Splatoon 2 Abilities - Appendix

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Contents

1 Ink Saver (Main)

1.1 Low

Main	Sub	AP	Effect
0	0	0	1.0
0	1	3	0.9614
0	2	6	0.9247
0	3	9	0.89
1	0	10	0.8788
0	4	12	0.8572
1	1	13	0.8466
0	5	15	0.8263
1	2	16	0.8164
0	6	18	0.7974
1	3	19	0.7882
2	0	20	0.7792
0	7	21	0.7704
1	4	22	0.7619
2	1	23	0.7535
0	8	24	0.7454
1	5	25	0.7375
2	2	26	0.7298
0	9	27	0.7223
1	6	28	0.7151
2	3	29	0.708
3	0	30	0.7012
1	7	31	0.6946
2	4	32	0.6882
3	1	33	0.682
1	8	34	0.676
2	5	35	0.6703
3	2	36	0.6648
1	9	37	0.6594
2	6	38	0.6544
3	3	39	0.6495
1	10	40	0.6448
2	7	41	0.6404
3	4	42	0.6361
1	11	43	0.6321
2	8	44	0.6283
3	5	45	0.6247
1	12	46	0.6213
2	9	47	0.6182
3	6	48	0.6152
2	10	50	0.61
3	7	51	0.6077
2	11	53	0.6038
3	8	54	0.6021
2	12	56	0.6
3	9	57	0.6

Table 1.1: Ink Saver (Main) (Low)

1.2 Mid

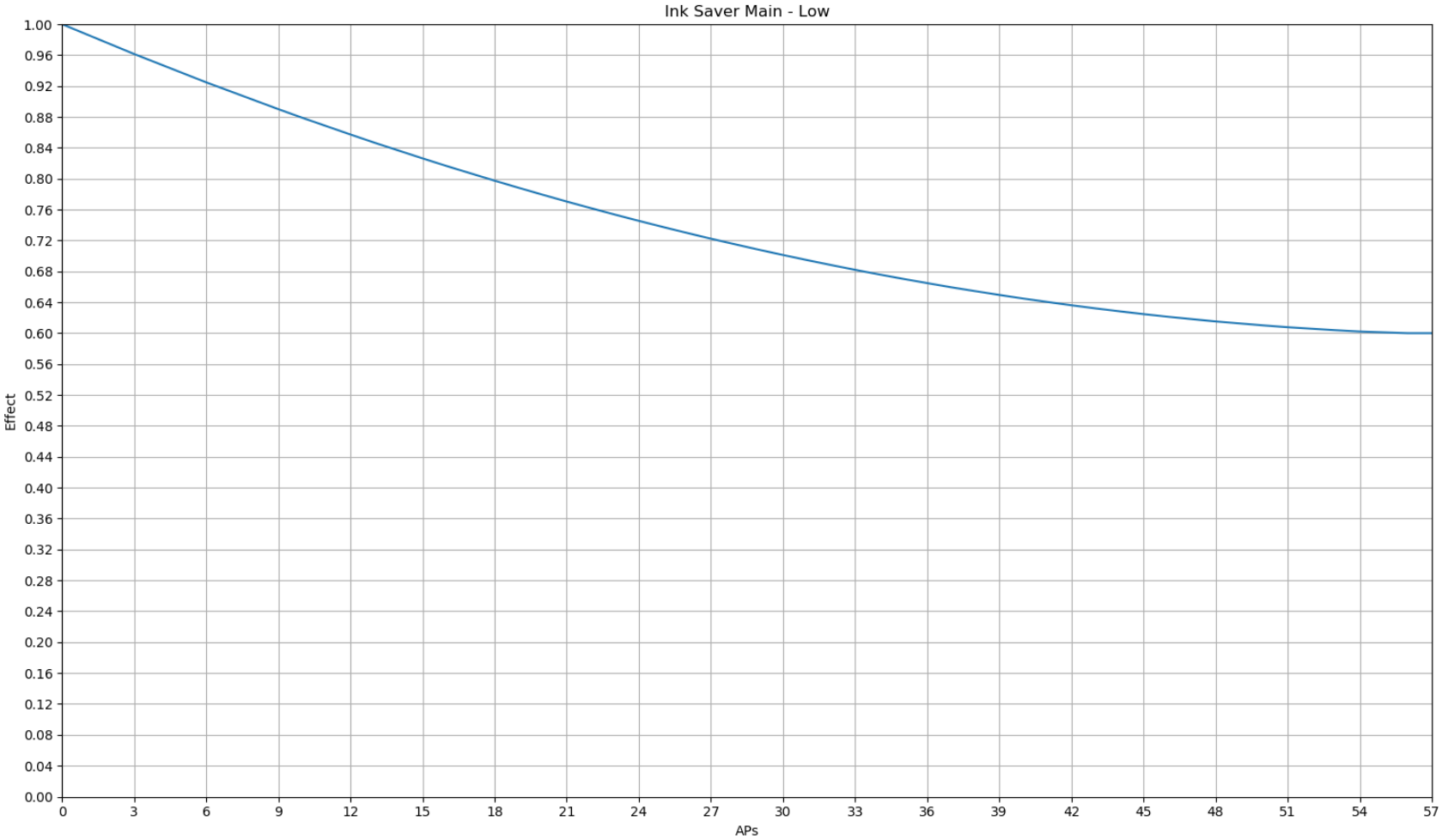
Main	Sub	AP	Effect
0	0	0	1.0
0	1	3	0.9565
0	2	6	0.9153
0	3	9	0.8762
1	0	10	0.8637
0	4	12	0.8393
1	1	13	0.8275
0	5	15	0.8046
1	2	16	0.7935
0	6	18	0.7721
1	3	19	0.7617
2	0	20	0.7516
0	7	21	0.7417
1	4	22	0.7321
2	1	23	0.7227
0	8	24	0.7136
1	5	25	0.7047
2	2	26	0.696
0	9	27	0.6876
1	6	28	0.6795
2	3	29	0.6715
3	0	30	0.6639
1	7	31	0.6564
2	4	32	0.6492
3	1	33	0.6422
1	8	34	0.6355
2	5	35	0.6291
3	2	36	0.6229
1	9	37	0.6169
2	6	38	0.6112
3	3	39	0.6057
1	10	40	0.6004
2	7	41	0.5954
3	4	42	0.5906
1	11	43	0.5861
2	8	44	0.5818
3	5	45	0.5778
1	12	46	0.574
2	9	47	0.5704
3	6	48	0.5671
2	10	50	0.5613
3	7	51	0.5587
2	11	53	0.5542
3	8	54	0.5524
2	12	56	0.55
3	9	57	0.55

Table 1.2: Ink Saver (Main) (Mid)

1.3 High

Main	Sub	AP	Effect
0	0	0	1.0
0	1	3	0.9107
0	2	6	0.8539
0	3	9	0.8069
1	0	10	0.7926
0	4	12	0.7659
1	1	13	0.7533
0	5	15	0.7296
1	2	16	0.7184
0	6	18	0.6971
1	3	19	0.6871
2	0	20	0.6773
0	7	21	0.6679
1	4	22	0.6588
2	1	23	0.6501
0	8	24	0.6416
1	5	25	0.6335
2	2	26	0.6255
0	9	27	0.6179
1	6	28	0.6106
2	3	29	0.6035
3	0	30	0.5967
1	7	31	0.5902
2	4	32	0.5839
3	1	33	0.5778
1	8	34	0.572
2	5	35	0.5664
3	2	36	0.561
1	9	37	0.5559
2	6	38	0.551
3	3	39	0.5464
1	10	40	0.5419
2	7	41	0.5377
3	4	42	0.5337
1	11	43	0.5299
2	8	44	0.5263
3	5	45	0.5229
1	12	46	0.5198
2	9	47	0.5168
3	6	48	0.5141
2	10	50	0.5092
3	7	51	0.5071
2	11	53	0.5035
3	8	54	0.502
2	12	56	0.5
3	9	57	0.5

Table 1.3: Ink Saver (Main) (High)


Ink Saver Main - Low
Effect
APs
1.00
0.96
0.92
0.88
0.84
0.80
0.76
0.72
0.68
0.64
0.60
0.56
0.52
0.48
0.44
0.40
0.36
0.32
0.28
0.24
0.20
0.16
0.12
0.08
0.04
0.00
0
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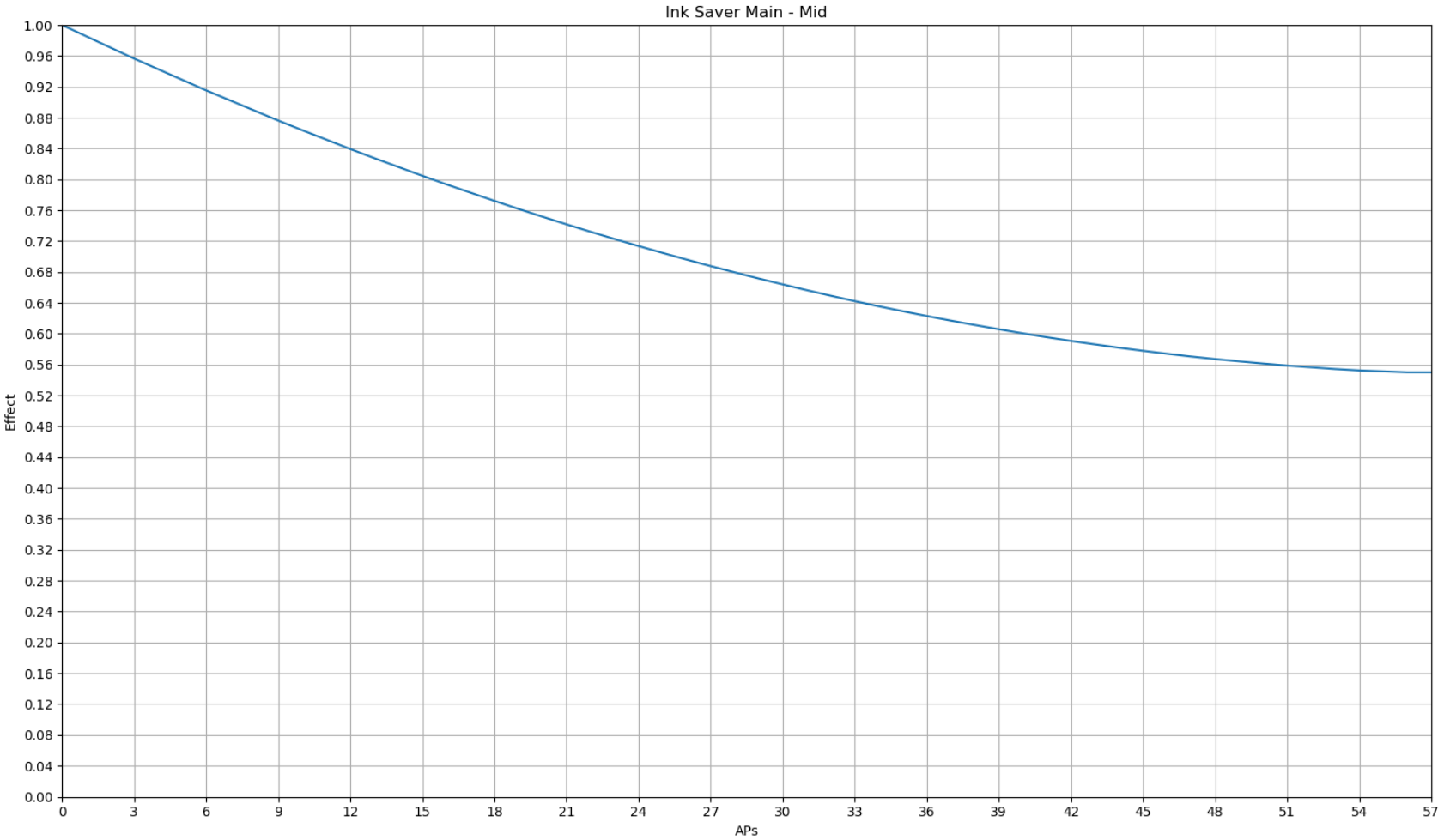
54
57


Ink Saver Main - Mid
Effect
APs
1.00
0.96
0.92
0.88
0.84
0.80
0.76
0.72
0.68
0.64
0.60
0.56
0.52
0.48
0.44
0.40
0.36
0.32
0.28
0.24
0.20
0.16
0.12
0.08
0.04
0.00
0
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54
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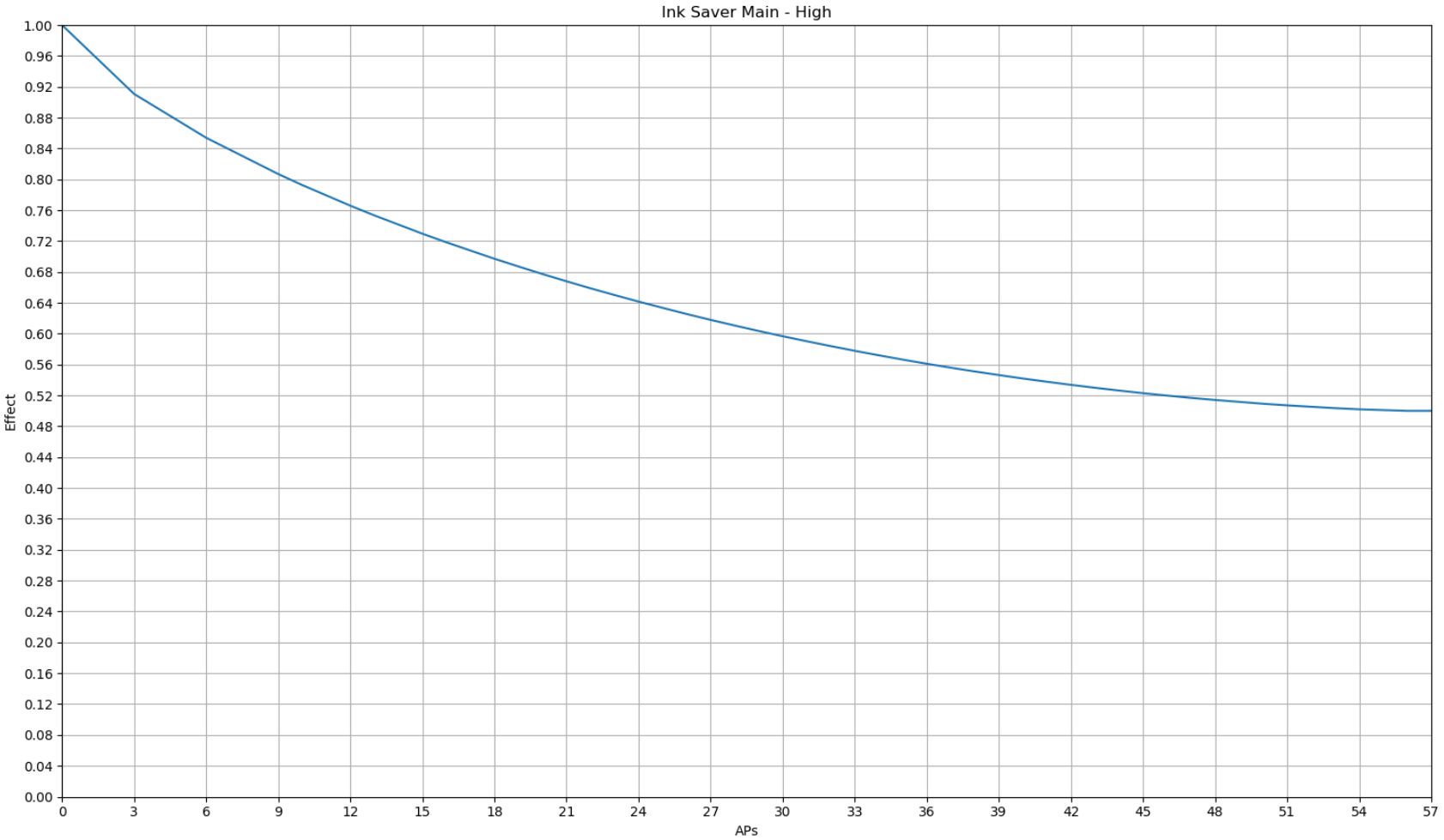
Ink Saver Main - High
Effect
APs
1.00
0.96
0.92
0.88
0.84
0.80
0.76
0.72
0.68
0.64
0.60
0.56
0.52
0.48
0.44
0.40
0.36
0.32
0.28
0.24
0.20
0.16
0.12
0.08
0.04
0.00
0
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24
27
30
33
36
39
42
45
48
51
54
57

2 Ink Saver (Sub)

2.1 Low

Main	Sub	AP	Effect
0	0	0	1.0
0	1	3	0.9807
0	2	6	0.9623
0	3	9	0.945
1	0	10	0.9394
0	4	12	0.9286
1	1	13	0.9233
0	5	15	0.9132
1	2	16	0.9082
0	6	18	0.8987
1	3	19	0.8941
2	0	20	0.8896
0	7	21	0.8852
1	4	22	0.8809
2	1	23	0.8768
0	8	24	0.8727
1	5	25	0.8688
2	2	26	0.8649
0	9	27	0.8612
1	6	28	0.8575
2	3	29	0.854
3	0	30	0.8506
1	7	31	0.8473
2	4	32	0.8441
3	1	33	0.841
1	8	34	0.838
2	5	35	0.8352
3	2	36	0.8324
1	9	37	0.8297
2	6	38	0.8272
3	3	39	0.8247
1	10	40	0.8224
2	7	41	0.8202
3	4	42	0.8181
1	11	43	0.816
2	8	44	0.8141
3	5	45	0.8123
1	12	46	0.8107
2	9	47	0.8091
3	6	48	0.8076
2	10	50	0.805
3	7	51	0.8039
2	11	53	0.8019
3	8	54	0.8011
2	12	56	0.8
3	9	57	0.8

Table 2.1: Ink Saver (Sub) (Low)

2.2 Mid

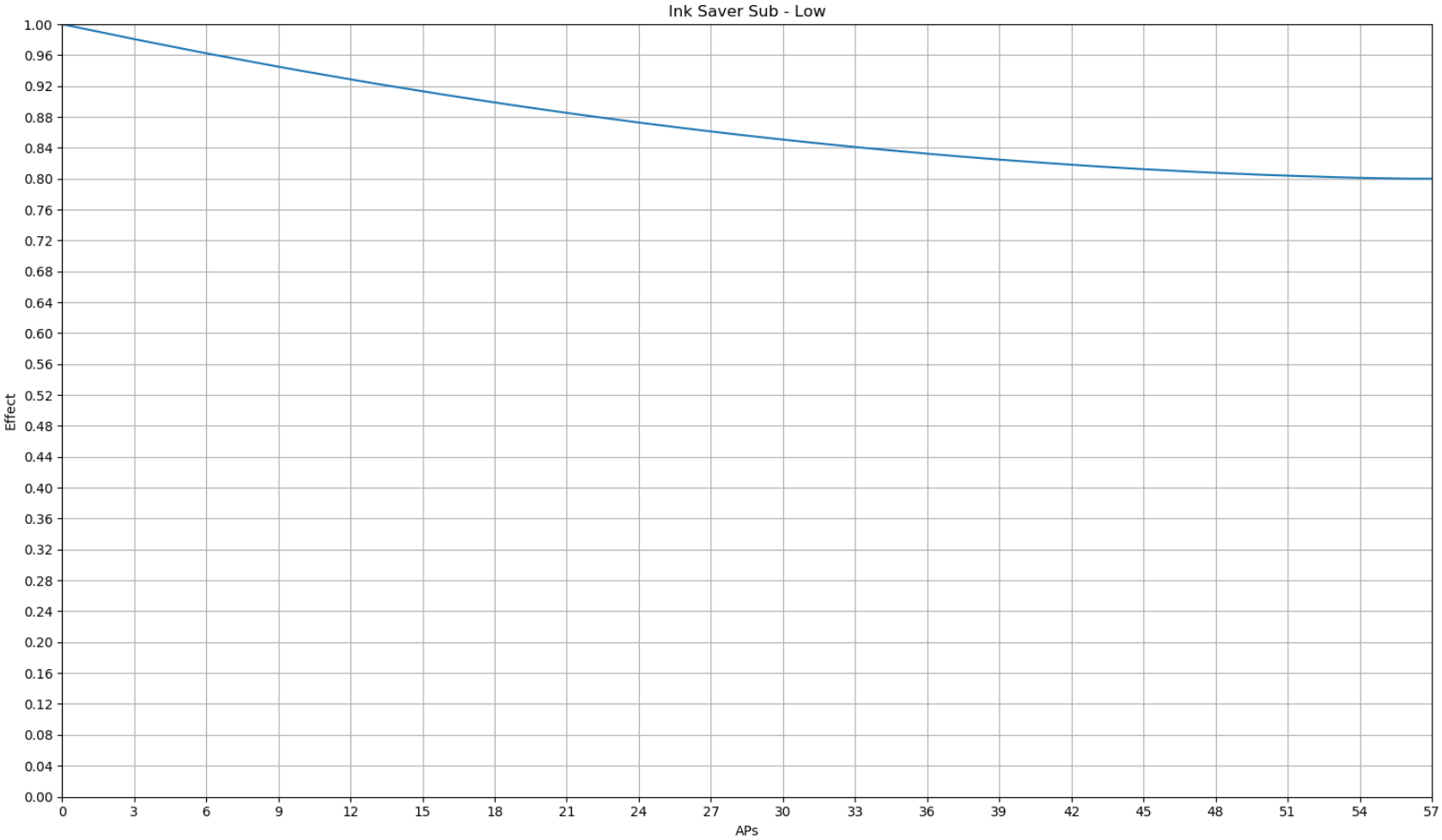
Main	Sub	AP	Effect
0	0	0	1.0
0	1	3	0.971
0	2	6	0.9435
0	3	9	0.9175
1	0	10	0.9091
0	4	12	0.8929
1	1	13	0.885
0	5	15	0.8697
1	2	16	0.8623
0	6	18	0.848
1	3	19	0.8411
2	0	20	0.8344
0	7	21	0.8278
1	4	22	0.8214
2	1	23	0.8151
0	8	24	0.8091
1	5	25	0.8031
2	2	26	0.7974
0	9	27	0.7917
1	6	28	0.7863
2	3	29	0.781
3	0	30	0.7759
1	7	31	0.771
2	4	32	0.7661
3	1	33	0.7615
1	8	34	0.757
2	5	35	0.7527
3	2	36	0.7486
1	9	37	0.7446
2	6	38	0.7408
3	3	39	0.7371
1	10	40	0.7336
2	7	41	0.7303
3	4	42	0.7271
1	11	43	0.7241
2	8	44	0.7212
3	5	45	0.7185
1	12	46	0.716
2	9	47	0.7136
3	6	48	0.7114
2	10	50	0.7075
3	7	51	0.7058
2	11	53	0.7028
3	8	54	0.7016
2	12	56	0.7
3	9	57	0.7

Table 2.2: Ink Saver (Sub) (Mid)

2.3 High

Main	Sub	AP	Effect
0	0	0	1.0
0	1	3	0.9662
0	2	6	0.9341
0	3	9	0.9037
1	0	10	0.894
0	4	12	0.875
1	1	13	0.8658
0	5	15	0.848
1	2	16	0.8394
0	6	18	0.8227
1	3	19	0.8147
2	0	20	0.8068
0	7	21	0.7991
1	4	22	0.7916
2	1	23	0.7843
0	8	24	0.7772
1	5	25	0.7703
2	2	26	0.7636
0	9	27	0.757
1	6	28	0.7507
2	3	29	0.7445
3	0	30	0.7386
1	7	31	0.7328
2	4	32	0.7272
3	1	33	0.7218
1	8	34	0.7165
2	5	35	0.7115
3	2	36	0.7067
1	9	37	0.702
2	6	38	0.6976
3	3	39	0.6933
1	10	40	0.6892
2	7	41	0.6853
3	4	42	0.6816
1	11	43	0.6781
2	8	44	0.6747
3	5	45	0.6716
1	12	46	0.6687
2	9	47	0.6659
3	6	48	0.6633
2	10	50	0.6587
3	7	51	0.6568
2	11	53	0.6533
3	8	54	0.6519
2	12	56	0.65
3	9	57	0.65

Table 2.3: Ink Saver (Sub) (High)


Ink Saver Sub - Low
Effect
APs
1.00
0.96
0.92
0.88
0.84
0.80
0.76
0.72
0.68
0.64
0.60
0.56
0.52
0.48
0.44
0.40
0.36
0.32
0.28
0.24
0.20
0.16
0.12
0.08
0.04
0.00
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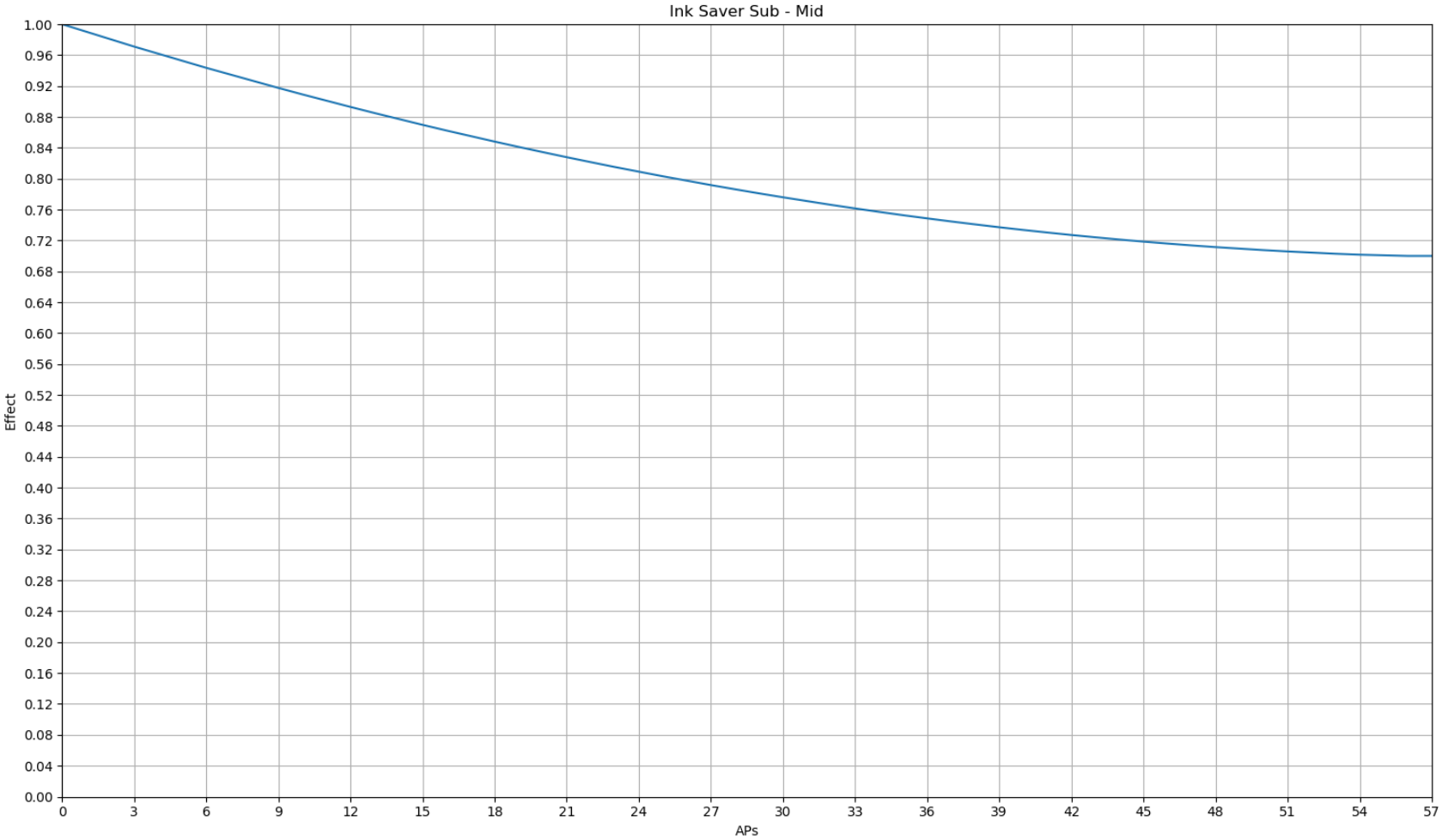
Ink Saver Sub - Mid
Effect
APs
1.00
0.96
0.92
0.88
0.84
0.80
0.76
0.72
0.68
0.64
0.60
0.56
0.52
0.48
0.44
0.40
0.36
0.32
0.28
0.24
0.20
0.16
0.12
0.08
0.04
0.00
0
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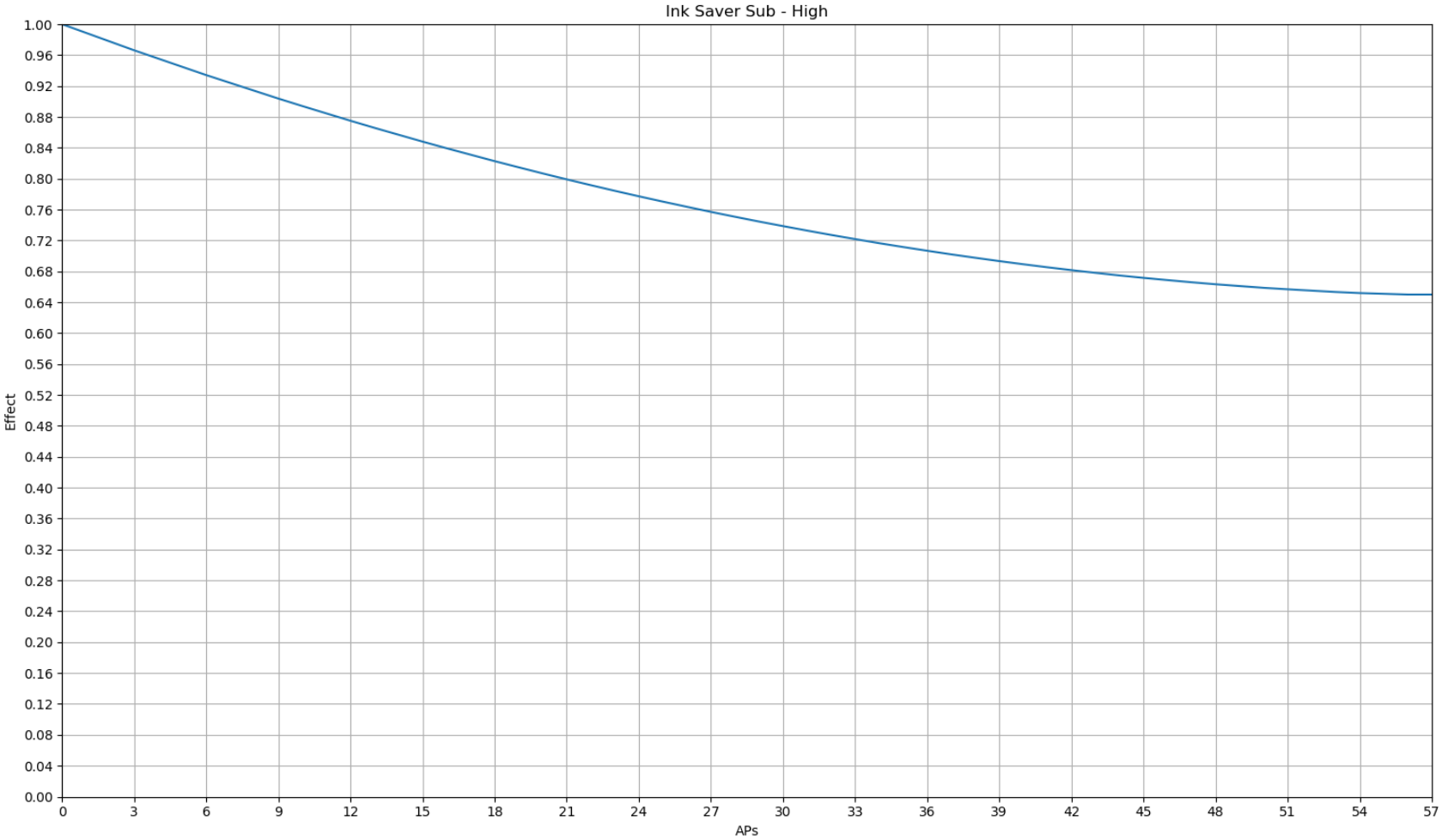
Ink Saver Sub - High
Effect
APs
1.00
0.96
0.92
0.88
0.84
0.80
0.76
0.72
0.68
0.64
0.60
0.56
0.52
0.48
0.44
0.40
0.36
0.32
0.28
0.24
0.20
0.16
0.12
0.08
0.04
0.00
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45
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57

3 Swim Speed Up

3.1 Heavy

Main	Sub	AP	Effect
0	0	0	1.728
0	1	3	1.7929
0	2	6	1.8545
0	3	9	1.9129
1	0	10	1.9316
0	4	12	1.968
1	1	13	1.9856
0	5	15	2.0198
1	2	16	2.0364
0	6	18	2.0684
1	3	19	2.0838
2	0	20	2.0989
0	7	21	2.1137
1	4	22	2.128
2	1	23	2.1421
0	8	24	2.1557
1	5	25	2.169
2	2	26	2.1819
0	9	27	2.1945
1	6	28	2.2067
2	3	29	2.2185
3	0	30	2.23
1	7	31	2.2411
2	4	32	2.2518
3	1	33	2.2622
1	8	34	2.2723
2	5	35	2.2819
3	2	36	2.2912
1	9	37	2.3001
2	6	38	2.3087
3	3	39	2.3169
1	10	40	2.3247
2	7	41	2.3322
3	4	42	2.3393
1	11	43	2.3461
2	8	44	2.3525
3	5	45	2.3585
1	12	46	2.3642
2	9	47	2.3695
3	6	48	2.3744
2	10	50	2.3832
3	7	51	2.387
2	11	53	2.3937
3	8	54	2.3964
2	12	56	2.4
3	9	57	2.4

Table 3.1: Swim Speed Up (Heavy)

3.2 Normal

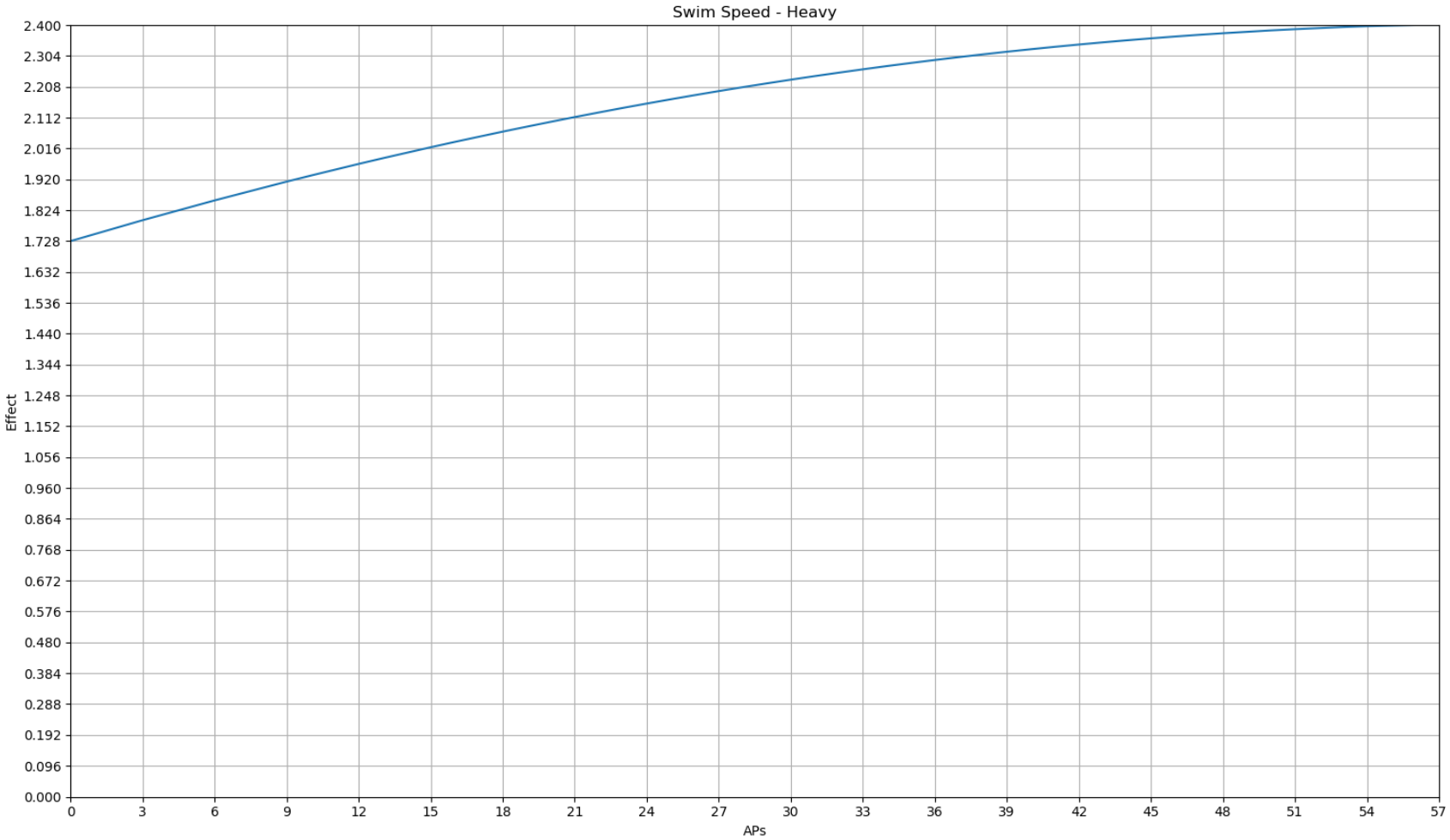
Main	Sub	AP	Effect
0	0	0	1.92
0	1	3	1.9664
0	2	6	2.0104
0	3	9	2.052
1	0	10	2.0654
0	4	12	2.0914
1	1	13	2.104
0	5	15	2.1284
1	2	16	2.1403
0	6	18	2.1631
1	3	19	2.1742
2	0	20	2.185
0	7	21	2.1955
1	4	22	2.2057
2	1	23	2.2158
0	8	24	2.2255
1	5	25	2.235
2	2	26	2.2442
0	9	27	2.2532
1	6	28	2.2619
2	3	29	2.2704
3	0	30	2.2786
1	7	31	2.2865
2	4	32	2.2942
3	1	33	2.3016
1	8	34	2.3088
2	5	35	2.3156
3	2	36	2.3223
1	9	37	2.3287
2	6	38	2.3348
3	3	39	2.3406
1	10	40	2.3462
2	7	41	2.3516
3	4	42	2.3567
1	11	43	2.3615
2	8	44	2.3661
3	5	45	2.3704
1	12	46	2.3744
2	9	47	2.3782
3	6	48	2.3817
2	10	50	2.388
3	7	51	2.3907
2	11	53	2.3955
3	8	54	2.3975
2	12	56	2.4
3	9	57	2.4

