



Detailed Changelog for UMK3:TE Hack Revision 2.0.042

Last updated on August 24th, 2018

- GENERAL
- Cyrax
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- Reptile
- Smoke (Cyber)
- Smoke (Human)
- Scorpion
- Sektor
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- Sindel
- Sonya
- Stryker
- Sub-Zero (Original)
- Sub-Zero (Unmasked)

GENERAL GAMEPLAY/OTHER CHANGES

GENERAL CHANGES

- **GENERAL CHANGES:**
 - New routines added for custom Hit Reactions. Enough room is made for future use.
- **ATTRACT MODE CHANGES:**
 - Added Mortal Kombat Trilogy ending text for Smoke (Human) and Noob Saibot from Juggernaut Hack
NOTE: Noob's ending text has been fixed from other versions using this
 - Changed Attract Mode Matchups
 - Changed Attract Mode to cycle instead of random for matchups to allow all character intros to play
 - Smoke (Cyber) Intro Added
 - Mileena Intro Added
 - Ermac Intro Added
 - Sub-Zero (Original) Intro Added
 - Smoke (Human) Intro Added
 - Noob Saibot Intro Added
 - Intros Added for Motaro, Shao Kahn, Rain, and Chameleon for future expansion
NOTE: This does not mean that Motaro, Shao Kahn, or Chameleon will be playable in the future.
 - All text in intros adjusted and fixed to fit on the screen properly and all words finish on the same line they start on
- **STAGE CHANGES:**
 - Changed stage order from:
 - Lost, Hell, Desert, Waterfront, Cave, Hell, Desert, Waterfront, Cave, Subway, Street, Bank (Desert with Bank music), Rooftop, Tower, Bridge, Soul Chamber, Bell Tower, Temple, Graveyard, Pit III
 - To:
 - Subway, Street, Soul Chamber, Tower, Bridge, Rooftop, Temple, Bell Tower, Graveyard, Pit III, Lost (Blue), Waterfront, Hell, Cave, Desert, Lost (Blue), Noob's Dorf
 - When playing against the CPU, Smoke (Human), Noob Saibot, Mileena, Ermac, and Sub-Zero (Original) can now play on normal stages.
- **ARCADE LADDER CHANGES:**
 - Added Smoke (Human) and Noob Saibot portraits to the Ladder

- **CHARACTER SELECT CHANGES:**

- Added Smoke (Human) and Noob Saibot to the character select screen
- Added Smoke (Human) and Noob Saibot portraits to the character select screen
NOTE: Flash (Character selected) palettes corrected
- Drones on the select screen are now in front of the portraits on the select screen in 1v1 Kombat
NOTE: Select cursor is still in front of the drones.
- Lowered psel_drones on Character Select Screen
- Fixed transparent pixel on Cyrax's Portrait on the Character Select Screen
CREDIT: Drew Adkins aka tehdrawsus
- Added borders to Human Smoke and Noob Saibot
CREDIT: Drew Adkins aka tehdrawsus
NOTE: Location, direction, and explanation. Implementation I did myself and is slightly different.
- Updated Human Smoke Character Select data to use my updated Custom Palette
NOTE: Used custom tool to create the palette based off of Sub-Zero (Original)
CREDIT: Used flipped portrait of Sub-Zero (Original) by Drew Adkins aka tehdrawsus

- **VS. MODE CHANGES:**

- Changed Vs. Mode Win Counter so it doesn't reset unless you lose against the CPU. This makes it keep track of total wins in Versus Mode
CREDIT: Drew Adkins aka tehdrawsus

- **KOMBAT CODE CHANGES:**

- Changed P1/P2 Half Power to prevent accidental use when trying to do Winner fights Shao Kahn or Kombat Zone – Jade's Desert
 - From 033000 to 303000
 - From 000033 to 000303
- **Added new Kombat Codes:**
 - **100001 – Boss Lifebars**
 - All damage done to both players is reduced. The damage reduction is the same as against Motaro, Shao Kahn, or vanilla Noob Saibot.
 - **101000 – P2 Boss Lifebar**
 - All damage done to P2 is reduced. The damage reduction is the same as against Motaro, Shao Kahn, or vanilla Noob Saibot.
 - **000101 – P1 Boss Lifebar**
 - All damage done to P1 is reduced. The damage reduction is the same as against Motaro, Shao Kahn, or vanilla Noob Saibot.
 - **411411 – Randper Kombat II**
 - Randper, Throwing Encouraged, Boss Lifebars

- **FINISH HIM/HER CHANGES:**

- Ability to do a Finishing Move on Noob Saibot added

🌐 NORMAL ATTACK CHANGES 🌐

- **JAB CHANGES:**

- Glitch Jabs removed
- Number of Jabs on hit before iceskate reduced to 4 and 2
NOTE: Only if opponent is holding back
- Changed Punch_Sleep from 5 to 3 on HP1, HP2, LP1, and LP2 to prevent slowed down jabs in the corner which allows the Hit Count to be reset before opponent can recover in time to avoid next jab.
NOTE: This removes the “slow jab” corner infinite
- Reduced recovery after corner jab “ice skate” for attacker by 4 frames

- **STANDING LOW KICK (sLK) CHANGES:**

- Recovery reduced by 6 frames on hit (now -6 instead of -12)
Current: 10 Default: 16

- **CROUCHING HIGH KICK (cHK) CHANGES:**

- Recovery reduced by 4 frames on collision
Current: 12 Default: 16
- Damage increased by 6
Current: 18 Default: 12
- Collision changed to connect against opponent's full sprite box
NOTE: Removed squeeze hitbox collision check

🌐 COMBO CHANGES 🌐

- **POPUP CHANGES:**

- Relaunch infinite removed
NOTE: If the hit count is >= 10, the hit reaction is changed to knock away and not popup again. Knockback reaction used is Roundhouse.

