Punch Planet - Version 0.7.1.c
- **Stages**
  - **Crystal Desert**
    - Adjusted background Gem colors
- **Characters**
  - **Gat**
    - **Gem (Projectile)**
      - Adjusted shader so that it always renders in front of characters
    - **Prism Cell**
      - Fixed issue when trading
- **Trades**
  - Added logic for grab trades to "randomly" choose a winner instead of defaulting to player 1
    - if GameplayController.simulationFrame is even, goes to player1, odd to player2
  - Added property for strike collisions to override and nullify trades
    - Used for hit-grab attacks that do not have invulerability (Gat Prism Cell) to avoid being hit out of the followup
    - In the event that two attacks with this property trade (Hitgrab vs Hitgrab), will use the same logic as grab trades to decide a winner

Punch Planet - Version 0.7.1.b
- **Character**
  - **Gat**
    - **Throws**
      - Fixed being able to be hit out of a successful throw
    - **Throw Forward**
      - Increased hittable knockdown frames from 26 to 30
        - Total knockdown frames increased from 34 to 38
      - Increased push back from 2.0 to 3.0
    - **Air Normals**
      - Increased corner push back against juggled opponents from 2.5 to 3.0

Punch Planet - Version 0.7.1.a
- **Music**
  - When selecting music, can now choose music from other stages
- **Stages**
  - Added Crystal Desert
- **Characters**
  - **Gat**
    - Added Gat
      - **Health:** 1000
      - **Unique Moves**
        - **Coffin Kicks**
          - Down + MK in air up to 3x
          - Third hit cancellable into Levitate (on-hit only)
      - **Special Moves**
        - **Gem**
          - QCF + Punch
          - Chucks a Gem
          - EX Version is a reversal
        - **Prism Cell**
          - QCB + Punch
          - Hit Grab
          - Not DTC-able on block

- - - ■ L/M/H steal T-Meter/E-Meter/Health respectively
  - ○ **Levitate**
    - ■ QCF + Kick (In Air)
    - ■ EX version is a teleport and has different followups
    - ■ **Air Reaper:** Punch followup, hits airborne only. Can cancel into EX.Levitate (regular version only).
    - ■ **Air Stake:** Kick followup.
    - ■ Can also cancel into EX.Levitate
- ● **Super Moves**
  - ○ **Gem Lancer**
    - ■ QCFx2 + Punch
    - ■ Requires 2 bars
    - ■ Spawns 3 sequential projectiles
  - ○ **Diamond Maiden**
    - ■ QCFx2 + Kick
    - ■ Requires 4 bars
    - ■ Fullscreen hit grab
- ● **Notes**
  - ○ Normals can be chained from Lights -> Mediums -> Heavies (Grounded + Airborne)
  - ○ Airborne normals are cancellable into Levitate (excluding Jp.HP)
  - ○ St.MP, Cr.HP, and St.HK are jump cancellable on hit
- ○ **All Characters**
  - ■ **ATC**
    - ● Special moves cancelled out of a successful parry will now reorient towards the opponent
    - ● Decreased defender freeze frames from 14 to 12
      - ○ No functional change, those frames move to the animation
  - ■ **JTC**
    - ● Decreased juggle x-velocity from 0.175 to 0.165
    - ● Decreased juggle corner push back from 3.0 to 2.5
    - ● **Dash**
      - ○ Increased jump x-velocity from 0.2 to 0.225
      - ○ Increased cancel window from forward dash from frames [8, 12] to [8, 14]
      - ○ Decreased x-acceleration from -0.005 to -0.003
        - ■ x-velocity decreases less as the jump goes on, distance travelled is farther
    - ● Increased damage from 25 (scaled) to 45 (unscaled)
      - ○ Effective damage increased from 42 to 45
  - ■ **Walks**
    - ● Increased walk ramp frames from 4 to 10
    - ● Increased walk ramp range from [0.25, 1.0] to [0.5, 1.0]
  - ■ **Throws**
    - ● Decreased throw tech frames from 7 to 6
    - ● **Throw Whiff**
      - ○ Decreased followthrough state frames from 17 to 15
        - ■ Total recovery decreased from 23 to 21
    - ● **Throw Break**
      - ○ Now gives special leniency instead of normal
      - ○ Movement now uses push back system instead of characters' throw tech animation
        - ■ This makes distances / speeds consistent between characters, players will now always end at the