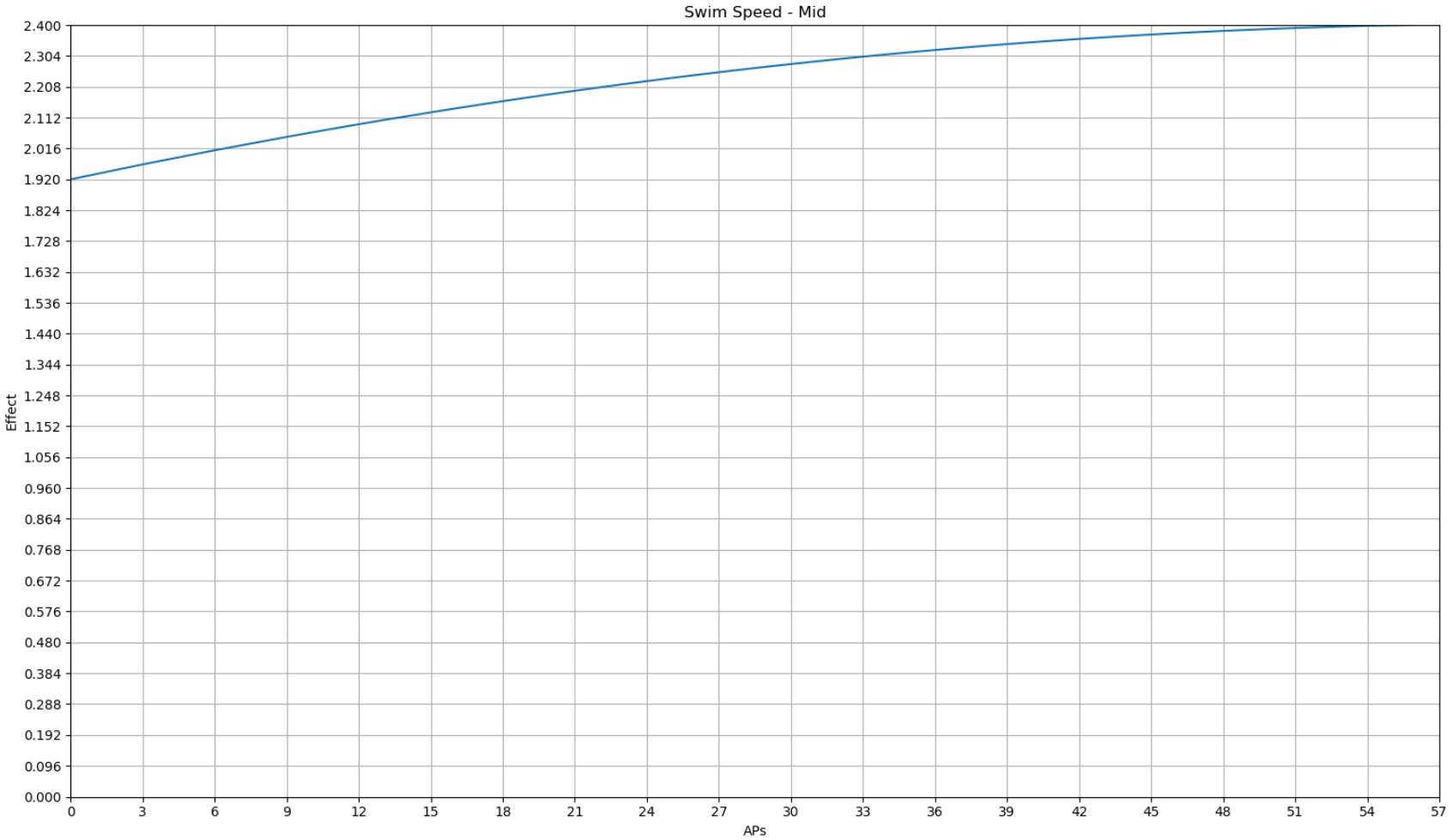
Table 3.2: Swim Speed Up (Normal)

3.3 Light

Main	Sub	AP	Effect
0	0	0	2.016
0	1	3	2.0531
0	2	6	2.0883
0	3	9	2.1216
1	0	10	2.1324
0	4	12	2.1531
1	1	13	2.1632
0	5	15	2.1827
1	2	16	2.1922
0	6	18	2.2105
1	3	19	2.2193
2	0	20	2.228
0	7	21	2.2364
1	4	22	2.2446
2	1	23	2.2526
0	8	24	2.2604
1	5	25	2.268
2	2	26	2.2754
0	9	27	2.2826
1	6	28	2.2895
2	3	29	2.2963
3	0	30	2.3028
1	7	31	2.3092
2	4	32	2.3153
3	1	33	2.3213
1	8	34	2.327
2	5	35	2.3325
3	2	36	2.3378
1	9	37	2.3429
2	6	38	2.3478
3	3	39	2.3525
1	10	40	2.357
2	7	41	2.3613
3	4	42	2.3653
1	11	43	2.3692
2	8	44	2.3729
3	5	45	2.3763
1	12	46	2.3795
2	9	47	2.3826
3	6	48	2.3854
2	10	50	2.3904
3	7	51	2.3926
2	11	53	2.3964
3	8	54	2.398
2	12	56	2.4
3	9	57	2.4

Table 3.3: Swim Speed Up (Light)


Swim Speed - Heavy
Effect
2.400
2.304
2.208
2.112
2.016
1.920
1.824
1.728
1.632
1.536
1.440
1.344
1.248
1.152
1.056
0.960
0.864
0.768
0.672
0.576
0.480
0.384
0.288
0.192
0.096
0.000
0
3
6
9
12
15
18
21
24
27
30
33
36
39
42
45
48
51
54
57
APs


Swim Speed - Mid
Effect
APs
2.400
2.304
2.208
2.112
2.016
1.920
1.824
1.728
1.632
1.536
1.440
1.344
1.248
1.152
1.056
0.960
0.864
0.768
0.672
0.576
0.480
0.384
0.288
0.192
0.096
0.000
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48
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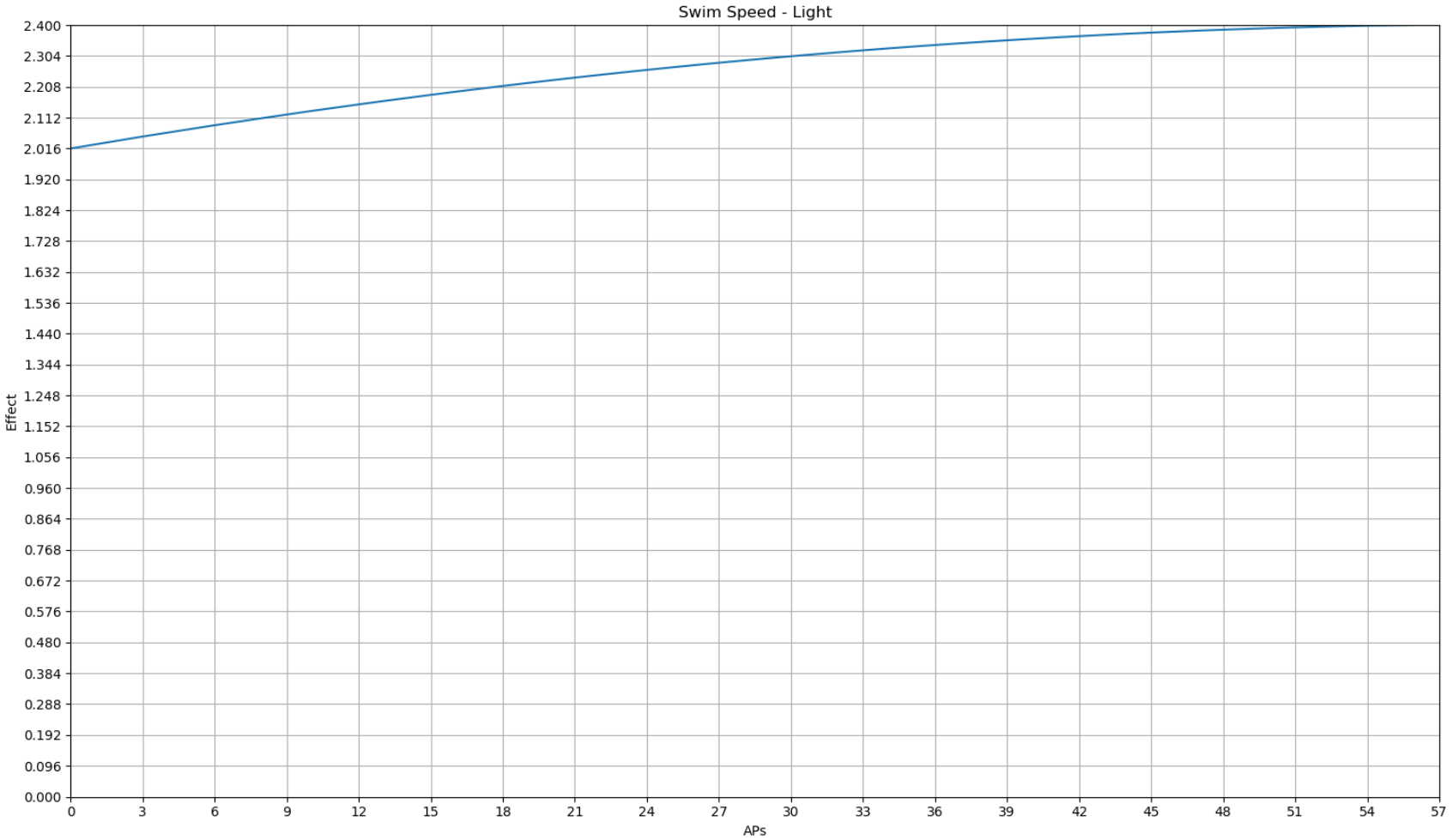
54
57


Swim Speed - Light
Effect
APs
2.400
2.304
2.208
2.112
2.016
1.920
1.824
1.728
1.632
1.536
1.440
1.344
1.248
1.152
1.056
0.960
0.864
0.768
0.672
0.576
0.480
0.384
0.288
0.192
0.096
0.000
0
3
6
9
12
15
18
21
24
27
30
33
36
39
42
45
48
51
54
57

4 Runspeed Up

4.1 Heavy

Main	Sub	AP	Effect
0	0	0	0.88
0	1	3	0.9341
0	2	6	0.9854
0	3	9	1.0341
1	0	10	1.0497
0	4	12	1.08
1	1	13	1.0947
0	5	15	1.1232
1	2	16	1.137
0	6	18	1.1636
1	3	19	1.1765
2	0	20	1.1891
0	7	21	1.2014
1	4	22	1.2134
2	1	23	1.2251
0	8	24	1.2364
1	5	25	1.2475
2	2	26	1.2583
0	9	27	1.2688
1	6	28	1.2789
2	3	29	1.2887
3	0	30	1.2983
1	7	31	1.3076
2	4	32	1.3165
3	1	33	1.3252
1	8	34	1.3335
2	5	35	1.3416
3	2	36	1.3493
1	9	37	1.3568
2	6	38	1.3639
3	3	39	1.3707
1	10	40	1.3773
2	7	41	1.3835
3	4	42	1.3894
1	11	43	1.3951
2	8	44	1.4004
3	5	45	1.4054
1	12	46	1.4102
2	9	47	1.4146
3	6	48	1.4187
2	10	50	1.426
3	7	51	1.4292
2	11	53	1.4347
3	8	54	1.437
2	12	56	1.44
3	9	57	1.44

Table 4.1: Runspeed Up (Heavy)

4.2 Normal

Main	Sub	AP	Effect
0	0	0	0.96
0	1	3	1.0064
0	2	6	1.0504
0	3	9	1.092
1	0	10	1.1054
0	4	12	1.1314
1	1	13	1.144
0	5	15	1.1684
1	2	16	1.1803
0	6	18	1.2031
1	3	19	1.2142
2	0	20	1.225
0	7	21	1.2355
1	4	22	1.2457
2	1	23	1.2558
0	8	24	1.2655
1	5	25	1.275
2	2	26	1.2842
0	9	27	1.2932
1	6	28	1.3019
2	3	29	1.3104
3	0	30	1.3186
1	7	31	1.3265
2	4	32	1.3342
3	1	33	1.3416
1	8	34	1.3488
2	5	35	1.3556
3	2	36	1.3623
1	9	37	1.3687
2	6	38	1.3748
3	3	39	1.3806
1	10	40	1.3862
2	7	41	1.3916
3	4	42	1.3967
1	11	43	1.4015
2	8	44	1.4061
3	5	45	1.4104
1	12	46	1.4144
2	9	47	1.4182
3	6	48	1.4217
2	10	50	1.428
3	7	51	1.4307
2	11	53	1.4355
3	8	54	1.4375
2	12	56	1.44
3	9	57	1.44

Table 4.2: Runspeed Up (Normal)

4.3 Light

Main	Sub	AP	Effect
0	0	0	1.04
0	1	3	1.0786
0	2	6	1.1153
0	3	9	1.15
1	0	10	1.1612
0	4	12	1.1828
1	1	13	1.1934
0	5	15	1.2137
1	2	16	1.2236
0	6	18	1.2426
1	3	19	1.2518
2	0	20	1.2608
0	7	21	1.2696
1	4	22	1.2781
2	1	23	1.2865
0	8	24	1.2946
1	5	25	1.3025
2	2	26	1.3102
0	9	27	1.3177
1	6	28	1.3249
2	3	29	1.332
3	0	30	1.3388
1	7	31	1.3454
2	4	32	1.3518
3	1	33	1.358
1	8	34	1.364
2	5	35	1.3697
3	2	36	1.3752
1	9	37	1.3806
2	6	38	1.3856
3	3	39	1.3905
1	10	40	1.3952
2	7	41	1.3996
3	4	42	1.4039
1	11	43	1.4079
2	8	44	1.4117
3	5	45	1.4153
1	12	46	1.4187
2	9	47	1.4218
3	6	48	1.4248
2	10	50	1.43
3	7	51	1.4323
2	11	53	1.4362
3	8	54	1.4379
2	12	56	1.44
3	9	57	1.44

Table 4.3: Runspeed Up (Light)

4.4 Shooting

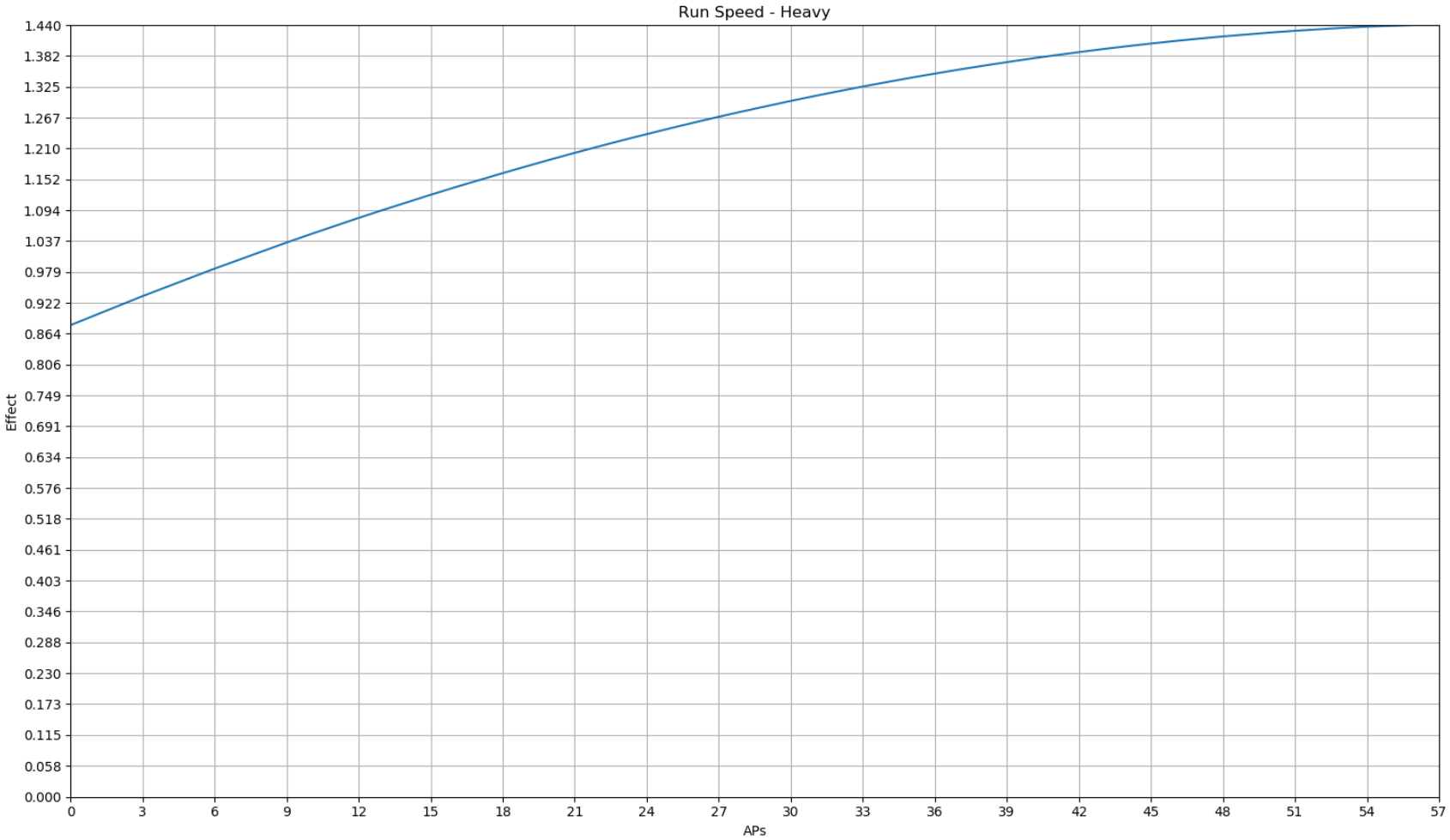
Main	Sub	AP	Effect
0	0	0	1.0
0	1	3	1.0241
0	2	6	1.0471
0	3	9	1.0688
1	0	10	1.0757
0	4	12	1.0893
1	1	13	1.0958
0	5	15	1.1085
1	2	16	1.1147
0	6	18	1.1266
1	3	19	1.1324
2	0	20	1.138
0	7	21	1.1435
1	4	22	1.1488
2	1	23	1.1541
0	8	24	1.1591
1	5	25	1.1641
2	2	26	1.1689
0	9	27	1.1736
1	6	28	1.1781
2	3	29	1.1825
3	0	30	1.1867
1	7	31	1.1909
2	4	32	1.1949
3	1	33	1.1987
1	8	34	1.2025
2	5	35	1.2061
3	2	36	1.2095
1	9	37	1.2128
2	6	38	1.216
3	3	39	1.2191
1	10	40	1.222
2	7	41	1.2248
3	4	42	1.2274
1	11	43	1.23
2	8	44	1.2323
3	5	45	1.2346
1	12	46	1.2367
2	9	47	1.2387
3	6	48	1.2405
2	10	50	1.2437
3	7	51	1.2452
2	11	53	1.2476
3	8	54	1.2487
2	12	56	1.25
3	9	57	1.25

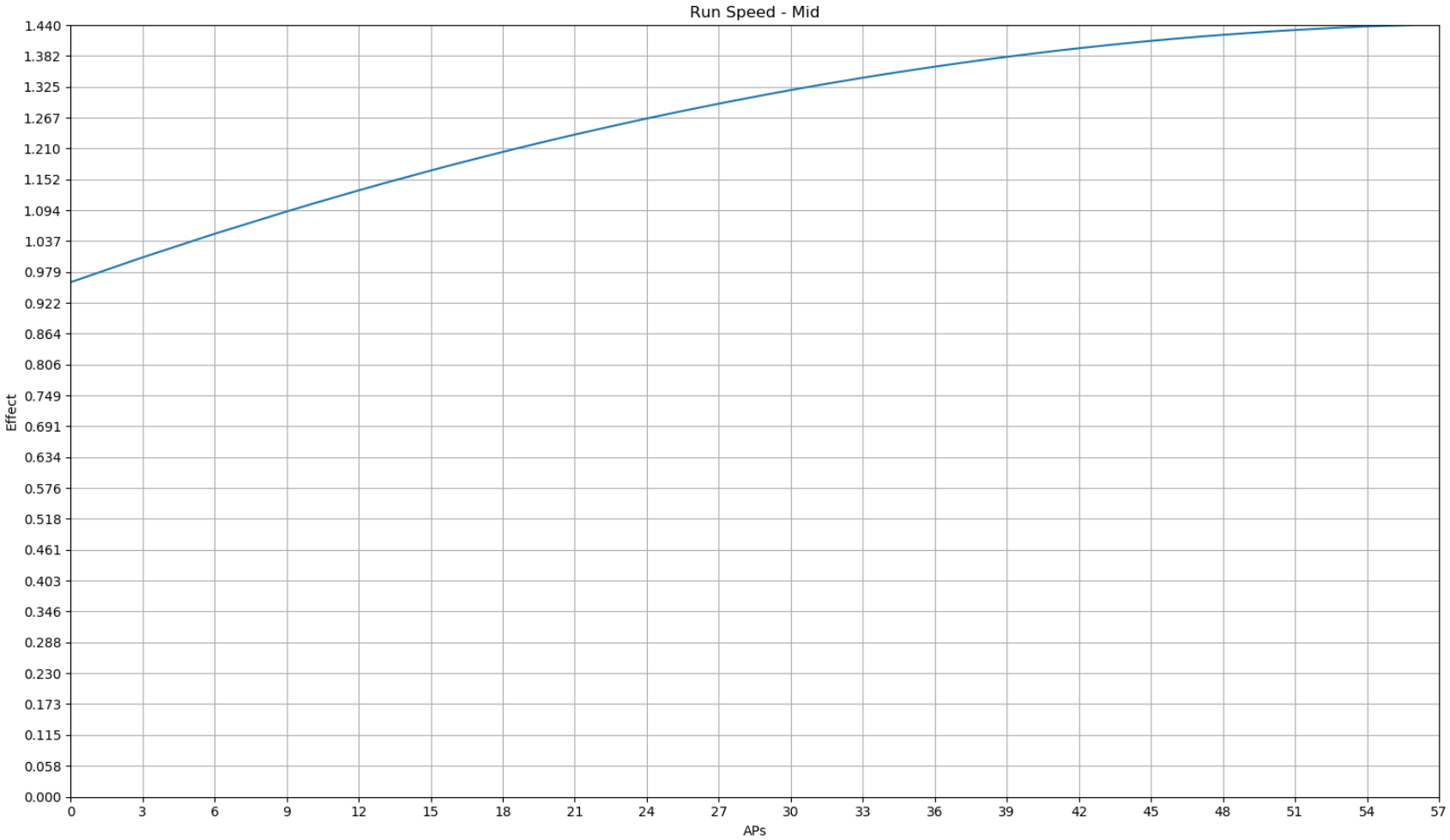
Table 4.4: Runspeed Up (Shooting)

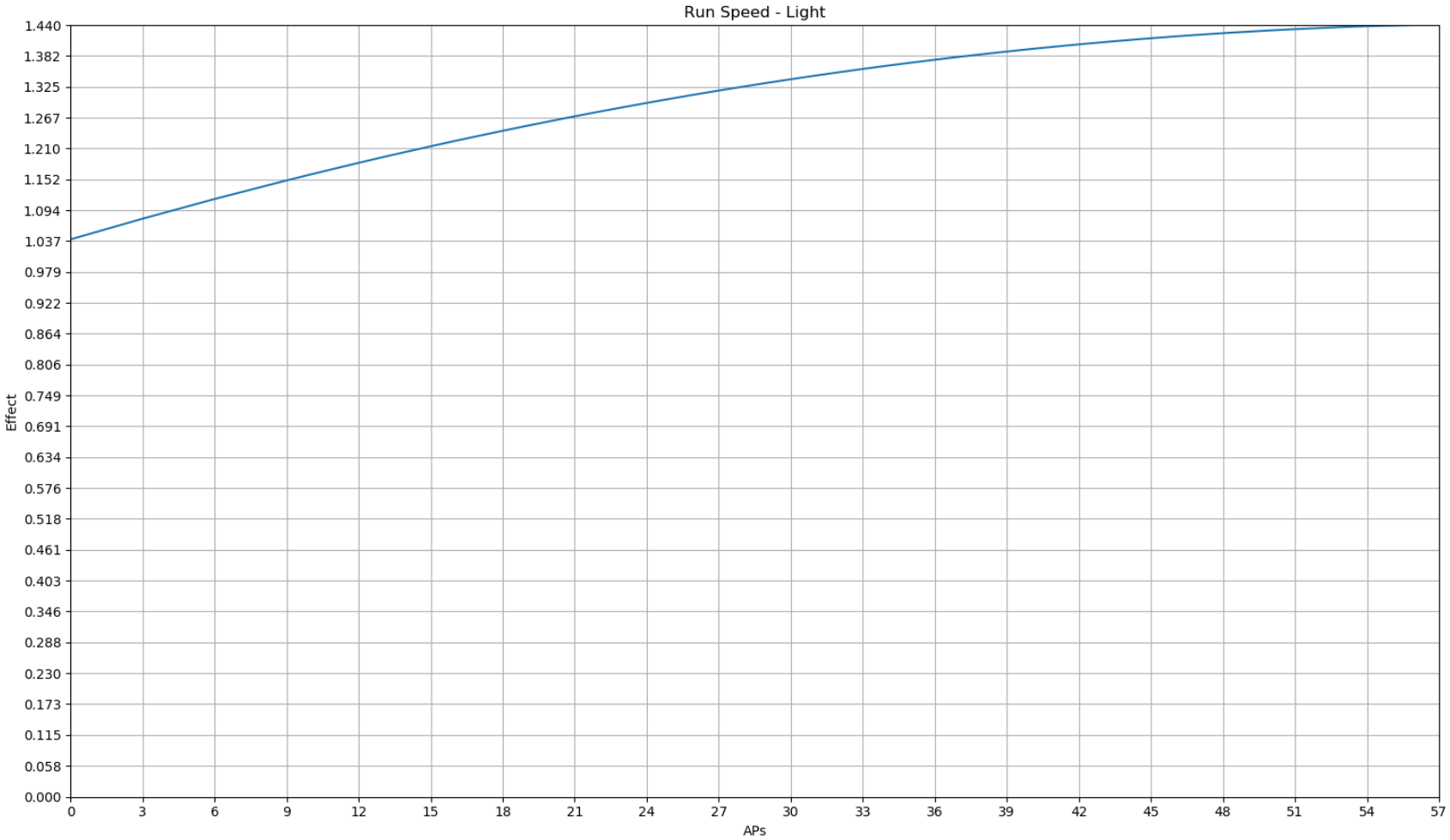
4.5 Shooting Splatling

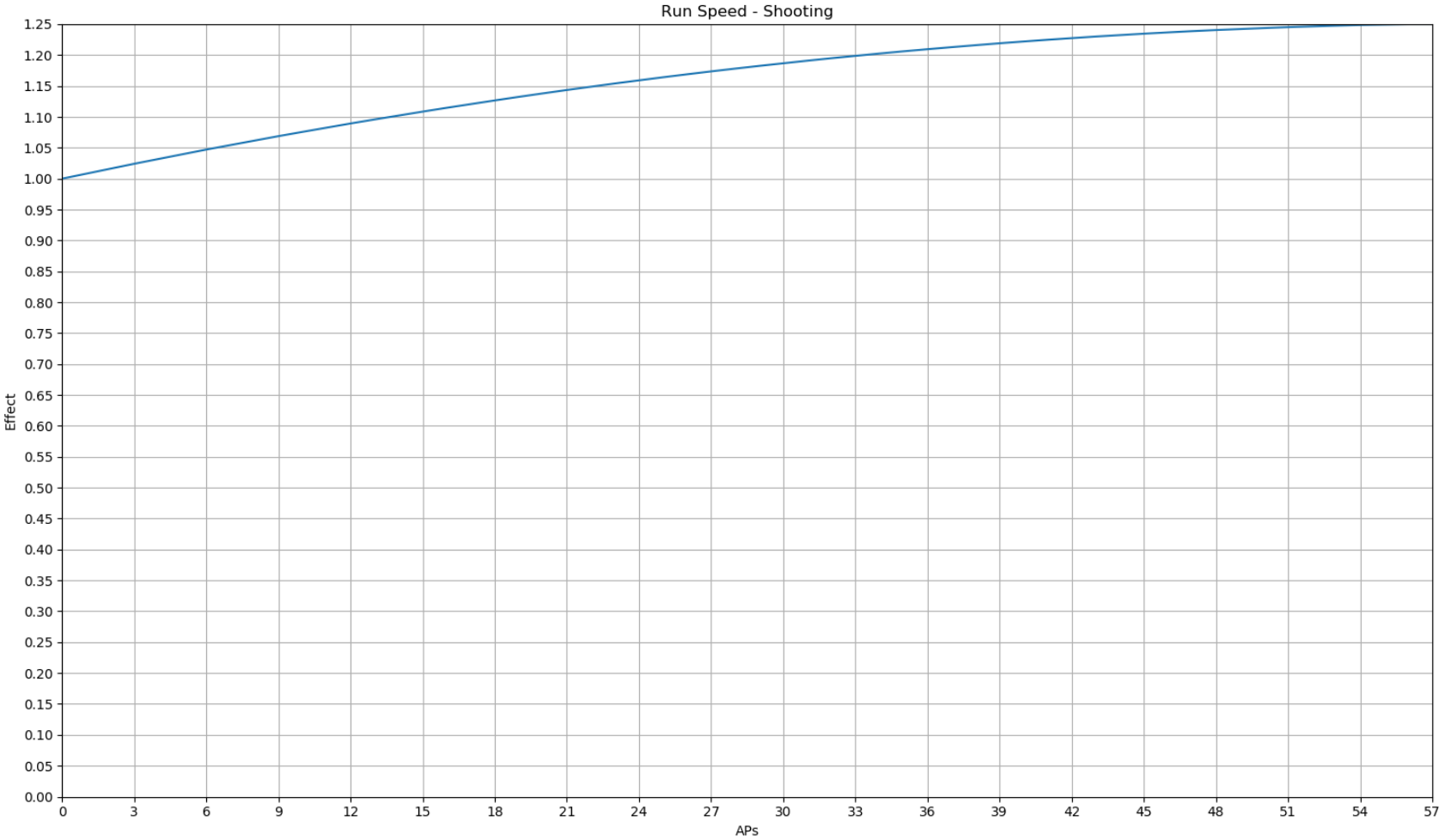
Main	Sub	AP	Effect
0	0	0	1.0
0	1	3	1.029
0	2	6	1.0565
0	3	9	1.0825
1	0	10	1.0909
0	4	12	1.1071
1	1	13	1.115
0	5	15	1.1303
1	2	16	1.1377
0	6	18	1.152
1	3	19	1.1588
2	0	20	1.1656
0	7	21	1.1722
1	4	22	1.1786
2	1	23	1.1849
0	8	24	1.1909
1	5	25	1.1969
2	2	26	1.2026
0	9	27	1.2083
1	6	28	1.2137
2	3	29	1.219
3	0	30	1.2241
1	7	31	1.229
2	4	32	1.2339
3	1	33	1.2385
1	8	34	1.243
2	5	35	1.2473
3	2	36	1.2514
1	9	37	1.2554
2	6	38	1.2592
3	3	39	1.2629
1	10	40	1.2664
2	7	41	1.2697
3	4	42	1.2729
1	11	43	1.2759
2	8	44	1.2788
3	5	45	1.2815
1	12	46	1.284
2	9	47	1.2864
3	6	48	1.2886
2	10	50	1.2925
3	7	51	1.2942
2	11	53	1.2972
3	8	54	1.2984
2	12	56	1.3
3	9	57	1.3

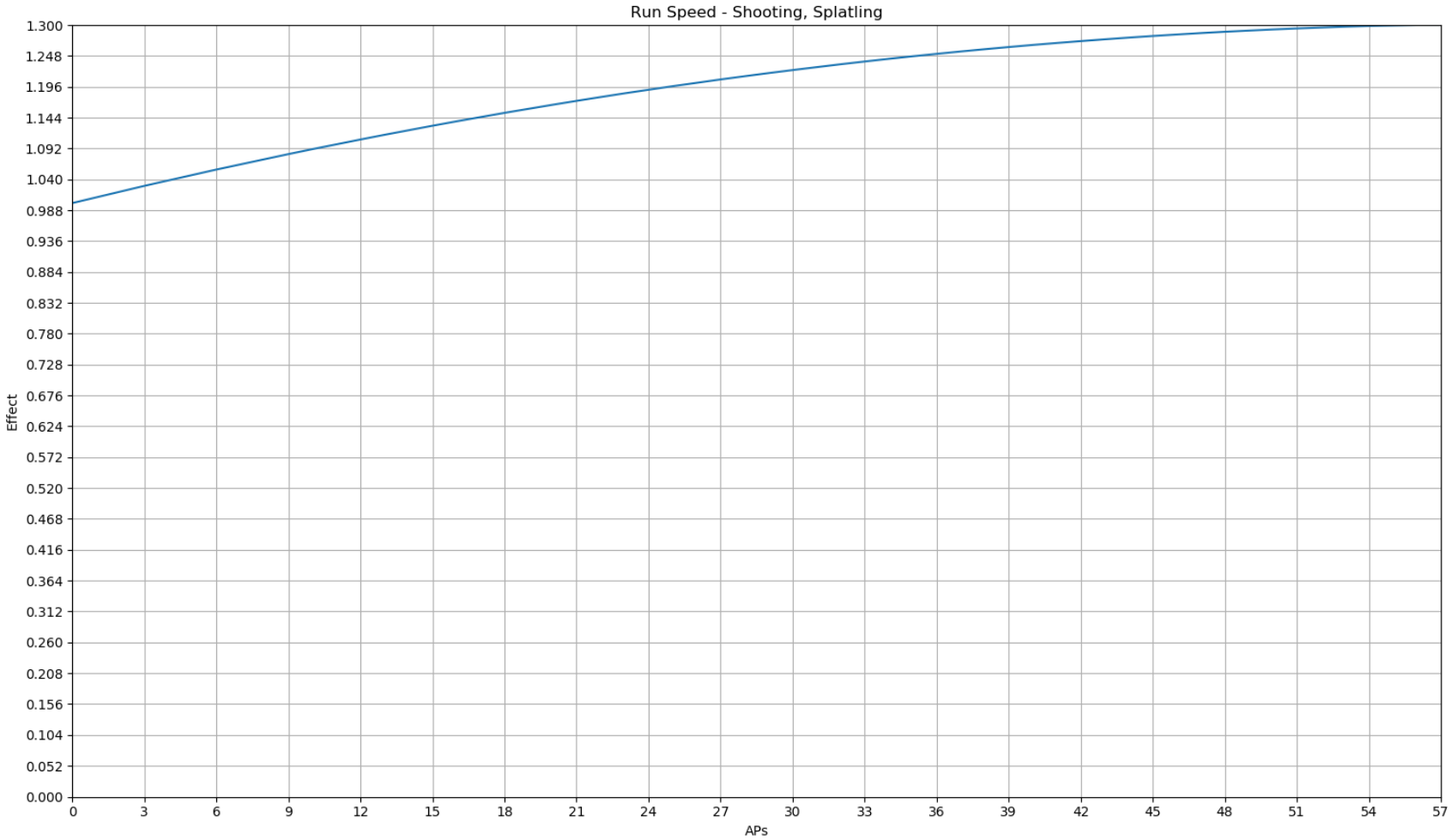
Table 4.5: Runspeed Up (Shooting Splatling)


