1



Revision 5.0 Hack

- **Blade Spark block reaction changed**

Block reaction changed from the LP reaction to the general projectile reaction.

- **Blade Fury active frames reduced**

This change makes it safer on whiff as it is not active for as long.

Current: 80 frames

Default: 128 frames

- **Blade Swipe causes pushback in the corner after 4 hits**

This prevents 100% combos.

- **Air Throw added**

🌐 VARIOUS CHANGES 🌐

- **Forward Walkspeed increased**



SCORPION

🥷 NORMAL ATTACK CHANGES 🥷

All normal attack changes are listed in the Male Ninja section.

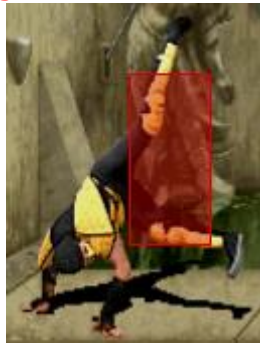
🥷 SPECIAL MOVES – HITBOX CHANGES 🥷

- **Leg Takedown hitbox changed**

Hitbox lowered to match the move now being a low attack but retains a high enough hitbox to allow it to work in juggles like before.



Revision 3.1



Revision 5.0 Hack

- **Teleport Punch hitbox moved back**

Scorpion now bounces closer to his opponent on block.



Revision 3.1



Revision 5.0 Hack

🥷 SPECIAL MOVES – DAMAGE CHANGES 🥷

- **Leg Takedown damage reduced**

Current: 24 damage on hit

Damage: 28 damage on hit

🐉 SPECIAL MOVES – VARIOUS CHANGES 🐉

- **Leg Takedown Hit Level changed**

Current: Low (can only be blocked low)

Default: Normal (can be blocked high or low)

- **Leg Takedown recovery animation changed**

The animation was changed to the other "kip-up". This animation recovers crouching and automatically avoids most attacks.



Revision 3.1



Revision 5.0 Hack

- **Leg Takedown (on hit) opponent pushout increased**

Opponent is now slightly further away when grabbed.



Revision 3.1



Revision 5.0 Hack

- **Leg Takedown (on hit) recovery reduced**

- **Leg Takedown (on hit) opponent recovery increased**

Current: 14 frames of recovery

Default: 6 frames of recovery



Revision 3.1



Revision 5.0 Hack

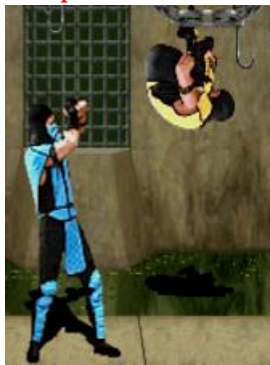
- **Leg Takedown (on block) recovery increased**

Current: 12 frames of recovery

Default: 8 frames of recovery

- **Teleport Punch (on block) trajectory changed**

Teleport Punch is now easier to punish on block.



Revision 3.1



Revision 5.0 Hack

- **Teleport Punch Disable Timer increased**

Current: 128 frames

Default: 96 frames

- **Spear Disable Timer increased**

This change was done to increase the range needed to get two Spears in a combo.

Current: 109 frames

Default: 102 frames

🔥 VARIOUS CHANGES 🔥

- **Player 2 palette changed to Smoke palette**





RAIDEN

🐉 NORMAL ATTACKS – HITBOX CHANGES 🐉

- **HP downward hitbox reduced**
HP no longer connects on crouch blocking opponents.



Revision 3.1



Revision 5.0 Hack

- **LP hitbox changed**
LP backward hitbox reduced to prevent crossup collisions.



Revision 3.1



Revision 5.0 Hack

- **Close HK hitbox extended downward**
Hitbox extended downward to prevent it from whiffing on some characters crouching.



Revision 3.1



Revision 5.0 Hack

- **Close HP hitbox extended downward**

Hitbox extended downward so it connects on all opponents in crouch block, but whiffs if your opponent is crouching and not blocking.