- **COMBO CHANGES:**

- Fixed Set_His_Quarter_Damage so it actually sets the damage to ¼
- Add new input checks to the Combo Requirements Table
NOTE: There are now checks for the following inputs: (D,B; F,F; B,B; F,D,B; F,D,F; B,D,B; B,F; F,D; B,B,D; B,B,F; D,D; D,U) *not all inputs are used currently
EXAMPLE: Sektor HK,HK,F,D,B,HP

INDIVIDUAL CHARACTER SECTIONS



CYRAX

COMBO CHANGES

- **COMBO CHANGES:**

- New Bomb ender options available for HP,HP,LP combo
 - D,D,LK (Straight Down Bomb)
 - B,B,LK (Mid Bomb)
 - F,F,LK (Far Bomb) *Goes off the screen if done near the corner!



NORMAL ATTACK CHANGES

- **HITBOX CHANGES:**

- Elbow hitbox adjusted so it no longer whiffs against Female Ninjas after a Jump starter.

- **THROW CHANGES:**

- Throw damage increased by 6
Current: 32 Default: 26
- Damage Protection moved from before throw damage is applied to after

SPECIAL MOVE CHANGES

- **NET CHANGES:**

- Damage Protection added if hit count ≥ 2
This was done to prevent 50%+ combos using Net off of a throw
- Recovery reduce by 6 frames
Current: 20 Default: 26
- Hit Reaction increased by 22 frames
Current: 54 Default: 32

- **AIR THROW CHANGES:**

- Damage on Combo Readout fixed. It now adds the correct damage.
- Input window increased by 4 frames upon touching opponent
 Current: 10 Default: 6
- Clear_Invisible routine added to prevent the “invisible Ermac” glitch

- **BOMB CHANGES:**

- Added Straight Down Bomb
 - Hold LK, D, D, HK
- Added Damage Protection
- Recovery on Bomb Throw reduced by 5 frames
 Current: 17 Default: 22
- Recovery on Dud reduced by 12 frames
 Current: 20 Default: 32

- **TELEPORT CHANGES:**

- Startup reduced by around 6 frames by speeding up the animation
- Recovery reduced by 6 frames by speeding up the animation
- Added a Disable Timer of 96 frames



ERMAC

🌐 COMBO CHANGES 🌐

- **COMBO CHANGES:**

- Increased damage on the B+LP part of the HP,HP,B+LP combo (from 7 to 10)
- Increased damage on the D,F+LP part of the HP,HP,B+LP,D,F+LP combo ender (from 7 to 10)
- Reduced damage on the LP part of the Knee,LP combo (from 7 to 3)

🌐 NORMAL ATTACK CHANGES 🌐

- **THROW CHANGES:**

- Throw recovery reduced by 10 frames

🌐 SPECIAL MOVE CHANGES 🌐

- **FIREBALL CHANGES:**

- Added recovery animation (does not change frame data)
- Block Reaction changed to LP Block Reaction
- Hitbox extended downward to connect against all characters in crouch block

- **TELEPORT PUNCH CHANGES:**

- You can no longer teleport out of the corner if you are too far in one.
NOTE: Teleport will go through the corner if your opponent is in a hit state.
- Block damage reduced from 4 to 2
- Disable Timer increased by 32 frames
Current: 112 Default: 80

- **TELEKINETIC SLAM CHANGES:**

- Damage added to Combo Readout
- Damage Protection added
- Increased damage by 13
Current: 22 Default: 9
- Double DP added if the Hit Count is ≥ 3
NOTE: This prevents Double DP circumvention by using a lesser combo after a naked TKS (was ≥ 4)



JADE

🌐 COMBO CHANGES 🌐

- **COMBO CHANGES:**

- New combo branch added for Knee, HK:
 - Knee, HK, D+LP, D+HP
- New combo option added after HK, HK, LK:
 - HK, HK, LK, B+LK, B+HK
- Damage Protection added to the LK part of the Knee, HK, LK combo
- Damage Protection removed from the LK in the HP, HP, D+LP, LK combo
- Damage reduced for the LK in the HP, HP, D+LP, LK combo (from 7 to 3)
- Damage reduced for the LK in the HP, HP, D+LP, LK combo (from 7 to 3)
- Recovery reduced on D+HP reduced by 2 frames

Current: 14 Default: 16

🌐 NORMAL ATTACK CHANGES 🌐

- **HITBOX CHANGES:**

- Elbow hitbox adjusted so it whiffs against all crouching characters.
NOTE: This used to hit Kano, Kabal, Shang Tsung, and Female Ninjas



- **THROW CHANGES:**

- Throw recovery reduced by 7 frames

🌐 SPECIAL MOVE CHANGES 🌐

- **GREEN KICK CHANGES:**

- Hit limit increased from 2 to 6
- Block recovery reduced by 2 frames
Current: 30 **Default:** 32
- Hit recovery increased by 3 frames
Current: 19 **Default:** 16

NOTE: This is to prevent crazy corner combos with the increased hit limit... you cannot get more than 2-3 in a row.

- Whiff recovery reduced by 8 frames
Current: 32 **Default:** 40
- Hit Reaction changed to knock opponent up higher and fullscreen.

NOTE: If opponent is in the corner and hit count is ≥ 2 , then the original hit reaction is used. This allows for corner combos off of a naked Green Kick.

