ULTIMATE MORTAL KOMBAT 3 PLUS

PUBLIC BETA 2 CHANGE LOG

UMK3+ - A TEAM PLUS GAME

CREATED BY TEHDREWSUS AND ZPAUL2FRESH8

DEV TOOLS BY ABYSTUS AND BRE

TESTING BY POSTMORTEM AND PARALLAX MKCHILE

ADDITIONAL GAMEPLAY TESTING:

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'KONS

ALL FIXES, CHANGES AND FEATURES FOR BETA 2 IMPLEMENTED BY TEHDREWSUS

SPECIAL THANKS TO ZPAUL2FRESH8 FOR KOOL SCRIPTS AND TOOLS FOR PALETTE CREATION AND IN GENERAL MAKING LIFE AS A HACKER OF MIDWAY GAMES A LITTLE EASIER

FACTORY FIXES

NOTE: ALL FACTORY FIXES FROM BETA 1 ARE CARRIED OVER TO BETA 2

CPU DAMAGE OUTPUT: CPU KOMBOS NOW DO THE SAME DAMAGE AS IF PERFORMED BY A HUMAN PLAYER:

- ➢ UNMASKED SUB-ZERO: 6 HITS, 23% DAMAGE (WAS 30% BY CPU)
- ➢ JADE: 7 HITS, 25% DAMAGE (WAS 34% BY CPU)
- ➢ LIU KANG: 7 HITS, 29% DAMAGE (WAS 34% BY CPU)

ANIMATION/VISUAL FIXES:

- ➢ SONYA DUCKING TURN-AROUND FRAMES FIXED. WOULD SPLIT IN 1.2
- ➢ UNMASKED SUB ZERO CROUCHING HK FRAMES FIXED. WOULD BE STUCK IN LAST FRAME OF ANIMATION IN 1.2 IF STAYED CROUCHING
- ➢ KANO VICTORY POSE ANIMATION FIXED – UPDATED Y AXIS COORDINATE FOR TWO SPRITES
- ➢ NIGHTWOLF P2 VS SPRITE PALETTES FIXED TO BE CONSISTENT WITH IN GAME PALETTE
- ➢ UPPERCUT INTO STAGE TRANSITION NO LONGER CAUSES FLOOR TO BE SKEWED WHEN DONE AWAY FROM CENTER OF STAGE
- ➢ LARGE FONT WITH SHADOW PALETTE FIXED
- ➢ JADE ILLUMINATED STAFF EFFECT DURING VICTORY POSE LINED UP FOR FINAL TWO FRAMES – ADJUSTED Y AXIS
- ➢ ROBOTS IN BACK OF 2V2 DURING ROUND START WILL HAVE CORRECT STANCE
- ➢ SUBWAY AND TEMPLE SHADOWS NOW DISPLAY CORRECT, DO NOT DISAPPEAR IN CERTAIN LAYERS OF STAGE.

2V2 SPEAR FIX:

- ➢ SPEARS CONNECTED ON OPPONENT AFTER DEATH WOULD CAUSE ENTERING OPPONENT TO STOP MOVING UNDER CERTAIN CONDITIONS

JADE FATALITY FIX:

➢ ROBOTS WILL NO LONGER POSSIBLY HAVE CORRUPTED PALETTE WHEN FALLING ON JADE'S STAFF DURING IMPALE FATALITY. ALSO APPLIES TO CLASSIC SUB-ZERO'S ICE SPIKE FATALITY, CREATED FOR UMK3+

STRYKER FATALITY FIX:

➢ BOMB VEST FATAL FIX CAUSES VEST TO BE PLACED ON SPECIFIC FRAMES FOR EACH CHARACTER SO THE APPEARANCE IS IMPROVED. EXPLOSION FLASH ANIMATION PRIOR TO SCREEN BLANK FROM MK3 RESTORED.

STRYKER FRIENDSHIP FIX:

➢ ALL CHARACTERS NOW RUN ACROSS SCREEN, EXCEPT FOR STRYKER AND OPPONENT. PREVIOUSLY KANO DID NOT, AND UMK3 CHARS DID NOTE. NOTE: LIMITED CHARACTERS RUN ON SUBWAY STAGE FOR HARDWARE.

SONYA FATALITY FIXES:

➢ GUMBALL FATAL NOW CORRECTLY ENGULFS EACH CHARACTER
➢ KISS OF DEATH SKELETONS CORRECTLY ALIGN WITH VICTIM HEIGHT

UNMASKED SUB-ZERO

➢ SHATTERED CHARACTER PALETTE FROM ICE BREATH FATAL NO LONGER CORRUPTED

KANO EYE LASER

➢ PALETTES NO LONGER SWAP/BOTH TURN RED ON KANO EYE LASER IF THERE IS A MIRROR MATCH WHERE KANOS SHARE A PALETTE.

SHEEVA ANIMALITY

➢ PALETTES NO LONGER SWAP/BOTH TURN RED DURING MIRROR MATCH DURING SHEEVA ANIMALITY.

SINDEL HAIR SPIN:

> VICTIM PROPERLY GETS WRAPPED IN AND DISAPPEARS IN HAIR SPIN. PREVIOUSLY CHARACTER COULD BE SEEN MORE AND NOT ALWAYS GO INVISIBLE PROPERLY.

BABALITIES:

> BABIES NOW APPEAR MORE CENTERED BEHIND FLAME, DO NOT PEEK   OUT EARLY DUE TO FLAME DISSIPATION.

SUPREME DEMONSTRATION:

> TIMERS UPDATED ON CERTAIN FINISHERS THAT WERE CUT SHORT IN 1.2.

CPU FINISHERS:

> DISTANCE REQUIREMENTS FIXED FOR CERTAIN FINISHERS WHEN DONE   BY CPU OPPONENT.

SCORPION, SMOKE, HUMAN SMOKE:

> SPEARS HITTING FROM POINT BLANK WILL NO LONGER CAUSE FULL   SCREEN SPEAR SPRITE TO APPEAR

GOING FROM STANDING TO FALLING AT 0 HEALTH:

> X COORDINATE FIXED ON SEVERAL CHARACTERS WHEN FALLING TO GROUND FROM STANDING POSITION AT 0 HEALTH TO PREVENT "ICE SKATE" EFFECT.

BUG FIXES FROM UMK3+ BETA 1

FIXES TO BUGS WE CAUSED!

