**Mortal Kombat 11 Practice Mode Menu Map**

Training mode options in the MK11 menu. Each menu will be listed top to bottom, with a number of down presses needed to get from the starting position to the option at the start of the line. As a result, the first or default option upon opening the menu will always have zero at the start of the line, indicating no movement needed. Each submenu will be explained in its own section further down in the document than the initial menu. Menus and menu selections wrap, so for instance, the eighth option down on the Pause menu (the last option on the list), can also be found by pressing up once instead of down eight times.

Note that all submenu options are accessed by pressing left or right; associated numbers in this guide are always the number of presses to the right that are needed to get to a given option from the default setting.

**Pause Menu**

This menu is arrived at by pressing “start” after loading in to the practice match

Zero Move List

One A I Options
Two Practice Options

Three Record/Playback

Four Controls
Five Variations
Six Reset

Seven Fighter Select

Eight Main Menu

**Move List**

This menu contains five categories, reached by pressing left bumper or right bumper (number indicates rb presses from starting position). Each category contains a list of moves or button strings, on the left side, with frame data for the move on the right side. Unfortunately, none of these menus are narrated, so utility is probably limited. Please don’t hesitate to ask me if you need a move list or basic combos for any character.

Zero Basic Attacks - a list of all basic commands for the character

One Kombo Attacks - a list of combo strings for the character

Two Special Moves - A list of special moves (generally back forward or quarter circle plus button) for the character

Three Finishers - A list of Fatalities and Brutalities for the character

Abilities - A list of special moves or strings that are only available in the current variation

**A I Options**

Changes on this menu must be accepted by pressing 3 when finished changing options. To cancel, press 4. To reset to default, press 2. Resetting to default does not reset cursor position on the menu.

Zero Enemy Type - default is Kustom, can press to the right once for AI, twice for Human, Three times for Record, Four times for playback. Selection here provides different numbers of inputs to get to subsequent options, as many are “greyed out” and unavailable under certain selections.

When Enemy Type is Kustom:
One block mode

Two block type

Three movement mode

Four reversal mode

Five reversal attack

Six block attack

Seven Delayed Getup

Eight Getup Mode

Nine Getup Attack

Ten Breakaway

Eleven Throw Escape

Twelve Quick AI Options

When Enemy Type is AI:

One AI difficulty - default is medium press left once for easy, twice for very easy. Right once for hard, twice for very hard.

When Enemy Type is Human no additional options are present

When Enemy Type is Record
One recording slot

Two playback trigger

Three Block Mode

Four Block Type

Five Movement Mode

Six Block Attack

Seven Delayed Getup

Eight Breakaway
Nine Throw Escape

When Enemy Type is Playback

One Recording Slot

Two Reset on Playback

Three Playback Trigger

**A I Options Menu Selection descriptions**

Recording slot - chooses a slot used for recording of moves or playback of moves already recorded. Default is 1, full list is 1, 2, 3, 4, Kustom Getup/Reversal, increase by moving right, decrease by moving left

AI Difficulty - default is Medium, can be cycled left up to twice to decrease difficulty, right up to twice to increase difficulty.

Reset on Playback - default is off, press right or left once to toggle to on. Resets character position when playback is triggered

Playback Trigger - default is Auto, press right or left once to toggle to Right Stick (R3). Determines when playback of the indicated recording slot begins, swapping between starting automatically and starting when R3 is pressed

Block Mode - Default is off, cycle number in the following descriptions indicates number of presses to the right.

 One Auto - will block after the first attack. Useful to see if you’re dropping combos.

 Two Stance - Will block everything that can be blocked without changing stance. A standing model won’t block low attacks, for instance.

 Three All - will block all attacks

 Four Stance Hold - Same as stance, but character is visibly holding the block command

 Five Random Attack - attacks will randomly be blocked. Useful for practicing hit confirms.

 Six Random Kombo - Similar to Random Attack. Trying to find differences still.