- Damage Protection added
- Double DP added if hit count ≥ 2
- Distance traveled (active frames) increased by 1 frame



- **BOOMERANG CHANGES:**

- All Boomerangs have faster startup (1 frame per animation frame)
- Custom routines created to allow separate recovery for each type of Boomerang
 - Boomerang recovery reduced by 6 frames
Current: 26 Default: 32
 - Return Boomerang – no change (32 frames)
 - Low Boomerang recovery reduced by 4 frames
Current: 28 Default: 32
 - High Boomerang recovery reduced by 4 frames
Current: 28 Default: 32
- Return Boomerang now comes back on hit in addition to whiff
- Return Boomerang Disabled if Hit Count >= 8
- Projectile speed reduced on both Low and High Boomerangs.

NOTE: This makes the angle happen sooner.



- Block Reaction changed to HP Block Reaction to cause minor pushback
- Double DP added if not the first hit in the combo

- **PROJECTILE INVINCIBILITY CHANGES:**

- Damage Protection added on whiff for corner juggles if the Hit Count is >= 4



JAX

COMBO CHANGES

- **COMBO CHANGES:**

- Damage reduced on the 2nd and 3rd hits of the HK,HK,D+HP combo (from 7 to 3)
- HP,HP,Blk,LP changed to HP,HP,Blk,D+LP
- HP,HP,Blk,D+LP,B+HP ender hit reaction changed to match Shao Kahn Hammer

NOTE: Only affects grounded opponents

- HP,HP,Blk,D+LP,B+HP ender air hit reaction changed to custom reaction that bounces opponent off the ground for a juggle



🐉 NORMAL ATTACK CHANGES 🐉

- **HITBOX CHANGES:**

- Elbow hitbox adjusted so it no longer whiffs against Female Ninjas after a Jump starter.
- Crouching HK hitbox extended forward



🐉 SPECIAL MOVE CHANGES 🐉

- **MISSILE CHANGES:**

- Disable Timer decreased by 32 frames
Current: 96 **Default:** 128

- **GROUND POUND CHANGES:**

- Startup reduced by 6 frames
Current: 20 **Default:** 26
- Multi-Ground Pound (MGP) removed

- **GOTCHA GRAB CHANGES:**

- Glitch where P2 cannot do a Gotcha Grab while LK is being held has been fixed.
- Damage on Combo Readout fixed. It now adds the correct damage.
- Added Block Damage (from 0 to 3)
- Maximum number of hits increased from 5 to 6
- Damage decreased per hit from 7 to 6
- Animation speed increased

- **DASH PUNCH CHANGES:**

- Glitch where P2 cannot do a Dash Punch while LK is being held has been fixed.

- **AIR THROW CHANGES:**

- Now counts as a hit to the combo
- Damage on Combo Readout fixed. It now adds the correct damage.



KABAL

COMBO CHANGES

- **COMBO CHANGES:**

- Knee,LK now chains to D+LP,D+HP
- Knee,LK,B+HK has been removed
 - Combo branch has been changed to Knee,LK,D+LP
- Animation for D+LP part of combo has been sped up by 1f per animation
- Faster recovery for HP,HP,D+LP,D+HP to allow sweep afterwards (20f)
- NOTE: Most midscreen situations, always in the corner.
- Reduced damage on the HK part of the Knee,LK,HK,B+HK combo (from 10 to 7)
- Reduced damage on the B+HK part of the Knee,LK,HK,B+HK combo (from 10 to 7)
- Increased damage on the D+LP part of any weapon combo ender (from 3 to 10)
- Recovery has been reduced for any weapon combo ender

Current: 6 Default: 26

NOTE: This allows a sweep against some characters midscreen, all characters in the corner, juggles in the corner, and a free Blur if only the last hit connects.

NORMAL ATTACK CHANGES

- **HITBOX CHANGES:**

- Elbow hitbox raised so it doesn't hit crouching characters



- **THROW CHANGES:**

- Throw damage reduced by 11
- Current: 21 Default: 32

🌐 SPECIAL MOVE CHANGES 🌐

- **HITBOX CHANGES:**

- **Ground Fireball** downward hitbox extended to connect on all crouching characters.



- **Ground Saw** hitbox adjusted so it connects on all characters during juggles



- **FIREBALL CHANGES:**

- Damage Protection added
- Damage reduced
Current: 18 Default: 23
- Recovery increased on Air Fireball
NOTE: 3f landing recovery max height, 2f for lowest possible iAFB
- Damage Protection added on hit

- **GROUND FIREBALL CHANGES:**

- Recovery reduced by 1f per animation
- Block reaction changed to LP block reaction

- **BLUR/SPIN CHANGES:**

- Damage Protection added on hit
- 3 frames added to startup (Blur now active on frame 6)
- Recovery increased slightly on hit, whiff, and block
 - Dizzy animation reduced after Blur wears off on grounded hit
- Glitch where airborne opponent is reset after the Blur hit reaction wears off and they begin falling to the ground.
 - Damage Protection is no longer reset
 - Opponent can no longer use air specials during the fall animation

- **GROUND SAW CHANGES:**

- Damage Protection added on hit
- Startup reduced slightly to allow its use in combos
- Hit Limit before disable has been increased from 2 to 3
- Once Ground Saw is active, it no longer disappears if Kabal is hit or forced to block.
- Ground Saw is now a low attack
- No longer hits Jade when in Projectile Invulnerability
- Added one additional animation cycle for hit reaction to make it easier to combo when used in juggles and for more consistency against all characters.