Run Speed - Heavy
Effect
1.440
1.382
1.325
1.267
1.210
1.152
1.094
1.037
0.979
0.922
0.864
0.806
0.749
0.691
0.634
0.576
0.518
0.461
0.403
0.346
0.288
0.230
0.173
0.115
0.058
0.000
0
3
6
9
12
15
18
21
24
27
30
33
36
39
42
45
48
51
54
57
APs


Run Speed - Mid
Effect
1.440
1.382
1.325
1.267
1.210
1.152
1.094
1.037
0.979
0.922
0.864
0.806
0.749
0.691
0.634
0.576
0.518
0.461
0.403
0.346
0.288
0.230
0.173
0.115
0.058
0.000
0
3
6
9
12
15
18
21
24
27
30
33
36
39
42
45
48
51
54
57
APs


Run Speed - Light
Effect
1.440
1.382
1.325
1.267
1.210
1.152
1.094
1.037
0.979
0.922
0.864
0.806
0.749
0.691
0.634
0.576
0.518
0.461
0.403
0.346
0.288
0.230
0.173
0.115
0.058
0.000
0
3
6
9
12
15
18
21
24
27
30
33
36
39
42
45
48
51
54
57
APs

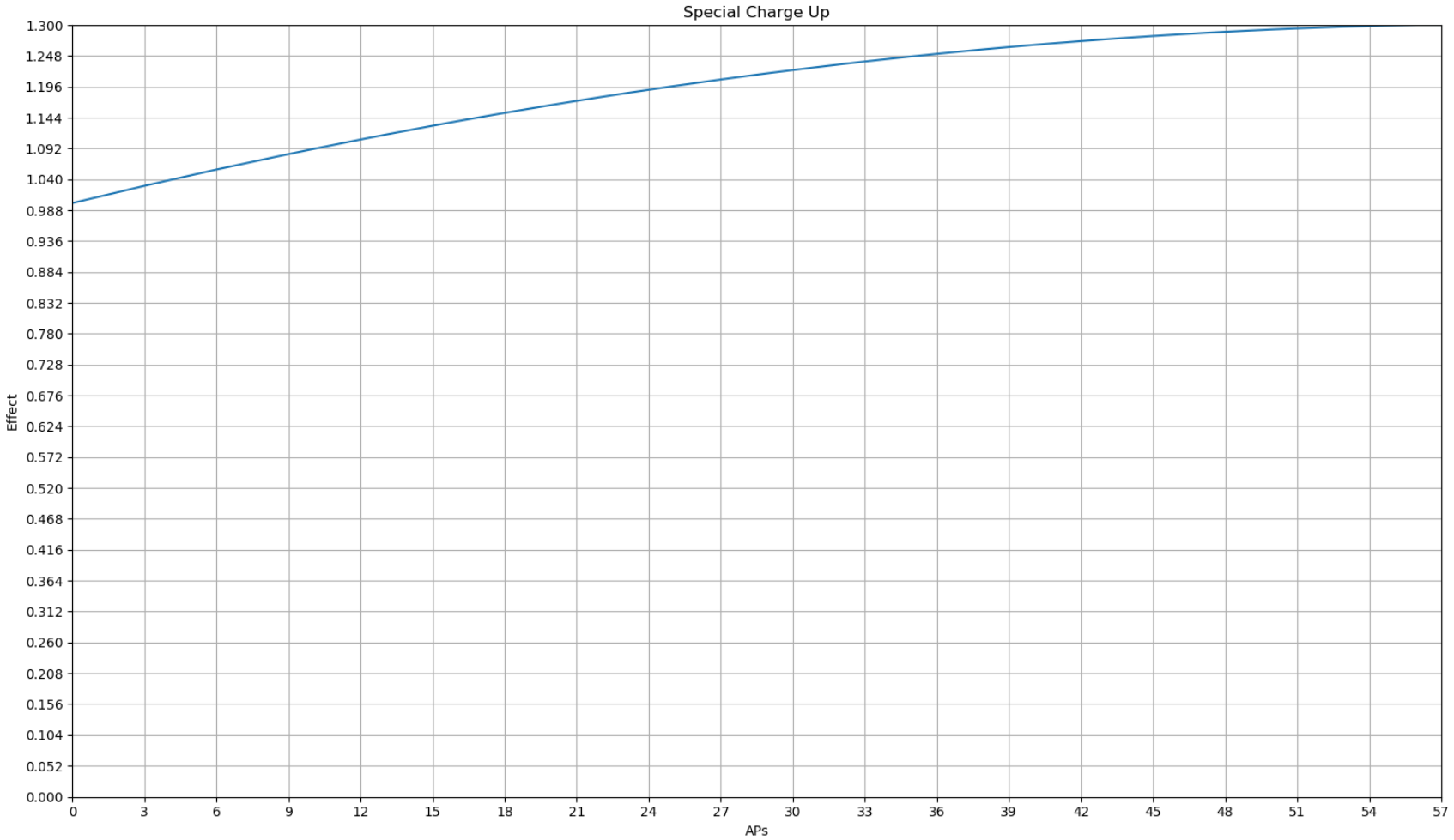

Run Speed - Shooting
Effect
APs
1.25
1.20
1.15
1.10
1.05
1.00
0.95
0.90
0.85
0.80
0.75
0.70
0.65
0.60
0.55
0.50
0.45
0.40
0.35
0.30
0.25
0.20
0.15
0.10
0.05
0.00
0
3
6
9
12
15
18
21
24
27
30
33
36
39
42
45
48
51
54
57


Run Speed - Shooting, Splatling
Effect
APs
1.300
1.248
1.196
1.144
1.092
1.040
0.988
0.936
0.884
0.832
0.780
0.728
0.676
0.624
0.572
0.520
0.468
0.416
0.364
0.312
0.260
0.208
0.156
0.104
0.052
0.000
0
3
6
9
12
15
18
21
24
27
30
33
36
39
42
45
48
51
54
57

5 Special Charge Up

Main	Sub	AP	Effect
0	0	0	1.0
0	1	3	1.029
0	2	6	1.0565
0	3	9	1.0825
1	0	10	1.0909
0	4	12	1.1071
1	1	13	1.115
0	5	15	1.1303
1	2	16	1.1377
0	6	18	1.152
1	3	19	1.1588
2	0	20	1.1656
0	7	21	1.1722
1	4	22	1.1786
2	1	23	1.1849
0	8	24	1.1909
1	5	25	1.1969
2	2	26	1.2026
0	9	27	1.2083
1	6	28	1.2137
2	3	29	1.219
3	0	30	1.2241
1	7	31	1.229
2	4	32	1.2339
3	1	33	1.2385
1	8	34	1.243
2	5	35	1.2473
3	2	36	1.2514
1	9	37	1.2554
2	6	38	1.2592
3	3	39	1.2629
1	10	40	1.2664
2	7	41	1.2697
3	4	42	1.2729
1	11	43	1.2759
2	8	44	1.2788
3	5	45	1.2815
1	12	46	1.284
2	9	47	1.2864
3	6	48	1.2886
2	10	50	1.2925
3	7	51	1.2942
2	11	53	1.2972
3	8	54	1.2984
2	12	56	1.3
3	9	57	1.3

Table 5.1: Special Charge Up


Special Charge Up
Effect
APs
1.300
1.248
1.196
1.144
1.092
1.040
0.988
0.936
0.884
0.832
0.780
0.728
0.676
0.624
0.572
0.520
0.468
0.416
0.364
0.312
0.260
0.208
0.156
0.104
0.052
0.000
0
3
6
9
12
15
18
21
24
27
30
33
36
39
42
45
48
51
54
57

6 Quick Respawn

6.1 Die frames

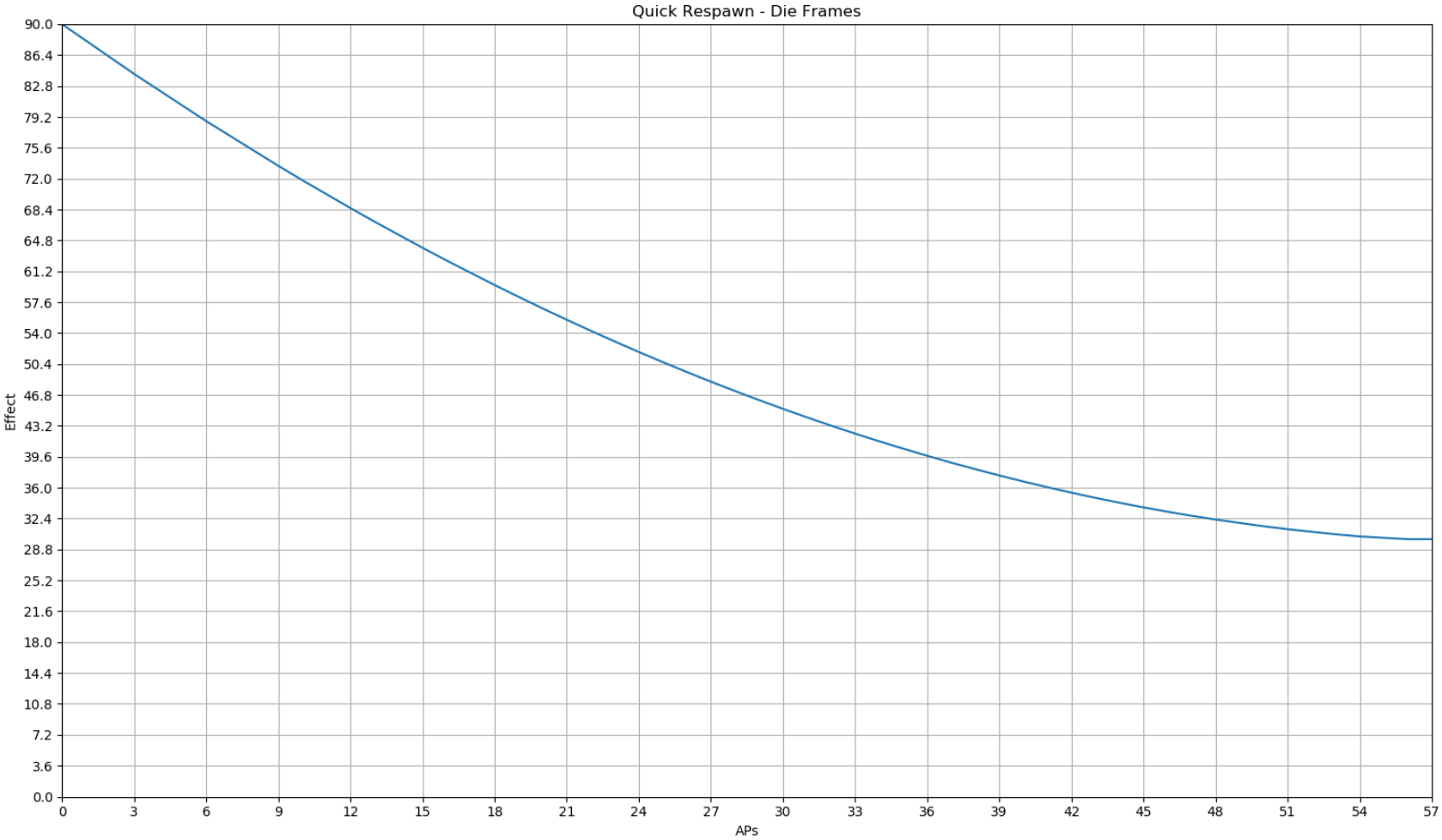
Main	Sub	AP	Effect
0	0	0	90.0
0	1	3	84.204
0	2	6	78.702
0	3	9	73.494
1	0	10	71.82
0	4	12	68.574
1	1	13	66.996
0	5	15	63.948
1	2	16	62.466
0	6	18	59.61
1	3	19	58.23
2	0	20	56.88
0	7	21	55.566
1	4	22	54.282
2	1	23	53.028
0	8	24	51.81
1	5	25	50.628
2	2	26	49.47
0	9	27	48.348
1	6	28	47.262
2	3	29	46.206
3	0	30	45.18
1	7	31	44.19
2	4	32	43.23
3	1	33	42.3
1	8	34	41.406
2	5	35	40.548
3	2	36	39.714
1	9	37	38.916
2	6	38	38.154
3	3	39	37.422
1	10	40	36.72
2	7	41	36.054
3	4	42	35.418
1	11	43	34.812
2	8	44	34.242
3	5	45	33.702
1	12	46	33.198
2	9	47	32.724
3	6	48	32.286
2	10	50	31.5
3	7	51	31.158
2	11	53	30.564
3	8	54	30.318
2	12	56	30.0
3	9	57	30.0

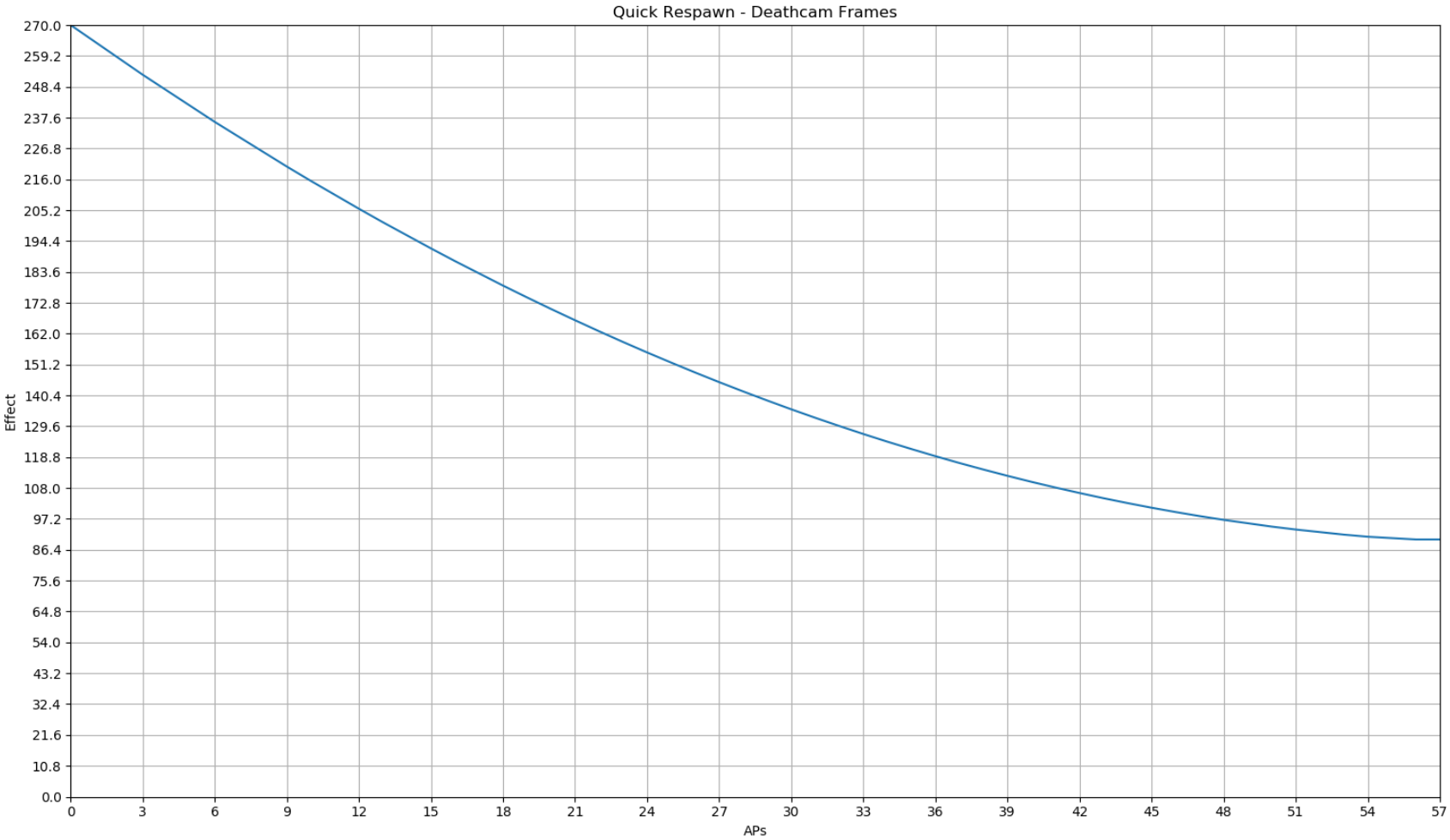
Table 6.1: Quick Respawn (Die frames)

6.2 Deathcam frames

Main	Sub	AP	Effect
0	0	0	270.0
0	1	3	252.612
0	2	6	236.106
0	3	9	220.482
1	0	10	215.46
0	4	12	205.722
1	1	13	200.988
0	5	15	191.844
1	2	16	187.398
0	6	18	178.83
1	3	19	174.69
2	0	20	170.64
0	7	21	166.698
1	4	22	162.846
2	1	23	159.084
0	8	24	155.43
1	5	25	151.884
2	2	26	148.41
0	9	27	145.044
1	6	28	141.786
2	3	29	138.618
3	0	30	135.54
1	7	31	132.57
2	4	32	129.69
3	1	33	126.9
1	8	34	124.218
2	5	35	121.644
3	2	36	119.142
1	9	37	116.748
2	6	38	114.462
3	3	39	112.266
1	10	40	110.16
2	7	41	108.162
3	4	42	106.254
1	11	43	104.436
2	8	44	102.726
3	5	45	101.106
1	12	46	99.594
2	9	47	98.172
3	6	48	96.858
2	10	50	94.5
3	7	51	93.474
2	11	53	91.692
3	8	54	90.954
2	12	56	90.0
3	9	57	90.0

Table 6.2: Quick Respawn (Deathcam frames)


Quick Respawn - Die Frames
Effect
APs
90.0
86.4
82.8
79.2
75.6
72.0
68.4
64.8
61.2
57.6
54.0
50.4
46.8
43.2
39.6
36.0
32.4
28.8
25.2
21.6
18.0
14.4
10.8
7.2
3.6
0.0
0
3
6
9
12
15
18
21
24
27
30
33
36
39
42
45
48
51
54
57


Quick Respawn - Deathcam Frames
Effect
APs
270.0
259.2
248.4
237.6
226.8
216.0
205.2
194.4
183.6
172.8
162.0
151.2
140.4
129.6
118.8
108.0
97.2
86.4
75.6
64.8
54.0
43.2
32.4
21.6
10.8
0.0
0
3
6
9
12
15
18
21
24
27
30
33
36
39
42
45
48
51
54
57

7 Special Saver

7.1 Normal

Main	Sub	AP	Effect
0	0	0	0.5
0	1	3	0.5893
0	2	6	0.6461
0	3	9	0.6931
1	0	10	0.7074
0	4	12	0.7341
1	1	13	0.7467
0	5	15	0.7704
1	2	16	0.7816
0	6	18	0.8029
1	3	19	0.8129
2	0	20	0.8227
0	7	21	0.8321
1	4	22	0.8412
2	1	23	0.8499
0	8	24	0.8584
1	5	25	0.8665
2	2	26	0.8745
0	9	27	0.8821
1	6	28	0.8894
2	3	29	0.8965
3	0	30	0.9033
1	7	31	0.9098
2	4	32	0.9161
3	1	33	0.9222
1	8	34	0.928
2	5	35	0.9336
3	2	36	0.939
1	9	37	0.9441
2	6	38	0.949
3	3	39	0.9536
1	10	40	0.9581
2	7	41	0.9623
3	4	42	0.9663
1	11	43	0.9701
2	8	44	0.9737
3	5	45	0.9771
1	12	46	0.9802
2	9	47	0.9832
3	6	48	0.9859
2	10	50	0.9908
3	7	51	0.9929
2	11	53	0.9965
3	8	54	0.998
2	12	56	1.0
3	9	57	1.0

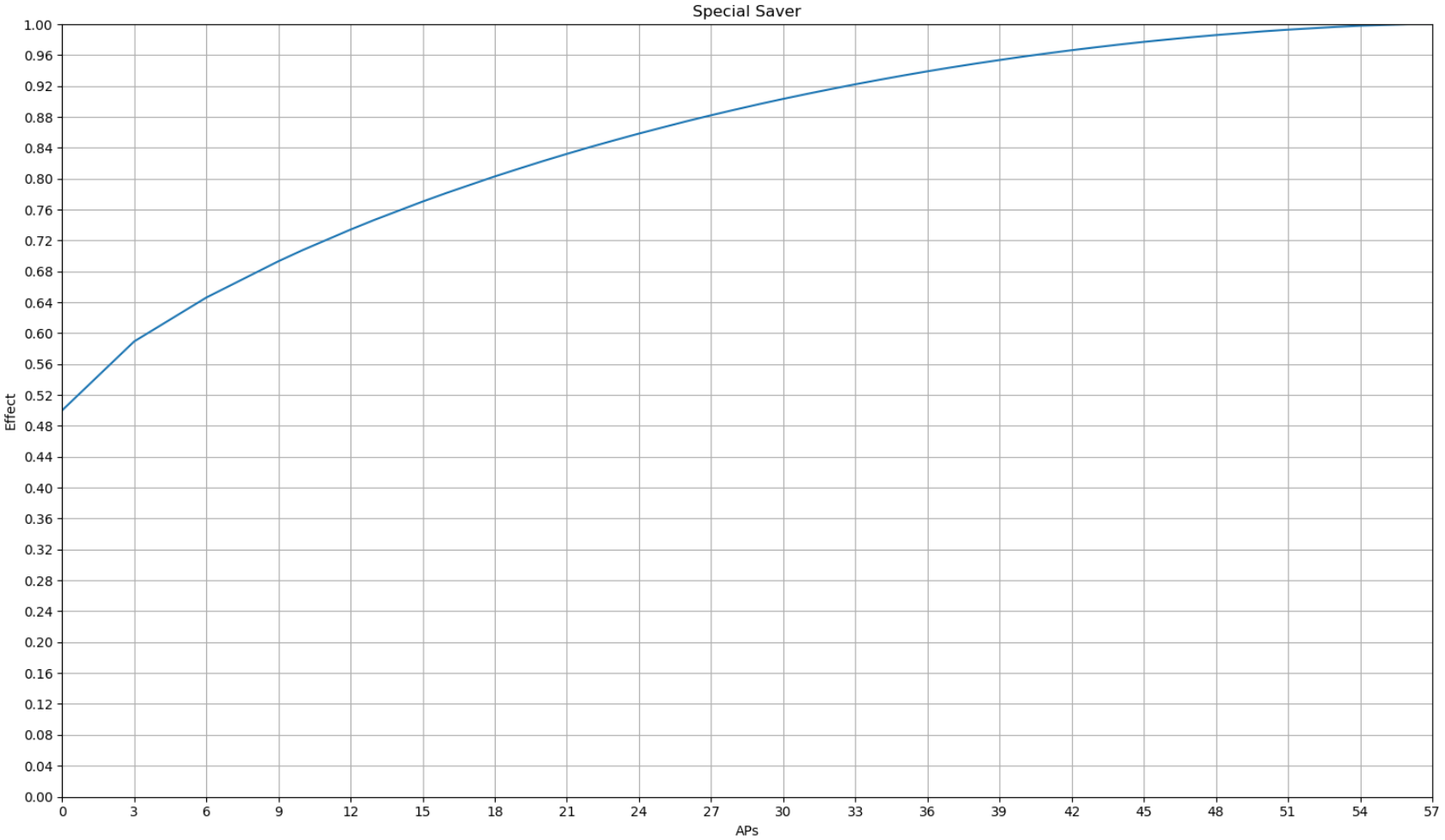
Table 7.1: Special Saver (Normal)

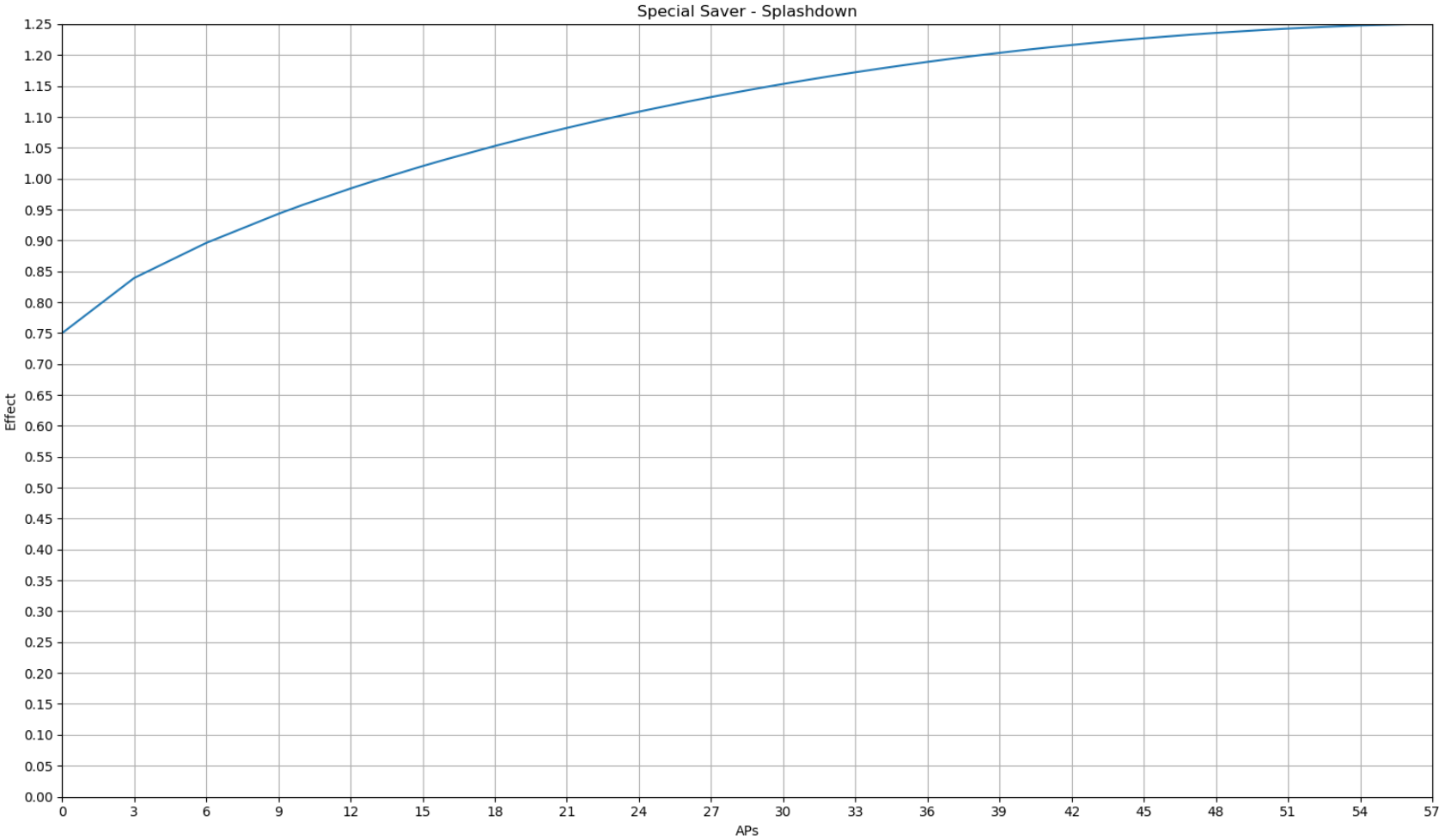
7.2 Splash Down

Note: Since you can only use splashdown with full special bar, everything greater than 1.0 will effectily go to 1.0.

Main	Sub	AP	Effect
0	0	0	0.75
0	1	3	0.8393
0	2	6	0.8961
0	3	9	0.9431
1	0	10	0.9574
0	4	12	0.9841
1	1	13	0.9967
0	5	15	1.0204
1	2	16	1.0316
0	6	18	1.0529
1	3	19	1.0629
2	0	20	1.0727
0	7	21	1.0821
1	4	22	1.0912
2	1	23	1.0999
0	8	24	1.1084
1	5	25	1.1165
2	2	26	1.1245
0	9	27	1.1321
1	6	28	1.1394
2	3	29	1.1465
3	0	30	1.1533
1	7	31	1.1598
2	4	32	1.1661
3	1	33	1.1722
1	8	34	1.178
2	5	35	1.1836
3	2	36	1.189
1	9	37	1.1941
2	6	38	1.199
3	3	39	1.2036
1	10	40	1.2081
2	7	41	1.2123
3	4	42	1.2163
1	11	43	1.2201
2	8	44	1.2237
3	5	45	1.2271
1	12	46	1.2302
2	9	47	1.2332
3	6	48	1.2359
2	10	50	1.2408
3	7	51	1.2429
2	11	53	1.2465
3	8	54	1.248
2	12	56	1.25
3	9	57	1.25

Table 7.2: Special Saver (Splash Down)


Special Saver
Effect
APs
1.00
0.96
0.92
0.88
0.84
0.80
0.76
0.72
0.68
0.64
0.60
0.56
0.52
0.48
0.44
0.40
0.36
0.32
0.28
0.24
0.20
0.16
0.12
0.08
0.04
0.00
0
3
6
9
12
15
18
21
24
27
30
33
36
39
42
45
48
51
54
57


Special Saver - Splashdown
Effect
APs
1.25
1.20
1.15
1.10
1.05
1.00
0.95
0.90
0.85
0.80
0.75
0.70
0.65
0.60
0.55
0.50
0.45
0.40
0.35
0.30
0.25
0.20
0.15
0.10
0.05
0.00
0
3
6
9
12
15
18
21
24
27
30
33
36
39
42
45
48
51
54
57

8 Ink Resistance Up

8.1 Jump in ink (story mode)

Main	Sub	AP	Effect
0	0	0	0.6
0	1	3	0.6435
0	2	6	0.6847
0	3	9	0.7238
1	0	10	0.7364
0	4	12	0.7607
1	1	13	0.7725
0	5	15	0.7954
1	2	16	0.8065
0	6	18	0.8279
1	3	19	0.8383
2	0	20	0.8484
0	7	21	0.8583
1	4	22	0.8679
2	1	23	0.8773
0	8	24	0.8864
1	5	25	0.8953
2	2	26	0.904
0	9	27	0.9124
1	6	28	0.9205
2	3	29	0.9285
3	0	30	0.9362
1	7	31	0.9436
2	4	32	0.9508
3	1	33	0.9578
1	8	34	0.9645
2	5	35	0.9709
3	2	36	0.9771
1	9	37	0.9831
2	6	38	0.9888
3	3	39	0.9943
1	10	40	0.9996
2	7	41	1.0046
3	4	42	1.0094
1	11	43	1.0139
2	8	44	1.0182
3	5	45	1.0222
1	12	46	1.026
2	9	47	1.0296
3	6	48	1.0329
2	10	50	1.0388
3	7	51	1.0413
2	11	53	1.0458
3	8	54	1.0476
2	12	56	1.05
3	9	57	1.05

Table 8.1: Ink Resistance Up (Jump in ink (story mode))

8.2 Jump in ink)

Main	Sub	AP	Effect
0	0	0	0.8
0	1	3	0.8242
0	2	6	0.8471
0	3	9	0.8688
1	0	10	0.8758
0	4	12	0.8893
1	1	13	0.8959
0	5	15	0.9086
1	2	16	0.9147
0	6	18	0.9266
1	3	19	0.9324
2	0	20	0.938
0	7	21	0.9435
1	4	22	0.9488
2	1	23	0.9541
0	8	24	0.9591
1	5	25	0.9641
2	2	26	0.9689
0	9	27	0.9736
1	6	28	0.9781
2	3	29	0.9825
3	0	30	0.9868
1	7	31	0.9909
2	4	32	0.9949
3	1	33	0.9988
1	8	34	1.0025
2	5	35	1.0061
3	2	36	1.0095
1	9	37	1.0129
2	6	38	1.016
3	3	39	1.0191
1	10	40	1.022
2	7	41	1.0248
3	4	42	1.0274
1	11	43	1.0299
2	8	44	1.0323
3	5	45	1.0346
1	12	46	1.0367
2	9	47	1.0387
3	6	48	1.0405
2	10	50	1.0437
3	7	51	1.0452
2	11	53	1.0476
3	8	54	1.0487
2	12	56	1.05
3	9	57	1.05

Table 8.2: Ink Resistance Up (Jump in ink (story mode))

8.3 Shoot in ink K

Main	Sub	AP	Effect
0	0	0	0.5
0	1	3	0.5483
0	2	6	0.5941
0	3	9	0.6376
1	0	10	0.6515
0	4	12	0.6785
1	1	13	0.6917
0	5	15	0.7171
1	2	16	0.7294
0	6	18	0.7532
1	3	19	0.7648
2	0	20	0.776
0	7	21	0.787
1	4	22	0.7976
2	1	23	0.8081
0	8	24	0.8182
1	5	25	0.8281
2	2	26	0.8377
0	9	27	0.8471
1	6	28	0.8561
2	3	29	0.8649
3	0	30	0.8735
1	7	31	0.8818
2	4	32	0.8898
3	1	33	0.8975
1	8	34	0.9049
2	5	35	0.9121
3	2	36	0.919
1	9	37	0.9257
2	6	38	0.9321
3	3	39	0.9382
1	10	40	0.944
2	7	41	0.9496
3	4	42	0.9548
1	11	43	0.9599
2	8	44	0.9647
3	5	45	0.9691
1	12	46	0.9733
2	9	47	0.9773
3	6	48	0.9809
2	10	50	0.9875
3	7	51	0.9904
2	11	53	0.9953
3	8	54	0.9973
2	12	56	1.0
3	9	57	1.0

Table 8.3: Ink Resistance Up (Shoot in ink K)

8.4 Shoot in ink

Main	Sub	AP	Effect
0	0	0	0.12
0	1	3	0.147
0	2	6	0.1727
0	3	9	0.197
1	0	10	0.2048
0	4	12	0.22
1	1	13	0.2274
0	5	15	0.2416
1	2	16	0.2485
0	6	18	0.2618
1	3	19	0.2683
2	0	20	0.2746
0	7	21	0.2807
1	4	22	0.2867
2	1	23	0.2925
0	8	24	0.2982
1	5	25	0.3037
2	2	26	0.3091
0	9	27	0.3144
1	6	28	0.3194
2	3	29	0.3244
3	0	30	0.3292
1	7	31	0.3338
2	4	32	0.3383
3	1	33	0.3426
1	8	34	0.3468
2	5	35	0.3508
3	2	36	0.3547
1	9	37	0.3584
2	6	38	0.3619
3	3	39	0.3654
1	10	40	0.3686
2	7	41	0.3717
3	4	42	0.3747
1	11	43	0.3775
2	8	44	0.3802
3	5	45	0.3827
1	12	46	0.3851
2	9	47	0.3873
3	6	48	0.3893
2	10	50	0.393
3	7	51	0.3946
2	11	53	0.3974
3	8	54	0.3985
2	12	56	0.4
3	9	57	0.4

Table 8.4: Ink Resistance Up (Shoot in ink)

8.5 Run in ink

Main	Sub	AP	Effect
0	0	0	0.24
0	1	3	0.2864
0	2	6	0.3304
0	3	9	0.372
1	0	10	0.3854
0	4	12	0.4114
1	1	13	0.424
0	5	15	0.4484
1	2	16	0.4603
0	6	18	0.4831
1	3	19	0.4942
2	0	20	0.505
0	7	21	0.5155
1	4	22	0.5257
2	1	23	0.5358
0	8	24	0.5455
1	5	25	0.555
2	2	26	0.5642
0	9	27	0.5732
1	6	28	0.5819
2	3	29	0.5904
3	0	30	0.5986
1	7	31	0.6065
2	4	32	0.6142
3	1	33	0.6216
1	8	34	0.6288
2	5	35	0.6356
3	2	36	0.6423
1	9	37	0.6487
2	6	38	0.6548
3	3	39	0.6606
1	10	40	0.6662
2	7	41	0.6716
3	4	42	0.6767
1	11	43	0.6815
2	8	44	0.6861
3	5	45	0.6904
1	12	46	0.6944
2	9	47	0.6982
3	6	48	0.7017
2	10	50	0.708
3	7	51	0.7107
2	11	53	0.7155
3	8	54	0.7175
2	12	56	0.72
3	9	57	0.72

Table 8.5: Ink Resistance Up (Run in ink)

