V2.8.50 Public Beta 2
Fixed darkening of locked characters causing pixel distortion on machines.

v2.8.48 RC8d
Fixed cheats staying active when a Smoke secret fight is found.
Fixed Sub-Zero's freeze not shaking opponent (Previously broken since levitation added)
Fixed Sub-Zero's ice backfire crash if it happens as he tags out and the entering character is killed while he's frozen.
Fixed 2v2 problem if incoming character killed before exiting character finishes a move it would cause incoming character to jump back out immediately or sometimes fall to the ground.

v2.8.48 RC8c
Fixed Randper Kombat glitch if Sub-Zero "double-ice backfired" after a tag was made by him in 2v2.
Fixed Acid Rain Cheat causing stuttering or crashing on transitions due to it not expecting a missing control thread for defeated character.

v2.8.48 RC8b
Forgot to carry fix over from last version for Char Select Screen crash. Should be good now.
Removed dimming effect for defeated opponents on the ladder, it causes machine pixel glitching, so for now they will just be dimmed and I'll work on the fade effect for machine compatibility in the future.

v2.8.48 RC8a
Fixed crash on Character Select Screen if forced selection occurred w/ Kung Lao & Sub-Zero or Raiden hovered.
Adjusted 'CAMERA LOCK' timing for 2v2 tags from 112 frames to 24, this limits the time players can be stuck in limbo if they are outside of the screen area while tagging.

v2.8.48 RC8
Reverted defeated character spam prevention to stop crashes due to certain moves.
Fixed exiting character transitions sometimes doing random animations because of the input routine fetching invalid input locations due to clearing input control address to prevent control of the exiting character,

v2.8.48 RC7
Adjusted 2v2 Flip-ins, no longer will the right side player make the screen shudder if players are maximum distance apart. Will need to apply this to normal endurance flip-in as well.
Changed default option for 'CPU ALWAYS FINISHES' from 'ALL FINISHERS' to 'OFF'.
Updated 'ABOUT' as well to reflect version.

v2.8.48 RC6d
Fixed crashed with Kang's bicycle kick when defeating 1st opponent in 2v2/Endurance.
Fixed yet another Kitana tag bug (Fan while tagging sometimes caused no reaction or crash). Removed useless code to prevent this, this code was from a previous fix which I improved upon later in the follow-up releases.

v2.8.48 RC6c
Added Casting Credits Easter Egg.
Adjust 2v2 tag to end exiting characters control threads to avoid dual threads causing glitchiness.

v2.8.48 RC6b
Fixed stage shaking on the Pit when Raiden does his electrocution fatality.
Added round timer modifications for 2v2 and Tug of War cheat.

v2.8.48 RC6a
Fixed portrait darkening quirks (fast transition flickering/erroneous endurance darkening)
Fixed Smoke's #2 fatality demo length.

v2.8.48 RC6
Fixed Ladder alignment with player vs. CPU (CPU was 2 pixels lower)
Fixed Kahn not darkening if you lost on Survival Mode on Kahn's Arena.
Slowed Kahn's stand up animation from 3 to 5 frames.
Added Portrait darkening of defeated opponents.

v2.8.48 RC5
Fixed 2v2 crash on move exceptions from control threads not expected due to the character being tagged out. Example, Kitana tags out while she has someone lifted and the inverted velocity routine would find the new character instead of Kitana for her fan lift ending.
Fixed crash due to Cage's Nut Punch move having an outdated jump address.
Fixed Kitana's fan glitch if tagging in while opponent is in reaction. This was due to the new projectile checks when a tag is performed. Now it checks exclusively for that reaction to determine to course of action.

v2.8.48 RC4
Fixed 2v2 Projectile glitch when hitting exiting character with projectile.
Fixed Win pose bug after selecting 1st character in 2v2 (While character select screen type is set to classic/regular)

v2.8.48 RC3
Fixed transition bug from wiping control threads during non-transitions causing crashes.

v2.8.47n RC2
Fixed Kombo Display option not working.
Fixed Baraka's Double-Kick not connecting on the 2nd hit.
Fixed CPU walking forward too much with improved CPU AI on.
Fixed 2v2/Endurance bug that allowed dying 1st character to be hit continuously, allowing transitions to be delayed.

v2.8.47n RC1
Updated attract mode player 2 fighter randomization.
Added "Unlocks Reset" to Factory Reset confirmation.
Updated character transition routines on endurance/2v2.

Noob Saibot Balance:
-Now has new teleport
-Improved CPU AI uses teleport accordingly

Updated new character select screen:
-Disabled characters are darkened now
-Smoke's effect bypassed if he's locked to improve stability.

v2.8.47m
Bosses are locked to Kahn's Arena now.
Mileena's stab fatality updated with better blood effects and sounds.
Shang's win pose updated with a non-looping animation and updated laugh sound.
Kang's 'Kartwheel' fatality variants updated, fixes bug with more than 3 heads.

v2.8.47l
Fixed crash in 2v2 with explosive kombat related to bone control thread not being killed
properly.

v2.8.47k
2v2 Character Select screen adjustments:
-If a secret character was chosen as 1st fighter, their portrait wouldn't darken. Now
fixed

-Improved stability when both players do random select simultaneously.
Added some restrictions for Smoke's smoke effect:
-If 2v2, we will delay the start of effect.
-If an explosion from the cheat 'Explosive Kombat' is active, we will delay effect until
explosion finished.
-If Smoke vs. Smoke, the effect rate is shared at ½ the rate. (4 frames between puffs
usually, will be 8 in these circumstances)

v2.8.47j
Added 192 frame delay if Liu Kang's pit punch variant is used on the original pit to
improved machine performance. This delays his name from showing too early and causing
flickering.

v2.8.47i
Removed duplicate eyes on Goro's Lair that were hidden in Top-left of stage. Machine
performance has been improved.

v2.8.47h
Tweaks to Goro's Lair to test flickering on machines (Test Stage 1 and Test Stage 2)

v2.8.47g
Removed health bars on Kang's Pit punch cartwheel variant.
Another stage procedure adjustment with the cheat 'Explosive Kombat' on.

Improve AI Adjustments:
-Scorpion's teleport usage is much more logical.
-Mileena will do Roll at long range instead of teleport kick.
-Eliminated 'short jumpkick' cheese against the CPU.

V2.8.47f
Fixed secret character fights when finding Smoke or Noob while in 2v2 modes.
Fixed stage procedures from ending with explosive kombat executing.

V2.8.47e
New test stages for Armory.
Test Stage 1 = Same as 3 with NO floor.
Test Stage 2 = No Molten flow
Test Stage 3 = No Molten flow or Fall from structures

v2.8.47d
Fixed bug when beating the game as P2. Kahn no longer stays on the ground. (0xFF8E7650)

v2.8.47c
Fixed Raiden body electricity bug causing odd ducking reactions VS Scorpion's spear.
Fixed crashes related to Jax's grab and pound and Raiden's shocker on tag combos with character death transitions. (Disabled tags temporarily)
Fixed wrong/both players dying and other various weird things when you kill the 1st character while they're mid-air.

v2.8.47b
Added blood drops from fatality sign into instances 201 (For clearing on Survival Mode results)
Destroyed generic threads before Survival Mode results are shown (Fixed explosion loops causing bones popping up)
Had more fun with 2v2 tag velocity corrections.

v2.8.47a
Crash Fix: 2v2 if Cage is tagged in and does his 'nut-punch' move while the old character was Kitana performing her 'fan-lift' or Baraka performing his 'Blade Fury' would crash the game.
Hornbuckle Fix: He mistakenly had a ninja grunt sound when throwing an opponent.
Mountain Top stage rewritten to address machine crashes. (Old Version in Test Stage 4 now)
Fixed Forceball Lockout typo in last update.
Updated velocity assignment on TAGs too invert if needed. Moves can be added later if needed.

v2.8.47
Re-inserted Smoke's Telekinesis fatality with input F,B,B,F + HP
Tweaked Mountain Top Stage boundaries.
Addressed Reptile's Forceball being locked out after 2 dodged attempts.
Added 2nd characters health locations in HEALTH reduction routines (2v2)
Corrected decapitated head for Kitana's alternate palette.

v2.8.46f
Added a new fatality for Smoke.
Tweaked blood floor value (Pit stage was off a bit).
Factory Fix: Death LP
Fixed Buy-In on Classic Character Select Screen after entering Survival Mode. (Turns
Survival Mode Off)

v2.8.46e
2V2 Tag Crash Fix: If a player dies after their projectile hits the survivor it would
crash.
Fixed crash during an endurance/2v2 transition if the winner landed to the ground while
so.
Added Raiden's shock hold to the 'wait' list in 2v2 tag. He will wait until his move is
done before transition.
Even more fixes for new character select screen. I hope this is all.

