

Patch Notes

Here's an overview of what's been added, changed and improved in Morphies Law: Remorphed!

The patch notes are divided into the following areas:

- [Gameplay updates](#)
- [Cool New Stuff!](#)
- [Customization Updates](#)
- [Technical Updates](#)
- [Quality of life Changes](#)

Gameplay Updates

General

- Duration of online public games increased to 6 minutes to increase active gameplay time for each lobby wait period.
- Online public games are now 3v3. 4v4 is still possible in private games.
- Respawn time reduced to 5 seconds.
- It's now possible to join games in-progress.
- Bots will temporarily join games with an uneven number of players and leave when a player joins.
- Upon death, the plugin+weapon of the killer will be displayed.
- More responsive butt-rocket.
- Improved jumping behavior.
- Emotes can now be used in games.
- All existing maps have been improved. See the Maps section below for more information.
- One of the existing game modes has been improved. See the "Game modes" section below for more information.
- The Loadout system has been improved. See the "Loadout" section below for more information.
- Weapons system has been improved. See the "Weapons system" and "weapon changes" sections below for more information.
- Plugins and Specs have been improved. See the "Plugins" and "Specs" sections below for more information.

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Maps

Four new maps have been added, one of the existing maps has been completely redesigned and the remaining existing maps have been updated to improve navigation.

- **Maztec Temple:** the map has completely redesigned due to technical and performance issues on the Switch:
 - Level design has been updated improve ease of navigation.
 - Hero affordance has been updated to increase its fun and relevance.
 - Performance issues on the Switch have been addressed.
- **Tanker Town:** the map has received several improvements:
 - The map now features an oil toboggan that allows the losing team to traverse the map easily and reach the enemy base quickly and also enables them to try to push back attacking enemies by throwing them into said toboggan. Additionally, oil barrels are spread across the map and players can shoot at them to create temporary oil puddles that'll make players slip.
 - Avatar location has been updated to ensure that all gamemodes play normally in this map without any exceptions.
- **Fan Antonio:** the map has been improved with better trap location as well as the addition of new paths to increase strategies.
- **Morphie Saloon:** the map has received several improvements to navigation.
- **La Buttrocketeria:** New map. Town full of oil canisters that replenish a player's buttrocket charge. Additionally the canisters can be shot at to create small explosions.
- **Aztwreck:** New map. Aztec arena where the central area is full of walls that can be destroyed, allowing players to keep some hiding areas or to destroy them to create an open arena.
- **Los Morphitos:** New map. Little town with trap rooms that can be activated by Morphies to damage everyone inside. Traps will spawn right above the head of the Morphie that activates them, damaging only bigger Morphies.
- **Fiesta Elevadora:** New map. Western town that starts out with all walls and buildings buried and players can slowly bring them out of the ground to build up their hiding places.

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Game modes

One new game mode has been added and one of the existing game modes has been updated to improve its fun factor.

- **Head Hunt:** the game mode has been completely revamped:
 - The head now has to be recovered, brought to the destination and then defended until it finishes charging up the cannon (which shoots it to the Avatar to repair it).
 - Team destinations for the head have been repositioned in order to allow losing teams to recover.
 - Players no longer suffer a movement speed penalty while carrying the head.
- **The Masster:** new game mode where the tallest Morphie in the match (a.k.a “The Masster”) activates their Avatar, which in turn steals mass from the enemy Avatar. If the Masster is killed, the enemy team will receive all their mass.
In this game mode, players will have to ensure that the tallest Morphie in the entire match is in their team and defend that player to ensure it stays that way.

Loadout

The loadout mechanic has been updated in order to take full advantage of the special plugins and increase a team’s ability to adapt to their opponent’s strategy during a match.

- Each loadout slot now includes a weapon and a plugin.
- Players can access their loadout any time they are at their base (as long as they are not engaged in combat).
- Players no longer need to choose a plugin at the start of the match.
- Total loadout slots is now 3.