same distance after a throw tech regardless of the two characters
- This also allows it to work in the corner, where whoever is backed up will have their throw tech push back applied to the other player (2x)
- **Supers**
  - Adjusted super activation camera zoom for all supers
- **Collision Boxes**
  - **Hurt Boxes**
    - **All Body Types**
      - Extended empty airborne hurt box bottom from 4.0 to 3.75
    - **Dog Body**
      - Extended standing hurt box width from [-2.7, 2.7] to [-2.85, 2.85]
      - Extended crouching hurt box width from [-3.2, 3.2] to [-3.35, 3.35]
- **Damage**
  - Standardized damage systems and removed Global / Character scaling functionality and adjusted new values accordingly
- **Meter**
  - Standardized meter gain on use for all special moves to 100 (some were at 150)
  - Standardized meter use frame for all EX / Super moves from frame 1 to 2
    - Should avoid the possibility of using extra meter if kara cancelling
- **Sweeps**
  - Sweeps have had their block stun reduced by 2 frames
  - Block Advantage:
    - Link: -12 => -14
      DTC: -1 => -3
- **EX Reversals**
  - Extended hit box bottom on all reversals so that they are not so easily low-profiled
- **Roy**
  - **Normals**
    - **Lights**
      - Damage standardized from 20 (scaled) to 35 (unscaled)
        - Effective damage 34 to 35
    - **Mediums**
      - Damage standardized from 40 (scaled) to 70 (unscaled)
        - Effective damage 68 to 70
    - **Heavies**
      - Damage standardized from 60 (scaled) to 100 (unscaled)
        - Effective damage 102 to 100
  - **Fw.MP**
    - Damage standardized from 55 (scaled) to 80 (unscaled)
      - Effective damage 92 too 80
  - **Cr.MK**
    - First 3 frames no longer have lower hurt box
    - Retracted hit box right from 7.6 to 7.4
  - **Cr.HP**
    - Damage stadnardized from 55 (scaled) to 100 (unscaled)
      - Effective damage 92 to 100
  - **St.HK**
    - **Charged**
      - Increased damage from 70 (scaled) to 115 (unscaled)

- - - - ■ Effective damage 119 to 115
    - ■ **Cr.HK**
      - ● Decreased block stun from 13 to 11
      - ● Block Advantage:
        - ○ Link: [-12, -10] => [-14, -12]
        - ○ DTC: -1 => -3
    - ■ **Headbutt**
      - ● **EX**
        - ○ Extended hit box bottom from 4.0 to 2.0
        - ○ Extended grab invincible frames from [1, 12] to [1, 16]
    - ■ **Gunshot**
      - ● **L / M / H**
        - ○ Damage standardized from 40 (scaled) to 65 (unscaled)
          - ■ Effective damage 68 to 65
      - ● **EX**
        - ○ Damage standardized from 60 (scaled) to 100 (unscaled)
          - ■ Effective damage 102 to 100
- ○ **Cid**
  - ■ **Normals**
    - ● **Lights**
      - ○ Damage standardized from 20 (scaled) to 35 (unscaled)
        - ■ Effective damage 33 to 35
    - ● **Mediums**
      - ○ Damage standardized from 40 (scaled) to 70 (unscaled)
        - ■ Effective damage 66 to 70
    - ● **Heavies**
      - ○ Damage standardized from 60 (scaled) to 100 (unscaled)
        - ■ Effective damage 99 to 100
  - ■ **St.MP**
    - ● **Charged**
      - ○ Damage standardized from 50 (scaled) to 80 (unscaled)
        - ■ Effective damage 83 to 80
  - ■ **Cr.MP**
    - ● **Pre-Hold**
      - ○ No longer has lower hurt box (4 frames)
    - ● **Fast**
      - ○ Damage standardized from 30 (scaled) to 70 (unscaled)
        - ■ Effective damage 49 to 70
    - ● **Charged**
      - ○ Damage standardized from 40 (scaled) to 80 (unscaled)
        - ■ Effective damage 66 to 80
  - ■ **Cr.MK**
    - ● Damage standardized from 50 (scaled) to 70 (unscaled)
      - ○ Effective damage 83 to 70
  - ■ **St.HP**
    - ● **Charged**
      - ○ Damage standardized from 80 (scaled) to 110 (unscaled)
        - ■ Effective damage 133 to 110
  - ■ **Cr.HP**
    - ● **Fast**
      - ○ Damage standardized from 50 (scaled) to 100 (unscaled)
        - ■ Effective damage 83 to 100
    - ● **Charged**
      - ○ Damage standardized from 60 (scaled) to 110 (unscaled)
        - ■ Effective damage 99 to 110
  - ■ **Cr.HK**
    - ● Decreased block stun from 13 to 11

