

Punch Planet - Version 0.8.4.c

- **General**
 - **Survival Mode**
 - Added single-player mode survival
 - Single round against random opponents
 - Start matches with full T-Meter
 - Retain E-Meter between matches
 - Difficulty: 5 easy -> 5 medium -> 5 hard -> rest epic
 - Regain 25% health after wins
- **Gameplay**
- **Characters**
 - **All**
 - **HTC**
 - No longer usable post-ko
 - **Cid**
 - **Tyara**
 - **Dog**
 - **Agent-G**
 - **Move List**
 - Added Tactical Agent
 - **Maxx**
 - **ARN-01D**
 - **Gat**
 - **Reno**
 - **Move List**
 - Added air target combo
 - **Taunt**
 - **Grenade**
 - Now usable post-ko

Punch Planet - Version 0.8.4.b

- **Characters**
 - **Reno**
 - **Fwd Throw**
 - Fixed scaling
 - **Rush**
 - **EX**
 - Removed armor
 - Removed counter hit state on recovery
 - **Turn Throw**
 - **H / EX**
 - Increased hitbox right from 5.75 to 6.25
 - **FHP TC**
 - Increased DTC frames on block from 1 to 4
 - Block Advantage:
 - DTC: +2 => -1
 - **Counter**

- **L / M / H**
 - Increased followthrough from 15 to 18
- **EX**
 - Decreased followthrough from 25 to 22
- **Grenade**
 - Fixed crash when being hit by other projectiles / attacks that break projectiles

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- **General**
 - Added new character: Reno
 - **Graphics Options**
 - Added option to toggle Camera Shake
 - **Localization**
 - Removed localization of in-game status messages
 - Reversal, Reset, Wakeup, Hard always in english
 - **Korean**
 - Updated menu localization strings for Korean language
 - Thank you Elizakun!
 - **Credits**
 - Updated credits with Reno VO, announcer VO, translators
- **Gameplay**
- **Characters**
 - **All**
 - **Reno**
 - Added Reno
 - Health: 1150
 - **Move List:**

CHARACTERS	RENO	
ROY	MOVES - UNIQUE	
CID	SUPER JUMP	↓ - ↘ / ↑ / ↗
TYARA	BW.MP	← M P
DOG	BW.MK	← M K
AGENT-G	ST.HP	H P (hold)
MAXX	BK.HP	← H P
ARN-01D	CR.HP	↓ H P (hold)
GAT	FW.HK	→ H K
RENO	SPINNING BACK FIST	L P • M P • → H P
GLOBALS	HAMMER FIST	L K • ↘ M P
RETURN	DOUBLE UPPER	← M P • H P
	ELBOW DROP	M K • ↘ H P
	GRENADE	H P + H K
	MOVES - SPECIAL	
	ELBOW RUSH	↓ ↘ → P
	ELBOW RUSH (EX)	EX ↓ ↘ → P P
	TURN THROW	→ ↘ ↓ ↘ ← P (after ↓ ↘ → P)
	TURN THROW (EX)	EX → ↘ ↓ ↘ ← P P (after ↓ ↘ → P)
	ROLL	↓ ↘ → K
	LEG BREAK	K (release after ↓ ↘ → K)
	FEINT	K (hold after ↓ ↘ → K)
	ROLL (EX)	EX ↓ ↘ → K K
	WHEEL KICK	↓ ↘ ← K
	WHEEL KICK (EX)	EX ↓ ↘ ← K K
	COUNTER	→ ↘ ↓ ↘ ← P
	COUNTER (EX)	EX → ↘ ↓ ↘ ← P P
	MOVES - SUPER	
	HEAT RUSH	EX2 ↓ ↘ → ↓ ↘ → P
	BREAK BLISS	EX4 L P • M P • → • M K • L K

- Cid
- Tyara
- Dog
- Agent-G
- Maxx
 - Horny Toad
 - Regular
 - No longer cancellable into regular Air G.A.P.
 - EX only
 - EX
 - No longer cancellable into Air G.A.P.
 - Regular / EX
- ARN-01D
- Gat