8.6 Damage Limit

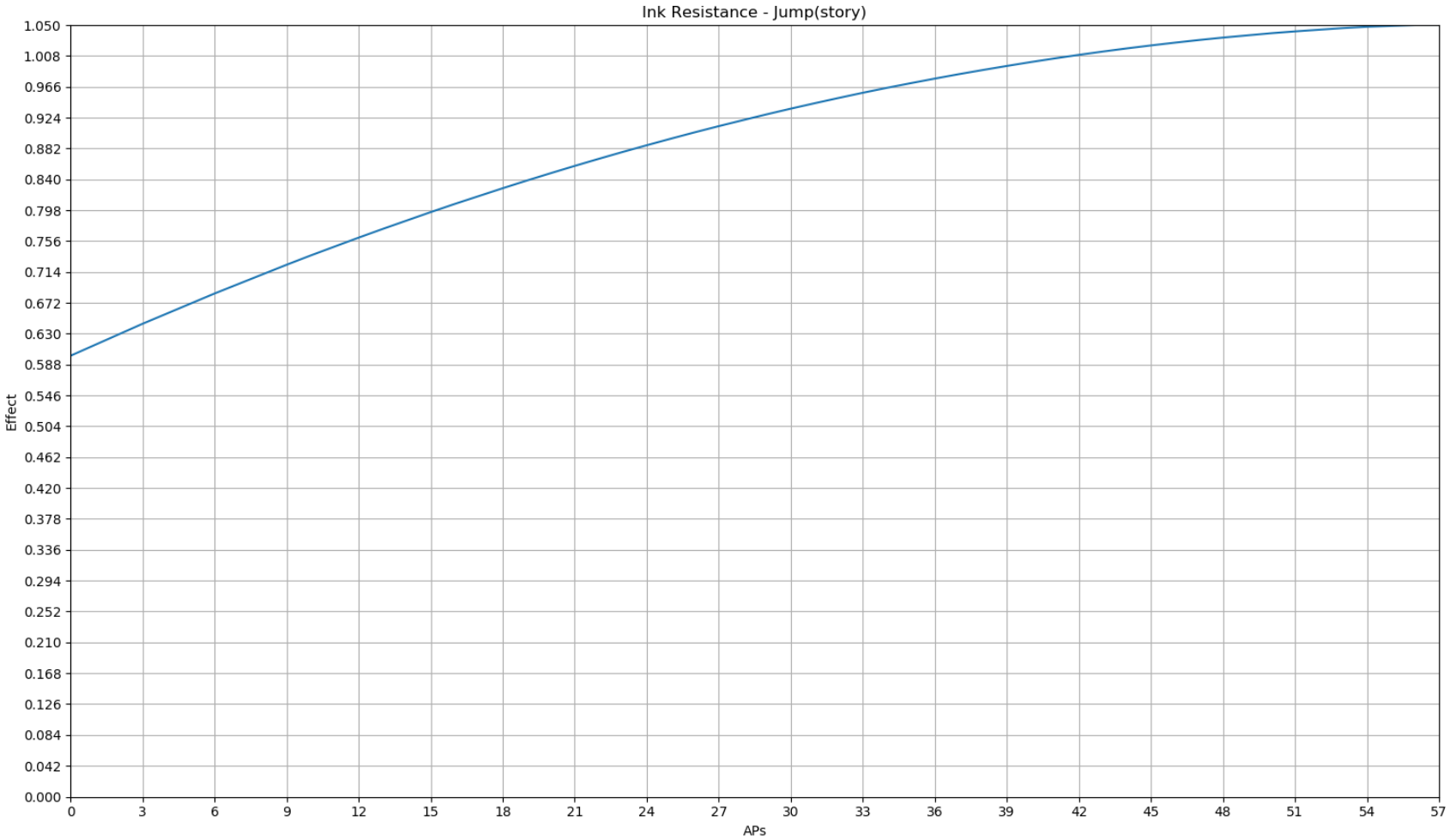
Main	Sub	AP	Effect
0	0	0	0.4
0	1	3	0.3807
0	2	6	0.3623
0	3	9	0.345
1	0	10	0.3394
0	4	12	0.3286
1	1	13	0.3233
0	5	15	0.3132
1	2	16	0.3082
0	6	18	0.2987
1	3	19	0.2941
2	0	20	0.2896
0	7	21	0.2852
1	4	22	0.2809
2	1	23	0.2768
0	8	24	0.2727
1	5	25	0.2688
2	2	26	0.2649
0	9	27	0.2612
1	6	28	0.2575
2	3	29	0.254
3	0	30	0.2506
1	7	31	0.2473
2	4	32	0.2441
3	1	33	0.241
1	8	34	0.238
2	5	35	0.2352
3	2	36	0.2324
1	9	37	0.2297
2	6	38	0.2272
3	3	39	0.2247
1	10	40	0.2224
2	7	41	0.2202
3	4	42	0.2181
1	11	43	0.216
2	8	44	0.2141
3	5	45	0.2123
1	12	46	0.2107
2	9	47	0.2091
3	6	48	0.2076
2	10	50	0.205
3	7	51	0.2039
2	11	53	0.2019
3	8	54	0.2011
2	12	56	0.2
3	9	57	0.2

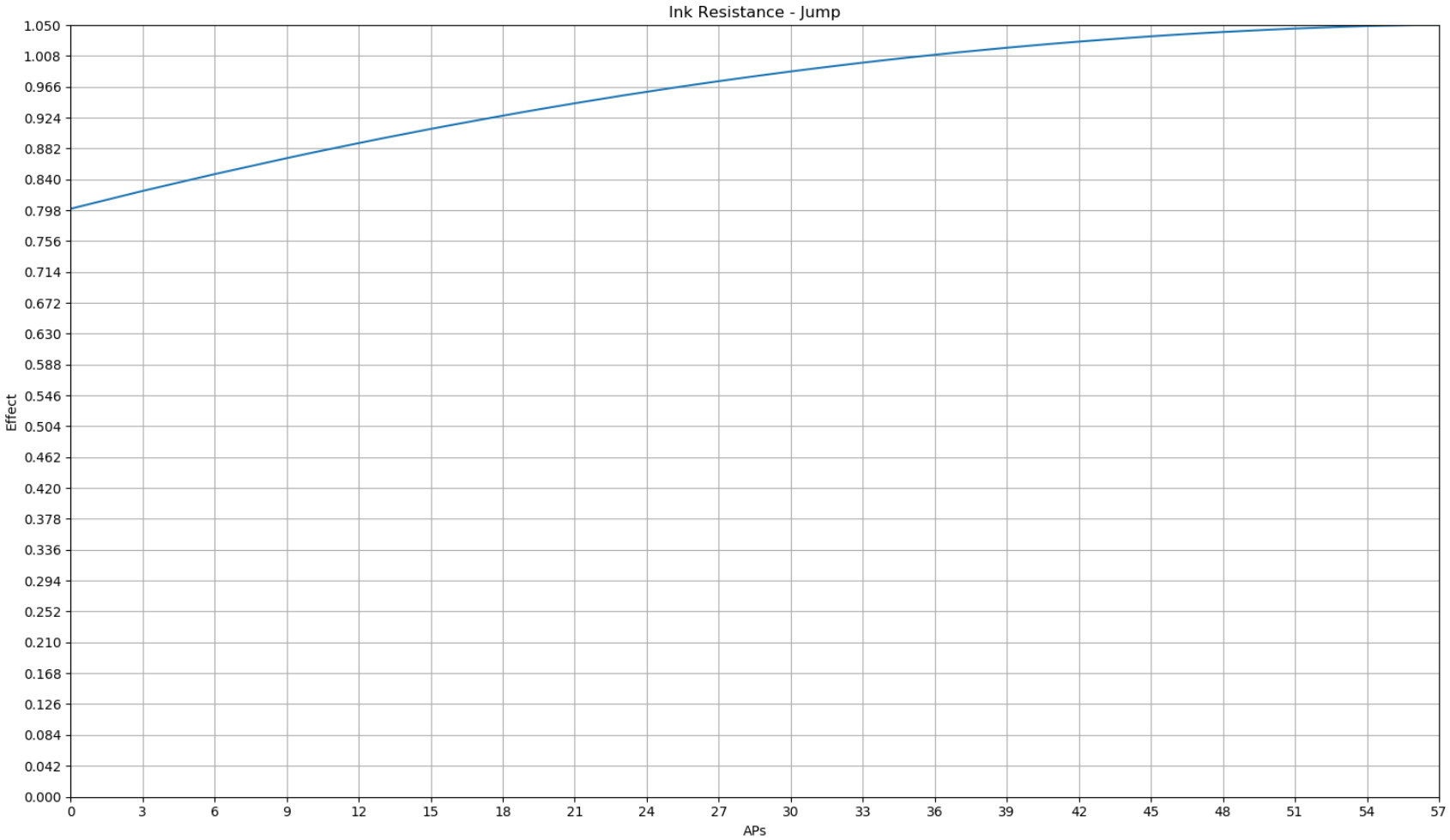
Table 8.6: Ink Resistance Up (Damage Limit)

8.7 Damage Per Frame

Main	Sub	AP	Effect
0	0	0	0.003
0	1	3	0.0029
0	2	6	0.0027
0	3	9	0.0026
1	0	10	0.0025
0	4	12	0.0025
1	1	13	0.0024
0	5	15	0.0023
1	2	16	0.0023
0	6	18	0.0022
1	3	19	0.0022
2	0	20	0.0022
0	7	21	0.0021
1	4	22	0.0021
2	1	23	0.0021
0	8	24	0.002
1	5	25	0.002
2	2	26	0.002
0	9	27	0.002
1	6	28	0.0019
2	3	29	0.0019
3	0	30	0.0019
1	7	31	0.0019
2	4	32	0.0018
3	1	33	0.0018
1	8	34	0.0018
2	5	35	0.0018
3	2	36	0.0017
1	9	37	0.0017
2	6	38	0.0017
3	3	39	0.0017
1	10	40	0.0017
2	7	41	0.0017
3	4	42	0.0016
1	11	43	0.0016
2	8	44	0.0016
3	5	45	0.0016
1	12	46	0.0016
2	9	47	0.0016
3	6	48	0.0016
2	10	50	0.0015
3	7	51	0.0015
2	11	53	0.0015
3	8	54	0.0015
2	12	56	0.0015
3	9	57	0.0015

Table 8.7: Ink Resistance Up (Damage Per Frame)


Ink Resistance - Jump(story)
Effect
APs
1.050
1.008
0.966
0.924
0.882
0.840
0.798
0.756
0.714
0.672
0.630
0.588
0.546
0.504
0.462
0.420
0.378
0.336
0.294
0.252
0.210
0.168
0.126
0.084
0.042
0.000
0
3
6
9
12
15
18
21
24
27
30
33
36
39
42
45
48
51
54
57


Ink Resistance - Jump
Effect
APs
1.050
1.008
0.966
0.924
0.882
0.840
0.798
0.756
0.714
0.672
0.630
0.588
0.546
0.504
0.462
0.420
0.378
0.336
0.294
0.252
0.210
0.168
0.126
0.084
0.042
0.000
0
3
6
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12
15
18
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42
45
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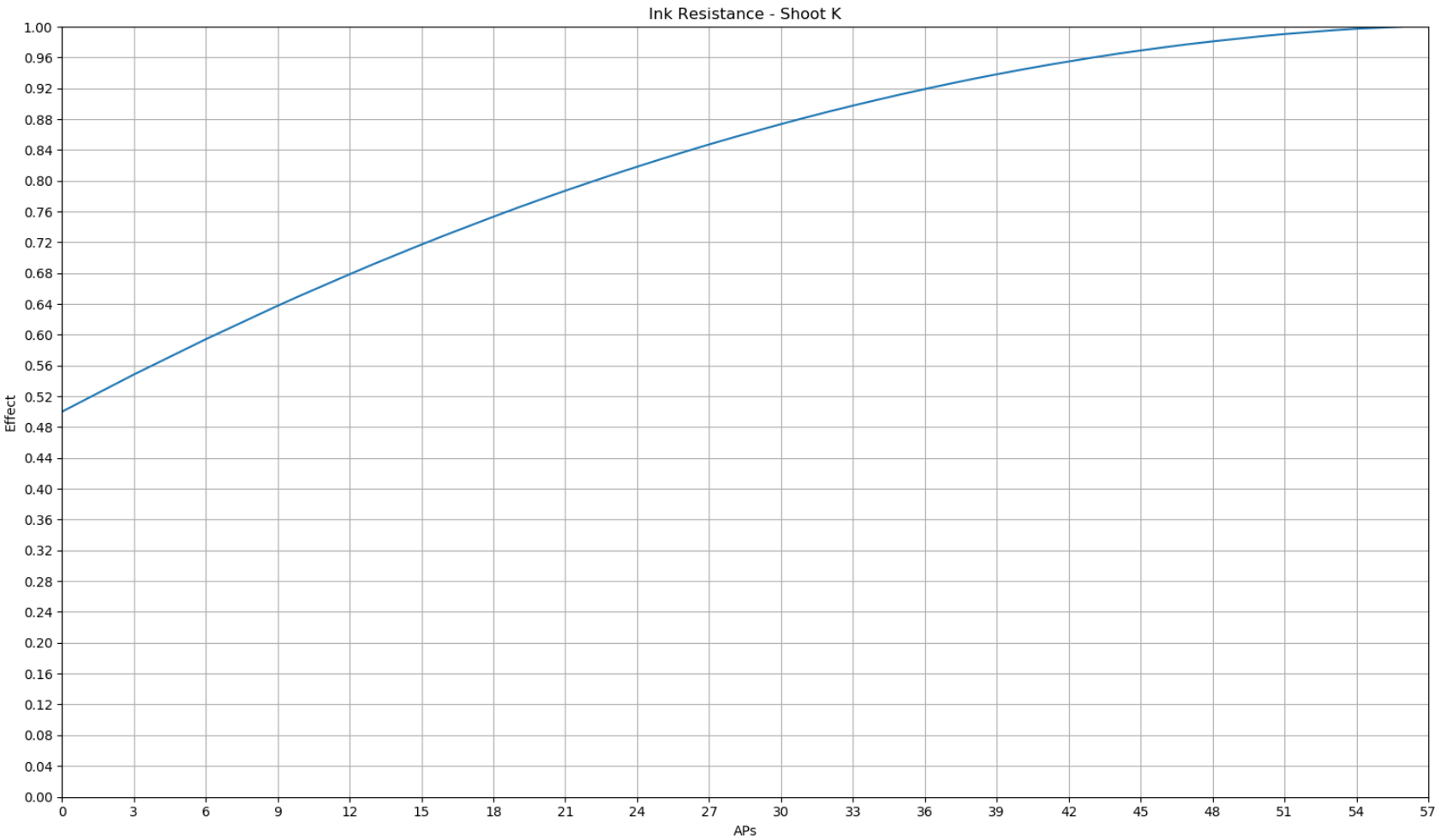
Ink Resistance - Shoot K
Effect
APs
1.00
0.96
0.92
0.88
0.84
0.80
0.76
0.72
0.68
0.64
0.60
0.56
0.52
0.48
0.44
0.40
0.36
0.32
0.28
0.24
0.20
0.16
0.12
0.08
0.04
0.00
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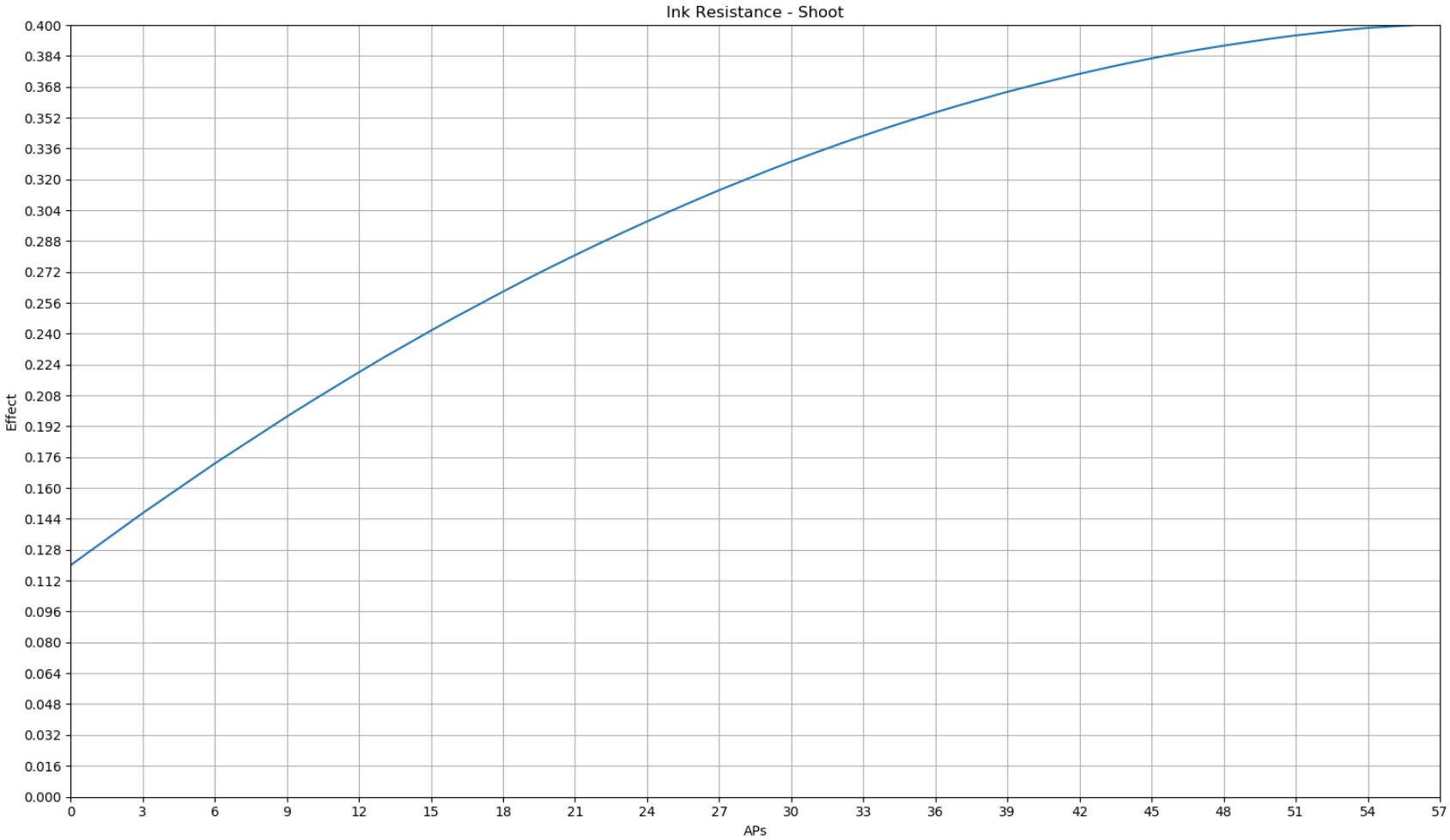
Ink Resistance - Shoot
Effect
APs
0.400
0.384
0.368
0.352
0.336
0.320
0.304
0.288
0.272
0.256
0.240
0.224
0.208
0.192
0.176
0.160
0.144
0.128
0.112
0.096
0.080
0.064
0.048
0.032
0.016
0.000
0
3
6
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12
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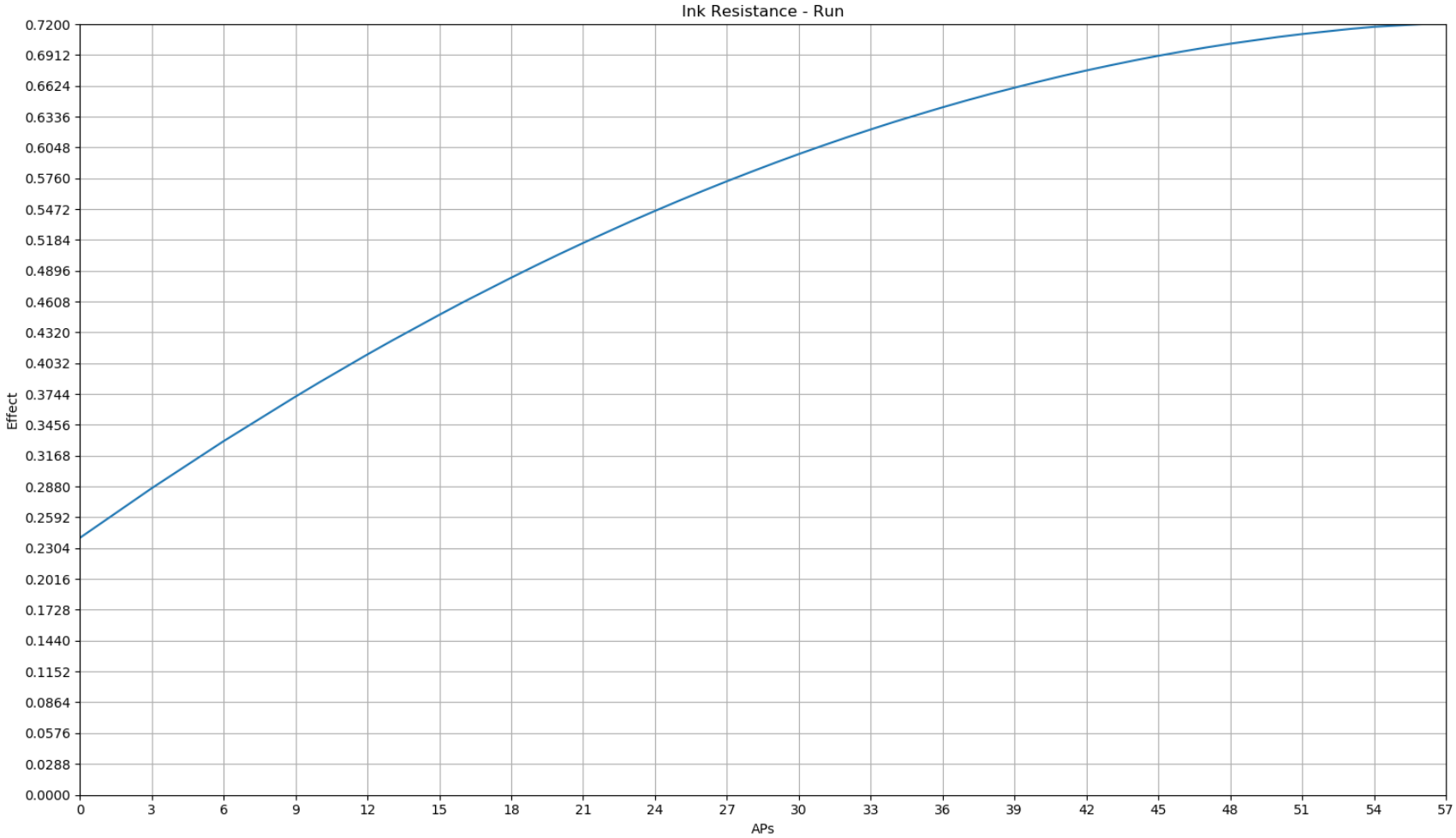
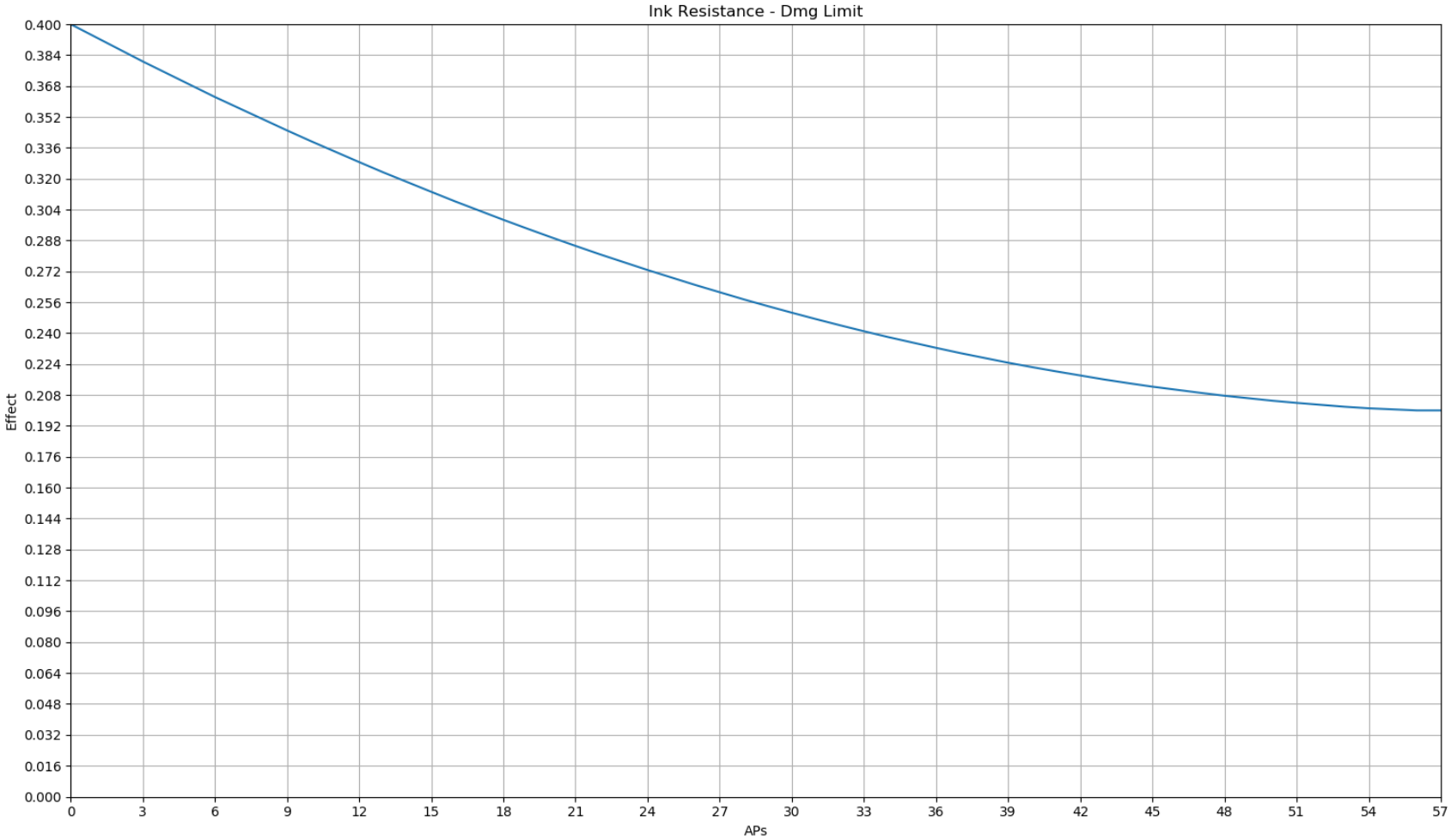

Ink Resistance - Run
Effect
APs
0.7200
0.6912
0.6624
0.6336
0.6048
0.5760
0.5472
0.5184
0.4896
0.4608
0.4320
0.4032
0.3744
0.3456
0.3168
0.2880
0.2592
0.2304
0.2016
0.1728
0.1440
0.1152
0.0864
0.0576
0.0288
0.0000
0 3 6 9 12 15 18 21 24 27 30 33 36 39 42 45 48 51 54 57


Ink Resistance - Dmg Limit
Effect
APs
0.400
0.384
0.368
0.352
0.336
0.320
0.304
0.288
0.272
0.256
0.240
0.224
0.208
0.192
0.176
0.160
0.144
0.128
0.112
0.096
0.080
0.064
0.048
0.032
0.016
0.000
0
3
6
9
12
15
18
21
24
27
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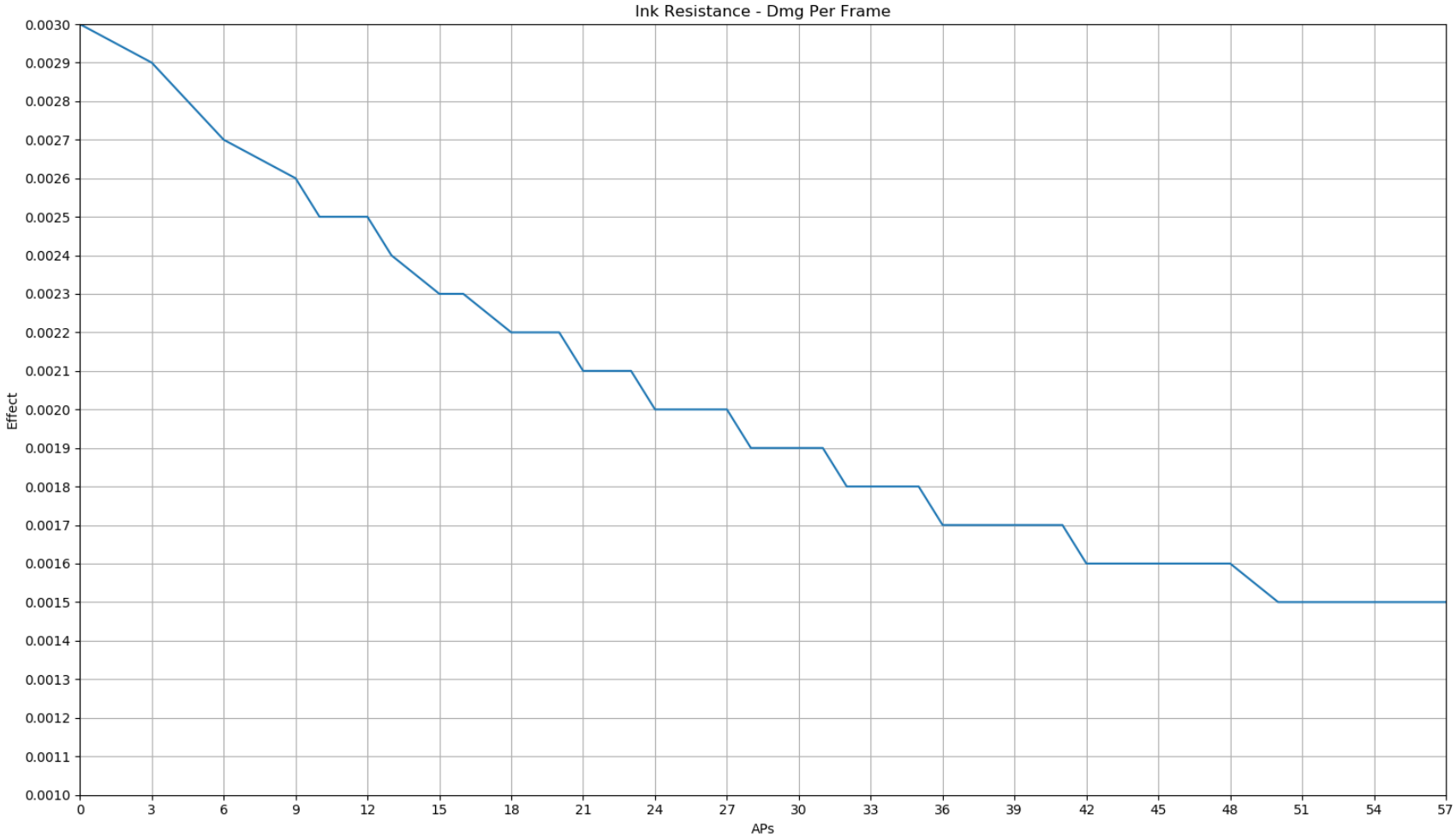

Ink Resistance - Dmg Per Frame
Effect
APs
0.0030
0.0029
0.0028
0.0027
0.0026
0.0025
0.0024
0.0023
0.0022
0.0021
0.0020
0.0019
0.0018
0.0017
0.0016
0.0015
0.0014
0.0013
0.0012
0.0011
0.0010
0
3
6
9
12
15
18
21
24
27
30
33
36
39
42
45
48
51
54
57

9 Cold-Blooded

9.1 Thermal-Ink Sillhoute Far Range Distance

Main	Sub	AP	Effect
0	0	0	170.0
0	1	3	181.592
0	2	6	192.596
0	3	9	203.012
1	0	10	206.36
0	4	12	212.852
1	1	13	216.008
0	5	15	222.104
1	2	16	225.068
0	6	18	230.78
1	3	19	233.54
2	0	20	236.24
0	7	21	238.868
1	4	22	241.436
2	1	23	243.944
0	8	24	246.38
1	5	25	248.744
2	2	26	251.06
0	9	27	253.304
1	6	28	255.476
2	3	29	257.588
3	0	30	259.64
1	7	31	261.62
2	4	32	263.54
3	1	33	265.4
1	8	34	267.188
2	5	35	268.904
3	2	36	270.572
1	9	37	272.168
2	6	38	273.692
3	3	39	275.156
1	10	40	276.56
2	7	41	277.892
3	4	42	279.164
1	11	43	280.376
2	8	44	281.516
3	5	45	282.596
1	12	46	283.604
2	9	47	284.552
3	6	48	285.428
2	10	50	287.0
3	7	51	287.684
2	11	53	288.872
3	8	54	289.364
2	12	56	290.0
3	9	57	290.0

Table 9.1: Cold-Blooded (Thermal-Ink Sillhoute Far Range Distance)

9.2 Thermal-Ink Silhouette Close Range Distance

Main	Sub	AP	Effect
0	0	0	130.0
0	1	3	141.592
0	2	6	152.596
0	3	9	163.012
1	0	10	166.36
0	4	12	172.852
1	1	13	176.008
0	5	15	182.104
1	2	16	185.068
0	6	18	190.78
1	3	19	193.54
2	0	20	196.24
0	7	21	198.868
1	4	22	201.436
2	1	23	203.944
0	8	24	206.38
1	5	25	208.744
2	2	26	211.06
0	9	27	213.304
1	6	28	215.476
2	3	29	217.588
3	0	30	219.64
1	7	31	221.62
2	4	32	223.54
3	1	33	225.4
1	8	34	227.188
2	5	35	228.904
3	2	36	230.572
1	9	37	232.168
2	6	38	233.692
3	3	39	235.156
1	10	40	236.56
2	7	41	237.892
3	4	42	239.164
1	11	43	240.376
2	8	44	241.516
3	5	45	242.596
1	12	46	243.604
2	9	47	244.552
3	6	48	245.428
2	10	50	247.0
3	7	51	247.684
2	11	53	248.872
3	8	54	249.364
2	12	56	250.0
3	9	57	250.0

Table 9.2: Cold-Blooded (Thermal-Ink Silhouette Close Range Distance)

9.3 Marking Duration Ink-Mines

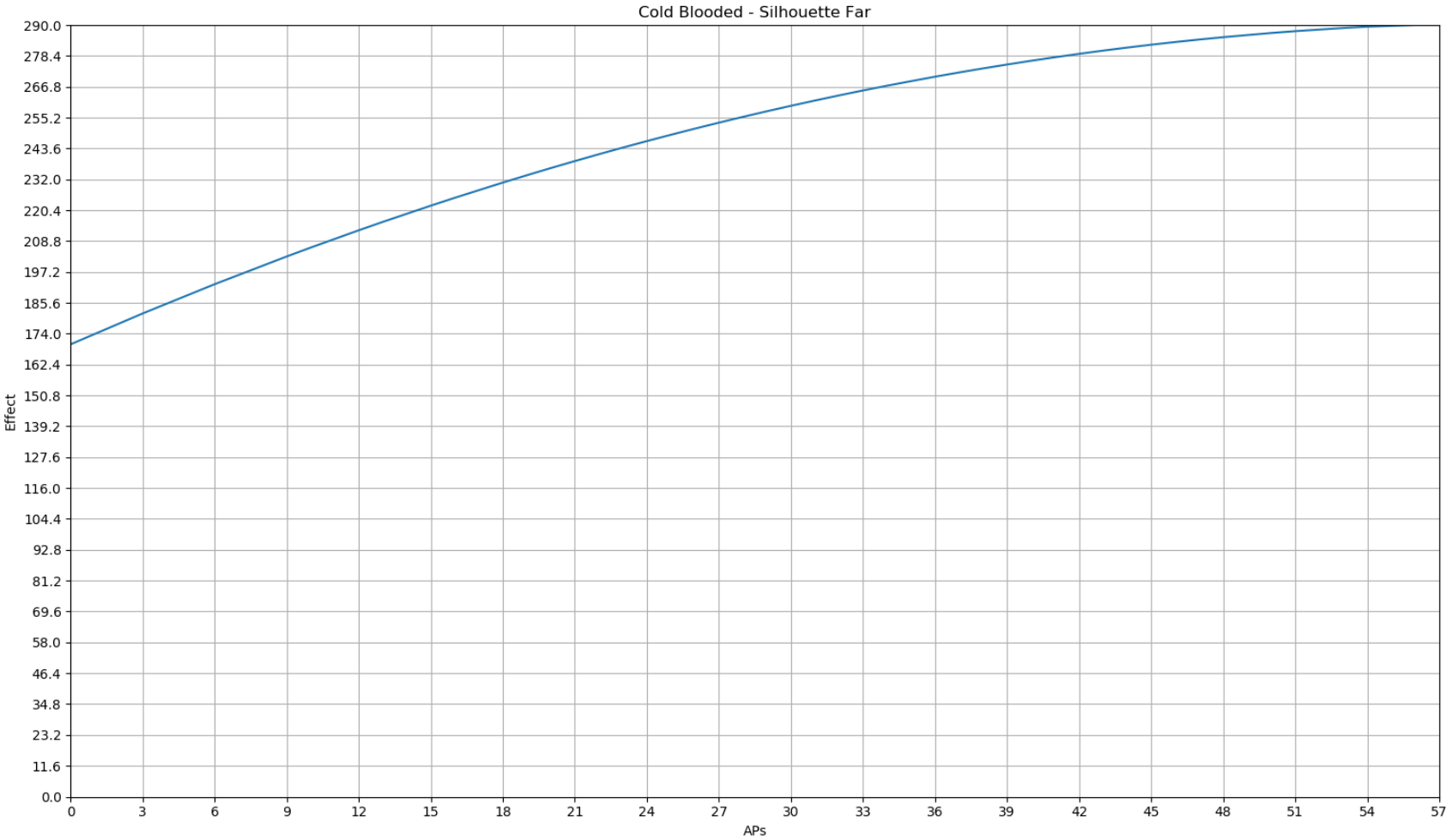
Main	Sub	AP	Effect
0	0	0	1.0
0	1	3	0.9131
0	2	6	0.8305
0	3	9	0.7524
1	0	10	0.7273
0	4	12	0.6786
1	1	13	0.6549
0	5	15	0.6092
1	2	16	0.587
0	6	18	0.5442
1	3	19	0.5234
2	0	20	0.5032
0	7	21	0.4835
1	4	22	0.4642
2	1	23	0.4454
0	8	24	0.4272
1	5	25	0.4094
2	2	26	0.3921
0	9	27	0.3752
1	6	28	0.3589
2	3	29	0.3431
3	0	30	0.3277
1	7	31	0.3129
2	4	32	0.2984
3	1	33	0.2845
1	8	34	0.2711
2	5	35	0.2582
3	2	36	0.2457
1	9	37	0.2337
2	6	38	0.2223
3	3	39	0.2113
1	10	40	0.2008
2	7	41	0.1908
3	4	42	0.1813
1	11	43	0.1722
2	8	44	0.1636
3	5	45	0.1555
1	12	46	0.148
2	9	47	0.1409
3	6	48	0.1343
2	10	50	0.1225
3	7	51	0.1174
2	11	53	0.1085
3	8	54	0.1048
2	12	56	0.1
3	9	57	0.1

