

Skullgirls Squigly Edition AKA More Different Edition Change Log

These are the changes from Slightly Different Edition to the current version available on Steam, update will be coming to PS3/360.

General

- Squigly added to roster (DLC, purchase her from the store, FREE for first three (3) months)
- Squigly Story added to Story Mode, Squigly Tutorial to Tutorial Mode
- Added three (3) new stages: River King Casino, New Meridian Rooftops, Rooftops Assault
- Stage Select Preview
- Button macros added to stage select, now you can pick them like you pick palettes
- Add "Play Again" for tutorial lessons
- Super Flash Art and Colors
- Added Contributor Credits in Extra Menu
- Palettized portraits for the HUD
- Encore Performance screen has improved animation
- Movelist up to date for entire cast
- Lobbies featuring All-Play
 - Timed PC exclusive, won't be included on console patch just yet
 - What is All-Play? [Read here!](#)
- Added Online Training Mode
- New Training Mode options
 - Slo-Mo
 - 75%, 50%, 25% and 10% of normal game speed
 - Recording Number
 - Gives three (3) slots for recording, can playback sequential or random

Gameplay

- Game speed increased by 2%
- "Drama" added (AKA Stun/Undizzy)
 - Doesn't start accumulating until IPS Stage 5

- Light normals add 15, Mediums add 20, Heavies add 30, and Specials add 20. Supers do not add to or activate undizzy.
- Drama limit is reached at 350 undizzy, which activates burstable green sparks
- Drama sparks (green sparks) will only activate if the 350 limit is reached or surpassed at the beginning of a chain
- Drama decays over time when not in hit or block stun, for a max of 60 frames (1 second) for 350+ undizzy
- Drama immediately returns to zero after a knockdown recovery unless ~~OTG~~ left unused opponent had a chance to tech
- IPS tweaked
 - Chain-based, rather than air/ground based:
 - Stage 1 is your first jumpin chain, if you airdash or fly from this you will be in Stage 2.
 - Stage 2 is your next chain, or your first ground chain if no jumpin.
 - Stage 3 is your next chain.
 - Stage 4 follows Stage 3 in the air, giving you a free chain in your first air combo, otherwise it is skipped.
 - Stage 5 works as before.
 - Assists do add stun (Drama?) in Stage 5
- IPS “used moves” carries over on hard tags, does not carry over on DHCs.
- Throws put you in IPS Stage 2 instead of IPS Stage 5
- Added off-screen P1/P2 markers and A1/A2 markers in match, harder to forget which Double Butt is yours now
- Throw Tech window increased from 10f to 13f (at current frameskip this is equivalent to 11f in real time since 2 of those 13 frames will be skipped)
- Increased leniency on all dashes/airdashes/superjumps to 17f (was 12f)
- Bursts after crossups now move the opponent in the proper direction
- Falling from a baited burst when you can't move or attack is now counterhit state so you can't tech throws from it either
- Burst Alpha Counter input window increased from 10 frames to 30 frames
- Alpha countering off a burst will properly not leave the bursting character vulnerable
- Added Recovery Spark
 - Appears when recovering after a combo 3 hits or more