Adjusted Kintaro's fatalities:
-Stomp: Dialed back the blood to keep from crashing
-Torso Punch: Adjusted torso ground level so it's not floating anymore.

v2.8.46d
More fixes for the 2v2 character select screen.
Added duplicate fighter check between players so alternate palettes will be shown.

v2.8.46c
Updated object management in RAM in attempt to fix crashes in new char select screen.
Updated new character select screen to avoid a crash due to 'Random Select' initiating
before selector was.
Factory fix: CPU avoidance routine for Scorpion, if he can't do his teleport from far
away due to screen edge, he no longer stays on the ground.

v2.8.46b
Wiped juggle move counts at start of each round. They were carrying over causing unintended reactions.
CPU finishing now checks if opponent is idle before executing.(Super Uppercuts may hinder results)
Removed forward teleport from Smoke's moveset (With dash throw already, this move made him even more OP)
Killed smoke effect for Shang's win pose (If round won as Smoke he used to retain it with the new smoke/morph watch routine)
Fixed damage % display VS bosses and secret characters.
Adjusted and corrected some finisher inputs for bosses.
Fixed Hornbuckle fight causing invalid ladder verification resulting in getting "The Boot"
Fixed repeating Kung Lao endurance matches after defeating the game. (Endurance Match Index never wiped)
Fixed error in kombo count given to Kintaro when he's hit while he flexes after a slammed is performed.

v2.8.46a
Fixed Kahn's finishing mode animations.
Fixed screen scroll issue when endurance character enters.

v2.8.46
Factory-Fix - Scorpion's teleport now uses alternate palette if needed.
Smoke cooldown fixed for 2v2 (P1's 2nd character Smoke)
Crash Fix: Game Over on Pit Stage after losing on Survival (w/ Pit Set as Game Over Stage)
Fixed the eyes in Goro's Lair (Address was mixed up when testing unused GFX bank on Hardware)
Fixed Times Up in 2v2 causing unintended endurance match in 1 player mode (2nd character's health wasn't cleared)
Adjusted Kung Lao's headbutt hit box.

Added NEW juggle counter for moves:
-Spear
-Uppercut
-Slide
-Force balls

v2.8.45
Added Original Goro's Lair to Test Stage 1 for flicker test.
Edited The Armory for flicker fix.

v2.8.44
Added fast force ball for Reptile if Extra Moves are on. Also increased deployment speed
if Turbo Mode is on.
Added ground shake to Kahn's Knee Charge landing.
Added cheat mitigation for single player mode.
Improved Kintaro's Stomp fatality by adding more screams and blood to the explosion.
Fixed Kahn Standing Update causing BG layer to be cleared. (Needs machined tested to
confirm fix)
Fixed Baraka's Blade Spin 2x hit on blocked attempts.
Fixed Improved CPU AI causing CPU reactions to not run.
Fixed Endurance match interruption bug that causes the buy-in player getting a partner.
Fixed Kitana's fan exit velocity from Left side.
Reduced blood amount on Kitana's fan and Baraka's blade fury to eliminate stage flicker
on machines.
Adjusted secret unlocks points from 900/1000 to 600/700.

Survival Mode Fixes:
-Posting ranks on win streak leaderboards when not intended.
-Buy-In before initial player's 1st fight caused them to have 0% health when returning
to Ladder.
-Explosive Kombat Adjusted (For better machine capability)
-Destroyed stage procedures upon explosions.
-Removed easter egg head drops if explosion isn't at Round Over.
-Destroyed Smoke's smoke effect if he was killed.
-Added checks for heads landed before round restarts.
-If bosses, do not spawn heads (Prevents Crashes since they don't exist)

v2.8.43
Secrets added...

v2.8.42
Added corner punch spam prevention against Kintaro with Improved AI on.
Fixed CMOS options - Hide Health Bars   (Bug introduced in 2.8.40)
Fixed Endgame Kahn smoking if he won. (Bug introduced in 2.8.40)
Fixed secret characters locking all the time. (Bug introduced in 2.8.40)

v2.8.41
Fixed end game story crash.
Fixed coin-up default screen.

v2.8.40
Overhauled MK2+ Settings with regroups and setting changes.

-Game over screen options are Wasteland, Goro's Lair and The Pit.
-Removed Casting Stage and Credits Stage options due to crashing.
-Added Restored moves options for purists who don't want the new moves.

Fixed error in Pit stage, should not draw clouds, silhouettes and moon if in Pit Bottom.
Added Pit stage to the Game Over Stage option.
Fixed Kintaro's blocking animation (frame repeat)
Removed cheese against Kintaro by punching while he is getting up.(Only with Improved
CPU on)

v2.8.34f
Fixed Jax's slam causing crash (I forgot to update a jump)
Added Tiny Effects, Big Effects, Tag Finishers Allowed Cheats.

Tag Team Kombat Updates:
-Fixed bug when Kang would bicycle kick after punch an entering opponent from the air
(https://youtu.be/CCbLjMaGHRI)
-Disabled tagging when finishers are performed.
-Disabled tagging bicycle kicks are executing.
-Added 2nd characters to [set_velocity_x] routine in attempt to fix any remaining
related errors.

v2.8.34e
Fixed champion medal overlay on secret characters VS screen images.
Fixed kombo damage showing % on consecutive displays. Increased delay amount from 2 to 3
frames before data is cleared from character's control thread.
Randomized "Toastyllax". 0.1% chance or appearing rather Dan Forden.
Reverted character vertical location on Armory in a attempt to fix flickering on
machines.
Adjusted fire plume and baby locations.
Added depth variation to body explosion parts.
Updated new character select screen(2v2) to fix Kitana stick bug for P1.
Added 20 frame delay before round change if explosive kombat is on.
Factory Fix: Fixed explosion cleanup routine to actually destroy the explosion objects
that are out of visible range. This also fixed a crash after beating Kahn that was
caused after the new object cleanup routine was established.
Adjusted DeadPool's acid drip in BG to be a bit higher.
Added dissolving of old blood drops on the ground.
Destroyed smoke effect on Smoke on Pit fatality for machine's sanity.
Fixed Jade's name not loading on 2v2 or Endurance transitions.
Added fatality palette for alternate Jade.

v2.8.34d
Fixed Explosive Kombat sweep glitch.
Fixed error in new object handling routine (proper flag storage in creation side)

v2.8.34c
Rewrote the factory routines for object disposal. This allows for more stability when massive amounts of objects are being destroyed while others are being created. Explosive Kombat is now active.

-Losers explode at the end of rounds and when they die in endurance/2v2 scenarios.
-(Bug if swept at 'Finish Him' you can explode prematurely) xD

Added fatality variant for Sub-Zero's ice ball fatality if you deep freeze opponent first.
Removed moving cloud routine from Mountain Top to keep stability and progress rolling.
Factory Fix: Fixed black screen if you insert coin, press down to bring up win streaks and insert coin again.

Kombo Display Fixes:
-Corrected display in some situations where P2 would kill P1 in 2v2 Tag mode.