- Block Advantage:
  - Link: [-12, -9] => [-14, -11]
  - DTC: -1 => -3
- **Knife Rush**
  - **L / M / H**
    - Decreased meter gain on use from 150 to 100
  - **EX**
    - Extended grab invincible frames from [1, 11] to [1, 16]
- **Grenade**
  - **L / M / H**
    - Decreased meter gain on use from 150 to 100
- **Knife Wheel**
  - **L / M / H**
    - Decreased meter gain on use from 150 to 100
- **Grenade (Projectile)**
  - **All**
    - Extended hit box top from 2.0 to 3.0
    - Increased push back from 0.0 to 1.0
  - **EX**
    - Extended second hit hit box top from 3.0 to 4.0
    - Now slides after the first hit
- **Tyara**
  - **Normals**
    - **Lights**
      - Damage standardized from 20 (scaled) to 35 (unscaled)
        - Effective damage 36 to 35
    - **Mediums**
      - Damage standardized from 40 (scaled) to 70 (unscaled)
        - Effective damage 72 to 70
    - **Heavies**
      - Damage standardized from 60 (scaled) to 100 (unscaled)
        - Effective damage 108 to 100
  - **Cr.MK**
    - Decreased block stun from 13 to 11
    - Block Advantage:
      - Link: [-12, -9] => [-14, -11]
      - DTC: -1 => -3
    - Decreased knockdown frames from 44 to 41
    - Increased knockdown frames on counter hit from 41 to 44
  - **St.HP**
    - Increased armor startup from 6 to 12
  - **Cr.HP**
    - **Charged**
      - Decreased block stun from 30 to 26
        - Link: [1, 4] => [-3, 0]
        - DTC: 24 => 20
  - **Jp.Splash**
    - Increased block stun from 10 to 12
  - **Jp.HP**
    - Updated animation
    - Decreased block stun from 20 to 16
  - **Shield**
    - **L / M / H**
      - Increased meter gain on use from 50 to 100
      - All release
        - Startup changed from airborne to standing
      - Hold level 2 release

- - - - ■ Now has armor frames 0 to 5
  - - ○ Hold level 3 release
    - - - ■ Now has armor frames 0 to 5
    - ● **L**
      - ○ Increased block stun from 15 to 17
      - ○ Block advantage
        - ■ Link: [-9, -3] => [-7, -1]
    - ● **M**
      - ○ Increased block stun from 17 to 18
      - ○ Block advantage
        - ■ Link: [-9, -3] => [-8, -2]
    - ● **EX**
      - ○ Decreased movement scale from 1 to .75
      - ○ Extended grab invincible frames from [1, 16] to [1, 25]
- - ■ **Break Your Bones**
    - ● **L / M / H**
      - ○ Decreased meter gain on use from 150 to 100
      - ○ Final hit
        - ■ Increased x velocity from -.2 to -.5
        - ■ Increased pushback distance from .1 to 2.8
  - ■ **Head lopper**
    - ● **All**
      - ○ Extended hit box left from 2.75 to 1.0
      - ○ Now beats projectiles instead of trading
  - ■ **Flying Goddess**
    - ● **L / M / H**
      - ○ Decreased meter gain on use from 150 to 100
  - ■ **War Dance**
    - ● Decreased corner pushback distance on airborne
    - ● Decreased knockdown frames from 34 to 26
  - ■ **Meteor Goddess**
    - ● Decreased knockdown frames from 56 to 48
- ○ **Dog**
  - ■ **Normals**
    - ● **Lights**
      - ○ Damage standardized from 25 (scaled) to 35 (unscaled)
        - ■ Effective damage 38 to 35
    - ● **Mediums**
      - ○ Damage standardized from 40 base (scaled) to 70 base (unscaled)
        - ■ Effective damage 61 to 65
    - ● **Heavies**
      - ○ **Grounded**
        - ■ Damage standardized from 50 base (scaled) to 100 base (unscaled)
          - ● Effective damage 76 to 90
      - ○ **Airborne**
        - ■ Damage standardized from 60 base (scaled) to 100 base (unscaled)
          - ● Effective damage 91 to 90
  - ■ **Dash Forward**
    - ● Decreased animation x movement scale from 1.0 to 0.9
  - ■ **Throw Air**
    - ● Added Air Throw
    - ● Input is LP + LK in the air
  - ■ **Throw Forward**
    - ● Fixed not having leniency when transitioning back to neutral