- Added a Counter Hit Flash
 - Appears when hitting opponent out of their attack.
- Decrease attacker's meter gain in combos slightly
 - Was: $\text{base metergain} * (0.2 + 0.8 * \text{damage scaling})$ ---- now is just $\text{base metergain} * \text{damage scaling}$
- Minimum scaling on Lv3s is now 45%, Lv5s is now 55%.
 - Fixed Double's Lv3 to not deal 7k under this system...roughly 5.1 by itself, but 3.7 fully scaled.
- Snapback input changed to D,DF+Tag (23+Tag) instead of QCF+Tag (236+Tag)
- Snapbacks lock assist calls and tags for 300 frames
- If your Assist is hit, when they leave you cannot call assists/tag for 60 frames.
- Damage dealt to Assists increased from 120% to 135%
- Assist calls coming out behind your opponent to sandwich them occur much less frequently
- Hitting Assists during a double snap combo doesn't give meter per hit to either player, instead victim's team builds at a steady rate over time
- Added 8 frames of hitstop to the opponent after super-freeze on most Supers; several have less or none
- DHCs scale to 70% instead of 80%
- Fix F,B,F,B... giving dash-cancels very quickly
 - You now need to do the entire motion without an opposite direction in the middle to get a dash. (Can still do it with F+PP, B+PP but that is harder.)
- Motion priority fix: HCT > DP > QCT (41236 > 6236 > 236)
 - Previously the HCT did not require a full half-circle, only B,D,DF,F (4236), now it requires all the directions. Improves ability to block -> DP if you are sloppy
- Standardized startup time on all throws; Valentine's throw does more damage to compensate for no longer being the fastest.
- Hitboxes during hitstun changed, standing and crouching hitstun look like neutral standing and crouching, jumping hitstun is basically the shape of all their previous frames hitboxes combined into one

Cerebella

- Run commands can be set as an assist

- Charge B, F
 - LP+LK for Run > Stop
 - MP+MK for Run > Kanchou
 - HP+HK for Run > Battle Butt
- Can use punch buttons during Tumbling Run to perform specials (LP or LK = Stop, MP or MK = Kanchou, etc.)
- Kanchou Feint added, tap MP or MK to perform; hold MP or MK to execute Kanchou
- Reduced Kanchou wallbounce to one (1) per combo
- Kanchou is now projectile-invin only at the times it was regular invin before (during the movement part); startup and end are vulnerable to all.
- Extend Kanchou super cancel window by 6f after the hit.
- Diamond Dynamo bounces everyone the same height and distance now, can followup with F+HP on the whole cast; disable dashing for 13f after the last hit of a successful Dynamo.
- Fixed Dynamo to make contact with two characters properly most of the time, including crouch-blocking point.
- Improved reflect, staggers everyone now, not just the first character it hits, even airborne; add VFX so that you can tell you have reflected a projectile; slow down and increase hit area on reflect projectile.
- Excellabella is now unblockable as long as the opponent's upward velocity is higher than 1px/frame. Previously this required a velocity higher than 6px/frame.
- jMP 29 frames of hitstun vs air opponent
- Improve F+HP hitbox for when the opponent is above her
- Reduced damage
 - c.HP to 950
 - c.MK/c.MP to 550
 - j.HK to 950
 - j.HP to 1000
 - j.MK to 650
 - j.MP to 575
 - s.HK to 625+725
 - s.HP to 1000
 - s.MK to 600

- j.LP mash hits from 250 to 100
 - Devil Horns from 1450 to 1200
- Increased damage on F+HP from 1300 to 1600
- Add 2-frame kara period from LK run to Diamond Drop, for getting D.Drop when holding Back first
- Longer supercancel period on Devil Horns
- Crouch hitboxes taller
- 50% damage scaling on Excellabella instead of 33%
- Instant U,D+MP is now slower, but D+MP has 12f less landing recovery. Lowest version (on the way down, not on the way up) can combo into cr.LP/LK, and is +8 on block.
- A successful Ultimate Showstopper scales damage to 33% when she throws them after the final hit.
- Fixed grab-bag vs superflash disappearing bag bug, unsweepable frame during run bug,

Double

- Dash changed: Parasoul forward dash, Squigly backdash
- New special: Flesh Step (QCB+K)
 - Modified version of old forward dash
- Catellite Lives (AKA Cat Heads)
 - Now costs 2 meters instead of 1 meter
 - Blockstun on head attacks increased from 17 frames to 22 frames
 - Can longer maneuver catheads with button dash or assist calls, can still move them with Throw (LP+LK)
- Lv3 no longer connects after round is over
- Fixed Hornet Bomber to fully connect at certain ranges where it wouldn't before
- Cilia Slide now breaks armor
- Bandwagon Rushdown (Car Super) much less punishable if your OTG is already used
- s.MK 2nd hit now hits crouching Fortune/Painwheel
- All air Item Crashes now hit overhead
- Luger Replica improved: -3f startup, -7f recovery