[KOMBO_CHECK]
-Hits and spam flag not resetting when 2nd player enters.
-(Bug sometimes damage reports as 0, fixing that so don't worry)

v2.8.34b
Added Survival Mode Leaderboard.
Added stage cycling after losing on Survival mode.
Added delay before point tally starts on Survival Mode.
Fixed whiffing of uppercuts against shadow kicks for Lao and Jax.
Fixed Jax's slam causing 2-hit combos.
Fixed the locations of the eyes in Goro's Lair.
Fixed moon darkening on Pit with selective darkening on.
Fixed screen fades on Survival Mode into GAME OVER with 'Selective Darkening' on.
Fixed music stops after only unlocking Jade.
Fixed secret characters unlocking after completing Survival Mode.
Fixed Game Mode State returning to 'B' after Supreme Demo was over.

v2.8.34a
Overhauled routines that used the printf conversions. Kombo Display, Survival Points etc...
Correct score fixed at end of Survival Mode.

v2.8.34
Fixed kombo damage % for bosses and secret characters.
Fixed supreme demo missing if defeated with a secret character.
Removed remnants of secret character endings because they aren't used.
Updated Fastest Times Komplete leaderboard (Nothing visual, just optimized code)
Updated String conversion routine (Nothing visual, just optimized code)
Fixed title screen selection color (Gray now)
Added secret characters VS screen images.
Added Jade and Smoke name announcements to the new char select screen.

v2.8.33f
Fixed Fatality Distances for Smoke and Noob Saibot.
Fixed dupe kombo display if last round ends with Smoke's dash throw.

v2.8.33e
Changed Dead Pool Stage - Removed shadows in favor of the BG
Decreased delay amount before CPU would perform finisher.
Reduced Survival Mode to 1 round and CPU will perform fatality if they win.

v2.8.33d
Added darkened palettes for secret characters new portraits.
Added 2 new Dead Pool test stages 1 & 2. 2 confirmed still glitches...

Updated Survival Mode:
-Added the ability to hold a button to speed up countdown
-Updated the countdown sound

v2.8.33c
Added 4 new variants of Dead Pool for Testing (Test Stage 1-4)

v2.8.33b
Updated Survival Mode:
-If a new player joins, the health of the old player is saved and restored when 1P mode
is continued.
-Added graphic above CPU side to show the game mode.
-Fixed Survival Mode not ending when a 2nd player joins the game.

Fixed The Pit stage fatality goof I created.
Added a delay in CPU routine before they perform a finisher.
Adjusted Baraka's impale fatality on male ninjas. Relocated their sprites to improve
visuals.
Updated Randper Kombat routine to use new Nameplate array. This solves the no name for
Jade.
Updated P2's name plate locations.
Updated Credits.
Removed Shadows on Goro's Lair and Pit Bottom (Seem to be too much for machines)
Added Orange Sky Dead Pool to Test Stage 1 (For machine testing)
Added Purple Sky Dead Pool to Test Stage 2 (For machine testing)

v2.8.33a
Fixed CPU difficulty scaling cap check. Ultimate mode was reverting back to HARD.
Added the eyes in Goro's Lair to the palette darkening exclusion list.
Fixed Dead Pool stage fatality inop after Pit stage was added.
Fixed Pit/Pit II and Mountain Top 1-button stage fatality.
Fixed Inputs for Kang's cartwheel fatality variants.
Fixed string display issue when an endurance match started in Survival mode.
Fixed CPU not doing original Pit Punch unless the CPU Always Finishes option was on.

Adjustments of The Pit:
-Fixed Moon garbage.
-Fixed 1 pixel offset of 4/5 mountain sprites.
-Tweaked various layer positions and boundaries to eliminate edge gaps.
-Adjusted stage fatality to make the concrete smack sound consistent.
-Adjusted camera setting on stage fatality so it doesn't fall behind character. And
floor level.
Updated Survival Mode:
-Fixed Difficulty calculation
-Adjusted sounds and delays for results display
-Fixed P2 incorrect health issue.
-Survival mode ends if a player interrupts 1P mode

v2.8.33
Added 4 slots to the Debug: Stage Selection option for future testing.
Eyes added to Goro's Lair (Test Stage 1 in Debug)
Adjusted The Pit Bottom layers to fix some aerial moves.
Fixed Stage Coin-Up string error.

v2.8.32u2
Fixed Kang's Pit stage fatality.
Fixed Kombat Tomb showing as default coin-up.
Created blood for The Pit spikes landing.
Removed blood drops on FATALITY sign for The Pit stage fatality.
Added CPU ability to perform stage fatality on The Pit.
Added music to the Pit and Pit Bottom (Living Forest ensemble)
Raised blood floor level by 4 pixels. This fixes Kitana's fan, also blade swipes too.
Before they would appear to "float" off of platforms.

v2.8.32u1
Updated Main Menu
Updated Cheat String Display.
'Started' About Screen to Attract Mode. (Not used yet)
Added 2 new cheats [Secret - Not working on machines ATM]
Survival Mode now functional but BUGGY.
Ported The Pit and The Pit Bottom. (Needs blood work on pit landing and adjustment of
FATALITY sign blood drops.)

v2.8.32t
Updated MK2+ Settings Menu:
-Changed Turbo Mode to Game Play (Klassic Mode / Turbo Mode)

Updated Noob's CPU Moves (Improved AI does slide instead of teleport, no longer does Leg Takedown)
Updated Jade's CPU Moves (No longer does Fan Lift for aerial defense at 28-49 range, does High Kick)
Updated CPU Projectiles against Human Jade.
Updated Smoke and Noob's Friendship routine to play nice with [Secret_Routine].
Updated Female strain sound routine to play nice with [Secret_Routine].
Updated Smoke effect kill for explosion fatalities.
Adjusted Kahn's Grab and Pound fatality.
Added Kung Lao's Hat Toss Fatality variant.
Fixed CPU's fatality execution for Kung Lao's hat toss. Now the CPU hits their target.

Fixed P1's 2nd Character Timestamps which fixed the following:
-Shang's morph inability as P1's 2nd character.
-No cooldowns for P1's 2nd character.

v2.8.32s
Fixed Forward Teleport. If you performed the inputs while not in a suitable position to execute move it was still setting a flag which would cause a forward teleport when you called the normal teleport.
Fixed morph from Smoke. If hit while morphing back, Shang would keep the smoke effect.

Fixed 'time runout' errors:
-In Endurance or 2v2, if 1st character's health reaches 0 while a TIMES UP occurs, P2 would start the next round lying on the floor.
-Blood spilled amount never cleared so this allowed for inaccurate auditing.

Fixed 2v2 Tag:
-Fixed timestamping error of instances 3 and 4 (extra characters). The factory routine only checked for instance 1, if NOT EQUAL then it ASSUMED instance 2 was pressing the button.
-Crash Fix: If time ran out on 2v2 and you were kicked to the Game Over screen, the attract intro would be allowed to setup memory to crash on the next attract mode fight. This was due to no Game_State check in the No-Health check routine for endurance transitions.
-Disabled Scorpion's spear from penetrating if a tag were in transition. This fixed a bunch of funny glitches.
-Fixed exiting character layer from 51 to 4E.
-Fixed entering character layer from 4E to 50.

v2.8.32r
Updated Factory-Fix knock-back to play nice with CPU.