KANO

🥵 COMBO CHANGES 🥵

- **COMBO CHANGES:**

- Elbow damage reduced by 3

Current: 13 Default: 16

NOTE: This was done to reduce the damage of the 3 and 4-hit popups by 2%

🥵 NORMAL ATTACK CHANGES 🥵

- **HITBOX CHANGES:**

- Elbow hitbox adjusted so it no longer whiffs against Female Ninjas after a Jump starter.
- Crouching HK hitbox extended forward



🥵 SPECIAL MOVE CHANGES 🥵

- **SHAKER CHANGES:**

- Recovery increased by 2 frames to prevent the infinite against the robots
- Current: 10 Default: 8
- Clear_Invisible routine added to code to prevent the "Invisible Ermac" glitch
- Now adds a hit to the combo
- Damage on Combo Readout fixed. It now adds the correct damage.
- Now does block damage (from 0 to 3)
- Double DP added

- **ROLL CHANGES:**

- Ability to store LK charge by releasing it and holding it again on the next frame has been removed
- Extended forward hitbox by 2 pixels to prevent whiffing against stand blocking Female Ninjas



- **SWIPE CHANGES:**

- Recovery reduced
- Double DP added
- Extended upward hitbox to more match the animation and make it easier to use in corner juggles



- **AIR THROW CHANGES:**

- Clear_Invisible routine added to code to prevent the "invisible Ermac" glitch
- Now adds a hit to the combo
- Damage on Combo Readout fixed. It now adds the correct damage.



KITANA

COMBO CHANGES

- **COMBO CHANGES:**
 - New combo branch
 - HK, HK now branches to Fan Combo Ender (B+LP, F+HP) and does 21%
 - New Knee combo option
 - HK, HK, LK, F+LK, B+HK

NORMAL ATTACK CHANGES

- **THROW CHANGES:**
 - Throw damage reduced by 11

Current:	21	Default:	32
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SPECIAL MOVE CHANGES

- **FAN THROW CHANGES:**
 - Double DP added
- **FAN LIFT CHANGES:**
 - Damage Protection removed
 - Damage Protection added to the Fan Lift once the "lift" is done and they begin falling to the ground
 - Fan Lift now does chip damage (from 0 to 3)
 - Whiff recovery reduced by 112 frames

Current:	80	Default:	192
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 - Block recovery reduced by 40 frames

Current:	40	Default:	80
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 - Reduced startup by 4 frames by speeding up the animation
- **SQUARE WAVE CHANGES:**
 - Input changed from D,B,HP to F,D,B,HP
 - Input window reduced by 16 frames

Current:	24	Default:	40
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NOTE: These two changes were done to prevent accidental activation when trying to uppercut while holding D+B to avoid throws
 - Double DP added
 - You can now throw an Air Fan during recovery on hit if the Hit Count < 5



KUNG LAO

COMBO CHANGES

- **COMBO CHANGES:**
 - Damage reduced on 1st and 2nd LP parts of the HP,LP,HP,LP combo (from 7 to 3)
NOTE: This reduces the 7-hit combo damage from 34% to 30%
 - Hit reaction on HP,LK,B+HK combo changed to match Jax HP,HP,Blk,LP hit reaction
NOTE: This allows for additional hits afterwards (sweep midscreen, spin corner)
 - Recovery reduced on HP,LK,B+HK combo by 3 frames.
NOTE: You can get a sweep after a Spin in the corner (1-2 frame window)

NORMAL ATTACK CHANGES

- **HITBOX CHANGES:**
 - Elbow and Knee hitboxes adjusted so they no longer whiffs against Female Ninjas on ground combos or after a Jump Starter

SPECIAL MOVE CHANGES

- **HAT THROW CHANGES:**
 - Disabled if the hit count ≥ 9
 - Recovery reduced by 2 frames
 - Input window cut in half to reduce accidental input when doing certain Run Jab techniques
- **DIVE KICK CHANGES:**
 - Damage Protection added on hit or whiff during juggles
 - Double DP added on hit or whiff during juggles if the hit count ≥ 5
 - Recovery on hit increased by 2 frames to prevent the JK~DK,LP~Hat infinite
Current: 8 Default: 6
- **SPIN CHANGES:**
 - Disabled after 4 hits
 - Addition Spin input added (U,U,LK)
 - Added code so you can tap either LK or Run to keep spinning
 - Input Window is increased by 4 frames over the F,D,F,Run version



LIU KANG

COMBO CHANGES

- **COMBO CHANGES:**

- 3-hit popup now has Damage Protection instead of Double DP

NORMAL ATTACK CHANGES

- **HITBOX CHANGES:**

- Elbow hitbox adjusted so it no longer whiffs against Female Ninjas after a Jump Starter

SPECIAL MOVE CHANGES

- **FIREBALL CHANGES:**

- High Fireball recovery reduced by 2 frames
Current: 14 **Default:** 16
- Low Fireball recovery reduced by 4 frames
Current: 20 **Default:** 24
- Damage Protection added
- Double DP added if hit count ≥ 7

- **BICYCLE KICK CHANGES:**

- Run is no longer drained on hit
NOTE: On Counter Hit, you can run up and combo
- Now makes invisible opponents visible on hit
- Ability to use Multi-Bicycle Kick (MBK) removed



MILEENA

🌐 COMBO CHANGES 🌐

- **COMBO CHANGES:**

- Recovery reduced on the HP,HP,U+LP,D+LP combo by 10 frames

Current: 4 Default: 14

🌐 SPECIAL MOVES – VARIOUS CHANGES 🌐

- **ROLL CHANGES:**

- Damage increased by 6

Current: 22 Default: 16

- **TELEKICK CHANGES:**

- Chip damage reduced from 3 to 2
- Whiff recovery has been greatly reduced
- Recovery has been decreased on hit

NOTE: She now falls faster to the ground on hit giving her more frame advantage, especially if it hits a crouching opponent.