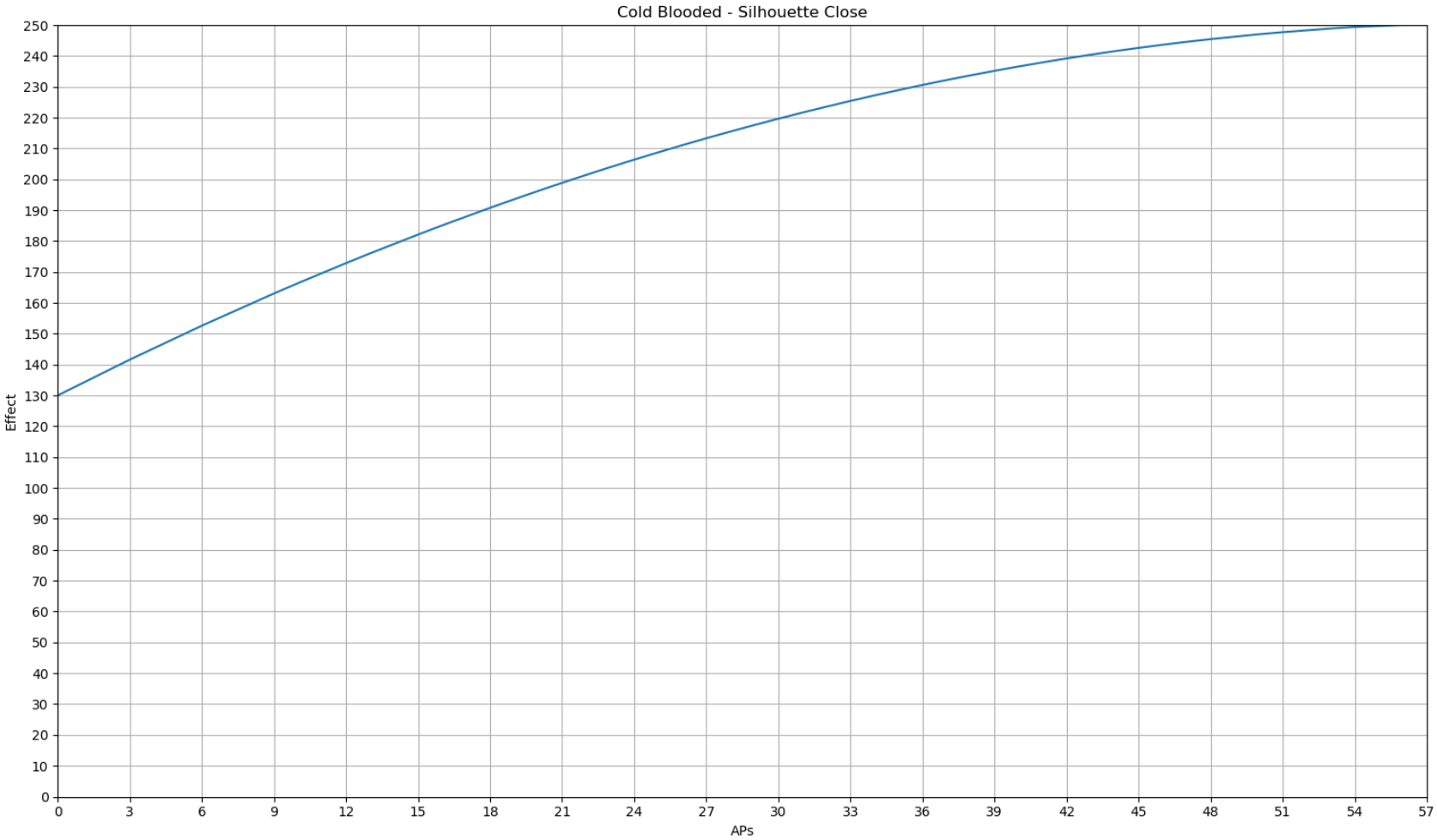
Table 9.3: Cold-Blooded (Marking Duration Ink-Mines)

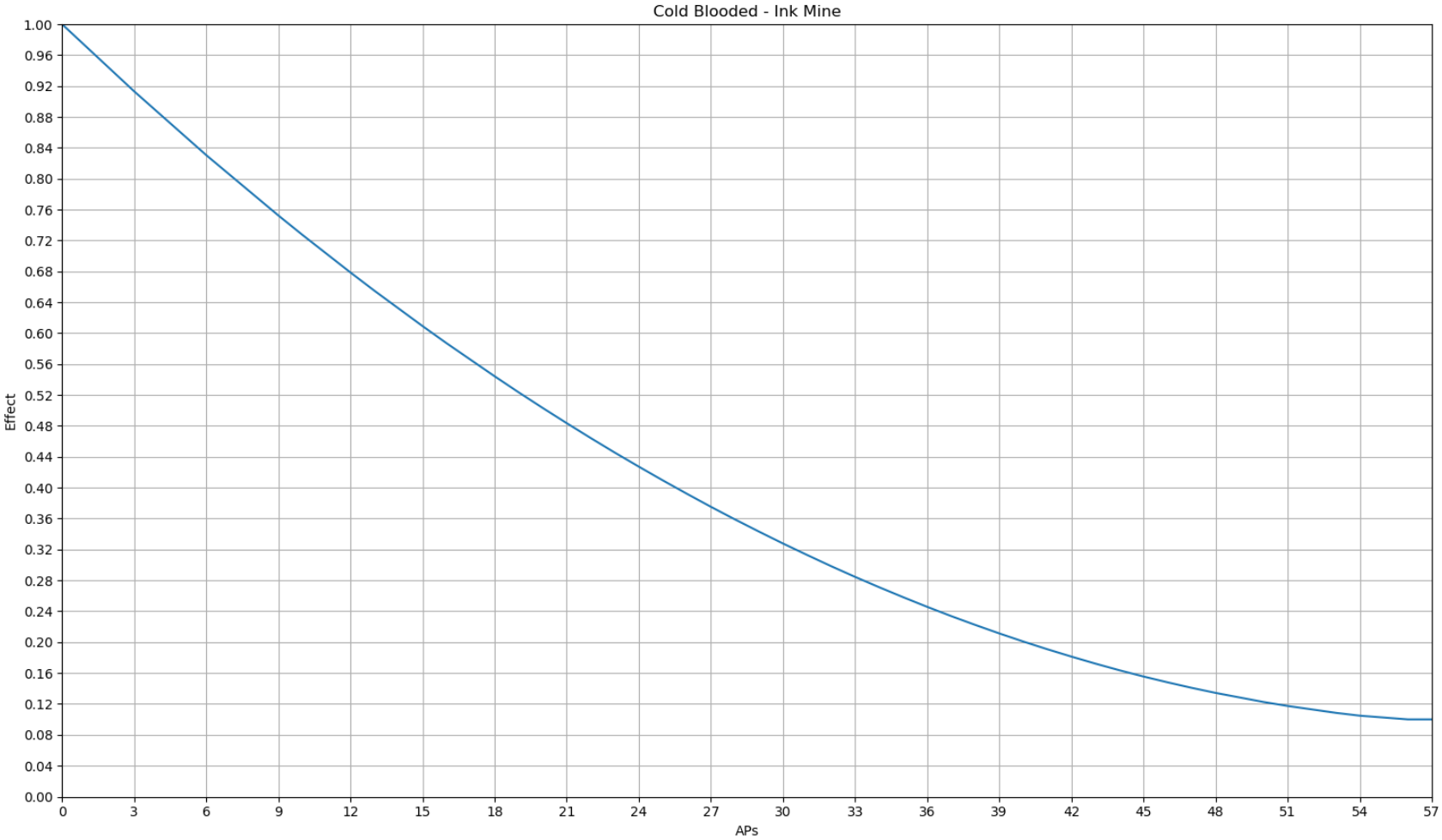
9.4 Marking Duration Point Sensors

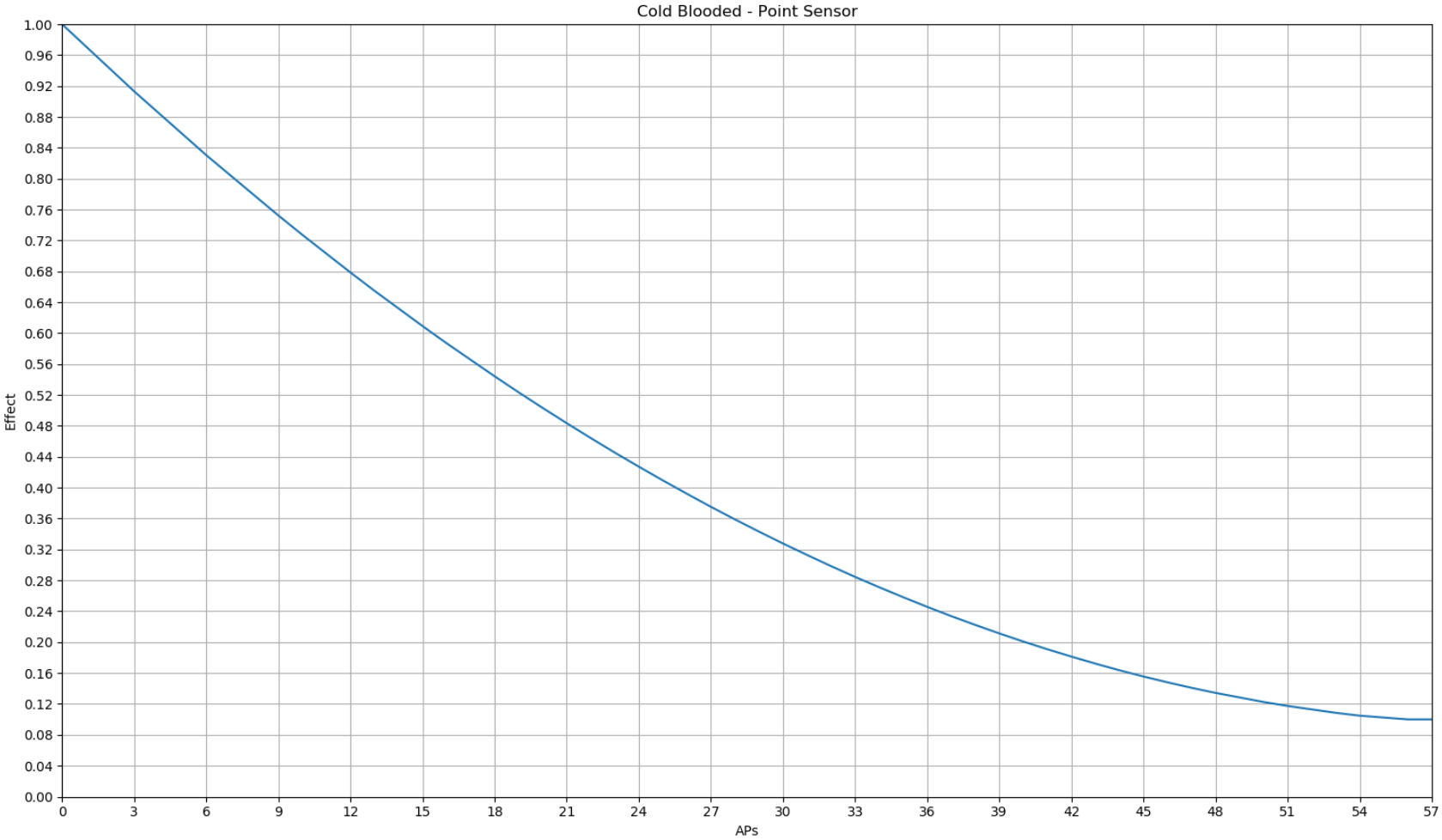
Main	Sub	AP	Effect
0	0	0	1.0
0	1	3	0.9131
0	2	6	0.8305
0	3	9	0.7524
1	0	10	0.7273
0	4	12	0.6786
1	1	13	0.6549
0	5	15	0.6092
1	2	16	0.587
0	6	18	0.5442
1	3	19	0.5234
2	0	20	0.5032
0	7	21	0.4835
1	4	22	0.4642
2	1	23	0.4454
0	8	24	0.4272
1	5	25	0.4094
2	2	26	0.3921
0	9	27	0.3752
1	6	28	0.3589
2	3	29	0.3431
3	0	30	0.3277
1	7	31	0.3129
2	4	32	0.2984
3	1	33	0.2845
1	8	34	0.2711
2	5	35	0.2582
3	2	36	0.2457
1	9	37	0.2337
2	6	38	0.2223
3	3	39	0.2113
1	10	40	0.2008
2	7	41	0.1908
3	4	42	0.1813
1	11	43	0.1722
2	8	44	0.1636
3	5	45	0.1555
1	12	46	0.148
2	9	47	0.1409
3	6	48	0.1343
2	10	50	0.1225
3	7	51	0.1174
2	11	53	0.1085
3	8	54	0.1048
2	12	56	0.1
3	9	57	0.1

Table 9.4: Cold-Blooded (Marking Duration Point Sensors)


Cold Blooded - Silhouette Far
Effect
APs
290.0
278.4
266.8
255.2
243.6
232.0
220.4
208.8
197.2
185.6
174.0
162.4
150.8
139.2
127.6
116.0
104.4
92.8
81.2
69.6
58.0
46.4
34.8
23.2
11.6
0.0
0
3
6
9
12
15
18
21
24
27
30
33
36
39
42
45
48
51
54
57


Cold Blooded - Silhouette Close
Effect
APs
0
10
20
30
40
50
60
70
80
90
100
110
120
130
140
150
160
170
180
190
200
210
220
230
240
250
0
3
6
9
12
15
18
21
24
27
30
33
36
39
42
45
48
51
54
57


Cold Blooded - Ink Mine
Effect
APs
1.00
0.96
0.92
0.88
0.84
0.80
0.76
0.72
0.68
0.64
0.60
0.56
0.52
0.48
0.44
0.40
0.36
0.32
0.28
0.24
0.20
0.16
0.12
0.08
0.04
0.00
0
3
6
9
12
15
18
21
24
27
30
33
36
39
42
45
48
51
54
57


Cold Blooded - Point Sensor
Effect
APs
1.00
0.96
0.92
0.88
0.84
0.80
0.76
0.72
0.68
0.64
0.60
0.56
0.52
0.48
0.44
0.40
0.36
0.32
0.28
0.24
0.20
0.16
0.12
0.08
0.04
0.00
0
3
6
9
12
15
18
21
24
27
30
33
36
39
42
45
48
51
54
57

10 Quick Super Jump

10.1 Prepare Frames

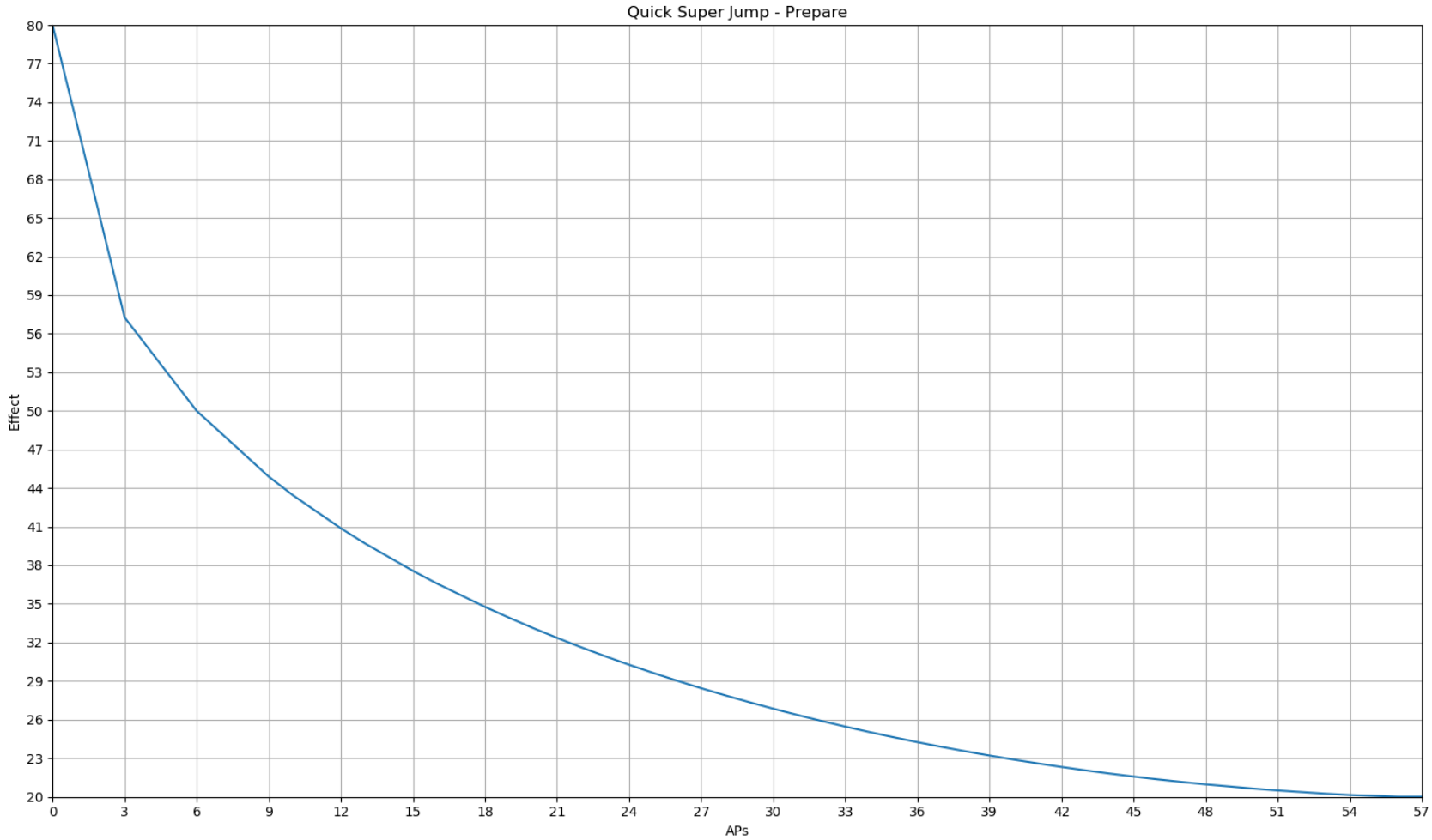
Main	Sub	AP	Effect
0	0	0	80.0
0	1	3	57.2554
0	2	6	49.9955
0	3	9	44.8829
1	0	10	43.4464
0	4	12	40.8671
1	1	13	39.6957
0	5	15	37.5597
1	2	16	36.5738
0	6	18	34.7581
1	3	19	33.9165
2	0	20	33.1137
0	7	21	32.3504
1	4	22	31.6209
2	1	23	30.923
0	8	24	30.2583
1	5	25	29.6251
2	2	26	29.0154
0	9	27	28.4342
1	6	28	27.8804
2	3	29	27.3498
3	0	30	26.8413
1	7	31	26.3571
2	4	32	25.8933
3	1	33	25.4494
1	8	34	25.0273
2	5	35	24.6265
3	2	36	24.2408
1	9	37	23.8753
2	6	38	23.5293
3	3	39	23.1998
1	10	40	22.8862
2	7	41	22.591
3	4	42	22.3111
1	11	43	22.0461
2	8	44	21.7984
3	5	45	21.5651
1	12	46	21.3486
2	9	47	21.1459
3	6	48	20.9596
2	10	50	20.6272
3	7	51	20.4834
2	11	53	20.2347
3	8	54	20.1322
2	12	56	20.0
3	9	57	20.0

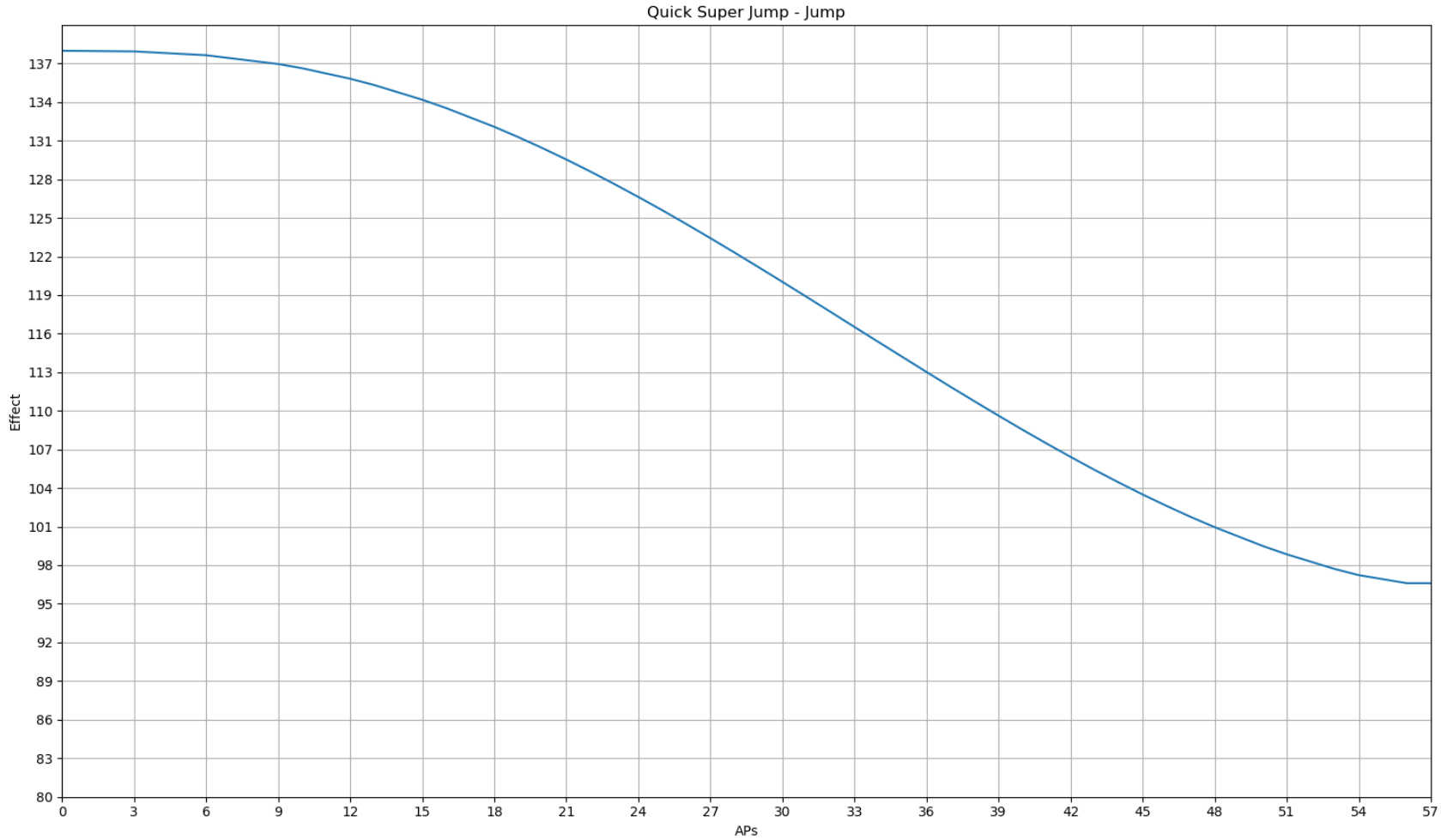
Table 10.1: Quick Super Jump (Prepare Frames)

10.2 Jump Frames

Main	Sub	AP	Effect
0	0	0	138.0
0	1	3	137.9483
0	2	6	137.651
0	3	9	136.9679
1	0	10	136.6394
0	4	12	135.8233
1	1	13	135.3327
0	5	15	134.1924
1	2	16	133.5395
0	6	18	132.0847
1	3	19	131.2834
2	0	20	130.4344
0	7	21	129.5438
1	4	22	128.6102
2	1	23	127.6362
0	8	24	126.6293
1	5	25	125.5935
2	2	26	124.5209
0	9	27	123.4259
1	6	28	122.3124
2	3	29	121.1779
3	0	30	120.0259
1	7	31	118.8668
2	4	32	117.6974
3	1	33	116.5212
1	8	34	115.3495
2	5	35	114.1867
3	2	36	113.0198
1	9	37	111.8691
2	6	38	110.7386
3	3	39	109.6231
1	10	40	108.5259
2	7	41	107.4597
3	4	42	106.4185
1	11	43	105.4052
2	8	44	104.4329
3	5	45	103.4946
1	12	46	102.6037
2	9	47	101.7522
3	6	48	100.9537
2	10	50	99.4922
3	7	51	98.8447
2	11	53	97.7034
3	8	54	97.2245
2	12	56	96.6
3	9	57	96.6

Table 10.2: Quick Super Jump (Jump Frames)


Quick Super Jump - Prepare
Effect
APs
80
77
74
71
68
65
62
59
56
53
50
47
44
41
38
35
32
29
26
23
20
0
3
6
9
12
15
18
21
24
27
30
33
36
39
42
45
48
51
54
57


Quick Super Jump - Jump
Effect
APs
137
134
131
128
125
122
119
116
113
110
107
104
101
98
95
92
89
86
83
80
0
3
6
9
12
15
18
21
24
27
30
33
36
39
42
45
48
51
54
57

11 Ink Recovery Up

11.1 Max Duration To Refill In Ink

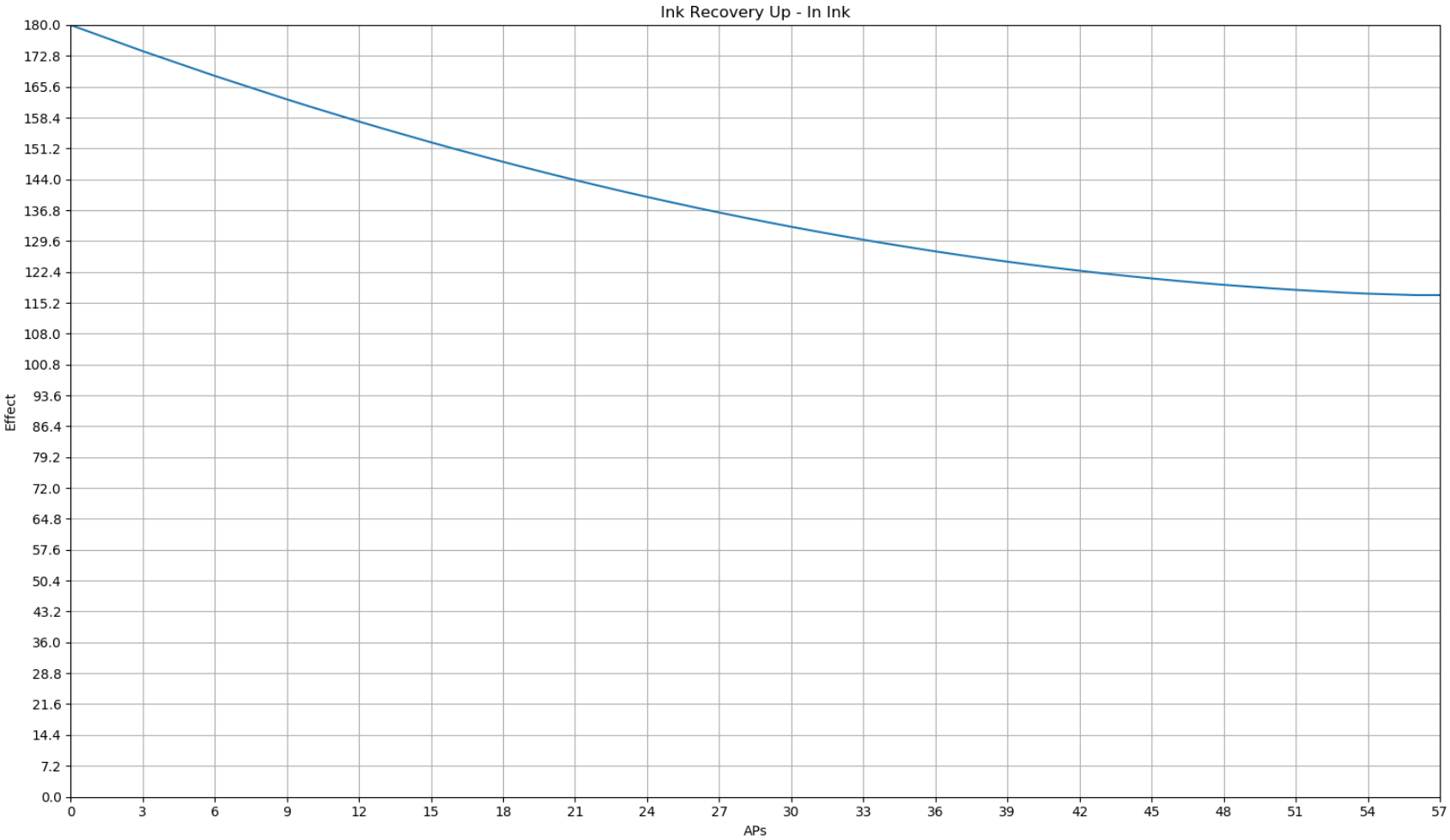
Main	Sub	AP	Effect
0	0	0	180.0
0	1	3	173.9142
0	2	6	168.1371
0	3	9	162.6687
1	0	10	160.911
0	4	12	157.5027
1	1	13	155.8458
0	5	15	152.6454
1	2	16	151.0893
0	6	18	148.0905
1	3	19	146.6415
2	0	20	145.224
0	7	21	143.8443
1	4	22	142.4961
2	1	23	141.1794
0	8	24	139.9005
1	5	25	138.6594
2	2	26	137.4435
0	9	27	136.2654
1	6	28	135.1251
2	3	29	134.0163
3	0	30	132.939
1	7	31	131.8995
2	4	32	130.8915
3	1	33	129.915
1	8	34	128.9763
2	5	35	128.0754
3	2	36	127.1997
1	9	37	126.3618
2	6	38	125.5617
3	3	39	124.7931
1	10	40	124.056
2	7	41	123.3567
3	4	42	122.6889
1	11	43	122.0526
2	8	44	121.4541
3	5	45	120.8871
1	12	46	120.3579
2	9	47	119.8602
3	6	48	119.4003
2	10	50	118.575
3	7	51	118.2159
2	11	53	117.5922
3	8	54	117.3339
2	12	56	117.0
3	9	57	117.0

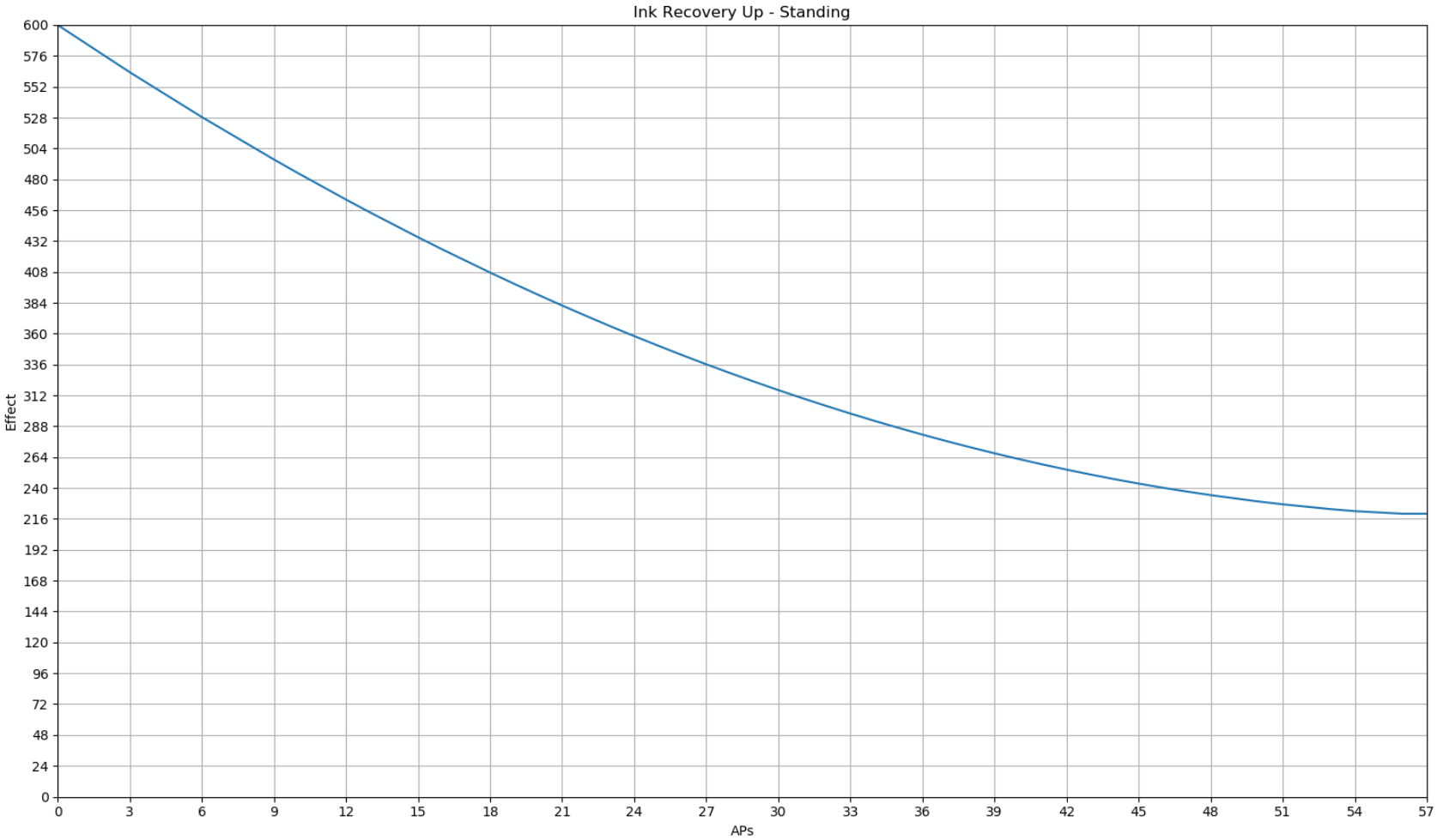
Table 11.1: Ink Recovery Up (Max Duration To Refill In Ink)

11.2 Max Duration To Refill Standing

Main	Sub	AP	Effect
0	0	0	600.0
0	1	3	563.292
0	2	6	528.446
0	3	9	495.462
1	0	10	484.86
0	4	12	464.302
1	1	13	454.308
0	5	15	435.004
1	2	16	425.618
0	6	18	407.53
1	3	19	398.79
2	0	20	390.24
0	7	21	381.918
1	4	22	373.786
2	1	23	365.844
0	8	24	358.13
1	5	25	350.644
2	2	26	343.31
0	9	27	336.204
1	6	28	329.326
2	3	29	322.638
3	0	30	316.14
1	7	31	309.87
2	4	32	303.79
3	1	33	297.9
1	8	34	292.238
2	5	35	286.804
3	2	36	281.522
1	9	37	276.468
2	6	38	271.642
3	3	39	267.006
1	10	40	262.56
2	7	41	258.342
3	4	42	254.314
1	11	43	250.476
2	8	44	246.866
3	5	45	243.446
1	12	46	240.254
2	9	47	237.252
3	6	48	234.478
2	10	50	229.5
3	7	51	227.334
2	11	53	223.572
3	8	54	222.014
2	12	56	220.0
3	9	57	220.0

Table 11.2: Ink Recovery Up (Max Duration To Refill Standing)


Ink Recovery Up - In Ink
Effect
APs
180.0
172.8
165.6
158.4
151.2
144.0
136.8
129.6
122.4
115.2
108.0
100.8
93.6
86.4
79.2
72.0
64.8
57.6
50.4
43.2
36.0
28.8
21.6
14.4
7.2
0.0
0
3
6
9
12
15
18
21
24
27
30
33
36
39
42
45
48
51
54
57


Ink Recovery Up - Standing
Effect
APs
600
576
552
528
504
480
456
432
408
384
360
336
312
288
264
240
216
192
168
144
120
96
72
48
24
0
0
3
6
9
12
15
18
21
24
27
30
33
36
39
42
45
48
51
54
57