RAIN:

- ➤ **CRITICAL** LIGHTNING BOLT SPECIAL MOVE DID NOT ALWAYS FUNCTION PROPERLY. THIS HAS BEEN FIXED. MOVE HAS BEEN COMPLETELY OVERHAULED.
- ➤ **CRITICAL** JAX GOTCHA GRAB VS RAIN COULD MOVE CHARACTERS ACROSS SCREEN. THIS HAS BEEN FIXED.
- ➤ ROUNDHOUSE DECAP FATAL NOW GIVES RAIN CORRECT LAYER PRIORITY SO HE APPEARS TO ROUNDHOUSE THROUGH OPPONENT, NOT BEHIND.
- ➤ FRIENDSHIP ADJUSTED TO PLACE ONLY 3 FLOWERS AND RAINDROP COUNTER REMOVED AS IT WAS UNNECESSARY.

SMOKE:

- ➤ **CRITICAL** AN OPPONENT COULD MAKE SMOKE COME BACK VISIBLE IF ALL REQUIREMENTS WERE MET WHEN THEY ARE BEING ATTACKED IN AIR BY INVISIBLE SMOKE. THIS HAS BEEN ADDRESSED AND FIXED.

JAX:

- ➤ KOMBO READOUT FOR MULTI SLAM WOULD START ON WRONG SIDE OF SCREEN AND COME BACK TO CORRECT SIDE. THIS HAS BEEN FIXED.
- ➤ MKX BRUTALITY MODIFIED: NO LONGER REQUIRED TO HIT OPPONENT WITH MISSILES.

SEKTOR:

- ➤ MKX STYLE BRUTALITY COULD CAUSE OPPONENT TO EASILY BECOME VISIBLE AFTER BODY EXPLOSION. THIS HAS BEEN ADDRESSED. COULD STILL POSSIBLY BE DONE IF FRAME PERFECT, BUT HAS BEEN ADDRESSED.

HUMAN SMOKE:

- ➤ HUMAN SMOKE RETCON ENDING SPELLING CORRECTED. RETCON ENDING NOW ALSO COMPLETELY FUNCTIONAL, RETCON ENDING APPEARS IF ROBOT TO HUMAN SMOKE TRANSFORMATION DONE ANY TIME PRIOR TO MATCH WITH SHAO KAHN, OR WHEN FACING HIM.
- ➤ HUMAN SMOKE NO LONGER HAS "HALF SMOKE" RATE WHEN FIGHTING VS SINDEL. "HALF SMOKE" RATE OF SMOKE PUFFS WAS DONE IN BETA 1 TO HELP MITIGATE HARDWARE ISSUES WHEN 2 SMOKE CHARACTERS WERE ON SCREEN SIMULTANEOUSLY ON BUSY STAGES.

KITANA:

> **CRITICAL** FIXED FAN EASILY HITTING CPU OPPONENTS IF KITANA Is PLAYER 1.

KANO/SHEEVA:

> EYE LASER FATAL AND SHEEVA ANIMALITY NO LONGER CAUSES "GRID" EFFECT ON OPPONENT PALETTE ON ARCADE HARDWARE

ENDURANCE TOWERS:

> UNDER CERTAIN SCENARIOS, AFTER GAME OVER, STARTING A NEW GAME COULD PRESENT 4 ENDURANCE TOWERS AT CHOOSE YOUR DESTINY. THIS HAS BEEN FIXED.

KOLORFUL KOMBAT:

> KOLORFUL KOMBAT BLOOD PALETTES NO LONGER DARKEN DURING FINISHERS

NEW CHARACTER SELECT SCREEN:

> TIME ADDED AFTER CHARACTERS SELECTED – EITHER BY PLAYER OR FROM TIMEOUT. PREVENTS SLIDE IN ISSUES WITH SOME CHARACTERS NOT SLIDING IN ALL THE WAY.
> ANNOUNCER VOICE NO LONGER CUT AFTER LATE CHARACTER SLIDE IN.
> **CRITICAL** GAME WOULD FREEZE ON NEW SELECT SCREEN IF REPTILE WAS SELECTED WHILE PRESSING UP+START+HK

STAGE ROTATION:

> ALL STAGES CAN NOW BE SEEN IN EXPANDED STAGE ROTATION. IN BETA 1 BALCONY AND BRIDGE WERE INACCESSIBLE.
> RANDOM STAGE ROTATION SETTING NOW WILL DISPLAY ALL STAGES.

GAME OVER:

> ALL STAGES CAN NOW BE SEEN AT GAME OVER SCREEN. PREVIOUSLY HET SUSWERD II AND NOOB'S DORFEN WERE LEFT OUT.

TAG MODE:

> **CRITICAL** CHARACTERS CAN NO LONGER BE INFINITELY JABBED OR ATTACKED FREEZING CLOCK AND PREVENTING NEW CHARACTER JUMP IN.

1P KOMBAT KODES:

> "REVISION" KOMBAT KODE NOW SHOWS REVISION INSTEAD OF "KOMBAT ZONE: THE BANK" KODE

UMK3+ CHANGES FROM BETA 1 TO BETA 2

THESE ARE NOT BUG FIXES, BUT ARE CHANGES TO EXISTING ITEMS IN THE GAME MADE BETWEEN THE TWO BETAS.

CMOS MENU:

> **CRITICAL** TAG MODE NOW "OFF" BY DEFAULT. IT IS STILL A SELECTABLE OPTION, WAS ON BY DEFAULT IN BETA 1. DONE FOR PRESERVATION OF ORIGINAL GAMEPLAY.
> **CRITICAL** SINGLE PLAYER KOMBAT KODES NOW OPTIONAL, "OFF" BY DEFAULT. DONE TO PREVENT UNEXPECTED ADVANTAGEOUS KODES, WAS PREVIOUSLY ON BY DEFAULT WITH NO OPTION TO DISABLE.
> GAME KONTINUATION: WITH GAME KONTINUATION ON, P1 AND P2 BOTH HOLD DOWN AS DEFEATED PLAYER PRESSES START TO KONTINUE – WILL RETURN TO MODE OF PLAY SCREEN TO SELECT 1V1, 2V2, TOURNAMENT.
> COIN UP STAGE: STAGES ADDED TO COIN UP STAGE.
> STAGE ROTATION: DEFAULT IS NOW ORIGINAL. WAS "EXPANDED".

