

## Blanka

The goal was to keep his play style the same, but improve his movement and mixup abilities

- reduced charge times, easier mash, u2 is now D,D,D,+PPP or KKK
- cl.Mp can be chained into cl.hp
- cl.HP hits twice and launches
- c.MP is a mini launcher
- far and close hk act as an anti-air only launcher
- can do basic air combos
- the above moves have reduced damage
- can cancel hop into an air normal
- can enter fly mode by pressing U+PPP in the air or doing a ex rainbow roll
- flying controls are f,b,uf,d or any attack button
- Now has air electricity. No ex version, l,m,h the same except in fly mode. Can be used as instant air or after a whiffed j.lp. Can also be canceled from a ground electricity by pressing U, UB, or UF
- lp. blanka ball is the same but does 50 damage and 100 stun on hit, or 100 damage and 50 stun on block, on counter hit it does 125 damage but doesn't interrupt the opponents move, so it's easier to be hit out of
- mp. ball does 50 damage on block but is otherwise the same
- hp. ball is much faster but has less range, still really easy to punish on block
- ex ball is safer on block
- anti air u2 and extended ex thunder have a larger hit box
- non ex rainbow roll are good juggle starters and safe on block
- U1 is now a completely different move, it does the same quick low hit, then you press U,F,B,UF, or UB and go shooting off in that direction. No longer need to hold PPP
- super is the same, but last hit can be canceled into ultra

Things I want to change when I figure out how

- Replace up ball with koryuken