Updated 2v2 Tag:
-Fixed incoming character attacks causing crash if exiting char is still in a move.
-Disabled projectiles on old chars upon exiting.
-Fixed flip-in characters being able to do standing punches in the air.

v2.8.32q
Factory Fix: Standing HP against jumping opponent could cause 4-5 hits of damage.
Factory Fix: Aerial Knock back projectile ability.
Updated Sub-Zero's freeze limitations.
Fixed animation array pointer for Jade's special moves.

v2.8.32p
Fixed Noob's Slide Input (All buttons work on last press)
Fixed Noob's Leg Take Down move, no longer does Dash Throw.
Fixed moonwalk introduced in the updated Close+HP routine for Improved CPU AI.
Relocated Male Ninja Special Animations Array (Special Moves/Fatalities)

v2.8.32o
Fixed Fastest Times Kompleted screen. Sometimes had no list.
Improved CPU AI:
                              -Fixed Noob still having Leg Takedown move with
Improved CPU AI on.
                              -Fixed AI walk speeds. Was due to Close+HP moves
assigning wrong velocities.
                              -Fixed AI missing Close+HP moves due to them using a
their maximum-distance-to-throw array in the walk forward AI routine. Subtracted 4
pixels and seems perfect.

v2.8.32n
Fixed crash when Kintaro performed his stomp fatality on Smoke.
Fixed Kombo display hits and % on attract mode and after you beat Kahn.
Fixed Kombo display not showing at end of round if kombo was aerial.

v2.8.32m
Added Jax's Win pose audio clip.
Added Jax's grunt to arm rip fatality.

v2.8.32l
Fixed Forward teleport input creating normal teleport on non-turbo mode.
Fixed shadow effect on Hornbuckle's flying kick and bicycle kick.
Fixed Kahn's sticking walk animation on babalities from a distances under D0h.
Fixed Endurance:
                              -Character control transitioning.
                              -Pre-round wrong side spawning.

v2.8.32k
Turbo Mode Changes:
                              -Added Forward Teleport for Scorpion.

-Change Ninja slide reaction.
-Reduce recovery time for Kung Lao's Hat Toss
-Reduced ground freeze deployment for Sub-Zero.
Fixed Crash for Raiden's Shocker fatality against Smoke.
Fixed Reptile not performing Head Snack Fatality by the CPU.
Reverted character vertical offsets due to a gameplay change it inadvertently made.
Fixed Kung Lao teleport bug introduced when he was given improved AI on his teleport decision.
Permanent fix for palette index overload on new Character Select screen. (Added delay before smoke effect started)
CPU Always Finishes Option: Added a selection of which types of finishers the CPU will do.
Decrease CPU match wins before a friendship or babality is performed from 2000 to 100.

v2.8.32j
New Character Select Screen Fixes:
-Fixed crash due to 'RANDOM SELECT' strings being on screen all at once. They now will unload after selection.
-Random select will show the wrong character selected if it landed on a locked secret character.
-Fixed (temp) crash when palette index overloaded. It now shows palettes unloading at times, very ugly. will fix next.

2Vs2 Fixes:
-Tag Out glitch/crash revisited. Should be great now, no more glitchy character if they're hit while exiting.
-Fixed Kombo hit being stored if an exiting character is hit with a projectile.
-Fixed CPU take over when 1st player dies.

v2.8.32i
MK2+ Settings Changes:
-Moved Debug Options to root.
-Added Secret Character Unlock/Lock option in Debug Options.
-Added Cheats in Debug Options.

Mountain Top improvements: (Still experienced a crash, possibly new reason)
-Correct finisher fan fare music.
-Removed screen flash and extra assets for now to prevent crashing.

Dead Pool Acid Adjustment:
-Slowed acid drip in DeadPool ripple animation down 1 frame.
-Set LH and RH boundaries for acid drips so they don't appear anywhere but acid area.

2Vs2 Adjustments:
-Increased character select times for 2v2 from 960 frames to 1,536 frames.

-Added check for pushbacks to disable tags in 2v2.

-Fixed return to 2v2 screen after transitioning from 2v2 to 1P mode upon continue.

-Fixed character glitch when exiting and being hit by projectile.

Jax's Sound Restored:

-352 Sound: Attack 1. Unused.
-355 Sound: Attack 2. Unused.
-358 Sound: Jump Up. Unused.
-35B Sound: Swept 1. Unused.
-35E Sound: Swept 2. Unused.
-361 Sound: Taking Damage 1.
-364 Sound: Taking Damage 2.
-367 Sound: Taking Projectile Damage 1.
-36A Sound: Taking Projectile Damage 2.
-36D Sound: Strain. Unused.
-370 Sound: Death. Unused.
-373 Sound: Death 2. Unused.

Updated game modes on Main Menu. Renaming done.
Fixed crash if 'No Round Timer' cheat was activated and a character transition was called in endurance or 2v2 modes.
Fixed bug if morphed into Smoke, then performed a spear then dash throw. Would leave player immobile.
Fixed Super Uppercut bug, causing palette issues.
Adjusted Smoke's Dash Throw against bosses. He will now run up to the boss and just skip the throw portion.

v2.8.32h
Restored acid drops in Dead Pool.
Optimized Acid Rain cheat.

v2.8.32g
Tag - Adjusted velocity inverts for transitions. Still may need more tweaking, but better.
Tag - Made old character exit when in uppercut recovery.
Factory Fix: Kung Lao's and Liu Kang's knee to midsection reactions corrected.
Cheat Added: Tug of War Kombat. P1=Left+Block P2=Right+Block
Rewrote Kombo Display:

-Now logs true hits that cause damage, no more replying on the original knock-back values for hit counts.

-Now displays even if you get push-backed from a kombo in a corner.
Organized Cheats allocation in RAM, list has grown more than initially expected so a block of RAM is now designated for them.
Adjusted body parts locations after explosions.
Added 2 new cheats. Luna Mode (UP both players) and Acid Rain (HP+HK both players) Acid rain will crash in 2v2 ATM due to existing 2v2 bugs.

v2.8.32f

Rewrote the Health Bar fill routine, now it refills or drains accordingly. Originally it only drained if they didn't match.
                              -Removed Custom Health Refill routine as no longer needed with updated original routine.
                              -Updated [Name Announcement] and [Name Plate] routines as requiring A0 value to determine which player to perform on.
                              -Updated [2v2 Tag] routine to play with new rules of updated routines.
                              -Updated [Spawn New Char] routine to play with new rules of updated routines.

v2.8.32e
Fixed continue screen string glitch. Same edit fixed the carry over to 1P mode with infinite health.

v2.8.32d
Fixed Shang morph into Smoke problem. If hit while transforming he would keep smoke effect.
Removed refill health code for entering characters on endurance 2v2 modes. Not needed after combining the new characters slots into health left check routines.
Adjusted Kombo Display Routine:
                              -Now slides off screen on exits
                              -Plays sound when exiting
                              -Remove taunt for 2-hit combos
                              -Damage Percentage now has no max %.

v2.8.32c
Fixed winner announcements when time runs out in 2v2.
Fixed DeadPool stage fatality for player 1's 2nd character.
Modified Velocity routines to take into account of the incoming character in 2v2.

v2.8.32b
Fixed crash while performing Shang Tsung's morph into Kintaro fatality.
Fixed start press interruption when transition is underway in 2v2.

v2.8.32a
Rewrote 2v2 Tag Routine to address various bugs.

v2.8.32
Rewrote smoke effect routines. Standardized their threading instances. These routines include:
-Endurance flip in.
-2 Vs 2 Tag in.
-2 Vs 2 Pre-round Smoke spawn.
-Smoke character destroyed in endurance/2v2.

v2.8.31
Fixed inputs on Main Menu
Improved kombo display's appearance.

v2.8.30

Added 2v2 aspect to the new character select screen.
-Changed "Random Select" string positions.
-Changed Stage style to Pit II
Restored Main Menu for testing new features.
Added new RAM definition labeled "Previous Game Mode". This will be used for proper
character select screen when loser continues.

v2.8.26
Fixed multiple threads of Random Select by spamming on new character select screen
causing a crash.
Changed Option string on 'alternate character select screen' from "Improved" to
"Alternate".

v2.8.25
Changed palette swap button from START to DOWN.
Rewrote Random Select method, no longer can up hold start and then press up, must hold
up then press start.
Fixed palette swapping issues.
Fixed Kombo Display inconsistencies which could crash the game
Fixed 1st frame of Raiden's body electricity animation showing in top left of screen.
Fixed crash after losing to secret character as Raiden.

v2.8.24
Fixed crash upon continuing when using NEW character select screen.
Fixed LP/LK buttons for New style character selection screen.
Added option to return to New style character selection after secret character fight.
Added option to return to New style character selection when new player enters
tournament.