RAIN:

- ****CRITICAL**** ORIGINAL SELECT SCREEN: SELECT RAIN BY GOING TO REPTILE, HOLDING UP, AND PRESSING AND HOLDING HIGH KICK. THIS ELIMINATES HAVING TO HOLD START AS WELL.
- LIGHTNING STRIKE SPECIAL MOVE REVAMPED. 8 FRAME FASTER STARTUP, HITBOX ACTIVE 13 FRAMES SOONER. GREATER ACCURACY OF OPPONENT X COORDINATE, AND BETTER VISUALS ON HIT AND MISS.
- LIGHTNING STRIKE CREATES SMOKE EFFECT ON OPPONENTS ON HIT SIMILAR TO TRILOGY. (DOES NOT OCCUR ON SMOKE CHARACTERS)
- LIGHTNING STRIKE CREATES SLIGHT PUSHBACK ON BLOCK NOW.
- GROUND SHAKE ON LIGHTNING STRIKE OCCURS ON HIT, BLOCK, OR MISS.
- LIGHTNING STRIKE VS CPU OPPONENT HAS 16 FRAMES OF ADDITIONAL COOLDOWN TO PREVENT CHEESE.
- GRAVITY INCREASED ON LIGHTNING STRIKE HIT REACTION, SO VICTIM DOES NOT GO AS HIGH IN AIR.
- 14 FRAMES ADDED TO LIGHTNING STRIKE RECOVERY TIME. FROM 18 TO 32 FRAMES.
- CPU RAIN WILL NOW UTILIZE LIGHTNING STRIKE AS WELL AS MIND CONTROL ORB.
- 5 HIT KICK KOMBO: RAIN WILL SLOWLY PROGRESS FORWARD DURING 5   HIT KICK KOMBO SO HE DOES NOT AS EASILY WHIFF ON BLOCKED 5TH HIT AND WILL NEVER WHIFF ON BLOCKED 4TH HIT.

HUMAN SMOKE:

- SECOND FATALITY REWORKED FOR ACCURACY OF SMOKE'S PLACEMENT AFTER OPPONENT EXPLODES

ERMAC:

- FROG CONTINUES ANIMATION AFTER OPPONENT HAS BEEN ATTACKED.

SHANG TSUNG:

- MORPHS TO NOOB AND RAIN ARE NOW SELECTABLE IN CMOS AND ARE   OFF BY DEFAULT. DONE FOR PRESERVATION OF ORIGINAL GAME PLAY.

ALL CHARACTERS:

> BLOOD EXPLOSION IN EXPLOSIVE KOMBAT AND FATALITIES LOWERED BY 16 PIXELS FROM THEIR POSITION IN BETA 1.

IN GAME TEXT:

> "ENDURANCE ROUND" TEXT MOVED UP 9 PIXELS TO ACCOMMODATE POTENTIAL 1P KOMBAT KODES NOT FILLING SAME SPACE.

ENDURANCE TOWERS:

> WHEN SET TO VERY EASY OR EASY CPU DIFFICULTY, TOWERS WILL NO LONGER POTENTIALLY GIVE 3 PERSON ENDURANCE OR MEGA ENDURANCE MATCHES. IF YOU ARE DOING CHAMPION TOWER, YOU WILL STILL GET A 3 PERSON ENDURANCE FOR THE LAST ENDURANCE MATCH.

KOMBAT KODES:

> 4-4-4 4-4-4 RANDPER KOMBAT DOES NOT ALLOW MORPHS TO NOOB AND RAIN. 4-6-0 4-6-0 RANDPER KOMBAT ALLOWS MORPHS TO NOOB AND RAIN, AND ALSO GIVES UPDATED MESSAGE INDICATING SO. THIS WAS DONE FOR PRESERVATION OF ORIGINAL GAMEPLAY.

UMK3+ NEW FEATURES AND ENHANCEMENTS

(WHAT YOU'VE BEEN WAITING FOR, RIGHT?)

PLEASE NOTE: IF YOU *DO NOT* INTEND TO PUT THE MACHINE ON FREE PLAY, TURN GAME CONTINUATION *OFF*. GO TO UMK3+ SETTINGS, GAMEPLAY OPTIONS, GAME CONTINUATION, AND SELECT *OFF*.

CMOS UPDATES

UMK3+ SETTINGS UPDATED! MENU AND SUBMENU BREAKDOWN:

-GAMEPLAY OPTIONS:

> BASE GAME MODE: **NEW!!**
>   o KLASSIC KOMBAT (DEFAULT): ORIGINAL GAMEPLAY

- o BALANCED: BRINGS IN ADDITIONAL MOVES AND BALANCE AMONG THE CAST (CHANGES LISTED LATER IN THIS CHANGE LOG)
- ➢ TAGS IN 2 ON 2 KOMBAT:
  - o OFF (DEFAULT): ORIGINAL GAMEPLAY
  - o ON: TAG TEAM KOMBAT ENABLED
- ➢ SHANG CHAR MORPHS: **NEW!!**
  - o OFF (DEFAULT): NO MORPHS TO NOOB OR RAIN
  - o ON: MORPHS TO NOOB AND RAIN ALLOWED
  - o **NOTE: THIS IS DONE FOR PRESERVATION OF ORIGINAL GAMEPLAY.
- ➢ GAME CONTINUATION:
  - o ON (DEFAULT): KEEP MODE OF PLAY AFTER MATCH IS COMPLETE. **NOTE: BOTH PLAYERS MAY HOLD DOWN AND LOSING PLAYER PRESS START TO RETURN TO COIN UP SCREEN.
  - o OFF: ALWAYS RETURN TO COIN UP SCREEN AFTER MATCH
- ➢ SINGLE PLAYER KOMBAT KODES: **NEW!!**
  - o OFF (DEFAULT): NO SINGLE PLAYER KOMBAT KODES IN GAME.
  - o ON: 1P KOMBAT KODES USED IN GAME. DON'T CHEAT!!
- ➢ RANDOMIZER:
  - o ON (DEFAULT): TOWERS IN ARCADE MODE RANDOMIZED. ALLOWS FOR ENDURANCE TOWERS. 1/16 CHANCE FOR MK2 FINISHER AUDIO
  - o OFF: NO ENDURANCE TOWERS, STATIC 1.2 1P TOWERS.
- ➢ SILENT KOMBAT **NEW!!**
  - o OFF (DEFAULT): MUSIC IN GAME PLAYS AS NORMAL.
  - o ON: MUSIC DOES NOT PLAY IN BATTLE.

