

[3/10/20] PS4 & Xbox November Patch Notes

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General Gameplay Adjustments

- Move list corrections

- Improvements to AI logic

Fixed issues with some augments not granting correct bonuses

Increased the button input buffer when exiting a block hit reaction from 2 to 5 frames

- Practice Mode > AI Options > Kustom > Block Attack options now have more defined options Fast, Delay, Late which will perform the Block Attack on the first frame, randomly delayed or on the last frame

- Practice Mode > AI Options > Record now has a new Recording Slot to be used for Kustom Getup / Reversal

- Practice Mode > AI Options > Kustom > Reversal Attack now has an option for Kustom Reversal & Kustom Reversal with Navigation which uses the Recording Slot Kustom Getup / Reversal starting with the button press or the directional input when with Navigation

- Practice Mode > AI Options > Kustom > Getup Attack now has an option for Kustom Reversal & Kustom Reversal with Navigation which uses the Recording Slot Kustom Getup / Reversal starting with the button press or the directional input when with Navigation

- Added several new Brutalities for players to discover

- All Getup/Flawless Block Up+Front Kick attacks will no longer hit opponents from behind except for Kung Lao, Sonya, and Geras

- Fixed an issue with several Krushing Blow Requirements sometimes not working correctly while the opponent is still in a hit reaction animation

- Added new Nether Forge Recipes for players to discover

Character Specific Adjustments

- Cassie**- Fixed a visual issue with holsters that could sometimes occur when performing Dual Wielding Amplified
- Geras**- Reduced the travel distance of Dash Forward and Dash Backward
- Geras**- Increased the recovery on miss of Sand Trap and Quick Sand by 4 frames
- Jacqui Briggs**- Directing Bionic Bounce Towards or Away costs one bar of defensive meter
- Jacqui Briggs**- The landing recovery frames of (Air) Shrapnel Blast, (Air) Grenade Launcher, and (Air) Prototype Rocket can no longer be circumvented when being 2in1 cancelled from a Jump Attack with specific timing
- Jade**- Wiggle Stick (Away + Back Punch) can now still be 2in1 cancelled if the first or second attack hits the opponent but the last attack misses
- Jade**- Blazing Nitro Kick Krushing Blow requirement no longer resets when it is missed
- Jax**- Gur-Knee (Towards+Back Kick) no longer has different hit advantage when hitting standing and ducking opponents
- Jax**- Ripped Amplified now recovers 4 frames faster on hit & 6 frames faster on miss and is now -8 on block (down from -4)
- Johnny Cage**- Rising Star can no longer be Amplified when it is Flawless Blocked
- Johnny Cage**- Rising Star Amplified now costs one bar of both offensive and defensive meter when Rising Star is blocked or misses
- Kotal Kahn**- Heavy Blade (Back Kick) now starts up 1 frame faster, can now be 2in1 cancelled, and has a different hit reaction

•**Kotal Kahn**- Yeyecame Disk now causes 5 more frames of blockstun and has more pushback when normal blocked

•**Kotal Kahn**- Fixed a visual issue with Totem visual effects persisting during some fatalities

•**Kitana**- Fixed an issue with Dark Deception (Away + Front Punch, Back Kick, Back Punch) Krushing Blow not triggering if the third attack is a Kounter

•**Kitana**- Edenian Strike now has 1 more frame of hitpause

•**Kitana**- Fan Toss Amplify can now be delayed by up to 7 more frames

•**Kitana**- Reduced the combo damage scaling of Fan Lift & Fan-Nado and its reaction no longer allows the opponent to Breakaway

•**Kitana**- Royal Protection buff no longer gets removed after using certain attacks

•**Kitana**- Royal Protection buff now grants a stacking damage buff (up to 50%) for each successful projectile parry that lasts 10 seconds and the timer is reset with each successful parry

•**Kitana**- Edenian Twist Krushing Blow requirement "Triggers if FATAL BLOW is on cooldown" no longer will be possible after DEADLY GAME (Fatal Blow) has successfully hit

•**Kitana**- Edenian Twist Krushing Blow now has an alternate requirement of "Triggers if it KOUNTERS or PUNISHES a LOW or DUCKING attack"

•**Kung Lao**- The reaction to Vortex no longer allows the opponent to Breakaway

•**Kung Lao**- Fixed a rare issue with Omega Hat not working correctly if side switch occurs after performing Orbiting Hat

•**Noob**- Shadow Slide Amplified has a slightly increased hit region when opponent is in a combo

•**Noob**- Fixed issue with camera when (Air) Tele-Slam hits a cornered opponent

•**Shao Kahn**- Wrath Hammer has replaced Reverse Wrath Hammer when Shao Kahn is summoned with the Helm of Kahn Konsumable

•**Shao Kahn**- Wrath Hammer Krushing Blow requirement is now "Triggers if Hammer Throw hits TWICE in a row"

•**Skarlet**- Scythe Slam (Away+Back Punch) deals 20 more damage

•**Sonya**- Energy Discharge (Up+Front Kick) Getup/Flawless Block now starts up in 11 frames (was 13) and no longer has 2 frames of vulnerability before its active frames

•**Sub-Zero**- Correct audio now plays during Intros when using the Dimitri Vegas Skins against an opponent using Joker

•**Shang Tsung**- Fixed a rare issue that could cause Lift Amplified to miss the opponent while in the Lift hit reaction

•**Terminator**- Fixed an issue preventing several lines of in-game dialogue from being used when playing as Terminator

•**Sindel**- Come Forward (Front Punch, Front Punch, Back Punch) no longer hits opponents from behind outside of combos

•**Joker**- KAPOW Krushing Blow is now +5 on hit (up from -25)

•**Joker**- Toward Throw Krushing Blow requirement "Triggers if FATAL BLOW is on cooldown" will no longer occur after SMILE (Fatal Blow) has successfully hit



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