v2.8.23b
Fixed Raiden's body electricity from crashing on machines.
Fixed audio layering for Raiden's electricity.
Fixed audio layering for Cage's kiss.
Tweaked Kombo Display, should now show at round end is applicable.
Fixed incorrect palette when Raiden does his Win Pose when P1 had the alternate palette
preference.
Tweaked FATALITY sign blood drop locations on Dead Pool stage.

v2.8.23a
Hot-fix for Raiden's body electricity.
Fixed Endurance Mode staying on if Hornbuckle is discovered during an endurance match.

v2.8.23
Corrected crash for special animations array for Shang Tsung.
Restored body electricity for Raiden.
Normalized vertical placement amongst characters. (Reverted in 2.8.32j due to gameplay
effectiveness)
                                          -Females: (85 to 83)
                                          -Shang: (81 to 83)
                                          -Raiden: (8C to 8A)

```
v2.8.22
Created morphs to secret characters for Shang Tsung(If unlocked)
                                Smoke: F-F-B LP
                                Noob: B-D-B HP
                                Jade: F-B-F LK
Addressed palette issues when playing on Shang Tsung


v2.8.21
Restored Baraka's blade spin move.
Balanced Secret Characters:
                                -Removed Teleport for Noob and gave him Slide
                                -Removed Fan Lift and Air Punch from Jade


v2.8.2
Enabled Secret Characters for testing purposes.


v2.8.13d1
Restored Move: Shao Kahn's grab and pound.
Restored Move: Shao Kahn's knee charge. Also used for aerial defense for Kahn as well.
Bug Fix: Wrong player announced as winner when losing in endurance match on Pit II
fatality.
Increased stage cycle after beating Shao Kahn.
Added Fatality for Shao Kahn.
Removed the necessity for 'Improved CPU' to be on for boss fatalities.
Fixed factory bug with duck+LP against bosses.


v2.8.13d
Added New Option in "MK2+ Settings/Other Options", "Character Selection".
Fixed factory bug, alternate paletted players are correct on Pit II fall.
Fixed crash when Jade vs. Smoke w/ Improved CPU on.
Fixed Liu Kang's cartwheel fatality variant for P2 (Dead Pool) Also adjusted jump
position.


v2.8.13a
Added alternate palette selections by pressing START at character select screen.
Fixed crash if Baraka was chosen as a result of timer running out on select screen.
Fixed factory bug, restored Kitana's alternate fatality palette.


v2.8.11e
Fixed crash/endurance issue introduced with 2 vs. 2 game mode.


v2.8.11f
Fixed crash when a defeated foe was not finished. Only happened
with playing as Reptile, Jade, Kitana or Shang Tsung if they entered via endurance.
(Had to increase RAM allotment from 280h to 2C0h)


v2.8.11e
Fixed 2v2 side spawn issue after removing character control during transitions.
Fixed throws causing CPU to take control over player in 2v2.


v2.8.11d
```

Fixed sprites glitches due to RAM management.

v2.8.11c
Fixed smoke assignment issues causing dead pool crash and wrong player inheriting smoke.
Fixed Randper Kombat inherited smoke effect issue as well.
Fixed double instance of smoke effect for Smoke in endurance matches.
Fixed smoke threads not ending for secondary Smoke characters on endurance rounds.
Fixed move spams that caused the old character to still recieve damage after they were dead.
Disabled secret characters in Randper Kombat if option for them in turned OFF.
Re-wrote RAM calculating routine for endurance characters to fix crash/glitching.

v2.8.11a
2 on 2 Game Mode added (WIP)
Mega Endurance Game Mode added (WIP)
Fixed crash while a player enters at start of endurance rounds.
Relocated Sprites for Endurance Characters 1067200 -> 1065400(FFD65800)
Fixed missing name announcements for Smoke, Jade and Noob in endurance matches.
Rewritten smoke effect routine:
                              -Addresses smoke bug on Dead Pool fatality
                              -Applies to all explosion fatalities vs. Smoke
                              -Smoke now has full smoke on character selection
screen.
Fixed Endurance Bugs
                              -Performing sweep move on dying character repeatedly
fixed.

v2.8.11
Removed CPU projectiles if playing as Jade
Removed 2P AI exploit with Improved CPU AI on.
Improved CPU AI on by Default now.

v2.8 Beta
Public Beta Release

v2.7.92
Removed Debug Options (Public Release)
Adjusted Dead Pool assets (Machines glitch with the extras)

v2.7.91
Updated Credits for MK2+
Adjusted female ninja fatality sprites offets.

v2.7.9
Fixed Hornbuckle Introduction stage, now Pit II once again.
Fixed "FATALITY" sign blood puddle offsets.
Added random endurance matches for "ULTIMATE" difficulty.
Limited Secret Character from ladders and endurances unless they are unlocked.
Fixed flashing text on Secret Character unlock presentation.
Added stage fatality easter egg for Liu Kang's cartwheel fatality.

v2.7.82E
Corrected factory bug: Running out of time in a secret character fight would not show
"Returning.." message and skipped the next fight on the ladder.
Also identified the secret character fight flag was never being cleared, another factory
fix. Cleared after every match now.
Fixed Highest Kombo Audit not recording on machines.

v2.7.82D
Fixed crash after beating Jade with Baraka or Kung Lao (shimmer)
Fixed Smoke not unlocking on machine platform.
Added new difficulty level to the game.
Fixed Hornbuckle difficulty (0-8 scale, he will be 5-8)(Prevents easy fights if you find
him low on the fight ladder)
Fixed Stage rotation after playing Hornbuckle, now returns to Portal and not Kahn's
Arena.

v2.7.82C
Increases silhouette probability to 50% if Improved CPU AI is ON.
Removed silhouettes if in 2 player mode.

v2.7.82B
Added Smoke to secret character unlock presentation.

v2.7.82A
Fixed Jade unlock error.
Fixed Story ending error.

v2.7.82
Locked and added Jade and Noob unlocked presentations.

v2.7.81c
Fixed Hornbuckle/Jade introductions if Jade was found with silhouettes on Pit II.
Fixed Ladder index after beating Hornbuckle while on match before Jade.
Fixed audit resetting routines that would write out of bounds, like Fastest Time
Komplete.

v2.7.81b
Modified Dead Pool to decrease out of memory glitch on machines, still needs more work.

v2.7.81a
Fixed default initials if none were entered for the 'Fastest Time Komplete'
Fixed crash for Sub-Zero / Jade for aerial projectiles.

v2.7.81
Added Fastest Time Komplete score board.

v2.7.80
Added randomize character select screen on Random Ladders
Added Air Freeze for CPU controlled Sub-Zero
Added alternate attacks for CPU Sub-Zero for airborne frozen opponents.
Added alternate moves for CPU characters with aerial projectiles (Improved CPU Option)

Added Kung Lao's dive kick cheese fix against CPU's projectiles (Improved CPU Option)
Fixed Hornbuckle's aerial defense projectile crash.
Fixed Fastest Time Komplete audit on machines.
Moved secret character unlock from audit 3F to 40. Limited clear audit routine upto
audit 3F.

v2.7.79a
Added Win Streak check after beating Kahn
Fixed endurance match indexes, was causing repeat match ups.
Fixed accidental audit clearing from last build.
Adjusted blood pool timing on decapitations.

v2.7.79
Fixed Audits for Secret Character selections to comply on machines.
Optimized 'Blood Spilled Audit' - No more delay.
Optimized 'Fastest Time Komplete Audit' - No more delay. (*Broke timer audit on machines
for now)
Factory Fix: "High Score Table Reset" displayed upon Full Factory Restore.
Factory Fix: "Win Streak Reset" audit fixed
Factory Fix: Highest Win Streaks works as originally intended.
-No resets upon human player entering.

v2.7.78
Fixed 'Fastest Time Komplete' audit causing a delay after beating Shao Kahn.
Added random opponents to Debug Endurance option. Or same opponent is Debug Opponent is
chosen.
Fixed special moves and consecutive hits not working after playing a long time with
'Immortality' debug option on.
Fixed Recovery speeds for knee to mid-section moves for Noob, Hornbuckle and Jade.
Fixed Ladder Alignment on Normal Ladders (Would skip Shang Tsung as if he were the
hidden Jade fight)
Fixed Various MK2+ Settings to comply on machine platforms.
-Goro's Lair was stuck enabled.
-Selective Darkening was stuck enabled.