-FINISHING OPTIONS: **ALL NEW!!**

- ➢ CPU FINISHERS
  - o OFF (DEFAULT): CPU ACTS AS NORMAL DURING FINISH HIM.
  - o ON: CPU WILL ALWAYS PERFORM A FINISHER
- ➢ EXTENDED FATALITY TIME
  - o OFF (DEFAULT): NORMAL FINISHING TIME GIVEN.
  - o ON: APPROXIMATELY 10 SECONDS GIVEN.
- ➢ LIFEBAR DISPLAY: CHOOSE TO REMOVE LIFEBARS DURING FINISHERS
  - o OFF (DEFAULT): LIFEBARS DISPLAY AS NORMAL.
  - o ON: LIFEBARS DISAPPEAR FOR FINISHERS.
    - o NOTE: AS IN BETA 1, LIFEBARS DISAPPEAR BY DEFAULT DURING STAGE FATALS.
- ➢ SELECTIVE DARKENING: DARKEN CERTAIN PALETTES DURING FINISHERS

- ON (DEFAULT): SOME PALETTES REMAIN UNDARKENED DURING FINISHERS.
- OFF: BACKGROUND DARKENS AS USUAL.

-ATTRACT MODE – SAME AS BETA 1

-FIGHTER SELECT SCREEN – SAME AS BETA 1

-COIN UP SCREEN:

- OFF (DEFAULT) KAHN'S KAVE
- ALL STAGES NOW SELECTABLE FOR COIN UP STAGE.
- **NEW!!** ORIGINAL COIN UP SCREEN SELECTABLE (ORIGINAL)
- **NEW!!** RANDOM – DIFFERENT STAGE EACH TIME.

GAME AUDITS:

-ADDITIONS:

- -HUMAN SMOKE CHOSEN
- -NOOB SAIBOT CHOSEN
- -RAIN CHOSEN
- -UKK UNLOCK ATTEMPTS
- -FATALITIES PERFORMED
- -AND MORE!

GAME ADJUSTMENT – COMPUTER DIFFICULTY-

-ULTIMATE DIFFICULTY (6) ADDED **NEW!!**

- -DIFFICULTY RAMP STARTS AT MAX REGARDLESS OF TOWER.
- -RAMP DOES NOT DECREASE WITH LOSSES TO AI OPPONENTS.

UTILITIES – DEFAULT ADJUSTMENT AND FULL FACTORY RESTORE

-ALSO RE-LOCKS HIDDEN CHARACTERS AND DEFAULT PLUS OPTIONS.

- **NOTE** THIS DOES NOT LOCK ERMAC, MILEENA, OR CSUB.

AUDIO UPDATES

AUDIO CHIP U2 UPDATED! NOTE: YOU WILL NEED A NEW U2 CHIP FOR BETA 2.

-NEW AUDIO ADDED:

- ➢ MK3 INTRO MUSIC ADDED TO MK3 INTRO/RAIDEN'S SCREEN.
- ➢ FLAWLESS VICTORY TONE FROM MK3 ADDED – PLAYS AFTER FLAWLESS VICTORY, SLIGHTLY LATER THAN MK3 TONE PLAYED SO IT IS MORE AUDIBLE IN GAME.
- ➢ ROUND WINNER ANNOUNCEMENT UPDATES:
  - o KITANA, JADE, REPTILE, AND SCORPION WIN ANNOUNCEMENTS NOW HANDLED ON AUDIO CHIP WHERE BETA 1 USED CUSTOM CODE ON PROGRAM ROMS.

COIN-UP / MODE OF PLAY SCREEN UPDATES

NEW OPTIONS AVAILABLE FOR COIN UP SCREEN!

-RANDOM COIN UP SCREEN OPTION AVAILABLE IN CMOS

- ➢ WHEN SELECTED, A RANDOM COIN UP SCREEN APPEARS EACH TIME (WILL NOT SHOW ORIGINAL MODE OF PLAY SCREEN)
  - o NOTE: ABILITY TO HOLD UP ON BOTH SIDES AND PRESS START AT KONTINUE SCREEN TO GET RANDOM COIN UP STAGE REMOVED DUE TO THIS FEATURE.
- ➢ NOOB'S DORFEN STAGE NOW AVAILABLE FOR COIN UP STAGE
- ➢ **NEW!!** ORIGINAL MODE OF PLAY SCREEN ONCE AGAIN AVAILABLE. CHOOSE "ORIGINAL" OPTION IN COIN UP STAGE SETTING IN CMOS.
- ➢ **NEW!!** IF GAME KONTINUATION SETTING IS ON, HOLD DOWN ON BOTH SIDES AND LOSING PLAYER PRESS START TO RETURN TO COIN UP SCREEN.

CHARACTER SELECT SCREEN UDPATES

NEW CHARACTER SELECT SCREEN

-**NEW!!** RANDOM SELECT NOW AVAILABLE ON NEW SELECT SCREEN.

➢ WORKS 1V1 AND 2V2. **NOTE:** SAMESIES STILL NOT ALLOWED ON NEW CHARACTER SELECT SCREEN, EVEN WITH RANDOM SELECT.

KLASSIC CHARACTER SELECT SCREEN

-**CRITICAL** RAIN MAY BE SELECTED BY NOW HOLDING ONLY UP, AND PRESSING AND HOLD HIGH KICK (PREVIOUSLY HOLD UP+START AND HK)

➢ RAIN GIVEN NEW AND MUCH MORE APPROPRIATE TRANSFORM EFFECT WHEN SELECTED ON SELECT SCREEN.

BOTH CHARACTER SELECT SCREENS:

-MIRROR MATCH CHARACTERS DO NOT CHANGE PALETTES BY DEFAULT   AS THEY DID IN BETA ONE WHEN BOTH PLAYERS HAD ICON ON SAME   FIGHTER.

-A PERFECT SEGUE TO A PROMINENT NEW FEATURE…

SELECTABLE PALETTES **NEW!!**

PLAYERS MAY NOW SELECT THEIR CHARACTER'S PALETTE ON THE SELECT SCREEN! EACH CHARACTER HAS ALSO BEEN GIVEN A THIRD PALETTE TO BE CHOSEN. THEY WILL BE REFERRED TO AS P1, P2, AND "ALT" PALETTES.

TO SELECT A PALETTE, WHEN ON EITHER SELECT SCREEN, PRIOR TO PICKING YOUR CHARACTER, PUSH START TO PICK A PALETTE AND THEN ANY BUTTON AS NORMAL TO SELECT YOUR CHARACTER.