NIGHTWOLF

COMBO CHANGES

- **HITBOX CHANGES:**
 - Knee downward hitbox reduced to remove the Knee, HK, B+HK corner infinite
- **COMBO CHANGES:**
 - Recovery reduced on HK part of the HP, HP, LP, HK combo ender by 16 frames
Current: 16 Default: 32
NOTE: It's no longer full combo punishable by certain characters on hit

NORMAL ATTACK CHANGES

- **HITBOX CHANGES:**
 - Elbow and Knee hitboxes adjusted so they no longer whiffs against Female Ninjas after a Jump Starter

SPECIAL MOVE CHANGES

- **AXE UPPERCUT CHANGES:**
 - Priority against air attacks has been removed
 - Damage increased by 6
Current: 24 Default: 18
 - Double DP added if the hit count is ≥ 3
 - Fast version now always causes Double DP
NOTE: The fast version is the one at the end of his auto-combo
- **TACKLE CHANGES:**
 - 3 frames added to startup (Tackle now active on frame 9)
 - Recovery increased by 2 frames
Current: 18 Default: 16
- **ARROW CHANGES:**
 - Recovery reduced by speeding up the recovery animation
- **REFLECT CHANGES:**
 - Recovery/Active frames reduced by 50%



NOOB SAIBOT

🌐 COMBO CHANGES 🌐

- **COMBO CHANGES:**
 - Elbow animation changed to match OSZ (Changed from Scorpion Axe)
 - MKT combos added
 - Knee,LK,LK,LK
 - HP,HP,LP,HK

🌐 GENERAL CHANGES 🌐

- **GENERAL CHANGES:**
 - Lifebar is no longer "boss" status. He takes damage like everyone else.
 - Forward walk speed has been reduced
 - Backward walk speed has been reduced
 - Win pose for OSZ Transformation changed so he is no longer vulnerable to being hit after the round begins.
 - Vs Palette changed so you can see him better
 - Palette changed so you can see him better
 - P2 Palette changed so you can see his skin to differentiate from P1 Palette

NOTE: Fatality Palettes are still bugged when a fatality is performed on Noob

🌐 SPECIAL MOVE CHANGES 🌐

- **SPECIAL MOVE CHANGES:**
 - TEMPORARILY has the following special moves:
 - Scorpion Teleport Punch
 - Sub-Zero (Original) Iceball
 - Sub-Zero (Original) Slide



REPTILE

🌐 COMBO CHANGES 🌐

- **COMBO CHANGES:**
 - B+HK Combo Ender recovery reduced by 4 frames
 - B+HK Combo Ender damage reduced from 10 to 7
 - NOTE: These damage changes are required to keep the original damage after the change to the hit reaction to the B+HK combo ender.
 - Add new path for HK, HK, LK, B+HK which knocks fullscreen and does 23%

🌐 SPECIAL MOVE CHANGES 🌐

- **ACID SPIT CHANGES:**
 - Damage increased by 8
 - Current: 23 Default: 15
- **SLIDE CHANGES:**
 - Slide is now a low attack (retains squeeze hitboxes)
- **INVISIBILITY CHANGES:**
 - You can now return visible by doing the move while invisible
 - Active Timer added (330 frames ~10 in-game seconds)
- **DASH CHANGES:**
 - Damage Protection added if hit count is ≥ 4
 - Double Damage Protection added if hit count is ≥ 10
 - Dash is now disabled if hit count is ≥ 13
 - Now causes block damage (from 0 to 2)
 - Return Elbow second hit on block recovery reduced by 8 frames (now +2)
 - Recovery increased slightly on block (linked to Kabal Blur data)



SCORPION

COMBO CHANGES

- **COMBO CHANGES:**

- Hit reaction on HP,HP,U+LP changed to a variation of Nightwolf's Axe Uppercut reaction
 - No blood
 - Knocks back slightly further
 - Disables opponent block so you can get a sweep as they land
- Recovery on HP,HP,U+LP reduced by 6 frames to allow Spear and Teleport followup on all characters
- U+LP combo ender now knocks back if it is the 8th hit or greater
NOTE: Roundhouse hit reaction used for the knockback.
- Damage reduced on the second HP of the HP,HP combo from 7 to 3
- Damage reduced on the HK part of the Knee,HK combo from 7 to 3
- Damage reduced on the last hit of the HP,HP,U+LP combo from 7 to 3
- Block reaction changed on the last hit of the HP,HP,U+LP combo to cause less blockstun and pushback (from +10 to -3)

NORMAL ATTACK CHANGES

- **THROW CHANGES:**

- Throw recovery reduced by 10 frames

- **FATALITY CHANGES:**

- Fixed game crash on Scorpion F,F,D,U,Run Fatality when performed on the Subway

CREDIT: [Drew Adkins aka tehdrawsus](#)

SPECIAL MOVE CHANGES

- **SPEAR CHANGES:**

- Damage Protection added if hit count ≥ 2
- You can now jump while opponent is in Spear Hit Reaction
- Fix sound on "Come Here!" and "Get Over Here!"

CREDIT: [Paul Eicher Jr. aka zpaul2fresh8](#)

- **TELEPORT PUNCH CHANGES:**

- You can no longer teleport out of the corner if you are too far in one.
NOTE: Teleport will go through the corner if your opponent is in a hit state.
- Chip damage reduced from 4 to 2
- Disable Timer increased by 32 frames
Current: 112 Default: 80

- **AIR THROW CHANGES:**

- Clear_Invisible routine added to code to prevent the "invisible Ermac" glitch
- Now adds a hit to the combo
- Damage on Combo Readout fixed. It now adds the correct damage.