Block Type - default is normal, to the right once is flawless, to the right twice is random. Defines the type of block the practice dummy will use if a block mode is selected

Movement Mode - Default is Stand, following descriptions include number of presses to the right to reach each selection.

 One Duck - opponent ducks instead of standing

 Two Hop - opponent does short jumps in place, as if tapping up (but not holding)

 Three Jump - opponent does full jumps in place

 Four Jump Forward - opponent jumps forward, as if holding diagonally up toward the opponent

 Five Jump back - opponent jumps away, as if holding diagonally up away from the opponent

Reversal Mode - Default is Off. Cycle to the right once for on, twice for random. See Reversal Attack to understand what will be used.

Reversal Attack - Default is random, additional selections listed as number of presses to the right to reach each selection. Five through Nine are special moves that change based on the character used. When the guide is finished, I will try to write all of these out somewhere, but in the meantime, please record the special move you’d like used as a reversal as your Kustom reversal for consistency.

One Kustom Reversal - uses the move recorded in the Kustom Reversal slot

Two Kustom Reversal W/ Nav - uses the move recorded in the Kustom reversal slot and ???

Three Throw - the practice dummy uses a standard throw as a reversal

Four Dash Backwards - the practice dummy dashes backwards

Five Move Specific to Practice Dummy

Six Move Specific to Practice Dummy
 Seven Move Specific to Practice Dummy

Eight Move Specific to Practice Dummy

Nine Move Specific to Practice Dummy

Block Attack - Attack used after blocking. Default is Off. Options include fast, delay, and late timings for two different moves (move changes with practice dummy) and random. One to three are fast, delay, late for first move, four to six are fast, delay, late for second move, seven is random.

Delayed Getup: Default is Off. Determines the delay used by the practice dummy for getup after knockdown. Options are one short, two long, three random

Getup Mode: Default is off. One is on, two is random. Determines if a getup attack (see next command) is used when getting up.

Getup Attack: Default is Random, options listed with number of presses to the right needed to select.

 One Kustom Getup - uses recorded Kustom Getup/Reversal

 Two Kustom Getup W/ Nav - uses recorded Kustom Getup/Reversal and ???

 Three Throw - Dummy uses a standard throw on getup

 Four Forward Roll - Dummy rolls forward

 Five Backward Roll - Dummy rolls backwards

 Six Dummy character specific special

 Seven Dummy character specific special

Breakaway: Default is off. Determines if the practice dummy will attempt to breakaway from juggled/airborne situations. One is fast, two is delay, three is late, four is random.

Throw Escape: Default is off. Determines if the practice dummy will escape from throws. One is on, two is random

Quick AI Options: Default is off. Toggle on for a menu to be present on the practice stage itself for quick alteration of AI behavior. Alter options on this menu while on the main training stage with the right thumb stick. Any options already set in the main AI options menu are preserved. Quick menu options listed below:

Zero Block mode
One Block Type

Two Movement Mode

Three Reversal Mode

Four Reversal Attack

Five Block Attack

Six Delayed Getup

Seven Getup Mode

Eight Getup Attack

Nine Breakaway

Ten Throw Escape

**Practice Options**

As with AI options, it is necessary to press 3 to accept changes that are made and have them applied to the match. Press 4 to cancel. Press 2 to reset to defaults. Resetting to default does not reset the cursor position on the menu.

Zero Reset Position

One Reset Distance

Two Player 1 Position

Three Gauge Fill Behavior

Four Easy Krushing Blows

Five Player One Life Percentage

Six Player Two Life Percentage

Seven Damage Info

Eight Button Log

Nine Game HUD

Ten Frame Data

Eleven Player One Control Player

Twelve Player One Variation

Thirteen Player Two Variation

Fourteen Interact Background (greyed out except for tournament stage)

Fifteen Remember Settings

**Practice Option Menu Selection Descriptions**

Reset Position - default is center, controls where the characters are placed on the stage when reset is pushed. Other options defined by number of presses to the right: one left, two right, three saved position, four update saved position

Reset Distance - default is default round start starting distance. Sets the distance between characters on reset. One is Full Screen, two is close.