THINGS TO KEEP IN MIND:

➢ IN 2 PLAYER MODE, P1 PALETTE IS ALWAYS RESPECTED. EXAMPLE: IF P2 PICKS ERMAC WITH ALT PALETTE FIRST, THEN P1 DOES THE SAME, P1 ERMAC WILL GET ALT PALETTE AND P2 ERMAC WLL BE ASSIGNED ANOTHER PALETTE RANDOMLY. THE SAME CONCEPT WILL FOLLOW FOR 2V2 KOMBAT. P1 SIDE PALETTE IS ALWAYS RESPECTED.

- ➢ IF YOU PUSH START TO SELECT A DIFFERENT PALETTE BUT THEN MOVE THE CURSOR TO ANOTHER CHARACTER, YOUR PALETTE SELECTION WILL "RESET" AND THE DEFAULT PALETTE WILL BE DISPLAYED.
- ➢ THIS IS NOT DESIGNED TO WORK WITH RANDOM SELECT. IF YOU RANDOM SELECT YOU MAY ONLY HAVE A SMALL WINDOW OF TIME TO SELECT A PALETTE AFTER YOUR CHARACTER IS CHOSEN. **KLASSIC SELECT SCREEN ONLY!**

KLASSIC SELECT SCREEN:

- ➢ IF THE SAME PALETTE IS PICKED FOR THE SAME CHARACTER, THE PALETTES WILL BE ASSIGNED AND RECONCILED AT THE VS SCREEN.

NEW SELECT SCREEN:

- ➢ IF SAME PALETTE IS PICKED FOR SAME CHARACTER THEN THE PALETTES WILL BE ASSIGNED AND RECONCILED PRIOR TO THE START OF THE FIGHT. THIS IS DUE TO THE NEW SELECT SCREEN TO VS SCREEN TRANSITION.
- ➢ PALETTES MAY ONLY BE CHOSEN WHILE CHARACTERS ARE STATIONARY ON SCREEN. PUSHING START TO TRY TO SELECT A PALETTE WHILE CHARACTERS ARE SLIDING IN OR OUT WILL HAVE NO EFFECT.

SINGLE PLAYER MODE:

- ➢ IN SINGLE PLAYER MODE, IN THE CASE OF A MIRROR MATCH, THE PALETTE WILL ALWAYS RESPECT THE HUMAN PLAYER. AFTER THE MIRROR MATCH IS COMPLETE, THE CPU SIDE PALETTE WILL GO BACK TO THE DEFAULT. ENDURANCE MATCHES WILL BEHAVE SIMILARLY.

KOMBAT KODE UPDATES

UDPATES TO EXISTING KOMBAT KODES:

- ➢ KOLORFUL KOMBAT:
  - o FATALITY GRAPHIC AND DROPS FROM GRAPHIC WILL NOW HAVE KOLORFUL PROPERTIES WITH KODE ENABLED.
  - o ROBOT SMOKE'S ARMAGEDDON FATALITY WILL NOW HAVE KOLORFUL PROPERTIES IN THE STAR FIELD.
- ➢ REVISION 1P KOMBAT KODE:
  - o AS MENTIONED IN BUG FIXES, THIS CORRECTLY DISPLAYS THE GAME REVISION INSTEAD OF SENDING YOU TO THE BANK.

**NEW!! KOMBAT KODES

- ➢ BLOODY KOMBAT:
  - ○ KOMBAT, WITH 1.5 TIMES THE BLOOD.
  - ○ SINGLE PLAYER INPUT: HP+LK PRIOR TO ROUND START
  - ○ 2 PLAYER INPUT: 0-2-1 4-8-3
- ➢ BLOODY KOLORFUL KOMBAT:
  - ○ KOLORFUL KOMBAT, WITH 1.5 TIMES THE BLOOD.
  - ○ SINGLE PLAYER INPUT: HP+LP PRIOR TO ROUND START
  - ○ 2 PLAYER INPUT: 0-6-1 2-9-1
- ➢ KRITICAL KOMBAT:
  - ○ THE OPPOSITE OF THROWING ENCOURAGED!
  - ○ 2 PLAYER INPUT: 0-7-2 1-7-9
- ➢ DOGE KOMBAT:
  - ○ SUCH KOMBAT. MANY BLOOD. MUCH THROW. WOW.
  - ○ 2 PLAYER INPUT: ??? ???

STAGE UPDATES

KAHN'S KAVE

- ➢ FLOOR UNDERNEATH DRAGON NOW PULSATES WITH LIGHT FROM SCORPION'S LAYER BELOW

SUBWAY

- ➢ SHADOWS INTERACT CORRECTLY WITH BACKGROUND LAYERS

TEMPLE

- ➢ SHADOWS INTERACT CORRECTLY WITH BACKGROUND LAYERS

SHAO KAHN'S LOST TREASURES

NEW LOST TREASURES FROM SHAO KAHN'S PLUNDER HAVE BEEN FOUND! THEY POPULATE BELOW THE EXISTING TREASURES AFTER YOU HAVE DEFEATED SHAO KAHN. THEY ARE ACCESSIBLE BY DEFEATING THE MASTER OR CHAMPION ENDURANCE TOWERS.

TOWER – TREASURE UPDATES:

- ➢ DEFEATING STANDARD CHAMPION TOWER GIVES ACCESS TO SUPREME DEMONSTRATION.
- ➢ ENDURANCE TOWERS:
  - ○ NOVICE: FIRST HALF OF ORIGINAL TREASURES
  - ○ WARRIOR: ALL ORIGINAL TREASURES
  - ○ MASTER: ALL ORIGINAL TREASURES AND HALF OF NEW

- o CHAMPION: ALL NEW TREASURES EXCEPT THE LAST.
- o LAST TREASURE: ???

NEW TREASURES:

- o BATTLE WITH CHAMELEON
- o BATTLE WITH RAIN
- o BOSS ENDURANCE
- o ?
- o PLUS CHARACTER ENDURANCE
- o ?
- o ?
- o ?
- o ?
- o ?
- o UKK CHARACTER HINT + BATTLE
- o ???