Filia

- New Special Attack: Ringle Psych (QCF+K)
- 2-hit M and 3-hit H Updo as point, only multihit if first hit connects except vs armor. Basically it's a mini-cinematic.
- LP Updo startup now 8 frames instead of 11.
- HP Updo startup increased to 14 frames. H Updo (3 hits) 1500 damage.
- Lengthened super cancel period by 8 frames on all Updos
- Reduced blockstun on all Updos to 15 frames
- Reduced hitstop on all Updos to 8 frames on block
- Air Gregor has 9 frames of landing recovery
- Hairball (not Airball) knocks down
- crHK damaged increased from 1000 to 1100
- sHK wallbounces vs air opponents, damage reduced from 1200 to 1000, +7 frames recovery
- jHK damage reduced from 1100 to 900
- Airball dash cancels limited to one (1) per combo
- Fixed air Gregor Samson and Fenrir Drive bugs
- Can pushblock her during Hairball

Ms. Fortune

- New Normal Attack! Wheel of Fortune (sHK with Head On)
- New Specials! With Head Off
 - QCF+K: Cat Slide
 - QCB+K: El Gato
- Cat Scratch followups simplified
 - P for more Cat Scratches
 - K for El Gato
 - D+K for Cat Slide
- With Head Off, Cat Scratch no longer repeatable; just does the final part as standalone
- Attack damage from hitting your own head reduced 500->300
- Zoom can now catch Cerebella off knockdowns
- Head can juggle off any move, does base 30 Drama for Headbutt/Zoom, 20 Drama for specials; catching opponent out of the air with Headbutt or Zoom adds 1.5x as much

Drama

- OmNomNom now chooses which direction to go at the end of the startup period, instead of at the beginning
- MK and HK Fiber Upper have much smaller hitbox on the first hit; on hit, cannot do K followup if this hit did not connect. Can still do followup on whiff as normal.
- Improved comboability after MK/HK Fiber Upper by changing opponent movement.
- LK Fiber Upper -13 on block, invincibility ends 1 frame before 1st active frame
- MK Fiber Upper now -16 on block, invincibility ends at 1st active frame
- HK Fiber Upper now -20 on block, increased hitstun by 3 frames, invincibility ends on 2nd active frame
- First hit of sweep now breaks armor
- Cat Slide now breaks armor
- Rekka->El Gato is now +1 on block instead of +5
- Easier combos off airthrow
 - Tosses opponent downward more slowly and recovery is now airdash-cancelable like Filia (mid-height airthrows can combo into airdash j.HP.)
- El Gato now autocorrects in normal jump. Can now do it when jumping backward.
- Decreased minimum damage on headless Cat Scratch Fever to be closer to Head On version's damage
- No longer able to control head when in a double snap combo
- Headless Fortune airdash height limit is higher; head-on Fortune can no longer combo IAD j.LK->j.MK and have the j.MK hit twice.

Painwheel

- Gains ability to fly cancel out of QCF+MP and QCF+HP
- Hatred Install
 - Costs 2 meters instead of 3 meters
 - Input changed to QCF+KK
 - 1/3 meter gain while Installed
- Death Crawl
 - Has faster startup, 8f freeze means now unblockable at point-blank after the flash.
 - Install version is much more damage especially at full scaling.