Weapons system

- Primary weapons now heat up while shooting and cool down when stopping. If a weapon overheats, it won’t be possible to fire it again until it fully cools down.
- Damage numbers are now displayed when damaging enemies.
- Primary weapons now have a “crit. rate” rating.
- Visual effects and sounds of primary weapons have been completely reworked.
- Projectile behavior of primary weapons is now consistent with their visual representation.

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Weapon changes

- New primary weapon, Rotatonic: slow build up to a very high firing speed.
- New primary weapon, Hip Shot: wester-style revolver with high damage.
- New secondary weapon, Fat Falcon: shots 1 slow traveling projectile that creates a large aoe on impact. The projectile can be shot down and it will not do damage.
- New secondary weapon, Hit Me Please: metallic umbrella that opens in front of the player, blocking bullets and rockets.
- Oil gun: enhanced with direct hit functionality. Direct hits on allies boost their damage, whereas direct hits on enemies will lower their damage. This is in addition to the ability to create oil puddles that speed up and heal allies while making enemies slip and lose control.
- Buzz Ball: new functionality, it now grounds players (buttrocket and jumping malfunction) and ensnares them.
- Vicious Vortex: updated functionality, vortexes now has a short lifespan but absorb projectiles and grow when doing so.
- Expando 9000: updated functionality to have sticky foam and to avoid having allies get trapped in it. Foam now makes rockets bounce off.

Plugins

- Discomfort Zone, chest plugin: updated functionality, it now lowers fire speed of enemies trapped inside it, and morphs them randomly.
- Share the pain, right arm plugin: updated functionality to reliably shoot at enemies at high speed while providing the player with strong health regeneration.
- Drill Sergeant, feet plugin: updated functionality on exit, which now knocks players down and renders them unable to use abilities or shot.
- The behavior of all Plugins has been tweaked and improved.

Specs

- Kicking is no longer the feet spec, instead kicking will be determined by the total size of the Morphies involved (bigger Morphies can kick smaller ones).
- Movement speed is now affected by the size of the feet.

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Communication Wheel

- You now have access to a communication wheel to communicate with your party during games.
- There are 8 options available: “I want mass”, “Take my mass”, “Help”, “Follow me”, “Don’t steal my mass”, “Roger that”, “Thank you”, “Nice”.
- The first 4 options will create HUD indicators visible by party members.

Altering Effects

The following effects that can affect players have been added and/or reworked. All effects have received a new full screen visual effect to increase readability.

| | |
|---------|---|
| Effect | Electrocuted |
| Effects | Limited mobility (movement speed, jumping and buttrocket usage) |
| Sources | Buzz Ball weapon El Zappo weapon Damage Ultimorph’s aoe |

| | |
|---------|--|
| Effect | Dazed |
| Effects | Player is unable to move or use abilities. Breaks on damage. |
| Sources | Foul Fumes plugin Sticky Hand plugin |

| | |
|---------|--|
| Effect | Knock down |
| Effects | Player is unable to move or use abilities. Does not break on damage. |
| Sources | Enemy Rolling Stone plugin Drill Sergeant plugin Bing Bang weapon (knocks down the player firing it) Big players kicking small ones |

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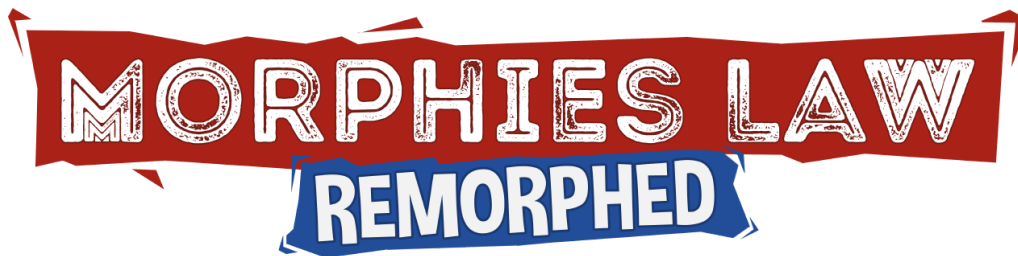
| | |
|---------|---|
| Effect | Slipping |
| Effects | Player loses control of their movement |
| Sources | Oil from an enemy Slippery Splat weapon Oil slide and barrels in Tanker Town map |