SEKTOR

🌐 COMBO CHANGES 🌐

- **COMBO CHANGES:**

- New ender for HK, HK combo:
 - Smart Missile (F,D,B+HP)
 - Disable Timer added (128 frames)
- -- HP, HP, HK, B+HK combo ender changed
 - Hit Reaction changed to knock opponent fullscreen
 - Animation speed slowed down
 - Recovery reduced by 4 frames
 Current: 12 Default: 16
- -- HP, HP, HK, HK, B+HK combo ender changed
 - Hit Reaction changed to cause stumble instead of knockdown
 - Recovery reduced by 4 frames
 Current: 12 Default: 16
- -- Damage increased on the second HK of the HP, HP, HK, HK combo from 7 to 10

🌐 NORMAL ATTACK CHANGES 🌐

- **HITBOX CHANGES:**

- Elbow hitbox adjusted so it no longer whiffs against Female Ninjas after a Jump Starter

🌐 SPECIAL MOVE CHANGES 🌐

- **DUMB MISSILE CHANGES:**

- Glitch where P2 cannot throw Dumb Missiles while a Smart Missile is active has been fixed.
- Hit Reaction changed to cause a knockdown
- Block Reaction changed to LP Block Reaction
- Block damage increased from 2 to 4
- Recovery reduced by 2 frames
 Current: 30 Default: 32

- **SMART MISSILE CHANGES:**

- Recovery reduced by 2 frames
 Current: 30 Default: 32

- **TELEPORT UPPERCUT CHANGES:**
 - Hit Limit has been increased to 2
 - Damage Protection added if the hit count ≥ 2



SHANG TSUNG

COMBO CHANGES

- **COMBO CHANGES:**

- New popup added - HP,LP,D+LP,D+HP (19%)

SPECIAL MOVE CHANGES

- **FIREBALL CHANGES:**

- Damage increased by 3
Current: 16 **Default:** 13
- Single Fireball Disable Timer reduced by 14 frames
Current: 42 **Default:** 56
- Double/Triple Fireball Disable Timer reduced by 8 frames
Current: 48 **Default:** 56
- Damage Protection added if hit count ≥ 3

- **SUMMON FIREBALL CHANGES:**

- Damage Protection added
- Hit Reaction trajectory adjusted to be more consistent on hit
 - X-Velocity increased very slightly
NOTE: This makes all three to connect no matter where the first one hits
 - Y-Velocity decreased slightly
NOTE: This is so your opponent does not popup as high to compensate for the change in X-Velocity
- Summon Fireball is now a low attack
NOTE: Retains squeeze hitboxes
- Damage increased by 12
Current: 20 **Default:** 8
- Recovery reduced by 1 frame
Current: 15 **Default:** 16
- Now disabled after 7 hits

- **RANDPER KOMBAT CHANGES:**

- Fixed issue where getting Shang Tsung in Randper Kombat causes character change issues where you end up morphing back to Shang constantly
CREDIT: Drew Adkins aka tehdrawsus

- **MORPH CHANGES:**

- Added morphs:

Smoke (Cyber):	D,F,F,LP
Smoke (Human):	Blk,Run,LK
Noob Saibot:	F,D,B,HK

- Morph duration reduced by 128 frames
Current: 384 **Default:** 512
- Morphback recovery reduced by greatly speeding up the animation to prevent infinities used against him



SHEEVA

COMBO CHANGES

- **COMBO CHANGES:**

- Damage reduced on the LK part of the HK,HK,LK combo from 7 to 3

NORMAL ATTACK CHANGES

- **GENERAL CHANGES:**

- Crouch Block glitch fixed so there are no longer standup frames at the end of the block animation
- Damage increased on all normals except SUJK, SUJP, JP, Elbow, and Knee
 - **HK:** (24 to 28 hit, 5 to 7 block)
 - **LK:** (21 to 24 hit, 4 to 6 block)
 - **HP:** (11 to 14 hit, 3 to 4 block)
 - **LP:** (8 to 10 hit, 2 to 3 block)
 - **Sweep:** (20 to 24 hit, 3 to 4 block)
 - **cLP:** (6 to 10 hit, 2 to 3 block)
 - **cHK:** (12 to 20 hit, 3 to 4 block)
 - **cLK:** (6 to 8 hit, 2 to 3 block)
 - **Uppercut:** (36 to 40 hit, 9 to 12 block)
 - **JK:** (26 to 30 hit, 7 to 8 block)
 - **RH:** (29 to 34 hit, 4 to 6 block)

SPECIAL MOVE CHANGES

- **HITBOX CHANGES:**

- **Fireball** hitbox extended downward to connect on all characters in crouch block



- **FIREBALL CHANGES:**

- Block Reaction changed to LP block reaction
NOTE: This now causes more blockstun and pushback
- Recovery reduced by 6 frames
Current: 36 Default: 42
- Damage increased from 26 on hit and 3 on block to 30 on hit and 5 on block

- **TELESTOMP CHANGES:**

- Damage increased by 3
Current: 35 Default: 32

- **GROUND STOMP CHANGES:**

- Damage on combo readout fixed. It now adds the correct damage.
- Hit Reaction changed to Reptile Forceball Hit Reaction if hit count < 2 and inside jump distance to Sheeva



- Double DP added if hit reaction is the popup
- Recovery on hit reduced by 12 frames
Current: 4 Default: 16
- Recovery on whiff reduced by 6 frames
Current: 22 Default: 28
- Disable Timer added of 160 frames
- Disabled if opponent is in Sheeva's Throw Reaction



SINDEL

COMBO CHANGES

- **COMBO CHANGES:**

- Animation speed decreased on the HK part of the HP,HP,LP,HK combo ender
- Recovery reduced by 6 frames on the HK part of the HP,HP,LP,HK combo ender
- Damage reduced from 10 to 3 on the HP in the HP,HP combo starter
- Damage reduced from 7 to 3 on the D+HP in the HP,HP,D+HP Popup combo

NOTE: This damage reduces her Popup combo to 20% down from 27%

SPECIAL MOVE CHANGES

- **SCREAM CHANGES:**

- No longer decreases the hit count
- **NOTE: This means that every aaHP~Scream counts the HP instead of erasing it**
- Now does chip damage (0 to 3)
- Scream now has Damage Protection if used when the hit count is ≥ 3
- Scream disable hit limit has been increased by 1

Current: 4 **Default:** 3

NOTE: You can now use scream after the HP,HP,D+HP Popup combo

- **AIR FIREBALL CHANGES:**

- Height restriction reduced
 - Disable Timer reduced by 12 frames
- Current:** 36 **Default:** 48

NOTE: Separate code was made to be able to set different values if opponent is in the corner. Currently they are both set to 36.