- **Cr.MK**
  - Decreased block stun from 13 to 11
  - Block Advantage:
    - Link: [-12, -11] => [-14, -13]
    - DTC: -1 => -3
- **St.HP**
  - Increased knockdown frames against airborne opponents from 27 to 32
  - Decreased juggle value from 3 to 2
    - Juggle remove value remains 3
- **Cr.HP**
  - Decreased push back from 4.5 to 4.25
  - Increased block stun from 16 to 18
  - Block Advantage:
    - Link: [-6, -3] => [-4, -1]
    - DTC: +2 => +4
- **St.HK**
  - Increased juggle remove value from 4 to 5
    - Can still land with JuggleValue(4)
- **Dw.HK (Slide)**
  - Increased recovery state frames from 13 to 14
  - Decreased block stun from 12 to 11
  - Block Advantage:
    - Link: [-12, -1] => [-14, -3]
    - DTC: -1 => -3
- **Run -> Leap Strike**
  - **Regular**
    - No longer causes a hard knockdown
    - Increased damage from 80 to 100
    - Increased block stun from 7 to 9
    - Block Advantage:
      - Link: [-8, -5] => [-6, -3]
  - **EX**
    - Increased recovery state frames from 12 to 13
    - Decreased block stun from 12 to 10
    - Block Advantage:
      - Link: [-3, +0] => [-6, -3]
- **Pin Wheel**
  - Extended move box bottom from 3.5 to 2.0
  - **EX**
    - Decreased corner push back from 5.0 to 4.0
- **Pin Wheel -> Dive**
  - **Both Versions**
    - Now an overhead instead of a mid
    - Adjusted animation
    - On startup, now waits one frame before halting airborne movement (before lunging)
      - Allows Kara cancel into grab without losing pinwheel movement
  - **Regular**
    - Decreased hit stun from 21 to 20
    - Decreased block stun from 16 to 14
  - **EX**
    - Decreased hit stun from 23 to 20
- **Pin Wheel -> Grab**
  - Added grab followup with LP + LK
  - Lands against standing opponents

- - - **Pin Wheel -> Slide**
      - **EX**
        - No longer super cancellable
  - **Pin Wheel (EX) -> Combo Grab**
    - Added grab followup with LP + LK immediately after landing first hit
    - Only possible if the PinWheel hits

- **Agent**
  - **Normals**
    - **Lights**
      - Damage standardized from 20 (scaled) to 35 (unscaled)
        - Effective damage 32 to 35
    - **Mediums**
      - Damage standardized from 40 (scaled) to 65 (unscaled)
        - Effective damage 64 to 65
    - **Heavies**
      - Damage standardized from 60 (scaled) to 95 (unscaled)
        - Effective damage 97 to 95
  - **Dash Forward**
    - Decreased animation x movement scale from 0.85 t0 0.75
  - **Dash Backward**
    - Increased animation x movement scale from 1.0 to 1.2
  - **Forward Throw**
    - Decreased knockdown frames from 40 to 30
  - **St.LK**
    - Damage standardized from 40 (scaled) to 35 (unscaled)
      - Effective damage 64 to 35
  - **Cr.LK**
    - Extended hit box right from 4.5 to 5.0
  - **Fw.MK**
    - Increased startup state frames from 12 to 14
    - Increased followthrough state frames from 10 to 14
    - Increased hit stun from 22 to 23
    - Hit Advantage:
      - Link: [+2, +4] => [-1, +1]
      - DTC: +8 => +9
    - CH Advantage:
      - Link: [+5, +7] => [+2, +4]
      - DTC: +11 => +12
    - Block Advantage:
      - Link: [-2, 0] => [-6, -4]
  - **Fw.MK -> HK Followup**
    - Decreased startup state frames from 21 to 19
    - Increased effective damage from 81 to 95
    - Extended hit box top from 6.5 to 8.0
  - **Jp.MK**
    - Decreased active state frames from 8 to 6
    - Increased followthrough state frames from 18 to 20
  - **Fw.HK**
    - Extended hit box right from 6.5 to 6.75
  - **St.HP**
    - Retracted hit box right from 6.85 to 6.55
    - Extended hit box left from 3.0 to 1.5
    - Extended followthrough hurtbox right from 6.75 to 7
    - Now beats projectiles instead of trading
  - **Cr.HK**