Player one position - default is left. Defines which side the player character for player one is set on when a reset occurs. Toggles between left and right.

Gauge Fill Behavior - default is normal. Defines how quickly offensive and defensive meter build or how the meters behave while practicing. One is refill, which instantly replenishes meter at the end of a combo. Two is full, which provides a permanently full meter, meaning that an infinite number of amplified moves can be used in a given combo.

Easy Krushing Blows - default is off. When set to on for a player, removes many requirements to trigger a Krushing Blow, such as counterhit, number of times hit previously in a match, and other similar constraints. Note that the blows do not replenish infinitely; a reset is needed to regain access to a blow after it is used. One is on for player 1, two is on for player 2, three is on for both.

Player 1 life percentage - default is 100%. Sets the life bar for a given player to a specific amount, providing access to things like Fatal Blow when set to low health (30% in that case). Behavior of this setting is strange; you can tap to the right once to set it to 1%, and then keep tapping once for each additional percent you would like added. You can also hold to the right, which will do the first ten increases as 1% increases, then jump by 10% with each tick after 10% is initially reached. This skip begins any time you are holding a direction when a multiple of ten is hit. 12 ticks while holding right will get you to 30% from default; anything equal or less than this will enable fatal blows.

Player 2 life percentage - default is same as player 1. One tap to the right goes down to 1%, one tap to the left goes to 100%. Behavior is the same as player 1 life percentage, but with the additional tick between 100% and 1% for the same as player 1 option.

Damage info - default is on. Displays written information on the damage you do with each move as a floating number on the screen (not represented audibly). Likely only useful if labbing with someone sighted. Toggles to off.

Button Log - default is on. Displays what buttons are input as a scrolling list on the side of the screen. Useful for diagnosing when/how inputs are being missed, but not represented audibly anywhere, so likely only of use when labbing with someone sighted. Toggles to off.

Game HUD - default is on. Display or remove the additional information displayed on health and meter available. Toggles to off. Useful for making cinematic-looking videos, no practical use as far as I’m aware.

Frame Data - default is off. Displays frame data for the last move used on screen. No audible explanation, so likely only useful when labbing with someone sighted. Toggles to on.

Player one control player - default is 1. Switches which selected character is controlled by the player one input method. Toggles to 2.

Player one variation - Default is whatever variation is currently in use. Changes the variation player one’s character is using. Note that this triggers a loading screen after hitting apply.

The variation list is always in the same order that variations were prepared on the customization screen of the main menu, with the three competitive variations listed in their defined order (1, 2, 3) after any non-competitive variations as additional selections are cycled on this option. So, for instance, I was testing this on my custom Jacqui variation 3. I have three total variations for Jacqui; if I had hit to the left once on this option, it would have cycled to my second custom variation. Hitting to the right once would cycle to the first competitive variation.

Player two variation - same as player one variation, but for player two

Interact Background - only available on Tournament stage, allows selection of interactables mirroring other stages present. Default will be whatever stage is initially selected at random when loading in; as a result, this option is likely not useful unless used with a sighted lab partner. I recommend selecting the stage with the interactables you want directly if you need them to lab things out.

Remember Settings - default is off. When turned on, settings will remain the same when you re-enter practice mode as when you last left practice mode.

**Record/Playback**

This menu contains eight empty slots, cursor defaults to selecting the top slot. While a slot is selected, a number of options are available. Please note that these are initially for the Steam version of the game; I’ll provide Playstation, Xbox, and Switch versions when I come back through to clean up the guide after the draft is complete, or immediately if anyone runs into trouble; just let me know! Numbers indicate button to press, not number of movements needed to get an option.

