

The Character Edits + Change List

(compared to the base game, not the previous version)

- All palettes used for all sprites now only use the default global palette, allowing for compatibility with many other mods, and now all palette mods for it will work with the vanilla game.
- The level select and save select icons have been redone, and now are stored in their own sprite sheets so now level mods that change the icons are now compatible.
- Sonic has been completely redone to resemble the more modern depictions of the character like Sonic Superstars while including influences from Sonic 3's shading.
- Sonic now has his boot buckles on all sprites and his head size is consistent and on model across all sprites.
- Tails has been completely redone to change his proportions so now he has skinny limbs like the other characters, black straps on his glove cuffs, and blue straps on his blue cuffs.
- Tails's tails now move in his victory animation.
- Any gaps in Tails' animations where his tails were disconnected to his body have been filled, and his tails are now not so close to him in certain animations.
- Tails' CPZ animation has been replaced with his beta one.
- Knuckles now has grey soles on his boots as depicted in all artwork and modern appearances with shading matching Mighty and Ray.
- Knuckles now uses shades of yellow for his boots instead of skin tone and bright green.

- Mighty's sprites have been redone to be more on model across the game with a consistent shell shape.
- Mighty's boots have been redone so that his soles are shorter and the white stripes no longer connect to the sides of his boots.
- Mighty's legs and tail have been reshaded to use shades of grey and not skin tones/reds.
- Mighty's boots also now use the same reds for his boots as the other characters, and the super Mighty skin bug has been fixed.
- Ray's sprites have been redone to include extra shades to his skin so that he now has the same level of detail and contrast as the other characters.
- Ray's boots now have 2 stripes on all sprites that don't connect to the sides of his boots.
- Many of Ray's animations have been redone to be more on model.
- All characters now use the same greys that are present in the large gradient similar to Tails so that now they all match underwater while providing more dynamic contrast in the sprites.
- All characters have a new frame added to their walking cycles to better transition from standing to walking.
- Tails and Ray have new shimmy sprites when idle that have their tails down and transition with their shimmy move sprites.
- Sonic, Knuckles, Mighty and Ray all feature new spin dash sprites that no longer use dithering (special thanks to Kiaragale)
- All characters now blink in their idle animations.
- All characters apart from Ray now have at least 3 shades of red for their boots to match Tails and Knuckles, and Tails' boots/Knuckles' skin no longer change colour in their super forms.

- Sonic, Knuckles and Ray now use specific colours in the palette so now their skin tones stand out underwater compared to their boots, and in Ray's case his skin continues to turn dark red to stand out against his fur.
- All characters now have the chaos emeralds circle them when they transform, with the cutscene sprites in TMZ being invisible to prevent 2 sets from appearing.
- All chibi characters now have a diagonal spring sprite.
- All missing tails for all characters across the game have been restored.
- All sprites for Tails in the game now actually use his palette instead of a random assortment of oranges so now they are all affected by palette mods properly.
- The incorrect red shading on the Tornado has been fixed.
- Super Sonic now uses unique sprites for all animations making his appearance consistent with features from the consistent super Sonic mod.
- All sprites that are not the characters now no longer use the same palettes as the characters, so they do not get affected by super forms or palette mods.
- All characters have new falling animations including chibi sprites.
- Sonic and Tails' falling animations have been moved to separate sprite sheets so that they can easily be replaced.
- The beta head turning animations for the Tornado have been restored in MSZ, but slowed down to be less distracting and have Sonic or Tails look up at key moments.
- The grabbing arm in the AIZ cutscene and the death egg robot's arm now reflect the colours of the environment rather than blue/pink.
- The broken black used for the death egg robot in the GHZ cutscene has been fixed at the cost of it not turning white when damaging it.
- The legs of the Encore capsule now use a mixture of Mighty and Ray's skin tones to look cleaner, and this is not broken in palette mods.

- New save and continue icons.
- Mighty's skin tones in the mean bean sprites have been fixed, and extra shading has been applied for all characters' skin.
- All characters' intro animations for the mean bean boss where their bodies flip has been fixed while keeping the original eye positioning.
- Eggman now uses oranges for highlights on his mustache, and shades of yellow for his clothing instead of skin tones.
- Eggman's glasses now include their missing rim.
- Sonic's sign post sprites have been redone, Mighty's mouth in his sign post has been fixed so now it doesn't look like he has a mustache, and Eggman's sign post has a black background.
- Newly done sprites for the animals have been made adding extra depth and detail to match the rest of the game.
- The shades of red used in the HCZ bosses have been changed to blend better together underwater.
- Sonic now runs in front of the Sega logo, and winks in his title animation.
- The loading icon has been replaced with a new dancing Sonic.
- Built in support for the outta here mod, and sprites for the MCZ mod's minecart.
- The background curtains in the spinball bonus stage have been extended to fill in the background, and Ray's fur is no longer used to colour objects.
- The blue spheres now use the correct colours instead of using some of Sonic's palette, so now they are no longer partially affected by palette mods.
- Metal Sonic's sprites have been redone to include details from his CD appearance such as the bolts on his cheeks and the white stripe on his feet being one pixel higher, has proper head rotation sprites, and has the dramatic shading used in his Chaotix sprites for his mouth.

- The silver Sonics and Giga Metal now use the global grey gradient fully so that they work with palette mods properly.
- Changed the shading of the title logo sprites to better blend together.