- Increase recovery to allow better punishment as well as prevent double Crawl due to startup change
 - No longer throw vulnerable after the flash before she is fully vulnerable
 - No longer hits low
- New Lv3 Super: Buer Overdrive
 - 1 hit of armor post-flash
 - Final hit returns 120% of stored Hatred damage (190% when Installed).
- Buer Thresher while in Hatred Install no longer ground bounces on final hit
- Hatred Guard now accumulates any damage absorbed by armored attacks up to a maximum of $\frac{1}{3}$ of the opponent's lifebar. (So yes, more against solos)
 - L/M/H attacks with Hatred capabilities deal back 33/50/66% of the accumulated damage, respectively. 50/66/75% when Installed.
 - Accumulated damage is used up on hit only, not on block or whiff.
 - Hatred Guard on all normal attacks can be held up to first active frame
- Fixed meter gain on normals
 - Decrease on s.MK and F+HK
 - Increased on s.MP, s.HK, c.MP, j.MP, jHP, jHK
- Added missing 1st hit to s.MK, redistribute pushback and damage accordingly
 - New frame data is 14 startup (1 faster than s.MP), hits at full extension immediately.
- Extended hitbox on air LK and MK Buer Reaper back toward PW to connect better
- Slightly increased range on ground LK and MK Buer Reaper
- Max charge frames for s.MP decreased from 20 to 12, bringing the total frames in line with cr.MP
- Charged sweep now breaks armor
- Remove air super x3 after round end
- LP nails no longer use up stagger; still give extra hitpause only once per combo
- Small cooldown on Fly to prevent Fly xx Fly when trying to do Fly -> K
- Lost Pinion Dash (D,D+K or D+KKKK...)
 - Can still be set as assist with D,D+K, different strength K gives different charge levels

Parasoul

- Egret Charge
 - Now will not grab if Parasoul is hit out of the calling animation. Hitting her after it completes will not stop the bike
 - Summons 4f earlier (on 2f instead of 6f) to make supercancels and backthrow->bike easier.
 - Parasoul's recovery +7f
- Egret Charge assist appears further behind the point character.
- jMK can chain backward (jMK xx jLP, jMK xx jB+LK, etc); Float command changed to Hold MK; much more controllable during Float; can detonate Tears with the attack; can bomb-jump off detonated Tears with Float.
- B+HK now 22f startup, 1050 dmg, will now groundbounce vs air AND ground
- Air Tear Toss no longer allows tossing 3 tears like Ground Tear Toss; can do another normal attack as soon as the tear appears, allowing normal->Tear Toss->normal to combo; Parasoul will not land until after the Tear is created, even if she reaches the floor before then.
- Charge d, u+LK detonates all tears on screen simultaneously, no longer hits
- Charge d, u+MK doesn't detonate tears unless it touches them, hits low, doesn't knockdown
- Napalm Shot H has a very slight downward path, can hit fullscreen crouching Valentine
- Tear Shot advantage on hit increased, Tear Shot placed tears detonate faster than Tossed tears
- Tears have two strengths of explosion - if left alone, 400 dmg + 33f total hitstun; if detonated by a fire attack or D,U+LK, 600 dmg + 47f total hitstun
- Tossed and shot tears do not "count" as a tear while in-flight, so you can have 3 placed while another is in-flight
- Egret Dive
 - 5 frames faster startup
 - Hitbox adjusted to reach all the way to the floor and slightly higher
 - Start position adjusted to be slightly further away from Parasoul
 - Each projectile adds 3 frames more hitstop to the Egret
 - Does not absorb hits after landing at the end.
- Damage increase on
 - sLP to 300

- sLK to 300
- sMP to 525
- sHP to 700
- sHK to 1100
- F+LP to 375
- F+MP to 500
- F+HP to 1200
- B+HK to 1050
- crMP to 700
- crMK to 575
- crHK to 1050
- j.LP to 250
- jLK to 250
- jMK to 550
- jHP to 900
- jHK to 1391
- jB+LK to 450
- jD+MK to 450
- Extra hitstun on j.B+LK
- s.MK 2nd hit connects on Painwheel