v2.7.77b
Fixed dark skeleton on Dead Pool when Raiden wins.
Fixed dark spear on Scorpion's slice fatality.
Fixed stage rotation when a player enters during Hornbuckle match and then goes back to
1P mode.
Fixed 'Ghost of Kahn' bug. Kahn's cast credit was causing projectile/casting glitches.
Fixed Noob Saibot secret fight occuring on any stage rather Goro's Lair.
Fixed crashes in endurance transitions. 2 typos in routine.

v2.7.77a
Improvement: Dead Pool stage now has red sky background and acid pool corners fixed.
Factory fix: Floor scroll on Armory after Reptile's head snack fatality and Scorpion's
teleport.
Factory fix: Raised ground level for characters on The Armory stage.

v2.7.76

Added acid bubble to DeadPool stage fatality.
Adjusted acid splash upwards to alleviate some overlapping.
Fixed blood pool for Johnny Cage's triple decapitation.

v2.7.75b
Fixed Silhouettes from staying on if a new player enters the match.
Fixed crash for deep freeze of secret characters.
Fixed incorrect blood pool location and orientation for Kang's lower torso
 also adjusted offet to bring pool in closer.
Factory fix: Aligned deep freeze frames with all characters to look as it should.
Factory fix: Raiden's upper torso final frame when Cage performs his torso rip fatality
is fixed.
Factory fix: Jax's head smash opponent location offset values.
Added Torso falling animations for Sub-Zero's Ice ball fatality.
Added blood pooling animation to Jax's head smash fatality.

v2.7.75a
Fixed Smoke Wins string after beating Kahn.
Fixed crash or string error after secret character fights.
Fixed Kiss of Death fatality relocating secret characters.
Fixed ladder index from not increasing after fighting Hornbuckle.
Added Torso falling animations for the following fatalities:
-Kang's dragon fatality
-Cage's torso rip (Also adjusted ground level for upper torso from Addi 50h to 40h)
-Scorpion's spear slice
-Kintaro's punch
Added NEW blood pooling animation to dismemberment style fatalities.
Adjusted caracasses for many fighters, most being too high.
Adjusted big blob of blood that appears after a dismemberment, should splatter at floor
level instead of under it.

v2.7.74a
Fixed superman reaction animation for Hornbuckle

v2.7.74
Changed up audit routines for double-flawless checks. Much more consistent.
Changed "Double Flawless Fatalities" to "Double Flawless Finishers"
Cleared Flags associated with Hornbuckle so not to repeat fight.
Change last message from "Now, you must return to the Outworld" to "Now, you must return
to the tournament"

v2.7.73b
Fixed Silhouettes showing on Pit II if they were not in Round 1.

v2.7.73a
Fixed stage rotation error.

v2.7.73
Hornbuckle is now a hidden fight in the game.
-Added new audit "Battles with Hornbuckle"
-Hornbuckle Triple Fireball Projectile added.

-Hornbuckle Shadow Bicycle Kick
-Hornbuckle Shadow Flying Kick

v2.7.71
Removed Sub-Zero's ground ice counting as a combo hit.
Fixed Kombo percentage showing 0% on kombos that are 100%+.
Cleaned up Kombo Display, consolidated routines, eliminated RAM usage for display timer.
Cleaned up RAM routines, consolidated multiple clearing routines.
Cleaned up Match Over routine, consolidated flag clearing and stage rotation checks.
Fixed Coin-Up Sound effect not working.
Adjusted Pit II background to match moon & cloud sprites. (From 0046h to 0026h)
Fixed crash while a player entered on Kahn's Arena.
Fixed Goro's Lair being in the stage rotation when Turned OFF.
Fixed Audits - Babalities and Friendships IDs were swapped.
Added 1st part of a secret in this revision...

"Improve CPU AI" Changes:
 -Added Cage's shadow uppercut to CPU's moveset.
 -Fixed Kung Lao's Dive Kick for CPU. Animation is perfect and also performs downward kick at different heights.
 -Fixed Kintaro's approach if Torso Punch fatality is chosen for execution and distance is 100h or more away.
 -Fixed CPU controlled Jade. Removed fan lift from aerial defense. Plays more like original Jade now.
 -Added New aerial defense tables
 -Baraka's Blade Fury no longer executes when you jump forward from 50+, he blade sparks instead.
 -Scorpion now has teleporting in his aerial defense.
 -Scorpion will no longer spear if he cannot telport due to position limitations. He will roundhouse.

v2.7.69
Fixed 'Selective Darkening' from preventing normal screen fade to black and Raiden's darkening on win pose.
Added scroll looping to all ON/OFF options in MK2+ Settings.

v2.7.68
Prevented Kahn's Stand Up routine from executing if Kahn is fighting. Caused crashes at end-game.

v2.7.67
Restored Johnny Cage's Kiss SFX on character select Win Pose
Sub-Zero's air freeze adjustments:
-Increased delay before falling back to the ground
-Slowed animation a bit to improve look
-Fixed reflect backfire
-Fixed 1 juggle on Turbo Mode
Changed Random Ladder Lineup
-Retains Kintaro as sub boss, endurance matches are prior to him.
-This addresses Jade not appearing in Random Ladders as well.
Fixed ladder synchronization after changing "?" from ID 'E' to '12'.

v2.7.66a
Fixed Baraka's sword glimmer on wrong characters.

v2.7.66
Fixed Kintaro's blocking causing kombo hits.
Removed Sub-Zero's Freeze counting as a combo hit.
Added Freeze backfire upon double air-freeze.
Limited 1 freeze juggle for Turbo Mode.

v2.7.65
Restored Baraka's Blade shimmer effect in his win pose.
Restored Lao's hat glow in his win pose.

v2.7.64
Restored Sub-Zero's Air Freeze move.
Kahn's Arena - Shao Kahn stands on finisher modes and if Kintaro loses.
Fixed Ladder Screen Images (Array relocated to add the proper locations for Smoke and
changed "?" to ID '12'.
Mirrored Ladder images for Smoke, Jade and Noob.

v2.7.63
Fixed Positioning for Kintaro's Stomp fatality when he's in a corner. He will perform
the stomp from anywhere.
Fixed crash when Kintaro used his Stomp fatality against Smoke.

v2.7.62
Fixed Noob's Uppercut fatality - Now it's F-F-D-D HP at close range.
Fixed Smoke's alternate fatality palette.

v2.7.6
Kintaro given the ability to perform his fatality.
Kintaro gained a new fatality.
Increased timer for CPU to wait for opponent to be dizzy for fatalities. This fixes
Kintaro's dance glitch and super uppercut glitch as well.

v2.7.59
Rewrote secret character's core routine for efficiency.
Fixed secret characters palettes for 'Kiss of Death' fatality.
Fixed Jax's arm rip fatality palettes for Jade and Noob.
Relocated both fatality tables to make adequate space for the secret character's
fatalities.
Changed Noob Saibots primary fatality from 'Toasty' to 'Exploding Uppercut'.
+Added easter egg for Noob Siabot's explosing uppercut fatality.

v2.7.57A
Fixed Jade's generic fatality palette.
Fixed Smoke's generic fatality palette.
Fixed Jade's babality palette.

v2.7.56

Fixed match and opponent indexing after Jade's Slot on Random Ladder.
Fixed Jade's baby palette.

v2.7.55a
Fixed Smoke's ladder image when playing as him.
Added Noob Saibot's ladder image

v2.7.55
Added VS screen images for secret characters.
Added Ladder screen images for Jade and Smoke characters.
Put Jade into the random ladders.

v2.7.52
Adjusted Mountain Top:
-Longer latency between thunder and lightning
-Disabled thunder and lightning unless in combat
-Increased cloud vertical position ranges

v2.7.51
Tweaked kombo display, still needs more work to fix duplicates.
Cleared kombo damage percentage at the end of a round.