| | |
|---------|--|
| Effect | Shielded |
| Effects | Player is invulnerable to damage |
| Sources | Rolling Stone plugin Respawn protection |

| | |
|---------|--|
| Effect | Healing |
| Effects | Player's health regenerates continuously |
| Sources | Slippery Splat weapon - direct oil hit. Slippery Splat weapon - friendly oil puddles. Share the Love plugin Support Ultimorph |

| | |
|---------|--|
| Effect | Damage boost |
| Effects | Player's damage is increased by 33% |
| Sources | Support Ultimorph Slippery Splat - direct oil hit on ally |

| | |
|---------|--|
| Effect | Damage debuff |
| Effects | Player's damage is decreased by 33% |
| Sources | Discomfort Zone plugin Slippery Splat - direct oil hit on enemy |



Cool New Stuff!

Missions

New feature accessible from the main menu.

- Each day, 3 random missions will be received of increasing difficulty (bronze, silver and gold).
- Each mission provides rewards upon completion (rewards will change over time).
- Completing all 3 missions in a day will grant a daily trophy.
- Collecting 3 daily trophies during a week will grant an additional reward!
- More than 30 missions on launch, each with a bronze, silver and gold version, with additional missions coming later.

Piñata Rarities

- 3 piñata rarities have been introduced: bronze, silver and gold.
- Silver guarantees a `rare` drop and Gold a `precious` one.
- Level up rewards will include a bronze pinata every level, an additional silver pinata every 5 and an additional gold every 10 (e.g. level 10 will grant 1 bronze, 1 silver and 1 gold piñata).
- Piñatas of different rarities can also be obtained from daily missions and weekly progress.

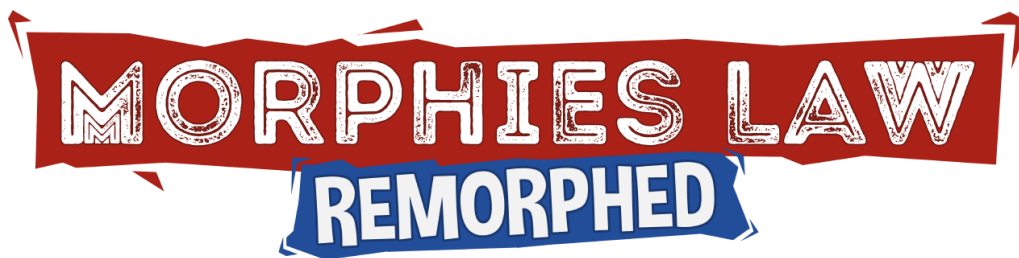
Badges

At the end of the match, the game will give out 3 badges to players:

- Buttrocketeer: the player that travel the longest with the buttocket.
- Bizarro: the player that finished the match with the strangest body shape.
- MVP: the most valuable player of the match.

Morphie View

- At the end of the match, it's now possible to inspect individual Morphies in detail.
- While inspecting players, you can zoom into their face, rotate them, and hide their weapon (in case they are tiny!).



Reactions

- While in Morphie View, it's possible to react to other players.
- There are 8 possible reactions such as "cutie", "revenge" and "your mom is so small!".

Musical Lobby

- While waiting for a match, each of the players in the lobby will be playing a customizable musical instrument.
- Each instrument plays a melody that contributes to the overall lobby melody, creating all sorts of different concerts based on the instrument combination. There are hundreds of possibilities!

Customization Updates

Antenna

New customization category. Players can now customize their Morphie's antenna. Dozens of options to choose from!