- Decreased block stun from 13 to 11
- Block Advantage:
  - Link: [-12, -10] => [-14, -12]
  - DTC: -1 => -3
- **Lunar Disk**
  - **All**
    - Increased projectile spawn y position from 4.75 to 5.0
- **Lunar Disk (Projectile)**
  - **EX**
    - First hit now juggles against grounded opponents
    - Decreased second hit juggle x-velocity from 0.25 to 0.2
- **Crescent Kicks**
  - **All**
    - Extended first hit box bottom from 3.25 to 2.0
    - **Hit 1**
      - Decreased corner push back against grounded from 4.0 to 3.0
      - Retracted hit box left of airborne portion from 0.0 to 0.5
- **Legendary Agent**
  - Decreased post-freeze invincibility from frames [1, 10] to [1, 6]
- **Maxx**
  - **General**
    - Added Green Clone FX to buffed normals and specials
  - **Normals**
    - **Lights**
      - Damage standardized from 20 (scaled) to 35 (unscaled)
        - Effective damage increased from 34 to 35
    - **Mediums**
      - Damage standardized from 40 (scaled) to 70 (unscaled)
        - Effective damage increased from 68 to 70
    - **Heavies**
      - Damage standardized from 60 (scaled) to 100 (unscaled)
        - Effective damage reduced from 102 to 100
  - **Jumps**
    - Increased y velocity from 0.575 to 0.6
    - Increased y acceleration from 0.0265 to 0.0275
  - **Fw.MP**
    - Now has a charged version
    - **Both**
      - Decreased push back from 2.5 to 2.0
      - Retracted hit box right from 5.25 to 5.0
    - **Fast**
      - Decreased startup state animation x movement scale from 1.5 to 1.0
      - Increased followthrough state frames from 8 to 9
      - Decreased hit stun from 22 to 20
      - Hit Advantage:
        - Link: [+5, +10] => [+2, +7]
        - DTC: +8 => +6
      - CH Advantage:
        - Link: [+8, +13] => [+5, +10]
        - DTC: +11 => +9
      - Block Advantage:
        - Link: [-2, +3] => [-3, +2]
        - DTC: +1 (unchanged)
    - **Charged**

- ○ 7 frames of additional hold
- ○ Hit Advantage:
  - ■ Link: [+6, +11]
  - ■ DTC: +9
- ○ CH Advantage:
  - ■ Link: [+9, +14]
  - ■ DTC: +12
- ○ Block Advantage:
  - ■ Link: [+1, +6]
  - ■ DTC: +4

- ■ **Cr.MK**
  - ● Retracted hit box right from 8.5 to 8.25
  - ● Retracted hurt box right from 8.0 to 7.75
  - ● Damage increased from 59 to 70
    - ○ Base damage 35 (scaled) -> 70 (unscaled)

- ■ **Fw.HP**
  - ● Now has a charged version
  - ● **Both**
    - ○ Increased push back from 1.75 to 2.0
  - ● **Fast**
    - ○ Now causes a soft knockdown against airborne opponents
    - ○ Decreased followthrough state frames from 12 to 11
    - ○ Decreased recovery state frames from 6 to 3
    - ○ Decreased hit stun from 22 to 17
    - ○ Hit Advantage:
      - ■ Link: [+2, +4] => [+1, +3]
      - ■ DTC: +8 => +3
    - ○ CH Advantage:
      - ■ Link: [+5, +7] => [+4, +6]
      - ■ DTC: +11 => +6
    - ○ Decreased block stun from 15 to 11
    - ○ Block Advantage:
      - ■ Link: [-5, -3] (unchanged)
      - ■ DTC: +1 => -3
  - ● **Charged**
    - ○ 8 frames of additional hold
    - ○ Extended hit box right from 6.0 to 6.5
    - ○ Extended hit box top from 7.25 to 8.5
    - ○ Causes a ground bounce against airborne opponents
    - ○ Hit Advantage:
      - ■ Link: [+3, +5]
      - ■ DTC: +7
    - ○ CH Advantage:
      - ■ Link: [+6, +8]
      - ■ DTC: +10
    - ○ Block Advantage:
      - ■ Link: [-3, -1]
      - ■ DTC: +1