- **FLIGHT CHANGES:**

- Startup animation sped up
- You can move sooner after activation
- "Bounce" animation sped up
- Height when holding Up increased slightly
- Damage Protection added if Hit Count is ≥ 4 and opponent is in a juggle state
- Speed required before animation change on movement has been reduced **NOTE: This refers to changing directions**
- Ability to do neutral jump attacks while flying added
- **NOTE: Horizontal movement stops when any attack button is pressed**
- Disabled if Hit Count ≥ 9

NOTE: This was implemented to remove the infinite in the corner



SONYA BLADE

COMBO CHANGES

- **COMBO CHANGES:**

- Damage reduced on the U+LP part of the HP,HP,U+LP combo ender from 7 to 3
- Removed the last two frames of the recovery animation on the B+HP combo ender



NORMAL ATTACK CHANGES

- **GENERAL CHANGES:**

- Throw recovery reduced by 10 frames

- **HITBOX CHANGES:**

- Elbow hitbox adjusted so it no longer whiffs against Female Ninjas after a Jump Starter

SPECIAL MOVE CHANGES

- **BICICLE KICK CHANGES:**

- Disabled if opponent is in the Leg Grab Hit Reaction
NOTE: This prevents the corner infinite against big hitbox characters

- **LEG GRAB CHANGES:**

- Damage after 3 hits now does 1/2 damage instead of 1/4 damage
- Now causes block damage (0 to 3)
- Damage reduced from by 3

Current: 32 Default: 35



STRYKER

🐉 COMBO CHANGES 🐉

- **COMBO CHANGES:**
 - Damage reduced on the second HP of the HP,HP,LP combo from 7 to 3
 - New combo path added:
 - Knee,LK,F+HK and Knee,LK,B+LP,F+HK
 - Uses Custom Hit Reaction to cause stumble



🐉 NORMAL ATTACK CHANGES 🐉

- **HITBOX CHANGES:**

- Elbow hitbox adjusted so it no longer whiffs against Female Ninjas after a Jump Starter
- LP Downward Hitbox has been increased to connect against all characters in crouch block (except Stryker)



🐉 SPECIAL MOVE CHANGES 🐉

- **GRENADE CHANGES:**

- Startup has been reduced by speeding up the animation
- Recovery reduced by 4 frames

Current: 12 Default: 16

- **BATON SWEEP CHANGES:**

- Now +5 on hit

NOTE: This was done by removing "Sitting Duck" time, matching the recovery of Whiff and Block and forcing the opponent to stay down for 8f

- Recovery reduced on Block and Whiff by 19 frames

Current: 13 Default: 32

- Hitbox extended upward to allow easier use to end combos



- **BATON TOSS CHANGES:**

- Damage after hit count ≥ 3 is now $1/2$ instead of $1/4$
- Now does Block Damage (0 to 3)

- **RIOT GUN CHANGES:**

- Double DP added
- Damage increased by 6
 - Current: 26 Default: 20
- Disabled if Hit Count ≥ 9
- Recovery reduced by 9 frames
 - Current: 23 Default: 32
- Hitbox extended forward by 20%





SMOKE (CYBER)

🌐 NORMAL ATTACK CHANGES 🌐

- **HITBOX CHANGES:**

- Elbow hitbox adjusted so it no longer whiffs against Female Ninjas after a Jump Starter

🌐 SPECIAL MOVE CHANGES 🌐

- **HARPOON CHANGES:**

- Damage Protection added if hit count ≥ 2
- Damage increased by 6

Current:	14	Default:	8
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NOTE: Overall damage is around 9-11% less per combo
- 2 frames added to startup (becomes active on frame 7)

- **INVISIBILITY CHANGES:**

- Disabled if opponent is in Harpoon Hit Reaction
- Uses Smoke Cloud FX instead of Explosion FX during startup
- Now has a sound effect

NOTE: Uses the sound for Sub-Zero (Unmasked) Fatality Ice-Breath
- Active Timer added of ~15 game seconds (495 frames)

NOTE: It checks during inactivity, block, walk, and duck. You can avoid turning visible by using jab flurry.

- **AIR THROW CHANGES:**

- Clear_Invisible routine added to code to prevent the "invisible Ermac" glitch
- Damage reduced by 8

Current:	24	Default:	32
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 - Damage reduced to 18 if Hit Count ≥ 3
- Now adds a hit to the combo
- Damage on Combo Readout fixed. It now adds the correct damage.
- Throw Range reduced by 8 pixels on both the X-axis and Y-axis



SMOKE (HUMAN)

🌐 COMBO CHANGES 🌐

- **COMBO CHANGES:**

- Damage decreased on the LP in Knee,LP from 7 to 3
- Damage decreased on the HP in Knee,D+LP,HP from 7 to 3
- Damage decreased on the D+LP in Knee,D+LP,HP from 7 to 3
- Knee,LP data now separate from Kano and damage increased by 3

NOTE: Knee combo data is now mostly separate from Kano

🌐 NORMAL ATTACK CHANGES 🌐

- **GENERAL CHANGES:**

- Forward walk speed has been reduced
- Backward walk speed has been reduced
- Fixed a glitch where Human Smoke no longer emit smoke clouds after an uppercut stage transition
- Player 2 Palette changed so you can tell the difference between P1 and P2 in a mirror match
- Player 2 Vs Palette changed to reflect the darker palette in a match