ULTIMATE KOMBAT KODES

ULTIMATE KOMBAT KODES RETURN! MILEENA, ERMAC, AND CLASSIC SUB ZERO HAVE BEEN UNLOCKED FOR OVER 25 YEARS NOW, AND AS THEY REMAIN PERMANENTLY AVAILABLE CHARACTERS FOR UMK3+, IT IS FITTING THAT THREE (OR MORE?) NEW OR PREVIOUSLY UNPLAYABLE CHARACTERS LAND AT THE CONTROLS OF WORTHY KOMBATANTS! AS BEFORE, YOU MAY ENTER AN ULTIMATE KOMBAT KODE AT THE END OF ANY TOWER RUN, OR BEFORE ANY GAME OVER SCREEN WHEN THE KONTINUE TIMER RUNS OUT. HINTS FOR THE FIGHTERS AND KODES THEMSELVES ARE RANDOMLY GIVEN FOR THE LAST OF SHAO KAHN'S TREASURES AVAILABLE WHEN DEFEATING THE CHAMPION ENDURANCE TOWER.

CHARACTER UPDATES

INPUT LEGEND: DOWN = D, UP = U, FORWARD = F, BACK = B, HIGH PUNCH = HP, LOW PUNCH = LP, BLOCK = BLK, HIGH KICK = HK, LOW KICK = LK, RUN = RN

- ➤ HUMAN SMOKE
  - o FRIENDSHIP "NO SMOKING!" ADDED! INPUT: D,F,F,F,RN FROM MIDSCREEN OR FARTHER AWAY
- ➤ UNMASKED SUB-ZERO

- o ICE BREATH FATALITY: NO LONGER AUTOMATICALLY TRIGGERS SHAO   KAHN "FROSTY". TO TRIGGER, HOLD DOWN AFTER PERFORMING FATAL INPUTS UNTIL KAHN SAYS "FROSTY"
- ➢ NIGHTWOLF
  - o LIGHTNING AXE FATALITY: CHARACTER SMOKES AND FRIES FOR 16 FRAMES LONGER. SCREEN ALSO FLASHES WHITE FOR 5 FRAMES WHEN LIGHTNING STRIKE HITS OPPONENT.
  - o EXPLOSIVE EASTER EGG: AFTER PERFORMING INPUT FOR FATALITY, HOLD UP + ? ? ? TO MAKE OPPONENT EXPLODE!
- ➢ STRYKER
  - o TASER CHARGE FATALITY:
    - ▪ HOLD UP + ? ? ? FOR A GRUESOME SURPRISE!
    - ▪ HOLD ? + ? FOR A TRULY EXPLOSIVE SURPRISE!
- ➢ JADE
  - o JADE WILL NO LONGER "CHANGE CLOTHES" COMING OUT OF A GLOW   KICK IN SITUATIONS WHERE SHE STARTS AS P2 PALETTE IN 2V2.
  - o ANIMATION OF OPPONENTS BEING UPPERCUT INTO AIR PRIOR TO FALLING ON JADE'S POLE CHANGED TO UPPERCUT REACTION INSTEAD OF STAYING IN DIZZY ANIMATION.
- ➢ CLASSIC SUB-ZERO
  - o ROBOTS WILL NO LONGER POTENTIALLY HAVE A CORRUPT PALETTE WHEN FALLING BACK INTO VISIBILITY AFTER UPPERCUT PRIOR TO LANDING ON ICE SPIKE (FACTORY FIX FOR JADE'S UPPERCUT FATAL)
  - o ANIMATION OF OPPONENTS BEING UPPERCUT INTO AIR PRIOR TO ICE SPIKE CHANGED TO UPPERCUT REACTION INSTEAD OF STAYING IN DIZZY ANIMATION.
- ➢ SCORPION
  - o HELLRAISER FATAL: WHEN DONE IN SCORPION'S LAYER WITH ENOUGH DISTANCE AWAY FROM CORNER, SCORPION CLONES WILL JUMP IN WITHOUT STAGE "JUMP" FROM SCORPION'S LAYER TO SCORPION'S LAYER.
- ➢ SCORPION, SMOKE, HUMAN SMOKE
  - o SPEARS CONNECT "BEHIND" OPPONENT VISUALLY TO CREATE A SUNK IN LOOK
- ➢ MILEENA, KITANA
  - o PRESS AND HOLD START PRIOR TO BEGINNING OF MATCH AND YOUR   CHARACTER WILL TAKE ON "ALTERNATE" STANCE. MILEENA AND KITANA SWAPPED STANCES FROM MK2 TO UMK3. THIS ALLOWS A VINTAGE LOOK.
    **NOTE: RANDOMIZER MUST BE ON IN CMOS OPTIONS.
- ➢ RAIN, JAX, SEKTOR, ERMAC, SHANG TSUNG
  - o SEE CHANGES TO THESE CHARACTERS IN UMK3+ CHANGES BETWEEN BETA 1 AND BETA 2 SECTION ABOVE.
- ➢ ALL CHARACTERS

- BRUTALITIES: HOLD D+HP OR D+HP+HK AT THE END OF BRUTALITY
INPUTS FOR MORE BRUTAL EFFECTS!

NOOB SAIBOT **NEW!!**

NOOB SAIBOT IS NOW A FULLY FEATURED CHARACTER! HE IS NO LONGER SIMPLY AN EXTRA NINJA WITH SHAO KAHN'S WALKING SPEED, BOSS LIFE BAR AND KANO'S KOMBOS. HIS MOVESET FROM TRILOGY HAS BROUGHT HIM TO LIFE IN UMK3+, AND ALTHOUGH HE IS NOT THE BROKEN MESS FROM TRILOGY, HE IS A STRONG AND VIABLE FIGHTER!

-WALKING SPEED DECREASED AND IS NOW THE SAME AS HUMAN SMOKE

-NOOB NOW HAS A NORMAL LIFE BAR, TAKES STANDARD DAMAGE

-THROW DAMAGE DECREASED, SAME AS OTHER MALE NINJAS

- -SPECIAL MOVES:
  - -DISABLER: D,F,LP
    - -DISABLES OPPONENTS FOR 136 FRAMES (SHAO KAHN FOR 96)
    - -5 DAMAGE (3%) ON HIT, 2 (1%) ON BLOCK
    - -35 FRAMES RECOVERY TIME
    - -DISABLED AFTER 4 HITS
    - -IF DOUBLE DISABLER HITS, NOOB IS DISABLED.
    - -120 FRAMES OF COOLDOWN REQUIRED BETWEEN LAST TELEPORT
SLAM HIT AND DISABLER TO MITIGATE INIFINITE COMBO
OPTIONS.
  - -TELEPORT SLAM – D,U
    - -GRABS OPPONENT BOUNCES FOR A JUGGLE KOMBO
    - -24 DAMAGE ON HIT, 3 ON BLOCK
    - -DISABLED AFTER 5 HITS (SLAM ITSELF DOES NOT COUNT AS HIT)
    - -104 FRAMES OF COOLDOWN
    - -TRIGGERS HALF DAMAGE AFTER 3RD+ HIT IN COMBO
  - -CLONE THROW – F,F,HP
    - -THROWS OPPONENT BACK TO NOOB FOR JUGGLE COMBO
    - -8 DAMAGE ON HIT WHEN OPPONENT HITS GROUND, 2 ON BLOCK
    - -DISABLED AFTER 6 HITS
    - -256 FRAMES OF COOLDOWN ON HIT
- -AUTO KOMBOS:
  - -HP,HP,B+HK: 3 HITS, 18% DAMAGE **NEW FOR NOOB**
  - -HP,HP,LP,HK: 4 HITS, 22% DAMAGE, LAUNCHES OPPONENT