12 Special Power Up

12.1 Baller - HP

Main	Sub	AP	Effect
0	0	0	4000.0
0	1	3	4193.2
0	2	6	4376.6
0	3	9	4550.2
1	0	10	4606.0
0	4	12	4714.2
1	1	13	4766.8
0	5	15	4868.4
1	2	16	4917.8
0	6	18	5013.0
1	3	19	5059.0
2	0	20	5104.0
0	7	21	5147.8
1	4	22	5190.6
2	1	23	5232.4
0	8	24	5273.0
1	5	25	5312.4
2	2	26	5351.0
0	9	27	5388.4
1	6	28	5424.6
2	3	29	5459.8
3	0	30	5494.0
1	7	31	5527.0
2	4	32	5559.0
3	1	33	5590.0
1	8	34	5619.8
2	5	35	5648.4
3	2	36	5676.2
1	9	37	5702.8
2	6	38	5728.2
3	3	39	5752.6
1	10	40	5776.0
2	7	41	5798.2
3	4	42	5819.4
1	11	43	5839.6
2	8	44	5858.6
3	5	45	5876.6
1	12	46	5893.4
2	9	47	5909.2
3	6	48	5923.8
2	10	50	5950.0
3	7	51	5961.4
2	11	53	5981.2
3	8	54	5989.4
2	12	56	6000.0
3	9	57	6000.0

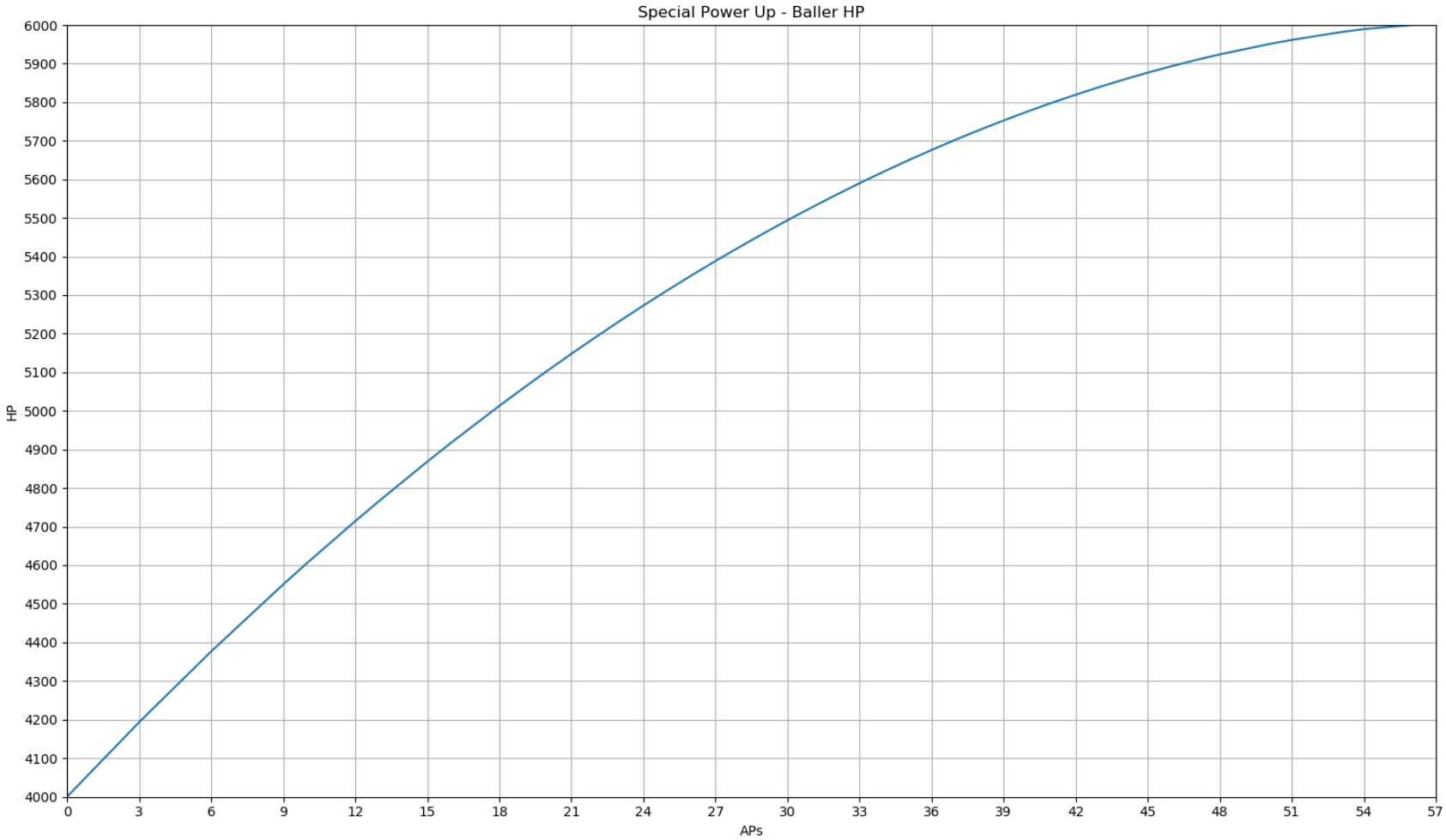
Table 12.1: Special Power Up (Baller HP)

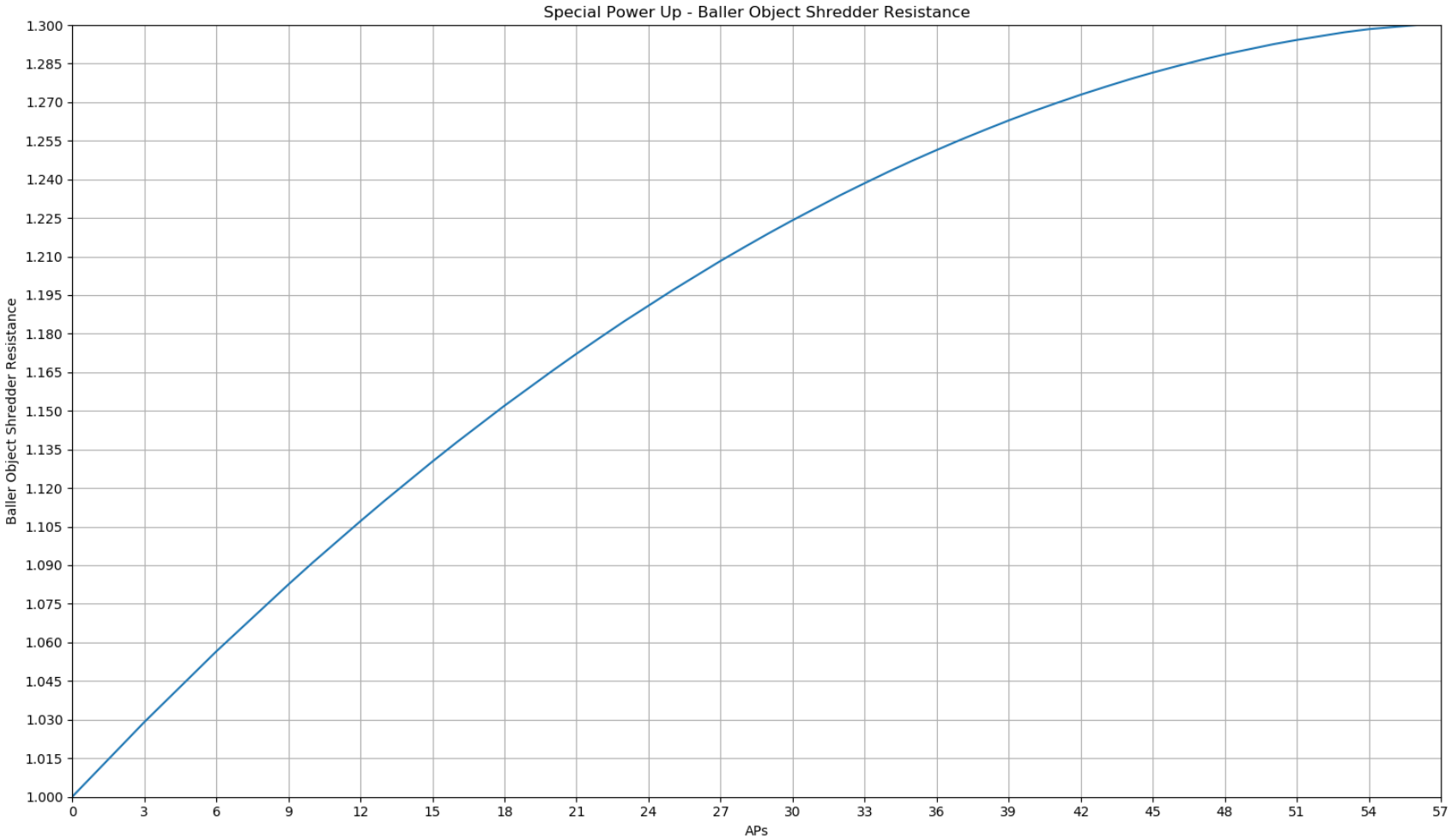
12.2 Baller - Object Shredder Damage Up

This is completly unused except for 0 AP (no object shredder) and 57 AP (object shredder equippped).

Main	Sub	AP	Effect
0	0	0	1.0
0	1	3	1.029
0	2	6	1.0565
0	3	9	1.0825
1	0	10	1.0909
0	4	12	1.1071
1	1	13	1.115
0	5	15	1.1303
1	2	16	1.1377
0	6	18	1.152
1	3	19	1.1588
2	0	20	1.1656
0	7	21	1.1722
1	4	22	1.1786
2	1	23	1.1849
0	8	24	1.1909
1	5	25	1.1969
2	2	26	1.2026
0	9	27	1.2083
1	6	28	1.2137
2	3	29	1.219
3	0	30	1.2241
1	7	31	1.229
2	4	32	1.2339
3	1	33	1.2385
1	8	34	1.243
2	5	35	1.2473
3	2	36	1.2514
1	9	37	1.2554
2	6	38	1.2592
3	3	39	1.2629
1	10	40	1.2664
2	7	41	1.2697
3	4	42	1.2729
1	11	43	1.2759
2	8	44	1.2788
3	5	45	1.2815
1	12	46	1.284
2	9	47	1.2864
3	6	48	1.2886
2	10	50	1.2925
3	7	51	1.2942
2	11	53	1.2972
3	8	54	1.2984
2	12	56	1.3
3	9	57	1.3

Table 12.2: Special Power Up (Baller Object Shredder Resistance)


Special Power Up - Baller HP
HP
APs
6000
5900
5800
5700
5600
5500
5400
5300
5200
5100
5000
4900
4800
4700
4600
4500
4400
4300
4200
4100
4000
0
3
6
9
12
15
18
21
24
27
30
33
36
39
42
45
48
51
54
57


Special Power Up - Baller Object Shredder Resistance
Baller Object Shredder Resistance
1.300
1.285
1.270
1.255
1.240
1.225
1.210
1.195
1.180
1.165
1.150
1.135
1.120
1.105
1.090
1.075
1.060
1.045
1.030
1.015
1.000
0
3
6
9
12
15
18
21
24
27
30
33
36
39
42
45
48
51
54
57
APs

12.3 Inkjet - Bullet Damage Radius Multiplier

Main	Sub	AP	Effect
0	0	0	1.0
0	1	3	1.029
0	2	6	1.0565
0	3	9	1.0825
1	0	10	1.0909
0	4	12	1.1071
1	1	13	1.115
0	5	15	1.1303
1	2	16	1.1377
0	6	18	1.152
1	3	19	1.1588
2	0	20	1.1656
0	7	21	1.1722
1	4	22	1.1786
2	1	23	1.1849
0	8	24	1.1909
1	5	25	1.1969
2	2	26	1.2026
0	9	27	1.2083
1	6	28	1.2137
2	3	29	1.219
3	0	30	1.2241
1	7	31	1.229
2	4	32	1.2339
3	1	33	1.2385
1	8	34	1.243
2	5	35	1.2473
3	2	36	1.2514
1	9	37	1.2554
2	6	38	1.2592
3	3	39	1.2629
1	10	40	1.2664
2	7	41	1.2697
3	4	42	1.2729
1	11	43	1.2759
2	8	44	1.2788
3	5	45	1.2815
1	12	46	1.284
2	9	47	1.2864
3	6	48	1.2886
2	10	50	1.2925
3	7	51	1.2942
2	11	53	1.2972
3	8	54	1.2984
2	12	56	1.3
3	9	57	1.3

Table 12.3: Special Power Up (Inkjet Bullet Damage Radius Multipier)

12.4 Inkjet - Explosion Paint Radius

Main	Sub	AP	Effect
0	0	0	32.0
0	1	3	32.7728
0	2	6	33.5064
0	3	9	34.2008
1	0	10	34.424
0	4	12	34.8568
1	1	13	35.0672
0	5	15	35.4736
1	2	16	35.6712
0	6	18	36.052
1	3	19	36.236
2	0	20	36.416
0	7	21	36.5912
1	4	22	36.7624
2	1	23	36.9296
0	8	24	37.092
1	5	25	37.2496
2	2	26	37.404
0	9	27	37.5536
1	6	28	37.6984
2	3	29	37.8392
3	0	30	37.976
1	7	31	38.108
2	4	32	38.236
3	1	33	38.36
1	8	34	38.4792
2	5	35	38.5936
3	2	36	38.7048
1	9	37	38.8112
2	6	38	38.9128
3	3	39	39.0104
1	10	40	39.104
2	7	41	39.1928
3	4	42	39.2776
1	11	43	39.3584
2	8	44	39.4344
3	5	45	39.5064
1	12	46	39.5736
2	9	47	39.6368
3	6	48	39.6952
2	10	50	39.8
3	7	51	39.8456
2	11	53	39.9248
3	8	54	39.9576
2	12	56	40.0
3	9	57	40.0

Table 12.4: Special Power Up (Inkjet Explosion Paint Radius)

12.5 Inkjet - Explosion Paint Splash Radius

Main	Sub	AP	Effect
0	0	0	6.3
0	1	3	6.3676
0	2	6	6.4318
0	3	9	6.4926
1	0	10	6.5121
0	4	12	6.55
1	1	13	6.5684
0	5	15	6.6039
1	2	16	6.6212
0	6	18	6.6545
1	3	19	6.6707
2	0	20	6.6864
0	7	21	6.7017
1	4	22	6.7167
2	1	23	6.7313
0	8	24	6.7455
1	5	25	6.7593
2	2	26	6.7729
0	9	27	6.7859
1	6	28	6.7986
2	3	29	6.8109
3	0	30	6.8229
1	7	31	6.8345
2	4	32	6.8457
3	1	33	6.8565
1	8	34	6.8669
2	5	35	6.8769
3	2	36	6.8867
1	9	37	6.896
2	6	38	6.9049
3	3	39	6.9134
1	10	40	6.9216
2	7	41	6.9294
3	4	42	6.9368
1	11	43	6.9439
2	8	44	6.9505
3	5	45	6.9568
1	12	46	6.9627
2	9	47	6.9682
3	6	48	6.9733
2	10	50	6.9825
3	7	51	6.9865
2	11	53	6.9934
3	8	54	6.9963
2	12	56	7.0
3	9	57	7.0

Table 12.5: Special Power Up (Inkjet Explosion Paint Splash Radius)

12.6 Inkjet - Explosion Paint Splash Velocity H

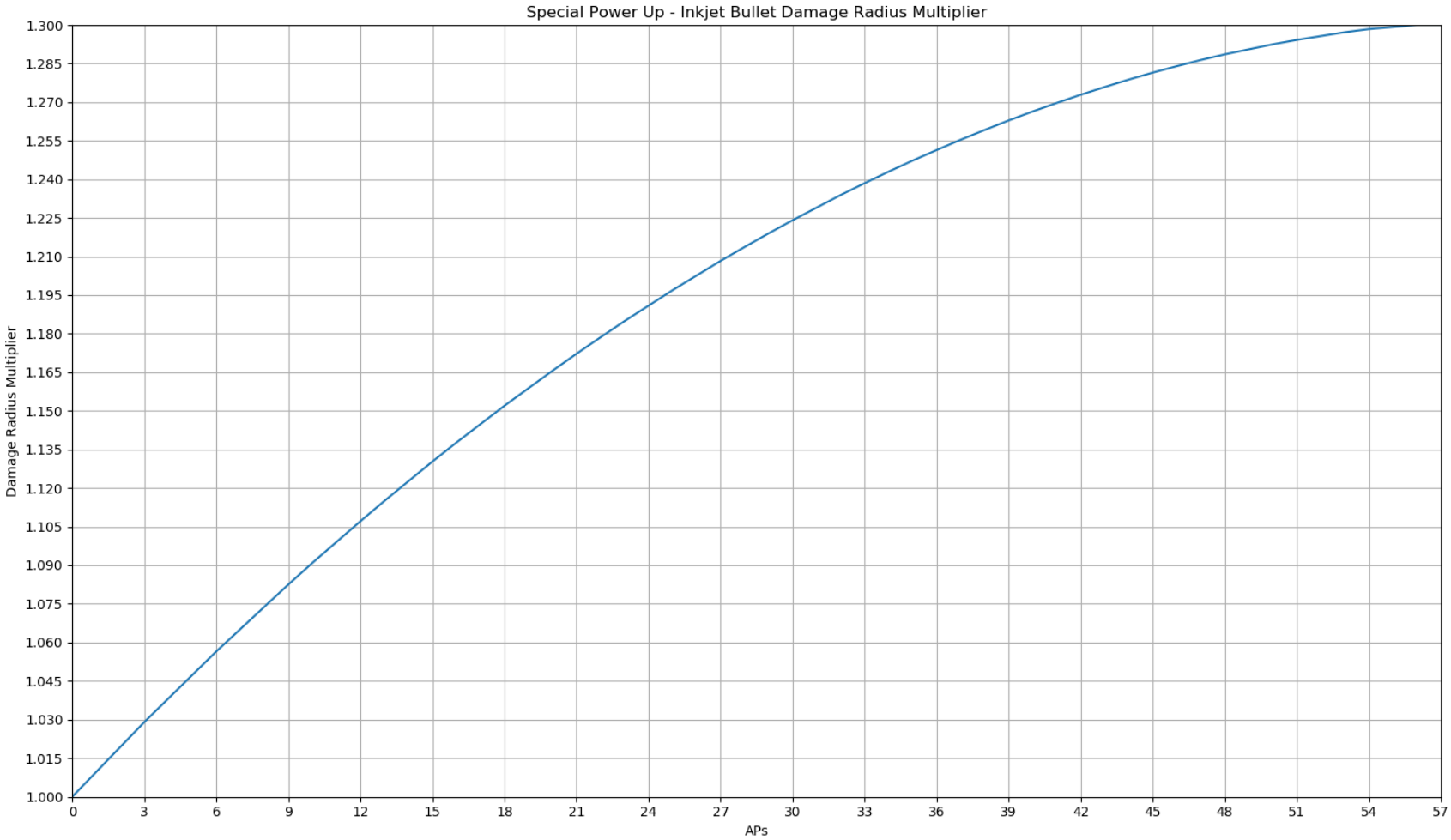
Main	Sub	AP	Effect
0	0	0	3.3
0	1	3	3.3193
0	2	6	3.3377
0	3	9	3.355
1	0	10	3.3606
0	4	12	3.3714
1	1	13	3.3767
0	5	15	3.3868
1	2	16	3.3918
0	6	18	3.4013
1	3	19	3.4059
2	0	20	3.4104
0	7	21	3.4148
1	4	22	3.4191
2	1	23	3.4232
0	8	24	3.4273
1	5	25	3.4312
2	2	26	3.4351
0	9	27	3.4388
1	6	28	3.4425
2	3	29	3.446
3	0	30	3.4494
1	7	31	3.4527
2	4	32	3.4559
3	1	33	3.459
1	8	34	3.462
2	5	35	3.4648
3	2	36	3.4676
1	9	37	3.4703
2	6	38	3.4728
3	3	39	3.4753
1	10	40	3.4776
2	7	41	3.4798
3	4	42	3.4819
1	11	43	3.484
2	8	44	3.4859
3	5	45	3.4877
1	12	46	3.4893
2	9	47	3.4909
3	6	48	3.4924
2	10	50	3.495
3	7	51	3.4961
2	11	53	3.4981
3	8	54	3.4989
2	12	56	3.5
3	9	57	3.5

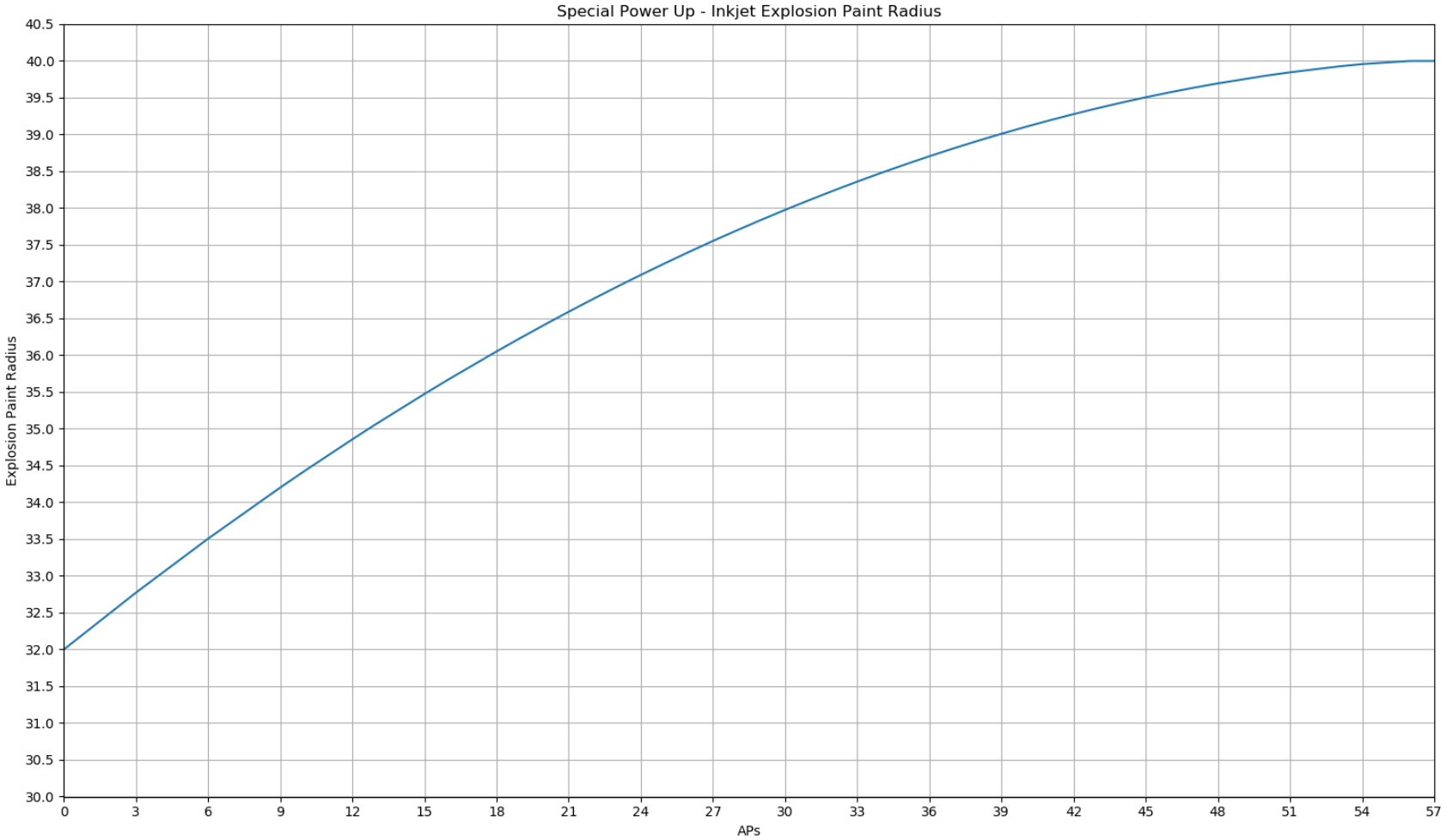
Table 12.6: Special Power Up (Inkjet Explosion Paint Splash Velocity H)

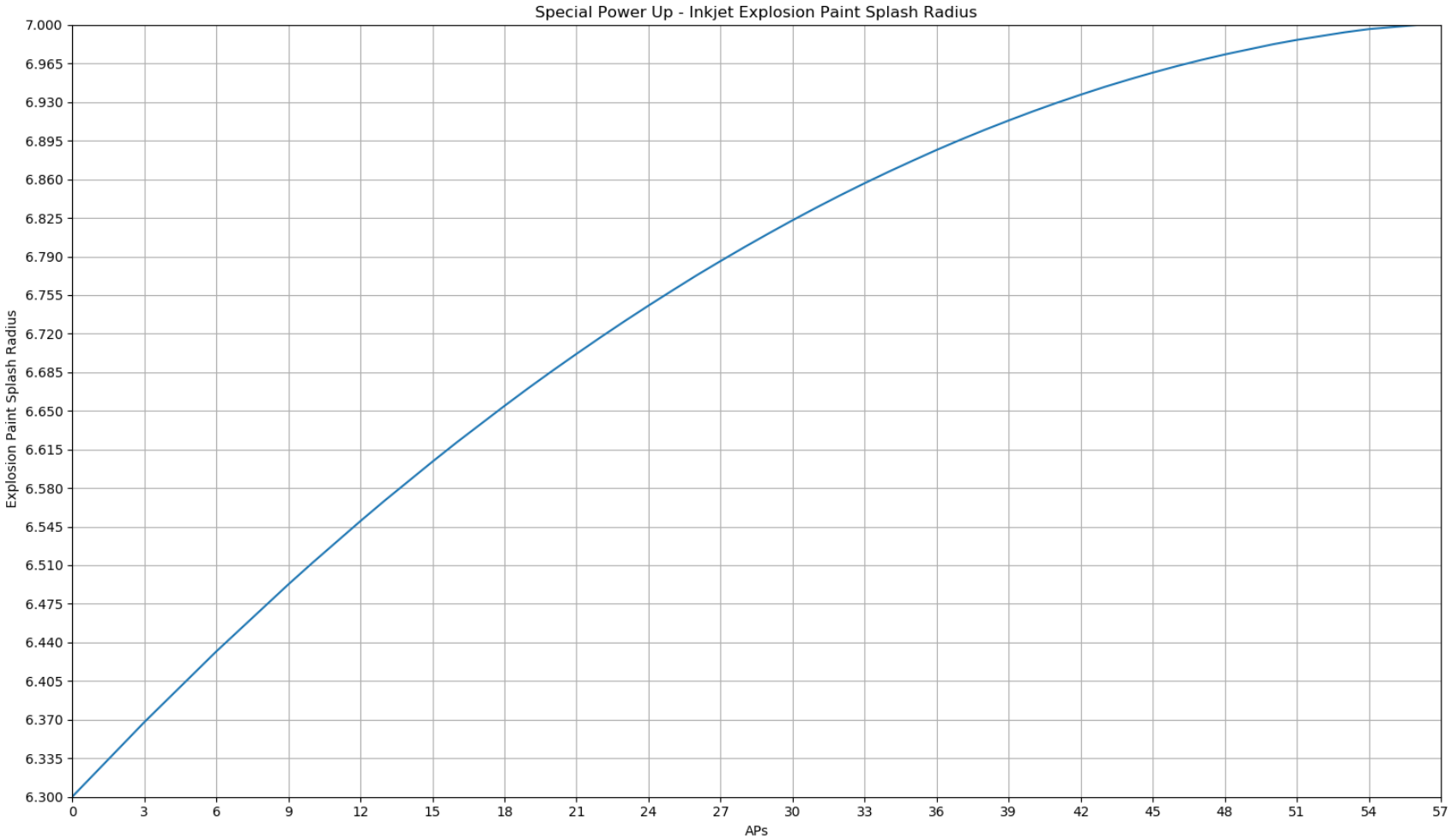
12.7 Inkjet - Explosion Paint Splash Velocity L

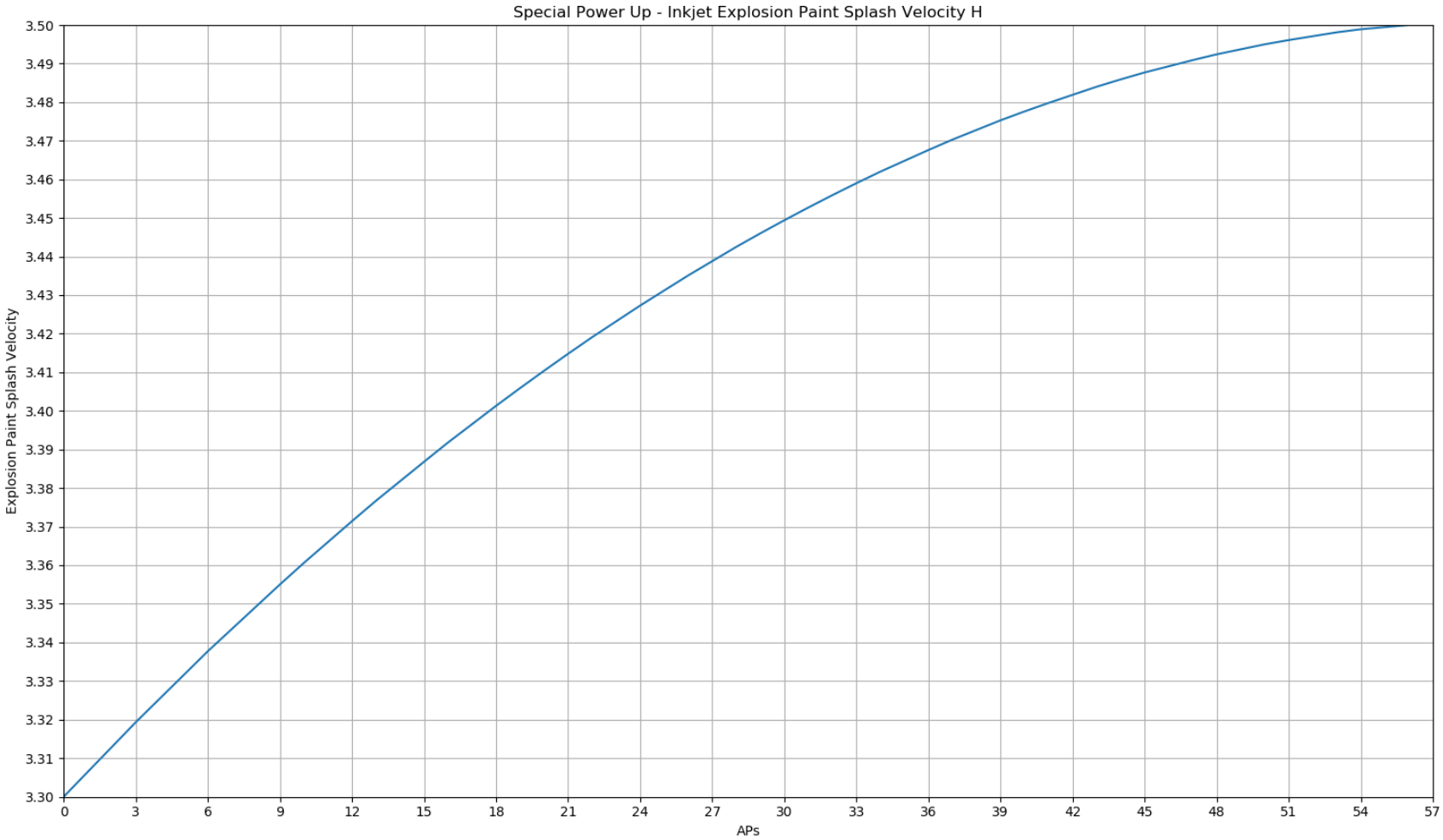
Main	Sub	AP	Effect
0	0	0	4.9
0	1	3	4.929
0	2	6	4.9565
0	3	9	4.9825
1	0	10	4.9909
0	4	12	5.0071
1	1	13	5.015
0	5	15	5.0303
1	2	16	5.0377
0	6	18	5.052
1	3	19	5.0589
2	0	20	5.0656
0	7	21	5.0722
1	4	22	5.0786
2	1	23	5.0849
0	8	24	5.091
1	5	25	5.0969
2	2	26	5.1027
0	9	27	5.1083
1	6	28	5.1137
2	3	29	5.119
3	0	30	5.1241
1	7	31	5.1291
2	4	32	5.1338
3	1	33	5.1385
1	8	34	5.143
2	5	35	5.1473
3	2	36	5.1514
1	9	37	5.1554
2	6	38	5.1592
3	3	39	5.1629
1	10	40	5.1664
2	7	41	5.1697
3	4	42	5.1729
1	11	43	5.1759
2	8	44	5.1788
3	5	45	5.1815
1	12	46	5.184
2	9	47	5.1864
3	6	48	5.1886
2	10	50	5.1925
3	7	51	5.1942
2	11	53	5.1972
3	8	54	5.1984
2	12	56	5.2
3	9	57	5.2

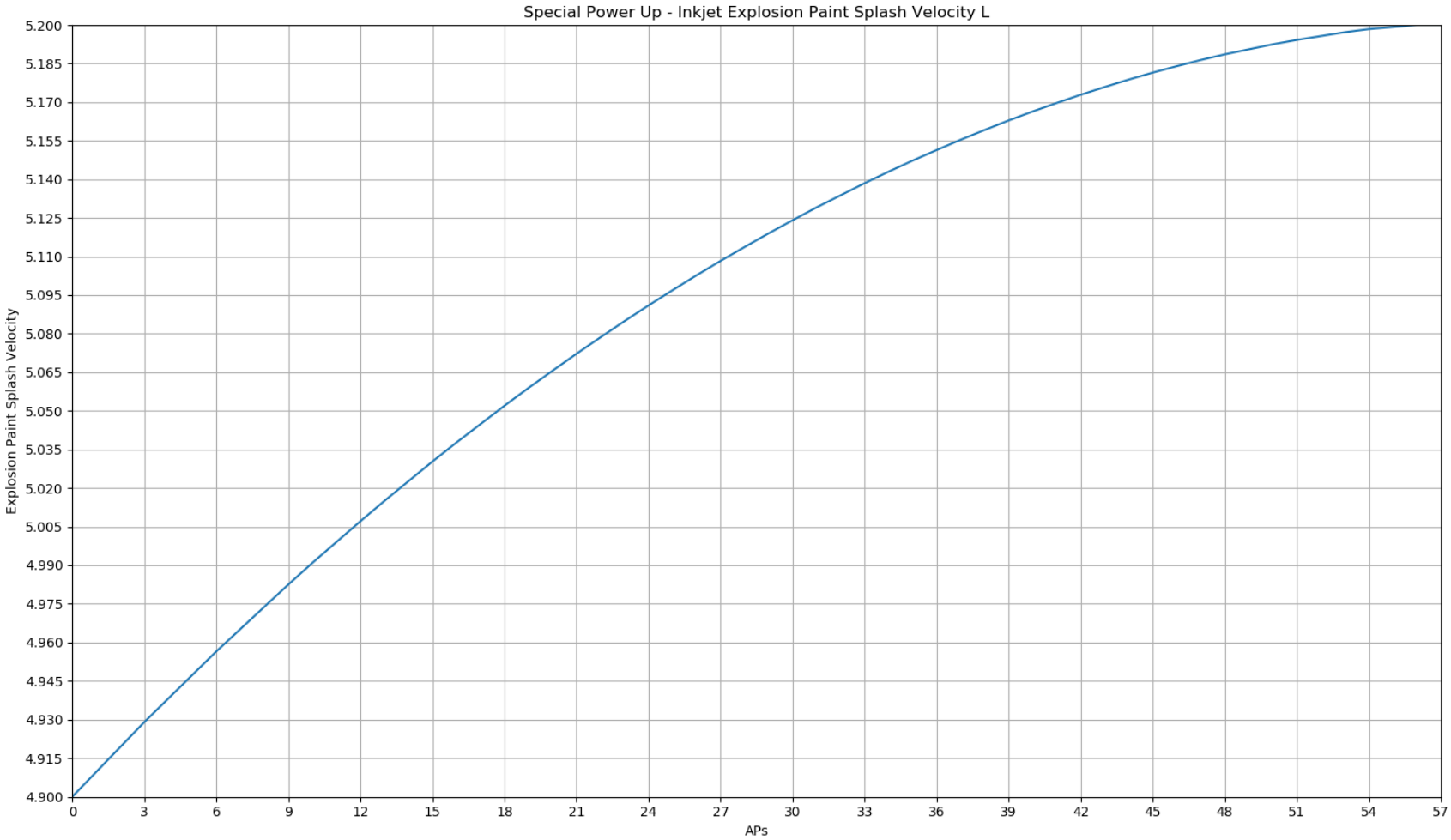
Table 12.7: Special Power Up (Inkjet Explosion Paint Splash Velocity L)


Special Power Up - Inkjet Bullet Damage Radius Multiplier
Damage Radius Multiplier
1.300
1.285
1.270
1.255
1.240
1.225
1.210
1.195
1.180
1.165
1.150
1.135
1.120
1.105
1.090
1.075
1.060
1.045
1.030
1.015
1.000
0
3
6
9
12
15
18
21
24
27
30
33
36
39
42
45
48
51
54
57
APs


Special Power Up - Inkjet Explosion Paint Radius
Explosion Paint Radius
APs
40.5
40.0
39.5
39.0
38.5
38.0
37.5
37.0
36.5
36.0
35.5
35.0
34.5
34.0
33.5
33.0
32.5
32.0
31.5
31.0
30.5
30.0
0
3
6
9
12
15
18
21
24
27
30
33
36
39
42
45
48
51
54
57


