Welcome to Melee 1.03 (Version A)!

1.03 is created by Hax$ and Altimor. Visit www.b0xx.com for more information.

Polling Drift Fix

1.03 contains the polling drift fix, which fixes a bug that causes Melee's input latency to constantly fluctuate.

Modified UCF

The default controller fix on 1.03 contains some differences from UCF 0.8. The shield drop range along the rim is maximized to ensure this technique succeeds, and 1.0 cardinal values are made guaranteed as well (on vanilla, you'll typically receive .9875). Dash out of crouch is also fixed by increasing its window from 2 frames to 3 frames and repairing a few coordinates along the rim that can randomly cause this technique to fail.

Stage Modifications

5 of the tournament-legal stages contain modifications on 1.03.

|  |  |
| --- | --- |
| Dreamland | Wind is removed. |
| Final Destination | Background visuals are locked to the starry sky. |
| Fountain of Dreams | The side platforms start at equal height. |
| Pokémon Stadium | Transformations are removed. |
| Yoshi's Story | Shy Guys are removed. |

To play without these stage modifications, use the *Original Stage Select* option from the *Additional Rules* menu.

Crew Battle

Melee's signature exhibition is made better than ever before by 1.03's crew battle mode, which features a stock storage system that keeps track of how many stocks are remaining at the end of a match.

Latency Toggles

1.03 contains two custom latency toggles in addition to the default CRT toggle. The LCD toggle is intended to counteract the innate latency of an LCD monitor by reducing Melee's latency by half a frame. The LOW toggle reduces Melee's latency by one and a half frames (the most a Wii can handle) so that you can play Melee at lightning-fast speed.

Auto Pause

1.03's auto pause feature allows you to turn off pause in 4-stock matches specifically so that you can freely enter timed matches while still being able to pause.

In-Game Shortcuts

The following shortcuts speed up the process of exiting or restarting a match:

|  |  |
| --- | --- |
| Hold Start | L R A Start |
| Hold Start + B | L R A Start + Rematch |

Character Select Screen Shortcuts

All of the options under the *Controls* menu can be toggled at the character select screen as well by holding the following inputs for one second:

|  |  |
| --- | --- |
| Z Jump | X + Z or Y + Z |
| Perfect Wavedash | L or R |
| C-Stick U-Tilt | C-stick up (Y .6625) |
| C-Stick F-Tilt | C-stick horizontal (X .8000) |
| C-Stick D-Tilt | C-stick down (Y -.6625) |
| Tap Jump Off | Control stick up against the top of the character select screen (Y .6625) |

Perfect Wavedash

1.03's perfect wavedash mod modernizes wavedashing by allowing you to airdodge at the shallowest angle by pointing horizontally. Your control stick must reach X .8000 or greater (the same cut-off as dash and F-smash) for this mod to take effect.

Tournament Lock

To lock all settings that have been chosen in the *VS. Mode* options menu, remove your 1.03 memory card and reset your console.

1.02 Mechanics

1.03 converts all mechanics that are relevant to tournament play to their NTSC 1.02 iterations.

Version Compatibility

1.03 Version A is compatible with NTSC 1.00, 1.01, and 1.02.