# Changes with every game open/exit:

* PowerSyncTime="-1" Just leave it as -1 and it’ll fix itself
* LastDumpTime="1030058105" It decreases
* (punchbag) TimeLeft="1400602355" It increases

# Changes with fights (in particular, losing survival):

* Money increments by 2656
* Experience increments by 20
* Loss count for ZONE\_3|Survival|1" CompletedCount="0" LossCount="3"
  + Timeleft increases by 3673
* FirstHits increases by 2
* <Counter Name="HeadKick" CurrentValue="712" /> Increases by 2
* <Counter Name="Losses" CurrentValue="151" /> Increases by 1