Special Power Up - Inkjet Explosion Paint Splash Radius
Explosion Paint Splash Radius
7.000
6.965
6.930
6.895
6.860
6.825
6.790
6.755
6.720
6.685
6.650
6.615
6.580
6.545
6.510
6.475
6.440
6.405
6.370
6.335
6.300
0
3
6
9
12
15
18
21
24
27
30
33
36
39
42
45
48
51
54
57
APs

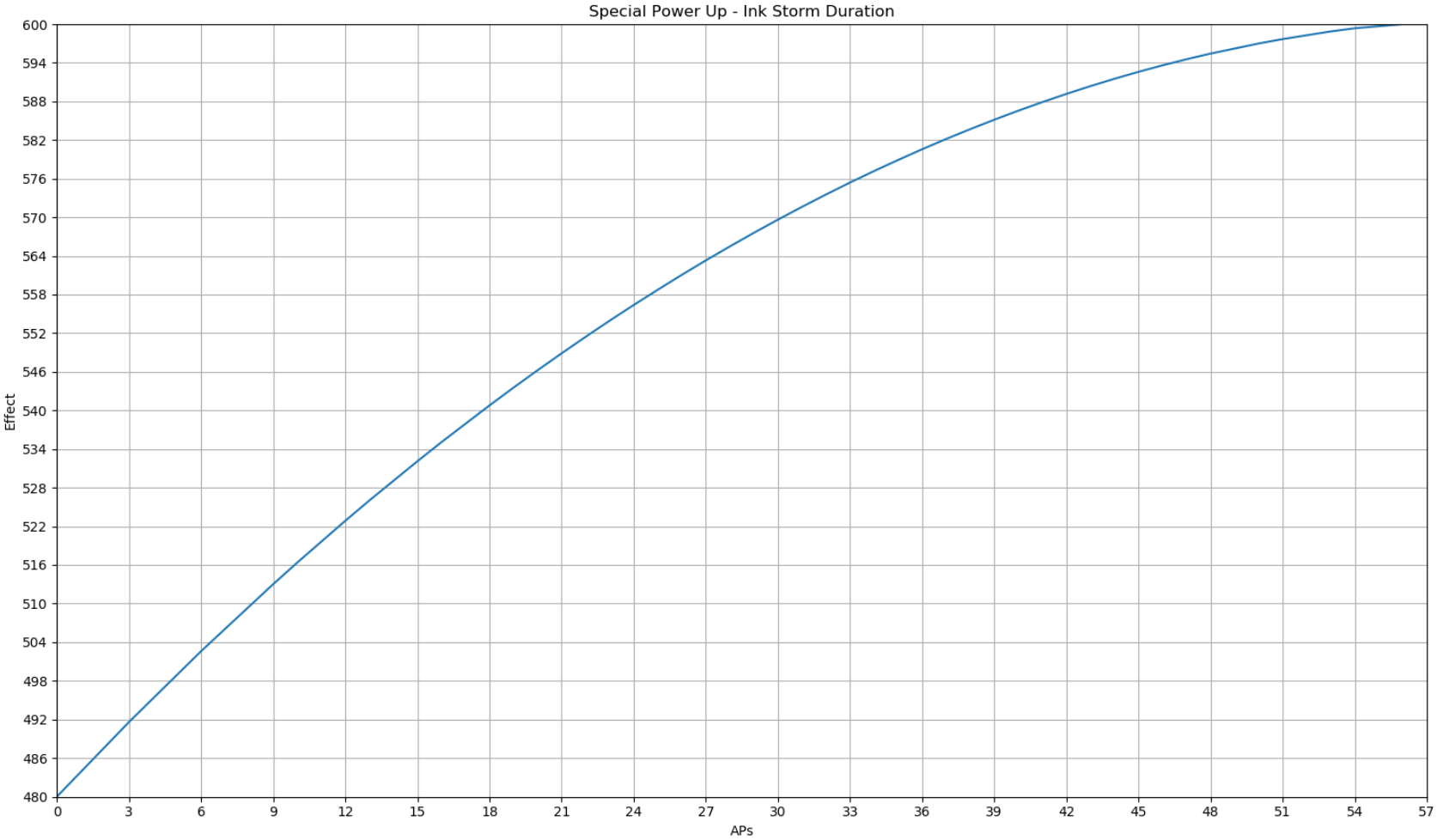

Special Power Up - Inkjet Explosion Paint Splash Velocity H
Explosion Paint Splash Velocity
APs
3.50
3.49
3.48
3.47
3.46
3.45
3.44
3.43
3.42
3.41
3.40
3.39
3.38
3.37
3.36
3.35
3.34
3.33
3.32
3.31
3.30
0
3
6
9
12
15
18
21
24
27
30
33
36
39
42
45
48
51
54
57


Special Power Up - Inkjet Explosion Paint Splash Velocity L
Explosion Paint Splash Velocity
5.200
5.185
5.170
5.155
5.140
5.125
5.110
5.095
5.080
5.065
5.050
5.035
5.020
5.005
4.990
4.975
4.960
4.945
4.930
4.915
4.900
0
3
6
9
12
15
18
21
24
27
30
33
36
39
42
45
48
51
54
57
APs

12.8 Ink Storm - Duration

Main	Sub	AP	Effect
0	0	0	480.0
0	1	3	491.592
0	2	6	502.596
0	3	9	513.012
1	0	10	516.36
0	4	12	522.852
1	1	13	526.008
0	5	15	532.104
1	2	16	535.068
0	6	18	540.78
1	3	19	543.54
2	0	20	546.24
0	7	21	548.868
1	4	22	551.436
2	1	23	553.944
0	8	24	556.38
1	5	25	558.744
2	2	26	561.06
0	9	27	563.304
1	6	28	565.476
2	3	29	567.588
3	0	30	569.64
1	7	31	571.62
2	4	32	573.54
3	1	33	575.4
1	8	34	577.188
2	5	35	578.904
3	2	36	580.572
1	9	37	582.168
2	6	38	583.692
3	3	39	585.156
1	10	40	586.56
2	7	41	587.892
3	4	42	589.164
1	11	43	590.376
2	8	44	591.516
3	5	45	592.596
1	12	46	593.604
2	9	47	594.552
3	6	48	595.428
2	10	50	597.0
3	7	51	597.684
2	11	53	598.872
3	8	54	599.364
2	12	56	600.0
3	9	57	600.0

Table 12.8: Special Power Up (Ink Storm Duration)


Special Power Up - Ink Storm Duration
Effect
APs
600
594
588
582
576
570
564
558
552
546
540
534
528
522
516
510
504
498
492
486
480
0
3
6
9
12
15
18
21
24
27
30
33
36
39
42
45
48
51
54
57

12.9 Ink Armor - Wind Up Time

Main	Sub	AP	Effect
0	0	0	90.0
0	1	3	84.204
0	2	6	78.702
0	3	9	73.494
1	0	10	71.82
0	4	12	68.574
1	1	13	66.996
0	5	15	63.948
1	2	16	62.466
0	6	18	59.61
1	3	19	58.23
2	0	20	56.88
0	7	21	55.566
1	4	22	54.282
2	1	23	53.028
0	8	24	51.81
1	5	25	50.628
2	2	26	49.47
0	9	27	48.348
1	6	28	47.262
2	3	29	46.206
3	0	30	45.18
1	7	31	44.19
2	4	32	43.23
3	1	33	42.3
1	8	34	41.406
2	5	35	40.548
3	2	36	39.714
1	9	37	38.916
2	6	38	38.154
3	3	39	37.422
1	10	40	36.72
2	7	41	36.054
3	4	42	35.418
1	11	43	34.812
2	8	44	34.242
3	5	45	33.702
1	12	46	33.198
2	9	47	32.724
3	6	48	32.286
2	10	50	31.5
3	7	51	31.158
2	11	53	30.564
3	8	54	30.318
2	12	56	30.0
3	9	57	30.0

Table 12.9: Special Power Up (Ink Armor Wind Up Time)

12.10 Ink Armor - Object Shredder Multiplier

This is completly unused except for 0 AP (no object shredder) and 57 AP (object shredder equippped).

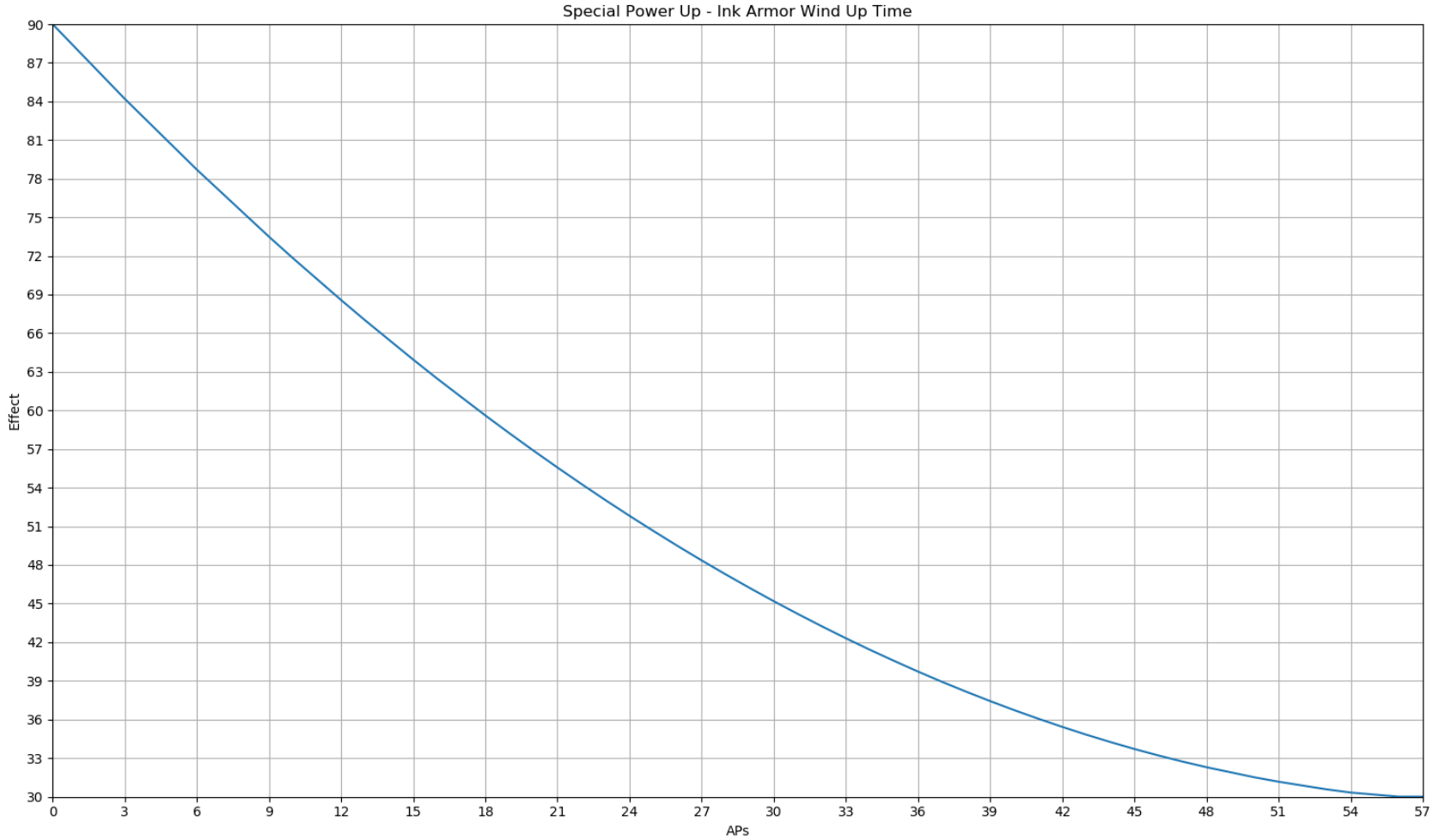
Main	Sub	AP	Effect
0	0	0	1.0
0	1	3	3.0
0	2	6	3.0
0	3	9	3.0
1	0	10	3.0
0	4	12	3.0
1	1	13	3.0
0	5	15	3.0
1	2	16	3.0
0	6	18	3.0
1	3	19	3.0
2	0	20	3.0
0	7	21	3.0
1	4	22	3.0
2	1	23	3.0
0	8	24	3.0
1	5	25	3.0
2	2	26	3.0
0	9	27	3.0
1	6	28	3.0
2	3	29	3.0
3	0	30	3.0
1	7	31	3.0
2	4	32	3.0
3	1	33	3.0
1	8	34	3.0
2	5	35	3.0
3	2	36	3.0
1	9	37	3.0
2	6	38	3.0
3	3	39	3.0
1	10	40	3.0
2	7	41	3.0
3	4	42	3.0
1	11	43	3.0
2	8	44	3.0
3	5	45	3.0
1	12	46	3.0
2	9	47	3.0
3	6	48	3.0
2	10	50	3.0
3	7	51	3.0
2	11	53	3.0
3	8	54	3.0
2	12	56	3.0
3	9	57	3.0

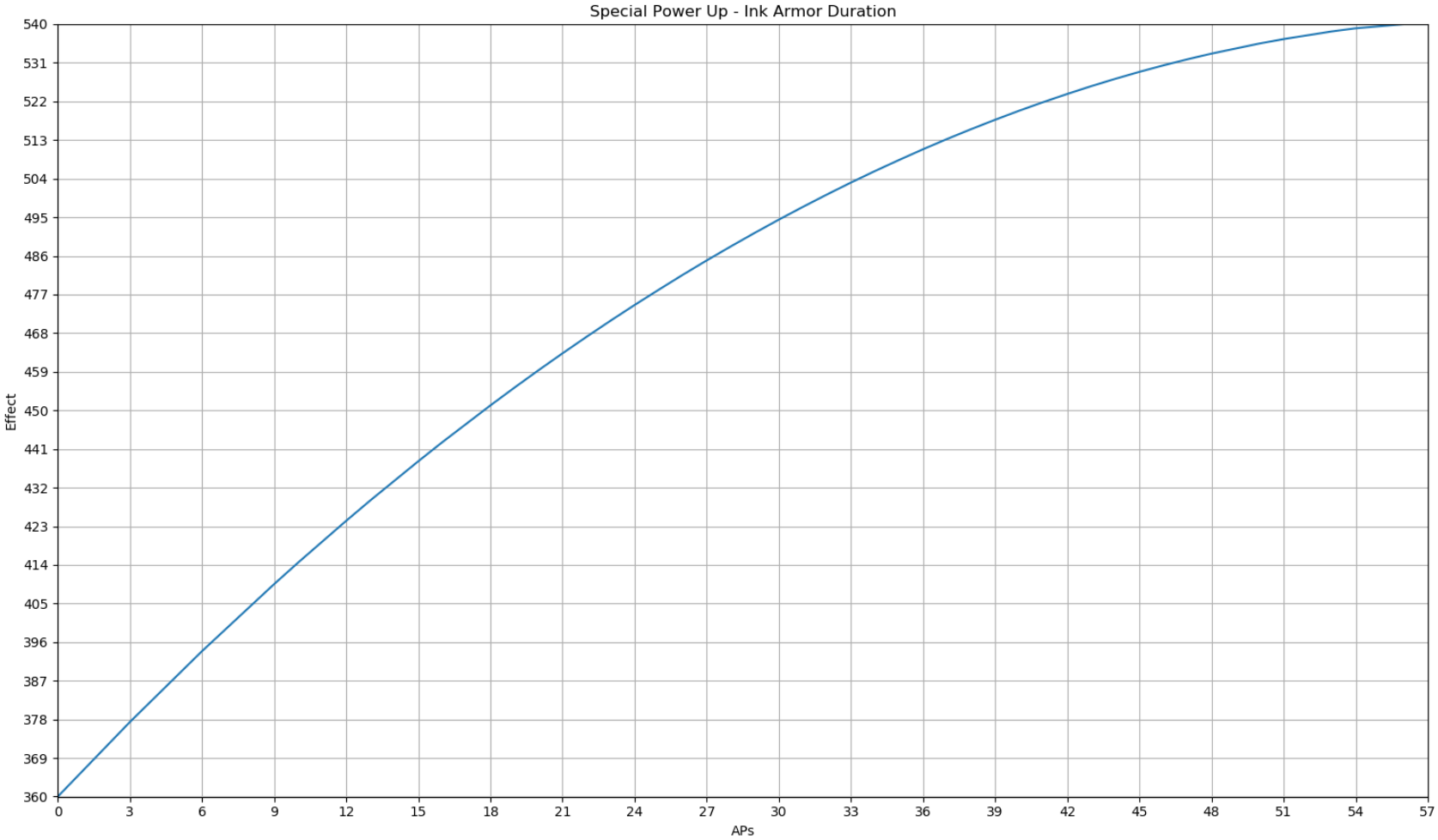
Table 12.10: Special Power Up (Ink Armor Object Shredder Multiplier)

12.11 Ink Armor - Duration

Main	Sub	AP	Effect
0	0	0	360.0
0	1	3	377.388
0	2	6	393.894
0	3	9	409.518
1	0	10	414.54
0	4	12	424.278
1	1	13	429.012
0	5	15	438.156
1	2	16	442.602
0	6	18	451.17
1	3	19	455.31
2	0	20	459.36
0	7	21	463.302
1	4	22	467.154
2	1	23	470.916
0	8	24	474.57
1	5	25	478.116
2	2	26	481.59
0	9	27	484.956
1	6	28	488.214
2	3	29	491.382
3	0	30	494.46
1	7	31	497.43
2	4	32	500.31
3	1	33	503.1
1	8	34	505.782
2	5	35	508.356
3	2	36	510.858
1	9	37	513.252
2	6	38	515.538
3	3	39	517.734
1	10	40	519.84
2	7	41	521.838
3	4	42	523.746
1	11	43	525.564
2	8	44	527.274
3	5	45	528.894
1	12	46	530.406
2	9	47	531.828
3	6	48	533.142
2	10	50	535.5
3	7	51	536.526
2	11	53	538.308
3	8	54	539.046
2	12	56	540.0
3	9	57	540.0

Table 12.11: Special Power Up (Ink Armor Duration)


Special Power Up - Ink Armor Wind Up Time
Effect
APs
90
87
84
81
78
75
72
69
66
63
60
57
54
51
48
45
42
39
36
33
30
0
3
6
9
12
15
18
21
24
27
30
33
36
39
42
45
48
51
54
57


Special Power Up - Ink Armor Duration
Effect
APs
540
531
522
513
504
495
486
477
468
459
450
441
432
423
414
405
396
387
378
369
360
0
3
6
9
12
15
18
21
24
27
30
33
36
39
42
45
48
51
54
57

12.12 Booyah Ball - Auto Charge Increase

Main	Sub	AP	Effect
0	0	0	0.002
0	1	3	0.0028
0	2	6	0.0035
0	3	9	0.0042
1	0	10	0.0044
0	4	12	0.0049
1	1	13	0.0051
0	5	15	0.0055
1	2	16	0.0057
0	6	18	0.0061
1	3	19	0.0062
2	0	20	0.0064
0	7	21	0.0066
1	4	22	0.0068
2	1	23	0.0069
0	8	24	0.0071
1	5	25	0.0072
2	2	26	0.0074
0	9	27	0.0076
1	6	28	0.0077
2	3	29	0.0078
3	0	30	0.008
1	7	31	0.0081
2	4	32	0.0082
3	1	33	0.0084
1	8	34	0.0085
2	5	35	0.0086
3	2	36	0.0087
1	9	37	0.0088
2	6	38	0.0089
3	3	39	0.009
1	10	40	0.0091
2	7	41	0.0092
3	4	42	0.0093
1	11	43	0.0094
2	8	44	0.0094
3	5	45	0.0095
1	12	46	0.0096
2	9	47	0.0096
3	6	48	0.0097
2	10	50	0.0098
3	7	51	0.0098
2	11	53	0.0099
3	8	54	0.01
2	12	56	0.01
3	9	57	0.01

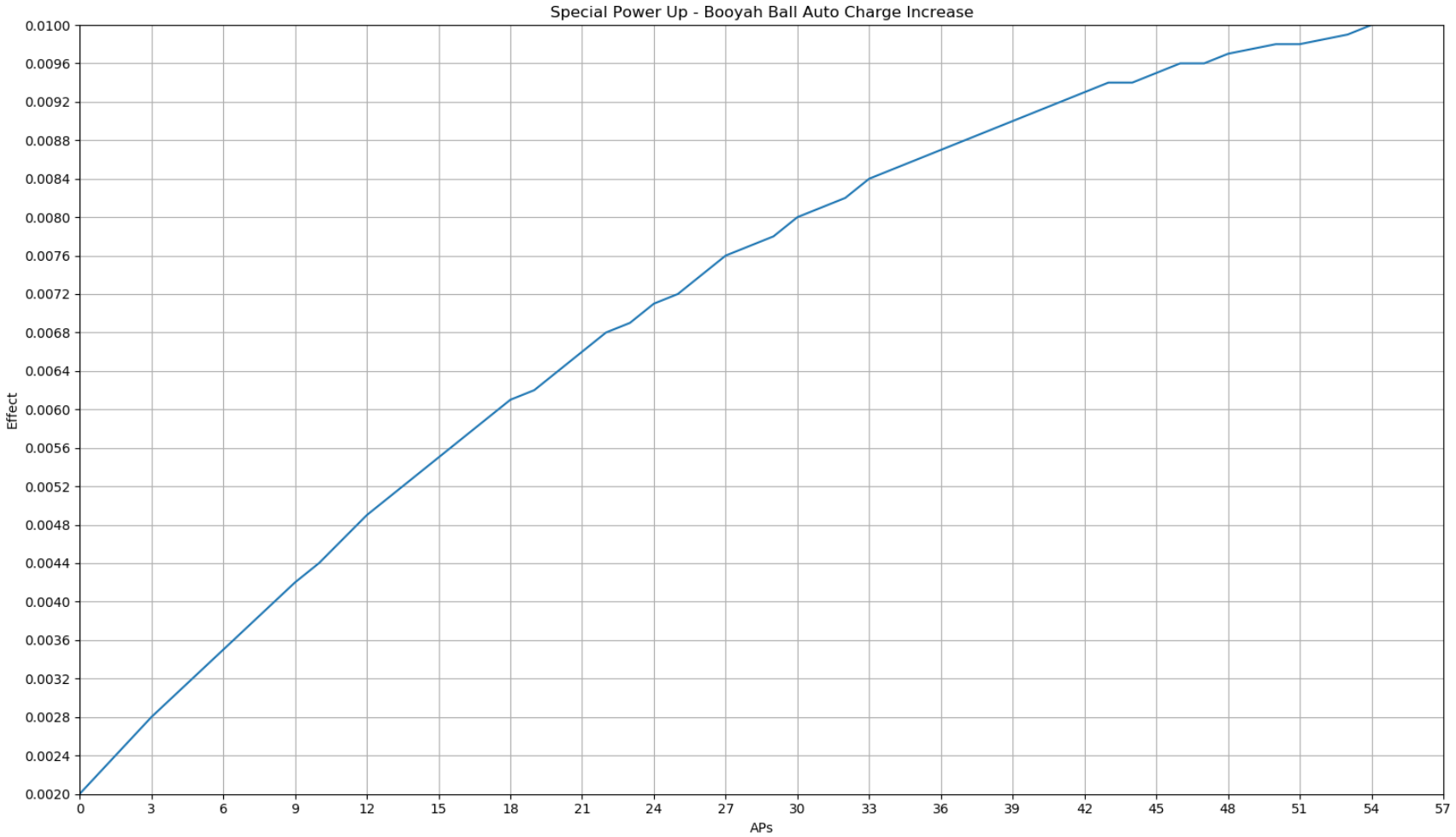
Table 12.12: Special Power Up (Booyah Ball Auto Charge Increase)

12.13 Booyah Ball- Object Shredder Multiplier

This is completly unused except for 0 AP (no object shredder) and 57 AP (object shredder equippped).

Main	Sub	AP	Effect
0	0	0	1.0
0	1	3	1.0048
0	2	6	1.0094
0	3	9	1.0138
1	0	10	1.0151
0	4	12	1.0179
1	1	13	1.0192
0	5	15	1.0217
1	2	16	1.0229
0	6	18	1.0253
1	3	19	1.0265
2	0	20	1.0276
0	7	21	1.0287
1	4	22	1.0298
2	1	23	1.0308
0	8	24	1.0318
1	5	25	1.0328
2	2	26	1.0338
0	9	27	1.0347
1	6	28	1.0356
2	3	29	1.0365
3	0	30	1.0373
1	7	31	1.0382
2	4	32	1.039
3	1	33	1.0397
1	8	34	1.0405
2	5	35	1.0412
3	2	36	1.0419
1	9	37	1.0426
2	6	38	1.0432
3	3	39	1.0438
1	10	40	1.0444
2	7	41	1.045
3	4	42	1.0455
1	11	43	1.046
2	8	44	1.0465
3	5	45	1.0469
1	12	46	1.0473
2	9	47	1.0477
3	6	48	1.0481
2	10	50	1.0488
3	7	51	1.049
2	11	53	1.0495
3	8	54	1.0497
2	12	56	1.05
3	9	57	1.05

Table 12.13: Special Power Up (Booyah Ball Object Shredder Multiplier)


Special Power Up - Booyah Ball Auto Charge Increase
Effect
APs
0.0100
0.0096
0.0092
0.0088
0.0084
0.0080
0.0076
0.0072
0.0068
0.0064
0.0060
0.0056
0.0052
0.0048
0.0044
0.0040
0.0036
0.0032
0.0028
0.0024
0.0020
0
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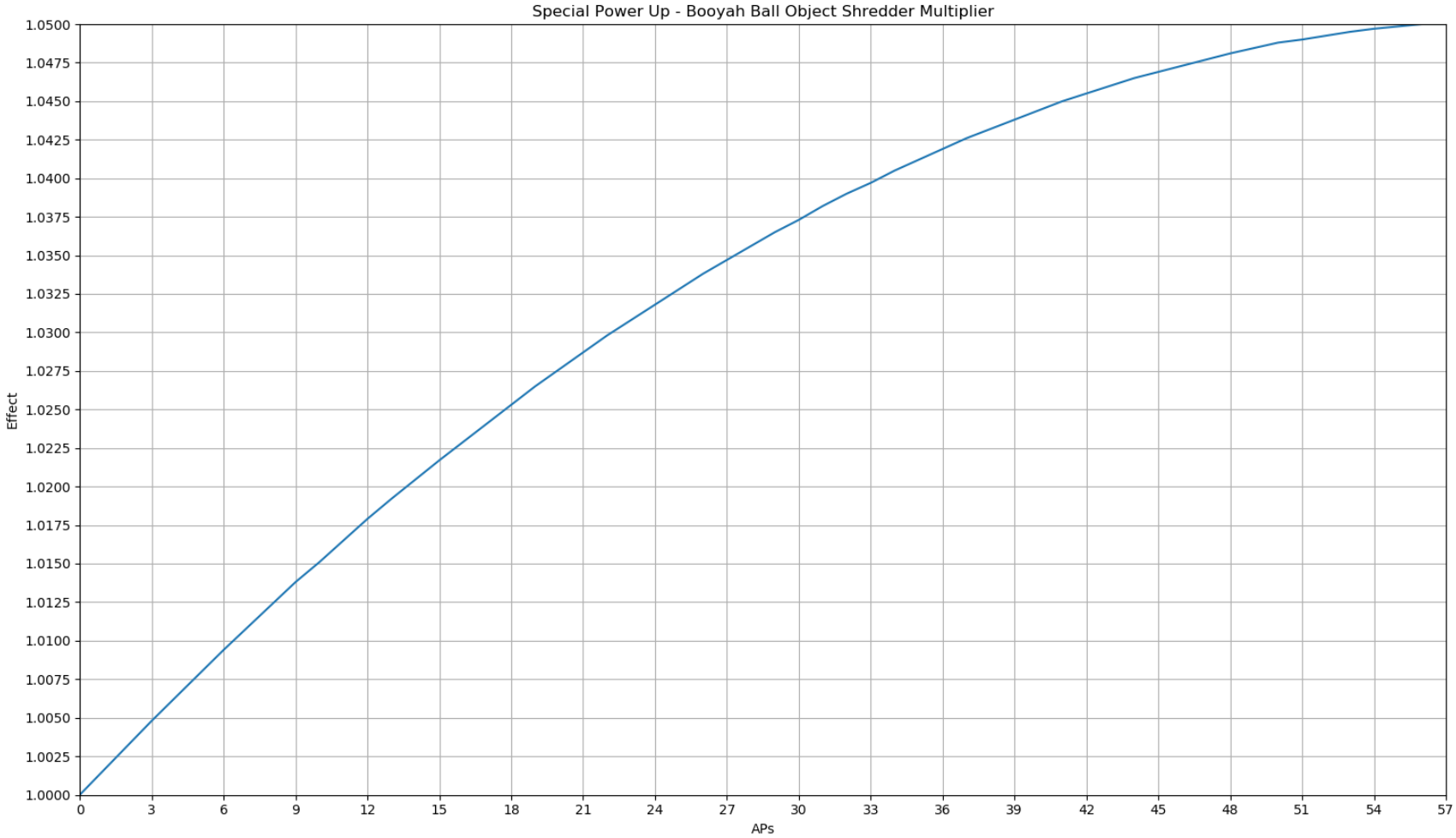
6
9
12
15
18
21
24
27
30
33
36
39
42
45
48
51
54
57


Special Power Up - Booyah Ball Object Shredder Multiplier
Effect
APs
1.0500
1.0475
1.0450
1.0425
1.0400
1.0375
1.0350
1.0325
1.0300
1.0275
1.0250
1.0225
1.0200
1.0175
1.0150
1.0125
1.0100
1.0075
1.0050
1.0025
1.0000
0
3
6
9
12
15
18
21
24
27
30
33
36
39
42
45
48
51
54
57

12.14 Splashdown - Jump-In Additional Height

Main	Sub	AP	Effect
0	0	0	0.0
0	1	3	3.864
0	2	6	7.532
0	3	9	11.004
1	0	10	12.12
0	4	12	14.284
1	1	13	15.336
0	5	15	17.368
1	2	16	18.356
0	6	18	20.26
1	3	19	21.18
2	0	20	22.08
0	7	21	22.956
1	4	22	23.812
2	1	23	24.648
0	8	24	25.46
1	5	25	26.248
2	2	26	27.02
0	9	27	27.768
1	6	28	28.492
2	3	29	29.196
3	0	30	29.88
1	7	31	30.54
2	4	32	31.18
3	1	33	31.8
1	8	34	32.396
2	5	35	32.968
3	2	36	33.524
1	9	37	34.056
2	6	38	34.564
3	3	39	35.052
1	10	40	35.52
2	7	41	35.964
3	4	42	36.388
1	11	43	36.792
2	8	44	37.172
3	5	45	37.532
1	12	46	37.868
2	9	47	38.184
3	6	48	38.476
2	10	50	39.0
3	7	51	39.228
2	11	53	39.624
3	8	54	39.788
2	12	56	40.0
3	9	57	40.0

Table 12.14: Special Power Up (Splash Down Jump-In Additional Height)

12.15 Splashdown - Jump-In Additional Height (Stealth Jump)

Main	Sub	AP	Effect
0	0	0	0.0
0	1	3	3.864
0	2	6	7.532
0	3	9	11.004
1	0	10	12.12
0	4	12	14.284
1	1	13	15.336
0	5	15	17.368
1	2	16	18.356
0	6	18	20.26
1	3	19	21.18
2	0	20	22.08
0	7	21	22.956
1	4	22	23.812
2	1	23	24.648
0	8	24	25.46
1	5	25	26.248
2	2	26	27.02
0	9	27	27.768
1	6	28	28.492
2	3	29	29.196
3	0	30	29.88
1	7	31	30.54
2	4	32	31.18
3	1	33	31.8
1	8	34	32.396
2	5	35	32.968
3	2	36	33.524
1	9	37	34.056
2	6	38	34.564
3	3	39	35.052
1	10	40	35.52
2	7	41	35.964
3	4	42	36.388
1	11	43	36.792
2	8	44	37.172
3	5	45	37.532
1	12	46	37.868
2	9	47	38.184
3	6	48	38.476
2	10	50	39.0
3	7	51	39.228
2	11	53	39.624
3	8	54	39.788
2	12	56	40.0
3	9	57	40.0

Table 12.15: Special Power Up (Splash Down Jump-In Additional Height (Stealth Jump))

12.16 Splashdown - Jump-In Additional Height (Stealth Jump)

Main	Sub	AP	Effect
0	0	0	20.0
0	1	3	27.728
0	2	6	35.064
0	3	9	42.008
1	0	10	44.24
0	4	12	48.568
1	1	13	50.672
0	5	15	54.736
1	2	16	56.712
0	6	18	60.52
1	3	19	62.36
2	0	20	64.16
0	7	21	65.912
1	4	22	67.624
2	1	23	69.296
0	8	24	70.92
1	5	25	72.496
2	2	26	74.04
0	9	27	75.536
1	6	28	76.984
2	3	29	78.392
3	0	30	79.76
1	7	31	81.08
2	4	32	82.36
3	1	33	83.6
1	8	34	84.792
2	5	35	85.936
3	2	36	87.048
1	9	37	88.112
2	6	38	89.128
3	3	39	90.104
1	10	40	91.04
2	7	41	91.928
3	4	42	92.776
1	11	43	93.584
2	8	44	94.344
3	5	45	95.064
1	12	46	95.736
2	9	47	96.368
3	6	48	96.952
2	10	50	98.0
3	7	51	98.456
2	11	53	99.248
3	8	54	99.576
2	12	56	100.0
3	9	57	100.0

Table 12.16: Special Power Up (Splash Down Jump-In Additional Height (Stealth Jump))

12.17 Splashdown - Jump-In Additional Height

Main	Sub	AP	Effect
0	0	0	20.0
0	1	3	27.728
0	2	6	35.064
0	3	9	42.008
1	0	10	44.24
0	4	12	48.568
1	1	13	50.672
0	5	15	54.736
1	2	16	56.712
0	6	18	60.52
1	3	19	62.36
2	0	20	64.16
0	7	21	65.912
1	4	22	67.624
2	1	23	69.296
0	8	24	70.92
1	5	25	72.496
2	2	26	74.04
0	9	27	75.536
1	6	28	76.984
2	3	29	78.392
3	0	30	79.76
1	7	31	81.08
2	4	32	82.36
3	1	33	83.6
1	8	34	84.792
2	5	35	85.936
3	2	36	87.048
1	9	37	88.112
2	6	38	89.128
3	3	39	90.104
1	10	40	91.04
2	7	41	91.928
3	4	42	92.776
1	11	43	93.584
2	8	44	94.344
3	5	45	95.064
1	12	46	95.736
2	9	47	96.368
3	6	48	96.952
2	10	50	98.0
3	7	51	98.456
2	11	53	99.248
3	8	54	99.576
2	12	56	100.0
3	9	57	100.0

Table 12.17: Special Power Up (Splash Down Jump-In Additional Height)

12.18 Splash Down - Burst Radius Far

Main	Sub	AP	Effect
0	0	0	140.0
0	1	3	140.0
0	2	6	140.0
0	3	9	140.0
1	0	10	140.0
0	4	12	140.0
1	1	13	140.0
0	5	15	140.0
1	2	16	140.0
0	6	18	140.0
1	3	19	140.0
2	0	20	140.0
0	7	21	140.0
1	4	22	140.0
2	1	23	140.0
0	8	24	140.0
1	5	25	140.0
2	2	26	140.0
0	9	27	140.0
1	6	28	140.0
2	3	29	140.0
3	0	30	140.0
1	7	31	140.0
2	4	32	140.0
3	1	33	140.0
1	8	34	140.0
2	5	35	140.0
3	2	36	140.0
1	9	37	140.0
2	6	38	140.0
3	3	39	140.0
1	10	40	140.0
2	7	41	140.0
3	4	42	140.0
1	11	43	140.0
2	8	44	140.0
3	5	45	140.0
1	12	46	140.0
2	9	47	140.0
3	6	48	140.0
2	10	50	140.0
3	7	51	140.0
2	11	53	140.0
3	8	54	140.0
2	12	56	140.0
3	9	57	140.0

Table 12.18: Special Power Up (Splash Down Burst Radius Far)

12.19 Splash Down - Burst Radius Far (Stealth Jump)

Main	Sub	AP	Effect
0	0	0	140.0
0	1	3	140.0
0	2	6	140.0
0	3	9	140.0
1	0	10	140.0
0	4	12	140.0
1	1	13	140.0
0	5	15	140.0
1	2	16	140.0
0	6	18	140.0
1	3	19	140.0
2	0	20	140.0
0	7	21	140.0
1	4	22	140.0
2	1	23	140.0
0	8	24	140.0
1	5	25	140.0
2	2	26	140.0
0	9	27	140.0
1	6	28	140.0
2	3	29	140.0
3	0	30	140.0
1	7	31	140.0
2	4	32	140.0
3	1	33	140.0
1	8	34	140.0
2	5	35	140.0
3	2	36	140.0
1	9	37	140.0
2	6	38	140.0
3	3	39	140.0
1	10	40	140.0
2	7	41	140.0
3	4	42	140.0
1	11	43	140.0
2	8	44	140.0
3	5	45	140.0
1	12	46	140.0
2	9	47	140.0
3	6	48	140.0
2	10	50	140.0
3	7	51	140.0
2	11	53	140.0
3	8	54	140.0
2	12	56	140.0
3	9	57	140.0