1 - Record. This puts you back in the practice match with 30 seconds to record a sequence for playback

2 - Delete. This removes a recorded sequence from the highlighted slot. Upon pressing the button, a confirmation dialogue pops up; press 3 to confirm, 4 to cancel

3 - Play. This plays any recorded sequence for the highlighted slot. This is only playback; you can’t interact with the game while this is happening. If you wish to use a recorded sequence in practice, use the AI Options record and playback functions

4 - Back. Goes back to the main menu

Start button - Upload to Steam Workshop. This pulls up a steam overlay dialogue to being the workshop upload process.

Select Button - View Steam Workshop Recordings. This pulls up a list of the recordings you have subscribed to previously on the steam workshop (must be done outside of the game).

**Controls**

A menu with options for altering controller setup and input detection methods.

0 Input device

1 Control Preset

2 Input Window Timing

3 Krushing Blows Held Check

4 Release Check

5 Alternate Control

6 Input Shortcuts

7 Button Shortcuts

8 Default

9 Save

**Control Menu Selection Descriptions**

Input Device - Press left or right to cycle through different devices detected by the system. On PC, press select to edit the control preset for the indicated controller. After pressing select, the cursor is moved to submenu, which can be exited by pressing 4. On this submenu, press 3 to begin button reassignment, followed by pressing the button you would like assigned to a given function. The selection does not move after a button is reassigned; you have to press down to get to the next command as reassigning. From top to bottom, the available controls are (with numerical notation following in parentheses as appropriate):

Zero front punch (button number one)

One Back Punch (button number two)

Two Front Kick (Button number three)

Three Back Kick (button number four)
Four Throw

Five Block

Six Interact and Meter Burn

Seven Flip Stance

Control Scheme - Default is whatever you used before going into the menu. Selects between four preset control schemes and one custom scheme by cycling to the right. Schemes are in order by increasing default number followed by custom.

Input Window timing - Default is Long. Changes the timing window for when special moves must be input to cancel correctly in a combo. One press to the right cycles to medium, two is short.

Krushing Blows Held Check - Default is off, toggles to on. When on, krushing blows will only be expended when the conditions are met and the button input for the final command is held. This allows you to decide to save Krushing blows when the conditions are met but you don’t yet want to use one.

Release Check - Default is off, toggles to one. When on, special move inputs are considered finished on button release, rather than button press. This is also referred to as a negative edge input method.

Alternate Control - Default is off, toggles to on. When on, special moves require diagonal inputs when not a back forward or forward back motion.

Input Shortcuts - Deafult is on, toggles to off. When on, special moves are more likely to be recognized with imperfect inputs.

Button Shortcuts - Allows the use of actions like throw by assigning a single button, rather than using two buttons at the same time as the only method for having certain actions performed.

Default - press 3 on this selection to reset settings to their default

Save - press 3 on this setting to save your changes. Note that pressing four to go back without pressing three on this option will not save changes. Upon pressing save, you’re taken back to the pause menu, with the Controls menu highlighted (as if you had pressed down four times already)

**Variations**

This selection shows a display on the right side of the screen with descriptions for each of the variation-specific moves available to each of the characters selected. Note that this display occurs when the option is highlighted; pressing 3 on this option does nothing, and the cursor remains in place. As no narration is possible, this is likely only useful when labbing with a sighted friend.

**Reset**

Resets the practice arena as defined by the practice options reset distance and reset position options. Other selected options, such as player health or AI behavior, are maintained. Default is reset as if the round had just started. Note that this will also reset all Krushing Blows.

**Fighter select**

This option pulls up a submenu to confirm you want to return to the fighter select screen. Press 3 without additional inputs to cancel, or to the right once and then 3 to confirm you want to pick new fighters.

**Main Menu**

This option pulls up a submenu to confirm you want to return to the main menu. Press 3 without additional inputs to cancel, or to the right once and then 3 to confirm movement back to the main menu.