- o   -HP,HP,HK,LK,B+HK: 5 HITS, 26% DAMAGE **NEW FOR NOOB
- o   -K,LK,LK,LK: 4 HITS, 21% DAMAGE
- ➤   -FINISHERS:
    - o   -FATALITY 1: B,B,F,F,HK (ANYWHERE)
    - o   -FATALITY 2: HOLD BL,D,D,U, RELEASE BLOCK, RN (FULL SCREEN)
    - o   -STAGE FATAL: F,D,F,BL (CLOSE)
    - o   -BABALITY: F,F,F,LP
    - o   -BRUTALITY: HP,LK,LP,BL,LK,HK,HP,LP,BL,LK,HK (SAME AS BETA 1)

CHAMELEON **NEW!!**

THE HIDDEN NINJA MAKES HIS WAY TO THE ARCADE! UNLOCKABLE VIA AN ULTIMATE KOMBAT KODE, HE IS THE ULTIMATE COMBINATION CHARACTER.

ONCE PLAYING AS CHAMELEON, YOU WILL RANDOMLY MORPH INTO A NINJA CHARACTER. YOU WILL NOT GET THE SAME CHARACTER TWICE IN A ROW. CHAMELEON TAKES ON ALL SPECIAL MOVES, COMBOS, AND WALKING SPEED OF THE CHARACTER HE IS IMITATING. YOU WILL MORPH INTO ANOTHER CHARACTER AT RANDOMLY CHOSE INTERVALS OF EITHER 288, 352, 384, OR 448 FRAMES (APPROXIMATELY 5.5, 6.5, 7, OR 8 SECONDS).

IF YOU BEGIN AN AUTO COMBO AS A CHARACTER AND TRANSITION DURING THAT COMBO, YOU WILL MAINTAIN THE ORIGINAL CHARACTER'S COMBO INPUTS UNTIL IT IS COMPLETED.

DURING TRANSITION, YOU WILL HAVE THE ORIGINAL CHARACTER'S TRAITS UNTIL THE TRANSITION IS FULLY COMPLETE – THAT INCLUDES THE COLOR TRANSITION PROCESS AS WELL AS BLINKING INTO THE NEW CHARACTER. SO, YOU MAY THINK "REPTILE" IS THROWING A SPEAR, OR "ERMAC" IS THROWING AN ICE BALL, BUT THAT IS BECAUSE THE INPUT WAS COMPLETE PRIOR TO THE TRANSITION PROCESS FINISHING.

DURING FINISHING TIME, CHAMELEON WILL STAY IN CHARACTER UNTIL ROUND IS OVER OR CHAMELEON PERFORMS/HAS A FATALITY PERFORMED ON HIM.

**NOTE: CHAMELEON DOES NOT HAVE AN ARCADE LADDER ENDING. CHOOSING HIS TOURNAMENT OUTCOME WILL CAUSE THE GAME TO GO STRAIGHT TO END CREDITS.

SUPER SUB ZERO (N64 TRILOGY SUB ZERO) **NEW!!**

SUPER SUB ZERO, THE MOST POWERFUL SUB ZERO TO GRACE KLASSIC MORTAL KOMBAT, IS UNLOCKABLE VIA ULTIMATE KOMBAT KODE! HE PLAYS AS SUB ZERO FROM THE N64 PORT OF TRILOGY PLAYS.

➢ SPECIAL MOVES:
   o -ICE BALL: SAME AS CLASSIC SUB ZERO, WITH FASTER STARTUP. INPUT: D,F,LP
   o -ICE CLONE: SAME AS UNMASKED SUB ZERO, BUT WITH A MASK. INPUT: D,B,LP
   o -ICE SHOWER: NEAR, FAR, WHEREVER THE OPPONENTS ARE! INPUT: D,F,B,HP (NEAR) D,B,F,HP (FAR) D,F,HP (ON)
   o -ICE PUDDLE: DON'T SLIP!
   o -SLIDE: FAST AND BRUTAL

➢ AUTOCOMBOS:
   o -HP,HP,D+LP,D+HP – 4 HITS, LAUNCHES OPPONENT
   o -HP,HP,LK,B+HK,F+LK – 5 HITS
   o -K,B+HK,F+LK – 3 HITS

➢ FINISHERS:
   o -LIGHTS OUT!: D,D,D,F,HP (CLOSE)
   o -ICE SPIKE: D,F,F,F,HP (CLOSE)
   o -STAGE FATAL: F,D,F,F,HP
   o -BABALITY – D,F,D,RN
   o -FRIENDSHIP – D,B,B,F,LK (CLOSE)
   o -BRUTALITY: HP,LP,HP,BL,LK,LK,HK,HK,LP,HP,LP

SHAO KAHN

THE KONQUEROR HIMSELF IS NOW AT YOUR COMMAND! HE IS AN UNLOCKABLE, SECRET CHARACTER. YOU MUST PROVE YOUR WORTHINESS AS A KOMBATANT TO FIND HIM AND PLAY AS HIM!

➢ SPECIAL MOVES:
   o -WRATH HAMMER:
      ▪ -INPUT: B,F,HP
      ▪ -CANNOT CONTINUE TO HAMMER A DIZZY OPPONENT
   o -UPWARD SHOULDER:
      ▪ -INPUT: D,F,HP
   o -FIREBALL:
      ▪ -INPUT: B,B,F,LP
   o -SHOULDER CHARGE:
      ▪ -INPUT: D,F,LP
   o -LAUGH (TAUNT):
      ▪ -INPUT: D,D,HK
   o -POINT (TAUNT)
      ▪ -INPUT: D,D,LK

- ➢ MOVEMENT LIMITATIONS:
    - ○ -KAHN CANNOT DUCK OR DUCK BLOCK, BUT HE MAY JUMP. HE DOES   NOT HAVE ANY JUMPING ATTACKS.