Peacock

- Added Taunt - LK, HK, MP, MP, Up
 - Makes her next Lv3 Shadow of Impending Doom item Tenrai Ha
 - If the next attempted item drop is not completed or not a Lv3, the taunt effect is used up
 - If done during an item drop charge, it will be a Tenrai-ha if Lv3 or will use up the effect otherwise
 - To select taunt for an assist, press Up+LK+MP+HK at custom assist
- Can only place two (2) bombs on screen at once instead of three (3)
- Simplified Bomb cancels
 - After initial Bomb Toss, just push the button for the next bomb
 - Next bomb won't be tossed if holding down, downforward, or forward, to

help with links but also defense vs rushdown

- Can still do Bomb cancel with QCT+K
- Bang! LP (QCF+LP) is now throw invulnerable and causes stagger on hit
- Bang! HP (QCF+MP) is now hit invulnerable
- Shadow of Impending Doom (QCB+P) changed
 - L SolD unchanged, stays in place
 - M SolD tracks nearest half of field relative to Peacock
 - H SolD trackest furthest half of the field relative to Peacock
- Can perform OTG combos off athrow midstage
- j.LK hitstun increased from 17 frames to 19f
- Lv3 damage now 6200
- Road Roller does 500 chip like other Lv3 items
- Improve range on s.MK
- Lenny's life scales with Peacock's damage ratio, so the same combo will detonate him at the same point regardless of Peacock's damage ratio
- Lenny will not explode while Peacock is throwing the opponent
- Lv3 explosion will always detonate Lenny

Valentine

- Poison Loads can now be stacked up to 3x
 - Purple
 - Lv1 5% damage, will not do any damage below 10% health remaining
 - Lv2 10% damage, will not go below 10% remaining
 - Lv3 15% damage, will bring opponent down to 1% remaining
 - Green
 - Lv1 much shorter duration, +20f hitstun
 - Lv2 a bit shorter duration, +30f hitstun
 - Lv3 a bit longer than SDE duration, +40f hitstun
 - Orange
 - Lv1 adds 4f input lag, half SDE duration
 - Lv2 adds 6f input lag, $\frac{3}{4}$ SDE duration
 - Lv3 adds 9f input lag, regular duration
 - 9f lag = impossible to block a LP on reaction, only possible to tech

a throw by reacting within 3f of throw attempt start

- Different kinds do add levels, but does not combine effects (load purple then load green = Lv2 green)
- Poison load lv1 is 10f faster, lv2 is 5f faster, voice clip now indicates level
- All Lv3 poisons can only be removed by hitting Valentine with a super, they do not go away if she is normally hit or normally thrown
- More super cancel time on poison load
- Counter Super
 - Now has 0f startup, exits pose as soon as it will not counter anymore
 - Increase size of Countervenom hitbox, no longer misses highest Double j.HP
 - Successful Countervenom is now invincible all the way through the end of the animation
 - Increase hitstop on opponent from Countervenom, can combo off it midstage
 - Countervenom always applies Lv3 poison; damage 2750->2250 to compensate
- 5f longer DHC time on ground Checkmate Incision
- Valentine's throw damage increased to 800 to compensate for no longer being the fastest
- Fixed physical extent and hitbox on Lv3, now combos in many more DHC situations
- 2 frames less blockstun on Shuriken
- Fixed throwable boxes on jump start
- Fix throw boxes on jump land
- Fixed hitstuns on poison load, would sometimes mistakenly count as airborne
- Full-resolution smoke on tag out
- Can't hit with Lv3 after the round's over.
 - Use Flatline instead if you must troll (^.^)

Patch Notes

v1.00 9/4/2013

v1.01 9/5/2013

Works Cited

<https://docs.google.com/document/d/1R...>

<http://steamcommunity.com/app/208610/announcements>

<http://steamcommunity.com/app/208610/announcements>

[Mr. X sure loves his bullets...](#)