v2.7.50
Fixed Slow Down issue on machines. Now combo audit checks are threaded and ran from
Kombo Display.

v2.7.49
Fixed Random Ladder Error.

v2.7.47
Fixed invalid CMOS when using Debug options
//Fixed flag variation from original 3.1 to MK2+ upon pressing Start (Random Laddders).

v2.7.45
Temporarily Removed Baby Cast Cheat believed to be cause of BG errors.

v2.7.44
Pagodas are adjusted to be in the stage 'Portal'
Fixed extended fatality option that caused Dead Pool's stage fatality music to loop.
Fixed Kombo Display bug for combos that ended with a throw.
Fixed Endurance Round w/ Cheat displays overlapping in RAM.

v2.7.43
Moved Highest Kombo Audit routine from Kombo Display Routine to Combo Clear Routine.
Added Mountain Top to Debug Level selection.

v2.7.4
Added New Stage "Mountain Top"
Added Damage Percentage to Kombo Display
Implemented CMOS Option to Enable/Disable Playable Secret Characters

v2.7.2
Added New Debug Option - Endurance Mode.
Fixed Stage Debugging from having incorrect stage IDs.
Fixed Floor scrolling upon endurance transitions on some stages.

v2.7.1
Fixed default value for Debug Stage Selection

v2.7.0
Overhauled MK2+ Settings in Test Menu (Has room for up to 64 CMOS Options that can be
added to customize MK2+).
New Debug Option w/ unlimited health and time. Opponent and Stage selection as well.
Fixed Screen problem after beating Shao Kahn.
Added Option for Kombo Display to be ON of OFF
Added Option for Secret Characters to be ON or OFF (Always ON for NOW for TESTING)
Added "Finishing Options". Selective Darkening, Health Bar Display.
Added "Stage Options". Credits Stage back in the mix, Also added an option to turn
Goro's Lair on or off from stage rotation.
Some stages will crash when set to Credits (Kahn's Arena for example) Fixes coming soon.

v2.6.84
Added Debug Mode to MK2+ Settings (Unlimited Health & Time)
Increased Maximum format loop for default adjustments in CMOS (40h) This allows for more
custom options in the future.

v2.6.8
Added shadow effects to game - Super Uppercuts

v2.6.7
Removed custom routine to fix "Jade Palette" bug when finishing her.
Started Shadow Effect, soon to be used in the game.

v2.6.6
Improved character entrances for endurance matches
Fixed Mileena's Drop Kick crash
Fixed Throwing Disable with all cheats
Added Throwing Disabled back to cheats (LP both Players)

v2.6.2
Fixed alternate palettes in Randper Kombat for secret characters

v2.6.1
Fixed Shang Tsung "superman" glitch
Fixed Jade crash with Fan Swipe against CPU
Fixed glitch when beating Kahn. Audits are ran on their own thread.
Added "Random" has an option in stage selections of MK2+ Settings
Added "Mountain Tops" has an option in stage selections of MK2+ Settings
Added Randper Kombat back into cheats

v2.6
MK2+ Settings fully restoring on Machines!

Edited Goro's Lair in attempt to fix glicthing when characters are high up on screen.

v2.5.97
Reworked MK2+ Settings Reset to fix some crashes
Fixed Dizzy Baby crash at end of game

v2.5.96
Fixed pattern for Kung Lao teleporting into Shang Tsung's fireballs in the corner
Added position checks for Scoprion's teleport for AI, so they won't teleport when they are not able to.
Added the following moves to the CPU:
-All characters have their close move
-Baraka's Double Kick and Blade swipe
-Scorpion/Noob's Leg Takedown
-Jax's Gotcha
-Cage's Split Kick and Nut punch
-Raiden's Quick Kick
-Kitana/Jade's Fan swipe
-Raiden's electrocution
-Kung Lao's Spin attack and Dive Kick

v2.5.92
Fixed pattern jump-follow routine.

v2.5.91a
Fixed crash when CPU tried to use sweep range attack without Improved AI on

v2.5.91
This removes the jump-follow pattern

v2.5.9
Added Improved Computer AI in MK2+ Settings
This adds more moves to characters at round start.
-Liu Kang's Flying Kick
-Kitana's Air Attack
-Mileena's Roll
-Raiden's Superman
-Reptile's Slide
-Scorpion's Teleport
Removed Lights on Finishers

v2.5.8
Fixed problem with Turbo Mode Fight-Stance animations on machines.

v2.5.7
Change Layer Data for Goro's Lair (Tower/FFA051A0) in attempt to fix glitchiness uppercuts.
Adjusted endurance character flip-in timing.

v2.5.6

Removed speed-up from Turbo Mode, removed Kombo Display on-screen timer from same location.
This is providing a more consistent Kombo Hits display message on screen.
Removed Kombo taunts from happening on round end, this prevents clashing with announcement of winner.
Turbo Mode will get more focus soon to give the game a faster paced gameplay without being too extreme like previous version.
As of now, Turbo Mode will still provide Faster Uppercut recoveries, Freeze levitation, faster stance animations and walking.

v2.5.5
Bug fix for Round ending in Time Over and ground flag was triggered. Also applied to continue screen and Player has Entered the tournament interruption.

v2.5.4
Increased walking speeds for characters in Turbo Mode

v.2.5.3
Fixed Bug for knock-back combo causing wrong player to be destroyed in endurance matches.
Increase delay further for new character AI.

v2.5.2
Fixed bug for actual hardware that would not allow 'Fast Uppercut Recovery' in Turbo Mode (ANDI Fh, on Register value that held Turbo Mode NVRAM data)
Increased delay before new character AI is assigned to prevent early actions.

v2.5.1
Endurance Mode is fully complete and operational

v2.4.4
Added Audit 'Dan Forden Appearances'
Added faster fight stance animations for Turbo Mode
Fixed inaccurate combo display on combos that produced a knock-back.
Added Faster Uppercuts Cheat, added to Super Uppercuts and Turbo Mode.

v2.4.3
Added Fastest Time Komplete Audit
Added Number of times Komplete
Discovered Unused Audits in the Game:
Amount of times Shao Kahn Defeated
Amount of Rounds Played
Fixed Noob Saibot Chosen Audit

v2.4.2
Added a 4th Page to the Audits in Test Menu
Added Blood Spilled Audit
Added Cheats Used Audit
Added Decapitations Audit
Added Highest Kombo Performed

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v2.4.1
Added Double Flawless Fatalities Audit

v2.4.0
Added 3 new audits to Audits Page 1. Fatalities, Friendships and Babalities.

v2.3.8
Fixed duplicate endurance character bug.
Fixed Kombo Hit counter not resetting with new endurance character.
Minor improvements to CMOS area.

v2.3.6
Fixed Duck bug that prevented endurance character transitions.
Fixed Endurance Character's lineup side on fight introduction.

v2.3.4
Added Flip-In sequence for endurance characters.
Created Smoke's effect when he enters or exits endurance rounds.

v2.3
Added shadows to Goro's Lair
Added Character Flip-Out on Endurance Rounds

v2.2.2K
Added Part 2 of char transition, old player now stays on the ground

v2.2.2
Fixed code causing Liu Kang's Win Pose sound to play with Shang Tsung's Laugh.
Fixed Randper Kombat Name palette glitch maybe.
Started Explosive Kombat cheat WIP

v2.2.1
Added 3 new cheats:
Blocking Disabled
Display Hit Boxes
Pong

v2.2
Added Brian Glynn to casting credits
Restored Liu Kang's missing sound for cartwheel fatality
Restored Scorpion's missing sound for Toasty fatality
Restored Shang Tsung's Laugh
Correct Goro's Lair GAME OVER text placement

v2.1.6
Fixed crash when Smoke was fought when accessing him through the Portal stage. Changed
Cheat display to match factory appearance of Throwing Disabled.

v2.1.5
Added secret characters to attract mode.
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Fixed 3 problems on endurance rounds, reset opponent index after a loss, the other 2
involved anohter human player entering the tournament while in an endurance round, reset
opponent index there as well.