BALANCE OPTIONS **NEW!!**

IN AN ATTEMPT TO ELEVATE THE COMPETITIVE ABILITY OF SOME LOWER TIER CHARACTERS, BALANCE OPTIONS HAVE BEEN CREATED.

NOTE: **CRITICAL **THESE ARE STRICTLY OPTIONAL.** IN ORDER TO TURN THESE OPTIONS ON, IN THE CMOS MENU, UNDER UMK3+ SETTINGS, UNDER GAMEPLAY OPTIONS, SELECT BASE GAME MODE, AND CHOOSE "BALANCED".

PLEASE NOTE THESE ARE A WORK IN PROGRESS, AND AS **OPTIONAL** CHANGES TO GAMEPLAY, SHOULD NOT BE USED IN ANY COMPETITIVE TOURNAMENT ENVIRONMENT. THESE OPTIONS ARE OFF BY DEFAULT AND MUST BE MANUALLY SELECTED IN THE CMOS MENU AS THEY CHANGE THE STANDARD 1.2 GAMEPLAY THAT UMK3+, BY DEFAULT, HAS PRESERVED.

THESE CHANGES ARE EVOLVING AND ARE NOT SET IN STONE. MORE BALANCE OPTIONS ARE LIKELY TO BE ADDED FOR FUTURE BUILDS. FEEDBACK IS WELCOMED. CHARACTERS WILL NOT BE NERFED, ONLY BUFFED.

- ➢ SCORPION
    - ○ FORWARD TELEPORT PUNCH:
        - ▪ INPUT: D,F,HP (CAN BE DONE IN AIR)
        - ▪ HAS SAME PROPERTIES AS NORMAL TELEPORT PUNCH, HITBOX IS ACTIVE ON ACTIVATION OF MOVE.
        - ▪ SCORPION WILL NOT GO FROM ONE END OF THE SCREEN AND WRAP AROUND.
        - ▪ 80 FRAME COOLDOWN, SAME AS NORMAL TELEPORT PUNCH.
        - ▪ HAS ITS OWN TIMESTAMP, BUT DOES CHECK AGAINST NORMAL TELEPORT PUNCH TIMESTAMP TO PREVENT SPAMMING.
            - • EXCEPTION: IF OPPONENT IS IN FALLING FRAMES AFTER BEING HIT BY TELEPORT PUNCH, SCORPION MAY DO A FORWARD TELEPORT PUNCH IMMEDIATELY AFTER FORJUGGLE COMBO CONTINUATION.
    - ○ 3 HIT ELBOW COMBO (HP,HP,U+LP):
        - ▪ RECOVERY FRAMES REDUCED FROM 16 TO 8
        - ▪ OPPONENT REACTION IS NOW WEAK-POP UP, ALLOWING FOR SPEAR AND OTHER COMBINATIONS FOR MORE DAMAGE.

- CLASSIC SUB-ZERO
  - ICE BALL STARTS UP 4 FRAMES FASTER

- SHEEVA
  - AERIAL STOMP:
    - HITBOX 16 PIXELS WIDER (WILL HIT SCORPION THROWING SPEAR)
    - RECOVERY ON WHIFF REDUCED FROM 12 FRAMES TO 6.
  - GROUND STOMP:
    - RECOVERY ON HIT REDUCED FROM 16 FRAMES TO 4
    - RECOVERY ON WHIFF REDUCED FROM 28 FRAMES TO 18

- MILEENA
  - TELEKICK:
    - CAN BE EXECUTED IN AIR
    - WHEN DONE IN AIR, GREATER GRAVITY PROPERTIES TO ALLOW FOR COMBOING OFF AERIAL HITS.
  - ROLL:
    - DAMAGE PROTECTION NOT ACTIVATED IF ROLL IS 1ST HIT.
    - DOUBLE DAMAGE PROTECTION ACTIVATED IF 3RD HIT.
    - COMBO EXAMPLE: ROLL, JK, ROLL, JK, AIR SAI:
      - 40% DAMAGE IN BALANCE MODE. 34% IN KLASSIC.

- SHANG TSUNG
  - MORPH AND MORPH BACK:
    - MORPHS AND MORPHBACKS REDUCED BY 4 TOTAL FRAMES EACH.

- JADE
  - GLOW KICK:
    - DISABLED AFTER 3 HITS
    - IF GLOW KICK IS 3RD HIT IN KOMBO, DOUBLE DAMAGE   IS TRIGGERED.
  - BOOMERANG (REGULAR, RETURN, UPWARDS, DOWNWARDS)
    - STARTUP FRAMES FOR EACH REDUCED BY 4.

- CYRAX
  - BOMBS:

- - - RECOVERY TIME REDUCED FROM 22 (NEAR/FAR) AND 32 (DUD)   TO 18 FRAMES FOR ALL.
  - o THROW:
    - - DAMAGED INCREASED FROM 13 TO 26, AND DAMAGE PROTECTION NOT ACTIVATED.

- ➢ SEKTOR:
  - o DOUBLE MISSILE: FIRES 2 REGULAR MISSILES
    - - INPUT: B,B,F,LP

THANKS FOR TAKING A LOOK AT THIS CHANGE LOG. I SINCERELY HOPE YOU ENJOY PLAYING THE GAME AS MUCH AS I'VE ENJOYED MAKING A FEW CHANGES TO IT. UMK3 IS MY FAVORITE FIGHTING GAME OF ALL TIME, AND PROBABLY ALWAYS WILL BE. MY FIRST LOVE IS PLAYING IT AT A VERY HIGH LEVEL, BUT I'VE ALSO IMMENSELY ENJOYED FIXING BUGS, RESTORING FINISHERS, CREATING CHARACTERS, AND EVEN TRYING MY HAND AT THOSE PESKY BALANCING OPTIONS (WHICH ARE OFF BY DEFAULT, YOU HAVE TO SELECT THEM IN THE CMOS OPTIONS). WHILE EVERY IMPORTANT CHANGE IS NOTED, BUT STAY ON THE LOOKOUT FOR EASTER EGGS!! YOU NEVER KNOW WHAT YOU MIGHT FIND. –DREW