- ■ **Cr.HP**
  - ● Increased startup state frames from 9 to 10
  - ● Retracted hit box right from 8.75 to 8.5
  - ● Decreased block stun from 13 to 11
  - ● Block Advantage:
    - ○ Link: [-12, -9] => [-14, -11]
    - ○ DTC: -1 => -3

- ■ **Cr.HK**
  - ● Increased juggle remove value from 3 to 4

- - - ○ Juggle hit value still 3
    - ■ **Ground And Pound (G.A.P)**
      - ● **L / M / H**
        - ○ Decreased meter gain on use from 150 to 100
      - ● **L**
        - ○ Now causes a hard knockdown
          - ■ Same as other versions
        - ○ Increased juggle remove value from 1 to 4
        - ○ Decreased total damage from 100 to 90
      - ● **H**
        - ○ Increased total damage from 140 to 150
    - ■ **Horny Toad**
      - ● **L / M / H**
        - ○ Decreased meter gain on use from 150 to 100
      - ● **All**
        - ○ Extended initial hit box bottom from 2.25 to 0.0
    - ■ **Hook Swing**
      - ● **L / M / H**
        - ○ Decreased meter gain on use from 150 to 100
      - ● **EX**
        - ○ Increased second hit juggle y velocity from 0.6 to 0.65
    - ■ **Buff-U (Projectile)**
      - ● No longer has proximity box
    - ■ **Last Call (Buffed)**
      - ● Decreased damage from 350 to 320
- ○ **Arnold**
  - ■ **General**
    - ● Decreased health from 1100 to 1050
  - ■ **Dash Forward**
    - ● Increased animation x movement scale from 0.8 to 0.9
  - ■ **Throw Backward**
    - ● Fixed KO animation inconsistency
  - ■ **Jp.LK**
    - ● Extended hit box right from 3.25 to 3.5
    - ● Extended hurt box right from 3.75 to 4.0
  - ■ **St.MP**
    - ● Increased followthrough state frames from 14 to 16
    - ● Decreased recovery state frames from 8 to 6
  - ■ **Cr.MP**
    - ● Increased followthrough state frames from 14 to 16
    - ● Decreased recovery state frames from 8 to 6
  - ■ **Dw.Bk.MP**
    - ● Decreased startup state frames from 7 to 6
  - ■ **Jp.MP**
    - ● Increased active state frames from 4 to 6
    - ● Decreased followthrough state frames from 13 to 11
  - ■ **St.MK**
    - ● Increased followthrough state frames from 12 to 14
    - ● Decreased recovery state frames from 8 to 6
    - ● **Hit 2**
      - ○ Extended hit box right from 6.75 to 7.0
      - ○ Extended active state hurt box right from 5.25 to 6.0
    - ● Extended followthrough state hurt box right from 6.0 to 7.0
  - ■ **Cr.HP**
    - ● Decreased startup state frames from 9 to 8
    - ● Retracted upper hit box right from 5.0 to 4.5
    - ● Extended upper hit box bottom from 7.0 to 5.75