Instrument

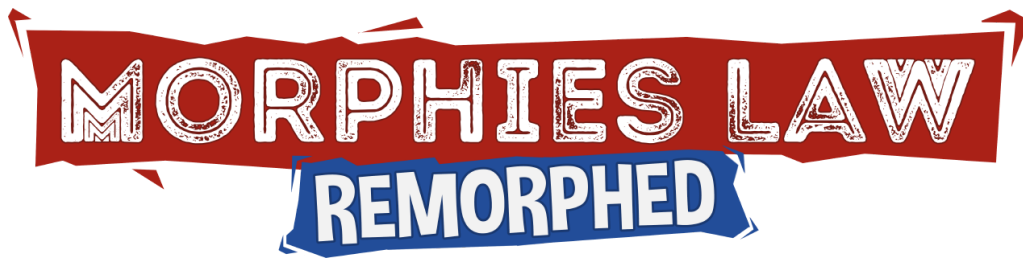
New customization category. Players can now choose between dozens of instruments, and the melody will be played in lobbies.

Team up with your friends to make some awesome music! There are hundreds of different possible concerts.

Emotes

This category has been changed as follows:

- "Intro emotes" renamed to "Intros".
- New intros added.
- "Winning emotes" renamed to "Emotes".
- New emotes added.
- Removed "losing emotes" as a customization category to focus on adding more Intros and Emotes. Players who previously unlocked any will receive their value in Nuts, added directly to their Nuts total.



Technical Updates

Dedicated Servers

That's right, dedicated servers are here!

- Online games will be hosted on dedicated servers.
- Private games will continue to utilize peer-to-peer.
- Server hubs across the globe are available, which means that most of the time you'll join games hosted on a server near you to minimize latency.

Cross-platform Gameplay

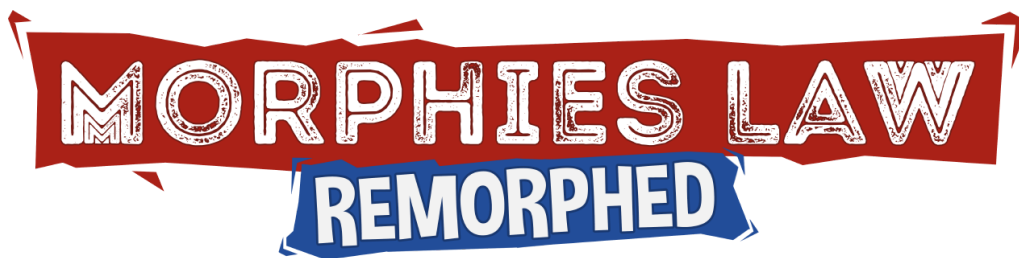
PC and Switch players are able to matchmaking into the same game!

- This applies to online games.
- Aiming on Switch is improved to ensure platform parity.

Online Account Progression

On Switch, account progression will no longer be stored in the local console save file. Instead it'll be stored on our secured servers.

Same applies to PC.



Quality of Life Changes

- Health bars on ally and enemy nameplates.
- Background music during matches (can be disabled in the options screen).
- XP gains have been increased across the board.
- Loadout slots unlock at lower levels.
- Ability to quit online lobbies and games.
- AFK players will now be kicked out of games.
- Menus can now be browsed while searching for a game.
- Added controls info page on Switch.
- Improved mechanics for cannons (easier to reach the desired place).
- Improved visuals when a Morphie is invulnerable.
- Added full screen effects to disabled states (electrocuted, dazed, knocked-down).
- Improved game-mode target HUD indicators to reduce screen clutter.
- Reduced lobby time. Quick Match can match you into an on-going match that started recently.
- Improved voting in quick match lobbies:
 - Players now vote for a game-mode.
 - Raffle effect to select the winner is now much quicker.
 - After a game-mode is selected as the winner, players travel to a random map.
- Friends list now displayed a colored coded status and an explanation message when trying to join someone who cannot be joined.
- When joining a game in-progress, the game mode name + explanation will be displayed.
- When creating a game, bots will appear in the lobby.
- Improved color coding of HUD indicators to help with navigation in Head Hunt and Mass Heist.
- Hundreds of bug fixes.
- ... and much more!