v2.1.4f
Added cool down timer for Smoke's Dash Throw.

v2.1.4e
Fixed Kombo Display for Scorpions spear and duplicate display.
Adjusted color values for machine platforms (Endurance Round & Kombo Hits)
Added 5 more hits to Liu Kangs bicycle Kick

v2.1.4c
Introduced a new Kombo Display

v2.1.3
Normalized Damage for PvP Secret Characters

v2.1.1
Tweaked Dead Pool BG to be darker (0x406FA changed to 0C60 instead of 0CA1). Also
tweaked casting cheats and fixed Super Uppercut's knock-back issue.

v2.1.0
Invincibility has been reverted for Jade. Both Human and CPU controlled Jade characters
now have invincibility. Also added a few casting screen cheats...

v2.0.7a
Randper Kombat cheat added. (a) Added fix for smoke effect when Smoke enters/exits.

v2.0.6
Fixed Jax backbreaker causing 2 hit combos.

v2.0.5
Fixes to endurance mode. Match index was being falsely incremented(AKA Kung Lao Glitch).
Now only increments after the end of an endurance round. Also fixed a incorrect
calculation of character indexes within an endurance match.

v2.0.4
Added Noob Saibot Klues with a few new ones for Smoke/Jade

v2.0.3
Fixed crash after beating Shao Kahn (Klue count was incorrect)

v2.0.2
Fixed the opponent count for rounds 2 and 3 in an endurance match.

v2.0.1
Fixed new bug for health bars always on.

v2.0.0
Added endurance rounds.

v1.78
Added 3 more Klues.

v1.77
Introduction to random fight ladders. 100% random with the exception of Shao Kahn and Jade's placements. Stage adjustments to Goro's Lair and Pit II and adjusted location of "Kombo" string. Character Win pose also working 100%.

v1.75K
Fixed kombo count for Scorpion's spear. Added Scorpion's scissor take down, Raiden's Superman, Liu Kang's bicycle kick to kombo system. Added throws to the kombo system. Added Raiden's shock charge, Jax's back-breaker, gotcha grab and multi-slam to kombo system. Added RAM resets for Kombo related locations on Versus Screen and Mountain Screen. Added Female strains to the game. Added Kombo Taunts.

v1.74K
Introducing Kombo Display. There are known issues that are being worked on, See the known issues.

v1.74D
Adjusted Character alignments on Goro's Lair. Also centered Goro's Lair and fixed BG layer alignment. Added "PLUS+" to the title screen for that extra touch.

v1.74B
Fixed 'explosion' fatality crashes against Smoke on Dead Pool. Was in a certain area of the map with Sub-Zero or Raiden's explosion fatalities. Fixed Crash when secret character's appeared to give clues.

v1.74
Fixed 'explosion' fatality crashes against Smoke on Dead Pool. Was in a certain area of the map with Sub-Zero or Raiden's explosion fatalities. Fixed Crash when secret character's appeared to give clues.

v1.73G
Fixed duplicate sprite glitch when babalities were performed on secret characters. Fixed baby sprites for Noob Saibot and Smoke, Jade is still to come. Fixed teleport sprite glitch for Smoke and Noob Saibot. Restored possibility of selecting secret character with random select if START is held at time of selection.

v1.73A
Added Secret Character FX and loads their sprites with proper Win Poses when choosing them from the character select screen.

v1.72B
Added 'Turbo Mode' to MK2+ Settings. Real primitive at this stage, but plan on improving it after bug fixing. Added new cheat 'Take Your Sweet Time' (No Time Limit)

v1.72A
Got rid of 'Credits Stage' in MK2+ CMOS Settings, replaced it with a new mode that's in the works. 'Turbo Mode'. More details on that later. Also fixed 2 other errors in CMOS

('Game Over Stage' & 'Coin-Up Stage' not showing their headings inside the selection screen)

v1.72
Rewrote Character Selection Process(C0720), added Push & Pop to Start-Hold check routines(C06A0 & C06E0). This was done for future improvement coming soon.

v1.71K
Big bug fixes in this one. Should address all crashes related to fatalities performed on Smoke that deal with explosions i.e. Kitana's Kiss of Death, Shang Tsung's Implosion, Sub-Zero's Ice Shatter, Raiden's Uppercut.

v1.71I
Code improvement to address crashes on hardware platforms. Added Push and Pop to No Health Bars Cheat, also Added MMTM/MMFM. The hook used for this cheat is not ideal and presumed to be causing the crashing issues.
Improvement to Extra Bloody Mode code as well. Soon to be adopted as it's own routine which would be easily called upon for all moves that call for blood.

v1.71H
Code improvement to address hardware issues:
Added Push and Pop to the following routines:
Mountain Screen(1P Cheats), VS Screen (2P Cheats), Fight on Jade in message in the portal (1P and P2 Cheats)
Added ANDI to the Following Routines to help improve accuracy:
Mountain Screen(1P Cheats), VS Screen (2P Cheats), Extended Fatality Time, Lights On Finishers & Extra Bloody Mode.
Moved Extra Bloody Mode into it's own routine, No longer requires Super Uppercuts cheat to be on.
Added David (BullDawg) to the testers section in Credits. Thank you David.
Fixed Cheats Clear routine. No longer carries cheats into 1P mode after leaving a 2P game.

v1.71G
Fixed more code, hopefully will fix MK2+ Settings Defaults being restored on Hardware applications. May or may not resolve cheats being inop on hardware as well. Removed 'Night Mode' and replaced it with 'Extra Bloody Mode'. It is limited to Uppercuts until I finish it.

v1.71D
Added more effects to 'Super Uppercuts' cheat. Now has MUCH more blood! Edit: Later removed and created Extra Bloody Mode.

v1.71C
'Extended Fatality Time' is NOW enabled in this build. Increase from 3.5 to 7 seconds

v1.71B
'Lights on Finishers' are NOW enabled in this build.

v1.71A

Cheats can now be turned off or on through the TEST MENU. Also fixed an error in code that caused the game to crash when beating it with a secret character as Player 2.

v1.7a
Got half of the MK2+ Settings chained together. You can now change the level for the coin-up, casting, game over and credits screens. Some stages crash the game on the credits though. This may be due to running out of memory. Added Reset Unlocks routine to the Factory Restore option and to the CMOS Restore.

v1.62
CMOS structure setup. Just need to connect the dots. Moved "Reset Unlocks" to the utilities section. Taken steps to add the secret characters to the audits section. Fixed auditing of the original characters when selecting a secret character.

v1.50
Implementation of CMOS has begun. Started by adding the initial menu "MK2+ Settings"

v1.48
Fixed Smoke's and Noob's Friendship quotes.

v1.46
Bug fix (Hidden character fights strings were off) Also fixed a typo in Smoke's dash throw that would cause the player to lose movement. Also restored Goro's Lair as the stage when fighting a hidden character.

v1.43
Added NEW cheat "Dude where's my bar!?"

v1.42
Fixed code that allowed secret characters to be chosen only with LP or LK for Player 1 and HK for player 2

v1.40
Added cheat ability to single player mode

v1.39
The inclusion of cheats to 2P Versus Mode

v1.38
Added testers to credits

v1.37
Added 4 more secret messages at the end of the game. Added Credits to Mod

v1.36
Added Secret Characters to Casting Credits, changed "No Name' stage to "Goro's Lair"

v1.30
Added base endings for Smoke, Noob and Jade

v1.26

Added Wins Messages after beating Shao Kahn for secret characters

v1.23
Restored Kintaro's kick that was removed in later revisions.

v1.22
Restored Shang Tsung's Kombat Tomb Stage Fatality (Was excluded due to programming error

v1.21
Added Revision change to 3.1+

v1.20
Retained original characters as well as the secret characters. Must now Hold Start while choosing the appropriate character.

v1.10
Added Goro's Lair, removed Jade's projectile invincibility and secret character stage restrictions compliments of Abystus.

v1.0
Added secret characters to Revision 3.1 from Abystus' hacks.