Revision 3.1



Revision 5.0 Hack

🐉 NORMAL ATTACKS – DAMAGE CHANGES 🐉

- **Close HP damage decreased**

Damage reduced due to the potential damage gained from Close HP being a popup.

Current: 8 on hit, 3 on block

Default: 24 on hit, 6 on block

🐉 NORMAL ATTACKS – VARIOUS CHANGES 🐉

- **Close HP reaction changed**

This move is now a popup.



Revision 3.1



Revision 5.0 Hack

- **Close HP (on hit) corner pushback added**

Based on your proximity to the corner, this move will push back on hit.

🐉 SPECIAL MOVES – HITBOX CHANGES 🐉

- Lightning hitbox extended downward

Lightning now connects on most characters in crouch block.



Revision 3.1



Revision 5.0 Hack

🐉 SPECIAL MOVES – DAMAGE CHANGES 🐉

- Lightning damage (on block) increased

Current: 22 on hit, 6 on block

Default: 22 on hit, 4 on block

- Superman damage decreased

Current: 24 on hit, 5 on block

Default: 30 on hit, 7 on block

- Shock Grab damage reduced

Current: 24 damage

Default: 32 damage

🐉 SPECIAL MOVES – VARIOUS CHANGES 🐉

- Superman (on block) trajectory changed

Raiden now recovers closer to his opponent on block making it easier to punish.



Revision 3.1



Revision 5.0 Hack

- Superman (on block) opponent recovery reduced

Raiden's opponent now recovers one frame sooner after block.

- **Shock Grab Charge Timer increased**

Current: 96 frames

Default: 80 frames

- **Shock Grab range increased**

You can be a step away and still hit with this move now.



Revision 3.1



Revision 5.0 Hack

- **Superman (on block) opponent recovery reduced**

Raiden's opponent now recovers one frame sooner after block.

- **Teleport Disable Timer increased**

Current: 96 frames

Default: 64 frames

🌐 VARIOUS CHANGES 🌐

- **Uppercut Explosion Fatality Charge Timer reduced**

Current: 144 frames

Default: 384 frames

- **Forward Walkspeed increased**



MALE NINJAS

🐉 NORMAL ATTACKS – HITBOX CHANGES 🐉

- **HP hitbox increased**

HP hitbox is larger, but does not connect on crouch blocking opponents.



Revision 3.1



Revision 5.0 Hack

- **LP hitbox extended downward and back**

LP now connects on most characters in crouch block.



Revision 3.1



Revision 5.0 Hack

- **LK hitbox extended downward**
LK now connects on all crouching opponents.



Revision 3.1



Revision 5.0 Hack

- **Close HP hitbox extended downward**
Close HP now connects on most opponents in crouch block.



Revision 3.1



Revision 5.0 Hack

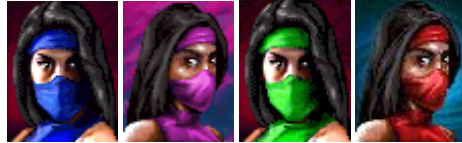
- **Jump Kick hitbox extended downward**
Jump Kick does not whiff against some crouching characters anymore.



Revision 3.1



Revision 5.0 Hack



FEMALE NINJAS

🥷 NORMAL ATTACKS – HITBOX CHANGES 🥷

- **HP downward extended downward**
HP no longer connects on crouch blocking opponents.



Revision 3.1



Revision 5.0 Hack

- **LP hitbox downward hitbox reduced**
LP hitbox is more similar to other characters now.



Revision 3.1



Revision 5.0 Hack

- **Close HP hitbox extended downward**

Close HP now connects on Shang Tsung in crouch block.



Revision 3.1



Revision 5.0 Hack

- **Roundhouse hitbox extended downward**

Roundhouse now connects on all characters in crouch block.



Revision 3.1



Revision 5.0 Hack