NOTE: Fatality Palettes are still bugged when a fatality is performed on Human Smoke



SPECIAL MOVE CHANGES

- **GENERAL CHANGES:**

- Now has separate move data for Teleport Punch and Spear
NOTE: Smoke (Human) used to share this data with Scorpion

- **SPEAR CHANGES:**

- "Get Over Here" and "Come Here" sound on hit has been removed
- Damage Protection added if the Hit Count ≥ 2
- Damage reduced by 3
Current: 5 Default: 8

- **TELEPORT PUNCH CHANGES:**

- You can no longer teleport out of the corner if you are too far in one.
NOTE: Teleport will go through the corner if your opponent is in a hit state.
- Damage on block reduced by 2
Current: 2 Default: 4
- Disable Timer increased by 32 frames
Current: 112 Default: 80
- Teleport Punch damage reduced by 10
Current: 10 Default: 20

- **INVISIBILITY CHANGES:**

- Invisibility added (U,U,Run)
 - Uses Jade Green Kick FX (Smoke Clouds)
 - Uses Reptile Win Pose animation
 - Uses OChar_Sound #4
- Disable Timer added for 30 frames after using a Teleport Punch
- Disabled if opponent is in Spear Hit Reaction
- Using Teleport Punch no longer makes him visible
- Active Timer added of ~10 game seconds (330 frames)
NOTE: It checks during inactivity, block, walk, and duck. You can avoid turning visible by using jab flurry.
BUG: A bug has been found where if you do a Roundhouse then do Invisibility before or as they land, the Invisibility Active Timer is shortened or reset.

- **AIR THROW CHANGES:**

- Removed from moveset



SUB-ZERO (ORIGINAL)

🌐 COMBO CHANGES 🌐

- **COMBO CHANGES:**
- Recovery reduced for 3-hit kick ender combo by 6 frames
Current: 8 **Default:** 14
- Recovery reduced for 4-hit popup combo by 3 frames
Current: 4 **Default:** 7
- Damage Protection removed from the LK part of the HP,HP,LK,B+HK,F+LK combo
- The D+HP part of the HP,HP,D+LP,D+HP combo has been changed to HP
NOTE: The down requirement was removed from the last hit
 - The HP part of the HP,HP,D+LP,HP combo now causes Double DP
NOTE: This was changed to reduce the damage of the 50-67% combos he can do from a naked freeze

🌐 NORMAL MOVE CHANGES 🌐

- **GENERAL CHANGES:**
 - Throw recovery reduced by 10 frames
 - Added the ability to change into Noob Saibot at the beginning of the round using B+Run+Blk+LP+LK

🌐 SPECIAL MOVE CHANGES 🌐

- **GENERAL CHANGES:**
 - Iceball can now be used while Ground Ice is active
- **ICEBALL CHANGES:**
 - Recovery increased by 3 frames
Current: 13 **Default:** 10
NOTE: This also affects Sub-Zero (Unmasked)
 - Startup reduced by 3 frames by speeding up the animation
NOTE: It now matches the startup of Sub-Zero (Unmasked)
 - Iceball causes damage on hit and block (0 to 3)

- **GROUND ICE CHANGES:**

- Active frames increased by 32 frames
Current: 112 **Default:** 80
- Recovery reduced by 4 frames
Current: 28 **Default:** 32
- Hitbox extended forward by 10 pixels



- **SLIDE CHANGES:**

- Slide is now a low attack (retains squeeze hitboxes)



SUB-ZERO (UNMASKED)

🌐 COMBO CHANGES 🌐

- **COMBO CHANGES:**

- Damage Protection has been removed from the LK part of the HP,HP,LK,HK,B+HK or HP,HP,LP,LK,HK,B+HK combo
- Damage Protection has been added to the HK part of the HP,HP,LK,HK,B+HK or HP,HP,LP,LK,HK,B+HK combo
- Recovery reduced on the HP,HP,LP,B+HK combo by 8 frames.

Current:	6	Default:	14
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NOTE: This makes him 0 (+1 FA) on hit and +2 (+3 FA) on block.
- Damage reduced on the LK part of the HP,HP,LP,LK combo from 7 to 3
- New combo ender for HP,HP,B+HK:
 - HP,HP,B+HK,D,B,LP (Ice Clone)

🌐 NORMAL MOVE CHANGES 🌐

- **HITBOX CHANGES:**

- Jump Kick backward hitbox increased
NOTE: It no longer whiffs in the mirror match when both characters jump and kick at the same time.



- Jump Punch hitbox increased horizontally (it was too narrow before and would whiff when you were sure it hit)

NOTE: There is no way to make his JP connect on crouching opponents due to the position of his legs in the sprite forcing a landing animation way before any other character.



- Elbow and Knee hitboxes adjusted so they no longer whiff against Female Ninjas after a Jump Starter

🥵 SPECIAL MOVE CHANGES 🥵

- **GENERAL CHANGES:**
 - You can now throw an Iceball while Decoy/Ice Clone is active
- **ICEBALL CHANGES:**
 - Recovery increased by 3 frames
Current: 13 **Default:** 10
 - Now causes damage on chip and hit (from 0 to 5 hit, 1 block)
- **ICE SHOWER CHANGES:**
 - Now causes damage on chip and hit (from 0 to 5 hit, 1 block)
- **DECOY (ICE CLONE) CHANGES:**
 - Decoy Active Frames increased by 8 frames
Current: 50 **Default:** 42
 - Disable Timer reduced by 32 frames
Current: 224 **Default:** 256
- **SLIDE CHANGES:**
 - Slide is now a low attack (retains squeeze hitboxes)