Injustice Changelog
===================

1.35 12/10/18

 - Support for new Series 2 cards
 - Support for team cards
 - Fixes issue with ladder exchange between players
 - Updates Chinese support
 - Adds Japanese support
 - Removes Red Son characters as random opponents
 - Balance tweaks

1.13 02/21/18

 - Adds single player ladder mode
 - Special button will perform Strong Attack if power low
 - Retains camera settings across factory restore
 - Adds China support
 - Disables split credit pools by default on 43" games
 - Red Lantern begins matches at power level one
 - Red Lantern no longer receives John Stewart's shield
 - Darkseid buff reduced

1.07 11/28/17

 - Resolves stutter in Attract and Scan screens

1.04 11/10/17

 - Improves bar code recognition
 - Resolves CRC check failure issue
 - Defaults to coins on 43" cabinets

1.03 10/30/17

 - Fixes card scanning

1.02 10/25/17

 - Improves card scanner performance
 - Adds dispenser low warning
 - Changes references to Vend to Buy Card

1.01 10/18/17

 - Adds additional RFID card error messages
 - Updates switch and sound tests
 - Fixes bug with Vend Only sometimes requiring an extra press
 - Increases maximum volume
 - Fixes possible crash in scanner test

1.00 10/03/17

 - Initial release