- Upper hit box no longer hits against crouching opponents
- Retracted lower hit box right from 4.0 to 3.75
- Extended lower hit box bottom from 5.25 to 4.75
- Retracted hurt box right from 4.5 to 4.0
- Extended hurt box bottom from 5.0 to 4.0
- Now beats projectiles instead of trading
- **Jp.HP**
  - Decreased hit stun from 27 to 26
  - Decreased block stun from 20 to 19
- **St.HK**
  - Decreased damage from 100 to 90
- **Cr.HK**
  - **Proximity**
    - Now follows animation
    - Reduced range from 15.0 to 12.0
  - Decreased block stun from 15 to 13
  - Block Advantage:
    - Link: [-12, +1] => [-14, -1]
    - DTC: -1 => -3
- **Jp.HK**
  - Increased active state frames from 5 to 6
  - Decreased followthrough state frames from 15 to 14
  - Increased hit stun from 20 to 21
  - Increased block stun from 14 to 16
  - Extended lower hit box right from 4.5 to 4.75
  - Retracted lower hit box left from 1.0 to 1.25
  - Extended lower hurt box right from 5.0 to 5.25
  - Retracted lower hurt box left from 0.5 to 0.75
- **Battery Discharge**
  - **L / M / H**
    - Decreased meter gain on use from 150 to 100
  - **All**
    - Juggle now always launches away in the event of a crossup
- **Energy Turret (Move)**
  - **L / M / H**
    - Decreased followthrough state frames from 25 to 23
    - Decreased meter gain on use from 150 to 100
- **Energy Turret (Projectile)**
  - **All**
    - Extended hit box bottom from -0.5 to -1.0
  - **L / M / H**
    - Increased hit stun from 22 to 24
    - Increased block stun from 14 to 15
    - Now causes a juggle against airborne opponents in a combo
  - **EX**
    - No longer loses both hits to Roy MP.Gunshot
- **Rapid Taser**
  - **All**
    - Extended initial hits hit box right from 4.0 to 4.5
    - Extended all hit box bottom from 2.75 to 2.0
  - **L / M / H**
    - Decreased meter gain on use from 150 to 100
  - **M**
    - Increased animation x movement scale from 1.25 to 1.5
    - Retracted final hit box right from 5.0 to 4.75
      - Same as other versions
  - **H**

- - - - - Increased animation x movement scale from 1.5 to 2.0
  - **EX**
    - Increased animation x movement scale from 2.0 to 2.5
    - Now has armor on frames [5, 15]
    - Extended grab invincible frames from [1, 15] to [1, 25]
- **Orbital Strike**
  - **L / M / H**
    - Decreased meter gain on use from 150 to 100
- **Jet Pack**
  - **L**
    - Decreased continued x translation during hold from 0.0025 to 0.002
  - **M**
    - Increased continued x translation during hold from 0.0025 to 0.003
  - **H**
    - Increased continued x translation during hold from 0.0025 to 0.004
- **Back Boost**
  - Can now cancel into regular versions of Jet Pack
- **Maximum Thrusters (Super)**
  - **Both**
    - Increased damage on block per hit from 4 to 9
      - Total damage on block increased from 20 to 45
- **Access Denied (Super)**
  - Decreased meter lost per frame from 4 to 3
- **Priority Trades**
  - Added priority trade logic
  - When trades happen (both characters land a hit on the same frame), the game now takes each attack's strength into consideration. If one attack is a stronger strength than the other, that move takes priority over the other and no longer results in a trade situation. The lower strength attacker will also be put in a counter-hit state.
  - Strengths:
    - Light < Medium < Heavy < Special
- **Push Back**
  - Increased push back scale from 2.75 to 3.0
  - Decreased push calculation frames from 16 to 14
- **Input**
  - **Leniency**
    - **HitCancel_Normal:** Decreased from 8 to 6
    - **HitCancel_Super:** Decreased from 20 to 6
    - **Link_Normal:** Increased from 3 to 4
    - **Link_Special:** Increased from 3 to 8
    - **Stun:** Increased from 3 to 4
    - **Wakeup:** Increased from 3 to 4
    - **Dash:** Increased from 4 to 6
  - **Sequences**
    - **DP_Forward**
      - Decreased buffer frames after last direction input from 8 to 6
- **Hit Stop**
  - **Light:** Remains 6/10
  - **Medium:** Decreased from 8/12 to 7/11
  - **Heavy:** Decreased from 10/14 to 8/12
  - **Special:** Decreased from 12/16 to 10/14
  - **JTC:** Decreased from 10/14 to 8/12
  - **Throw:** Increased from 10 to 12

- **Character Hit Shake**
  - Re-enabled hit shake that happens when characters are struck by attacks and adjusted technique used
    - Previously was a smooth shake (sin/cos formula), starting at an amplitude and animating to zero
    - Now alternates between left / right offsets every X frames
  - Applies to attacker when parried
- **Positioning**
  - Increased maximum distance between characters from 23 to 24
- **Engine**
  - Fixed positioning issue for attacks that set the opponents position on hit, sometimes resulted in the wrong position based on what the defender was doing
    - Fixes Dog 4-bar against Maxx GAP issue
  - Made substantial optimizations to systems that manage many instances of objects, greatly improving how these objects are cached and used
    - Systems affected: Collision Boxes, Projectiles, Sounds, and Game Effects
    - These systems should now have a much smaller per-frame performance footprint and make the game much smoother than before