Table 12.19: Special Power Up (Splash Down Burst Radius Far (Stealth Jump))

12.20 Splash Down - Burst Radius Middle

Main	Sub	AP	Effect
0	0	0	100.0
0	1	3	102.415
0	2	6	104.7075
0	3	9	106.8775
1	0	10	107.575
0	4	12	108.9275
1	1	13	109.585
0	5	15	110.855
1	2	16	111.4725
0	6	18	112.6625
1	3	19	113.2375
2	0	20	113.8
0	7	21	114.3475
1	4	22	114.8825
2	1	23	115.405
0	8	24	115.9125
1	5	25	116.405
2	2	26	116.8875
0	9	27	117.355
1	6	28	117.8075
2	3	29	118.2475
3	0	30	118.675
1	7	31	119.0875
2	4	32	119.4875
3	1	33	119.875
1	8	34	120.2475
2	5	35	120.605
3	2	36	120.9525
1	9	37	121.285
2	6	38	121.6025
3	3	39	121.9075
1	10	40	122.2
2	7	41	122.4775
3	4	42	122.7425
1	11	43	122.995
2	8	44	123.2325
3	5	45	123.4575
1	12	46	123.6675
2	9	47	123.865
3	6	48	124.0475
2	10	50	124.375
3	7	51	124.5175
2	11	53	124.765
3	8	54	124.8675
2	12	56	125.0
3	9	57	125.0

Table 12.20: Special Power Up (Splash Down Burst Radius Middle)

12.21 Splash Down - Burst Radius Midle (Stealth Jump)

Main	Sub	AP	Effect
0	0	0	112.5
0	1	3	112.5
0	2	6	112.5
0	3	9	112.5
1	0	10	112.5
0	4	12	112.5
1	1	13	112.5
0	5	15	112.5
1	2	16	112.5
0	6	18	112.5
1	3	19	112.5
2	0	20	112.5
0	7	21	112.5
1	4	22	112.5
2	1	23	112.5
0	8	24	112.5
1	5	25	112.5
2	2	26	112.5
0	9	27	112.5
1	6	28	112.5
2	3	29	112.5
3	0	30	112.5
1	7	31	112.5
2	4	32	112.5
3	1	33	112.5
1	8	34	112.5
2	5	35	112.5
3	2	36	112.5
1	9	37	112.5
2	6	38	112.5
3	3	39	112.5
1	10	40	112.5
2	7	41	112.5
3	4	42	112.5
1	11	43	112.5
2	8	44	112.5
3	5	45	112.5
1	12	46	112.5
2	9	47	112.5
3	6	48	112.5
2	10	50	112.5
3	7	51	112.5
2	11	53	112.5
3	8	54	112.5
2	12	56	112.5
3	9	57	112.5

Table 12.21: Special Power Up (Splash Down Burst Radius Midle (Stealth Jump))

12.22 Splash Down - Burst Radius Close

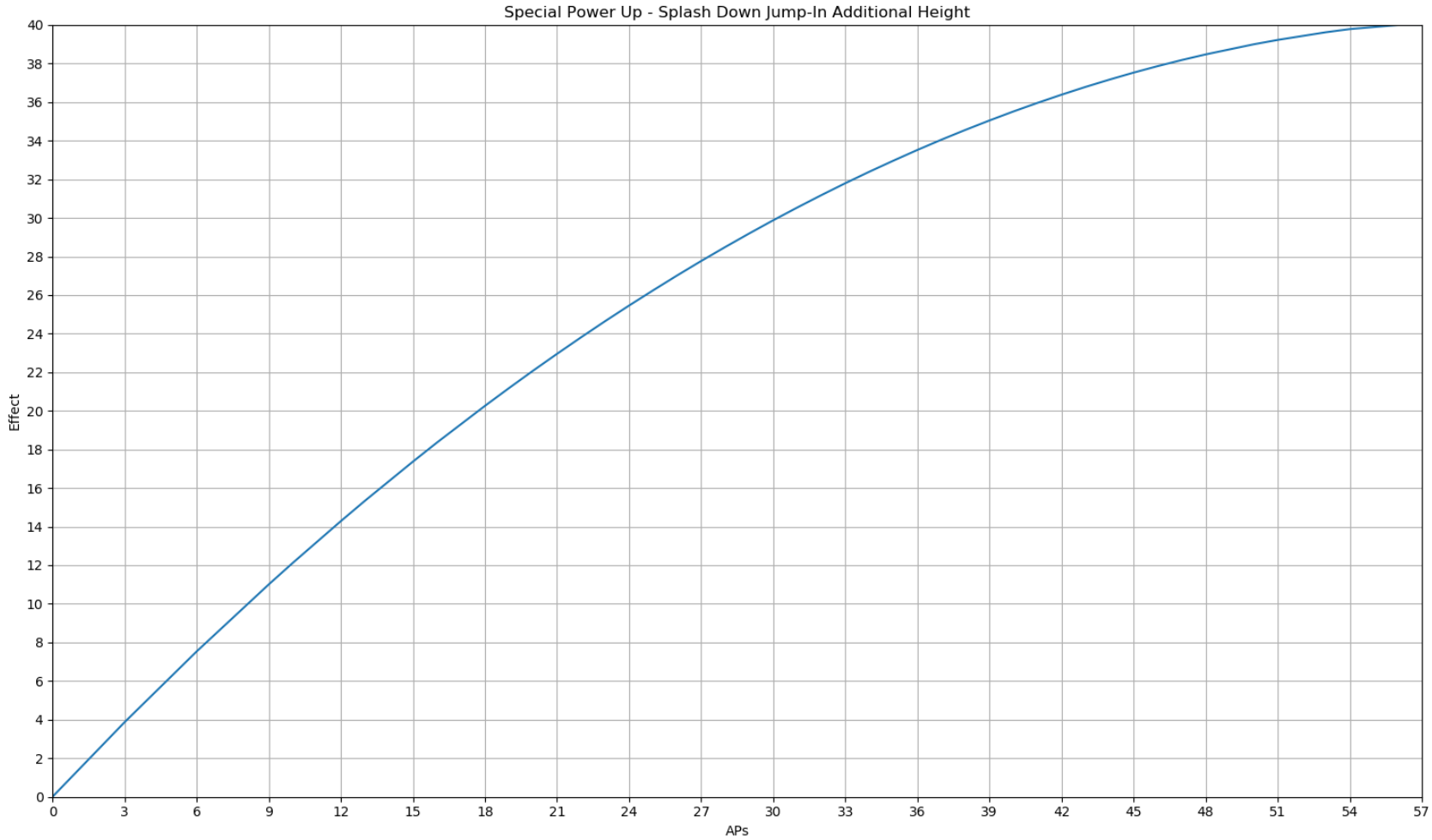
Main	Sub	AP	Effect
0	0	0	70.0
0	1	3	73.864
0	2	6	77.532
0	3	9	81.004
1	0	10	82.12
0	4	12	84.284
1	1	13	85.336
0	5	15	87.368
1	2	16	88.356
0	6	18	90.26
1	3	19	91.18
2	0	20	92.08
0	7	21	92.956
1	4	22	93.812
2	1	23	94.648
0	8	24	95.46
1	5	25	96.248
2	2	26	97.02
0	9	27	97.768
1	6	28	98.492
2	3	29	99.196
3	0	30	99.88
1	7	31	100.54
2	4	32	101.18
3	1	33	101.8
1	8	34	102.396
2	5	35	102.968
3	2	36	103.524
1	9	37	104.056
2	6	38	104.564
3	3	39	105.052
1	10	40	105.52
2	7	41	105.964
3	4	42	106.388
1	11	43	106.792
2	8	44	107.172
3	5	45	107.532
1	12	46	107.868
2	9	47	108.184
3	6	48	108.476
2	10	50	109.0
3	7	51	109.228
2	11	53	109.624
3	8	54	109.788
2	12	56	110.0
3	9	57	110.0

Table 12.22: Special Power Up (Splash Down Burst Radius Close)

12.23 Splash Down - Burst Radius Close (Stealth Jump)

Main	Sub	AP	Effect
0	0	0	90.0
0	1	3	90.0
0	2	6	90.0
0	3	9	90.0
1	0	10	90.0
0	4	12	90.0
1	1	13	90.0
0	5	15	90.0
1	2	16	90.0
0	6	18	90.0
1	3	19	90.0
2	0	20	90.0
0	7	21	90.0
1	4	22	90.0
2	1	23	90.0
0	8	24	90.0
1	5	25	90.0
2	2	26	90.0
0	9	27	90.0
1	6	28	90.0
2	3	29	90.0
3	0	30	90.0
1	7	31	90.0
2	4	32	90.0
3	1	33	90.0
1	8	34	90.0
2	5	35	90.0
3	2	36	90.0
1	9	37	90.0
2	6	38	90.0
3	3	39	90.0
1	10	40	90.0
2	7	41	90.0
3	4	42	90.0
1	11	43	90.0
2	8	44	90.0
3	5	45	90.0
1	12	46	90.0
2	9	47	90.0
3	6	48	90.0
2	10	50	90.0
3	7	51	90.0
2	11	53	90.0
3	8	54	90.0
2	12	56	90.0
3	9	57	90.0

Table 12.23: Special Power Up (Splash Down Burst Radius Close (Stealth Jump))


Special Power Up - Splash Down Jump-In Additional Height
Effect
APs
0
2
4
6
8
10
12
14
16
18
20
22
24
26
28
30
32
34
36
38
40
0
3
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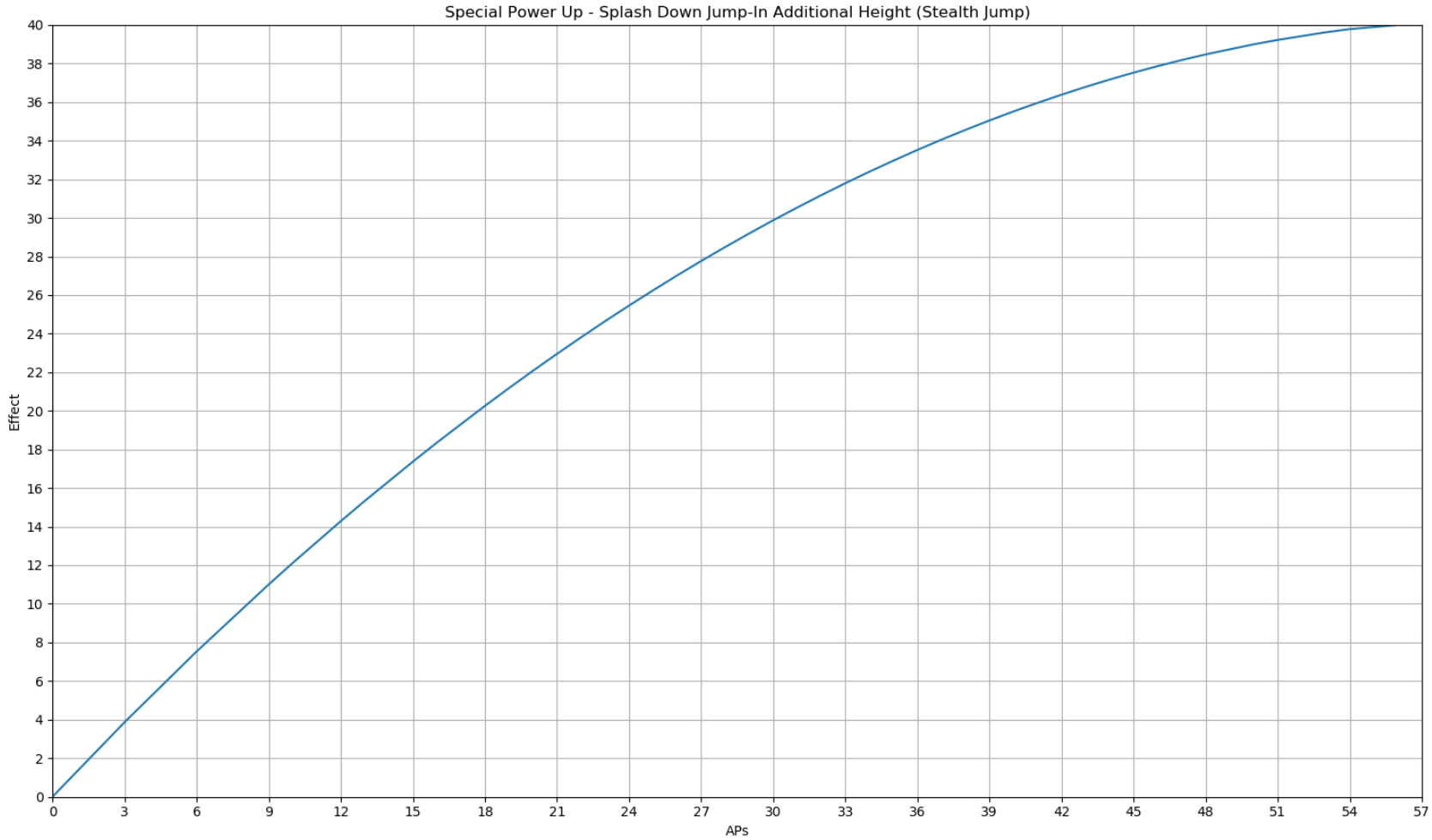
Special Power Up - Splash Down Jump-In Additional Height (Stealth Jump)
Effect
APs
0
2
4
6
8
10
12
14
16
18
20
22
24
26
28
30
32
34
36
38
40
0
3
6
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12
15
18
21
24
27
30
33
36
39
42
45
48
51
54
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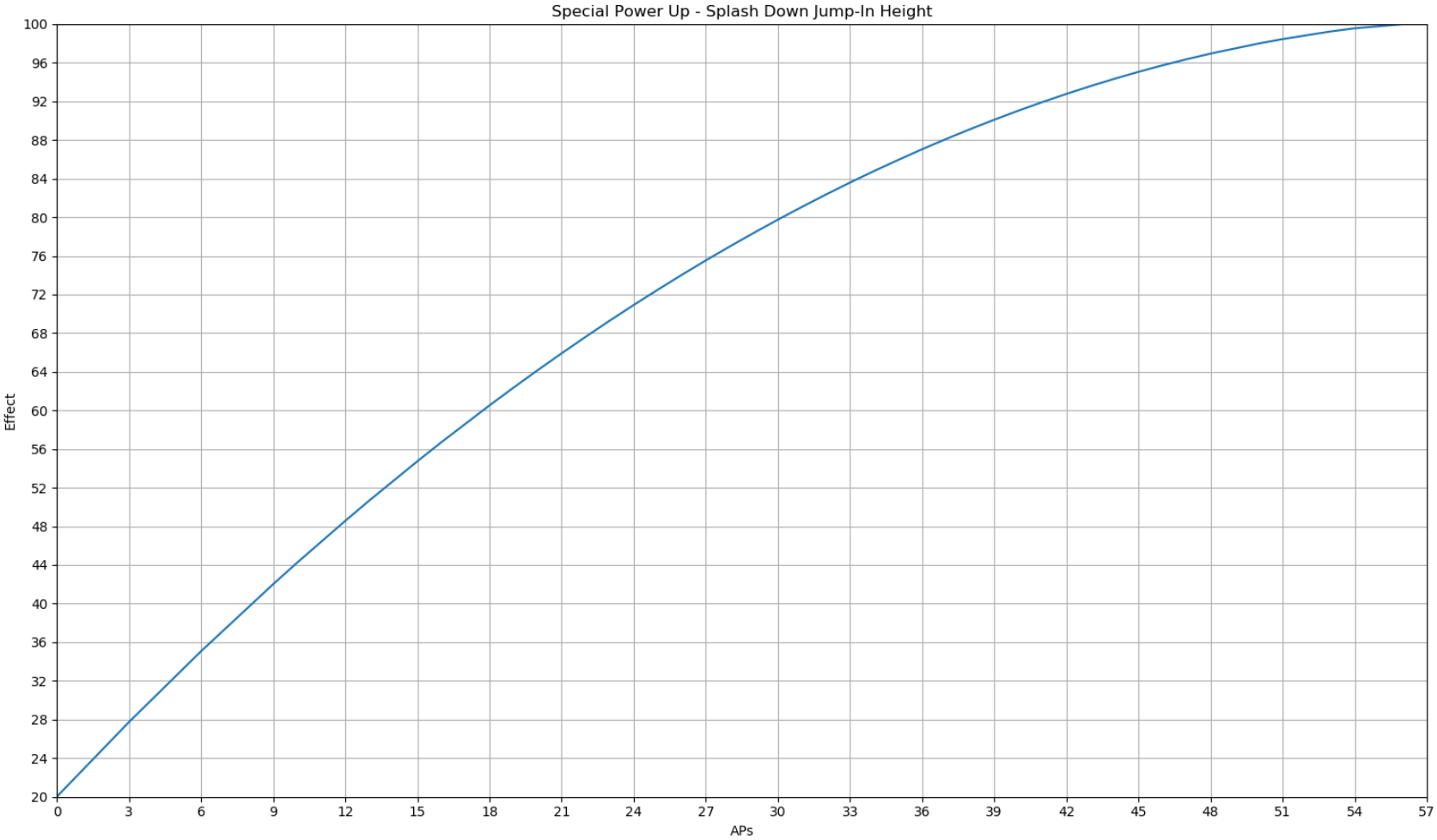
Special Power Up - Splash Down Jump-In Height
Effect
APs
100
96
92
88
84
80
76
72
68
64
60
56
52
48
44
40
36
32
28
24
20
0
3
6
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12
15
18
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24
27
30
33
36
39
42
45
48
51
54
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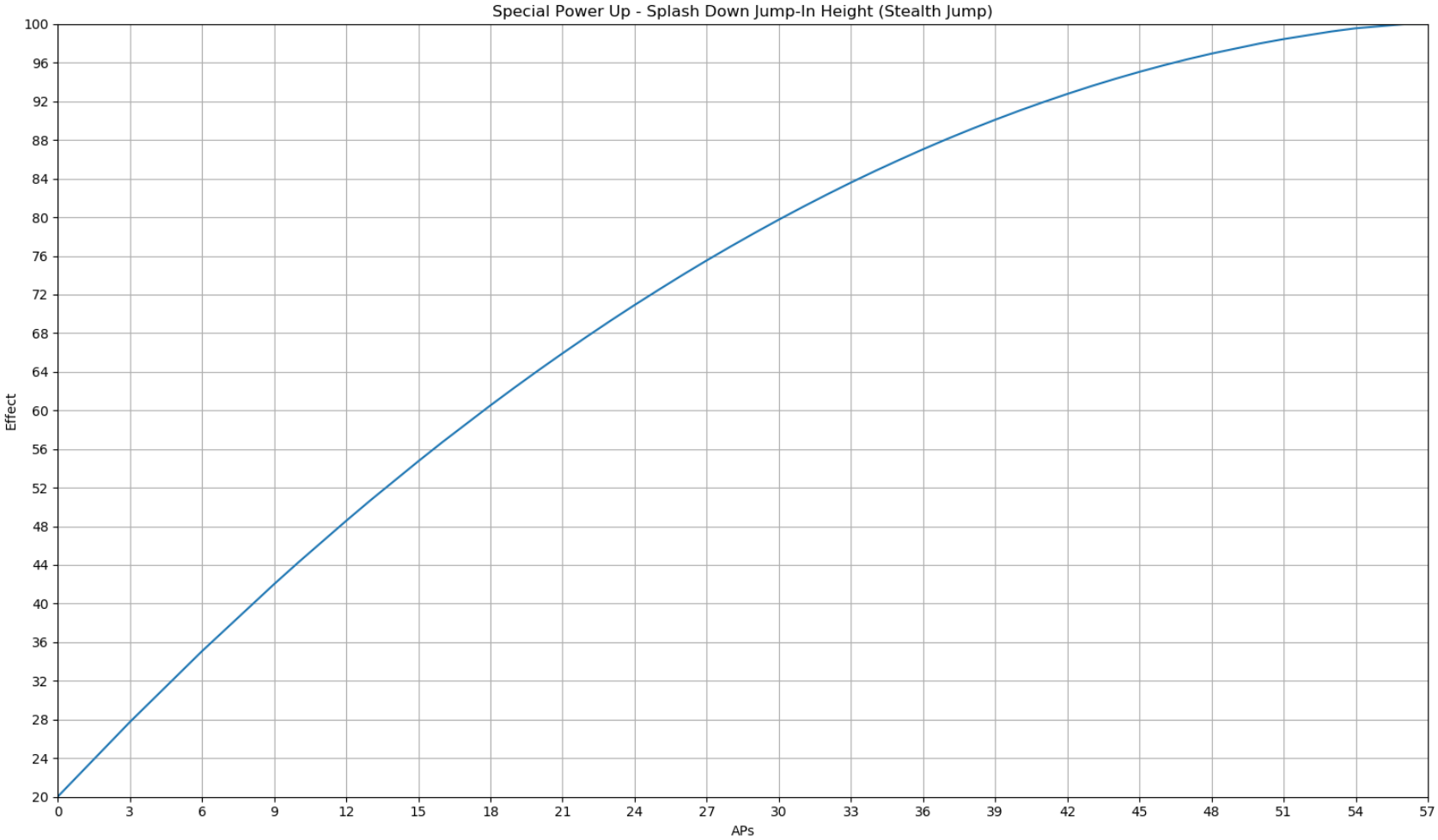
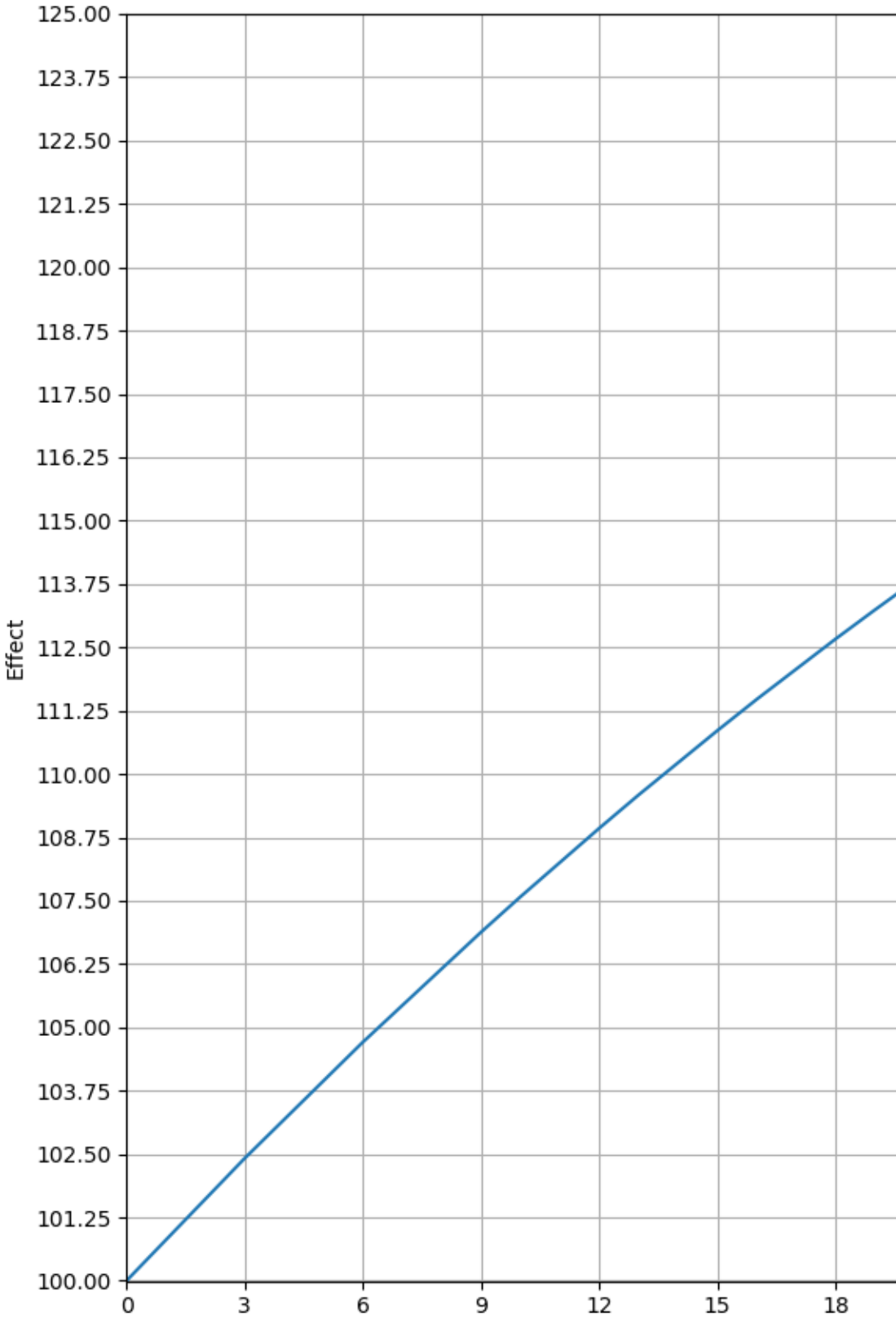

Special Power Up - Splash Down Jump-In Height (Stealth Jump)
Effect
APs
100
96
92
88
84
80
76
72
68
64
60
56
52
48
44
40
36
32
28
24
20
0
3
6
9
12
15
18
21
24
27
30
33
36
39
42
45
48
51
54
57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120.00
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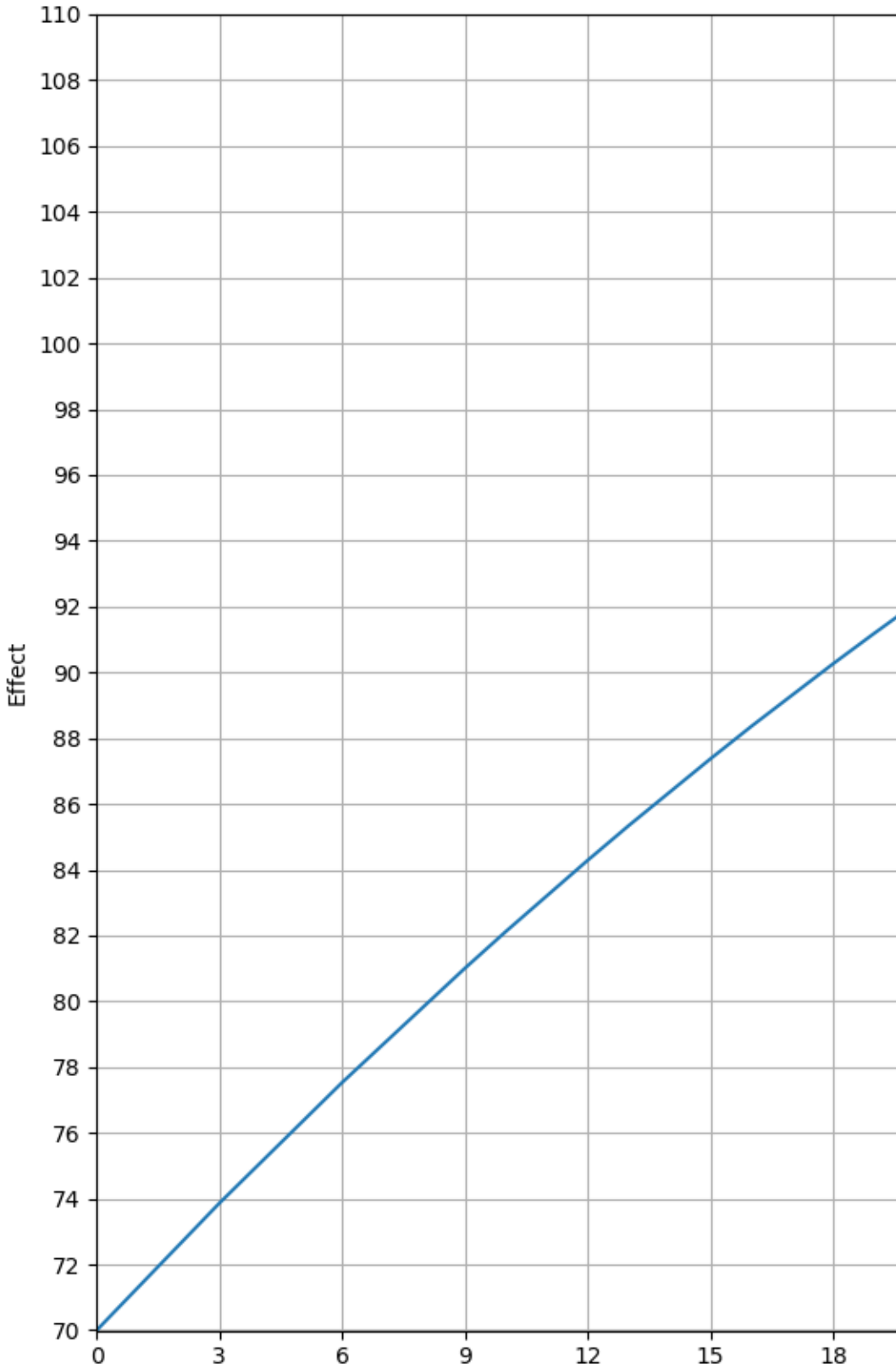
110.00
108.75
107.50
106.25
105.00
103.75
102.50
101.25
100.00
Effect
0
3
6
9
12
15
18


Effect
110
108
106
104
102
100
98
96
94
92
90
88
86
84
82
80
78
76
74
72
70
0
3
6
9
12
15
18

12.24 Tenta Missiles - Paint Radius

Main	Sub	AP	Effect
0	0	0	30.0
0	1	3	30.3864
0	2	6	30.7532
0	3	9	31.1004
1	0	10	31.212
0	4	12	31.4284
1	1	13	31.5336
0	5	15	31.7368
1	2	16	31.8356
0	6	18	32.026
1	3	19	32.118
2	0	20	32.208
0	7	21	32.2956
1	4	22	32.3812
2	1	23	32.4648
0	8	24	32.546
1	5	25	32.6248
2	2	26	32.702
0	9	27	32.7768
1	6	28	32.8492
2	3	29	32.9196
3	0	30	32.988
1	7	31	33.054
2	4	32	33.118
3	1	33	33.18
1	8	34	33.2396
2	5	35	33.2968
3	2	36	33.3524
1	9	37	33.4056
2	6	38	33.4564
3	3	39	33.5052
1	10	40	33.552
2	7	41	33.5964
3	4	42	33.6388
1	11	43	33.6792
2	8	44	33.7172
3	5	45	33.7532
1	12	46	33.7868
2	9	47	33.8184
3	6	48	33.8476
2	10	50	33.9
3	7	51	33.9228
2	11	53	33.9624
3	8	54	33.9788
2	12	56	34.0
3	9	57	34.0

Table 12.24: Special Power Up (Special Power Up - Tenta Missiles Paint Radius)

12.25 Tenta Missiles - Cross Paint Radius

Main	Sub	AP	Effect
0	0	0	20.0
0	1	3	20.0
0	2	6	20.0
0	3	9	20.0
1	0	10	20.0
0	4	12	20.0
1	1	13	20.0
0	5	15	20.0
1	2	16	20.0
0	6	18	20.0
1	3	19	20.0
2	0	20	20.0
0	7	21	20.0
1	4	22	20.0
2	1	23	20.0
0	8	24	20.0
1	5	25	20.0
2	2	26	20.0
0	9	27	20.0
1	6	28	20.0
2	3	29	20.0
3	0	30	20.0
1	7	31	20.0
2	4	32	20.0
3	1	33	20.0
1	8	34	20.0
2	5	35	20.0
3	2	36	20.0
1	9	37	20.0
2	6	38	20.0
3	3	39	20.0
1	10	40	20.0
2	7	41	20.0
3	4	42	20.0
1	11	43	20.0
2	8	44	20.0
3	5	45	20.0
1	12	46	20.0
2	9	47	20.0
3	6	48	20.0
2	10	50	20.0
3	7	51	20.0
2	11	53	20.0
3	8	54	20.0
2	12	56	20.0
3	9	57	20.0

Table 12.25: Special Power Up (Tenta Missiles Cross Paint Radius)

12.26 Tenta Missiles - Cross Paint Ray Length

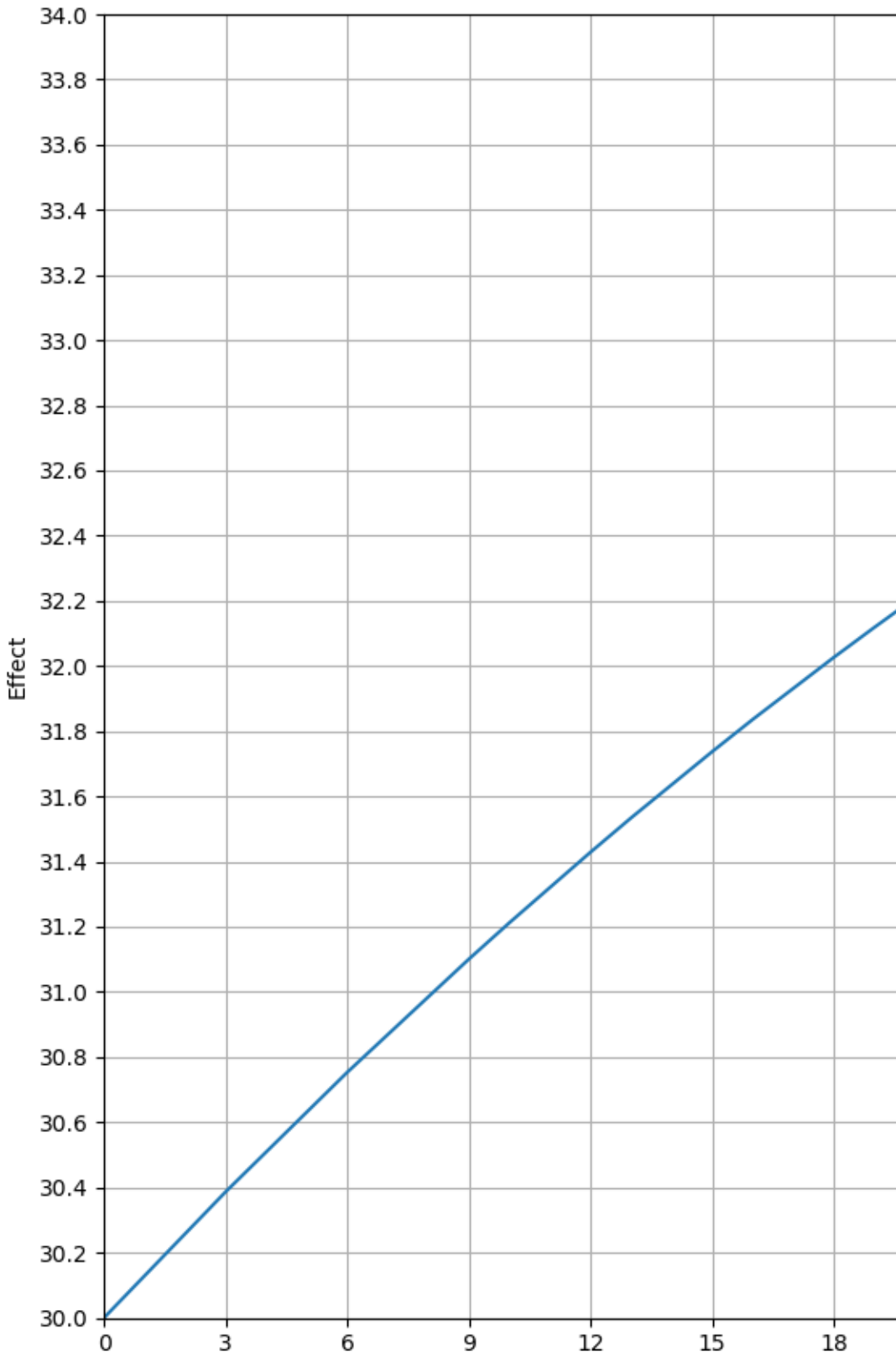
Main	Sub	AP	Effect
0	0	0	30.0
0	1	3	30.0
0	2	6	30.0
0	3	9	30.0
1	0	10	30.0
0	4	12	30.0
1	1	13	30.0
0	5	15	30.0
1	2	16	30.0
0	6	18	30.0
1	3	19	30.0
2	0	20	30.0
0	7	21	30.0
1	4	22	30.0
2	1	23	30.0
0	8	24	30.0
1	5	25	30.0
2	2	26	30.0
0	9	27	30.0
1	6	28	30.0
2	3	29	30.0
3	0	30	30.0
1	7	31	30.0
2	4	32	30.0
3	1	33	30.0
1	8	34	30.0
2	5	35	30.0
3	2	36	30.0
1	9	37	30.0
2	6	38	30.0
3	3	39	30.0
1	10	40	30.0
2	7	41	30.0
3	4	42	30.0
1	11	43	30.0
2	8	44	30.0
3	5	45	30.0
1	12	46	30.0
2	9	47	30.0
3	6	48	30.0
2	10	50	30.0
3	7	51	30.0
2	11	53	30.0
3	8	54	30.0
2	12	56	30.0
3	9	57	30.0

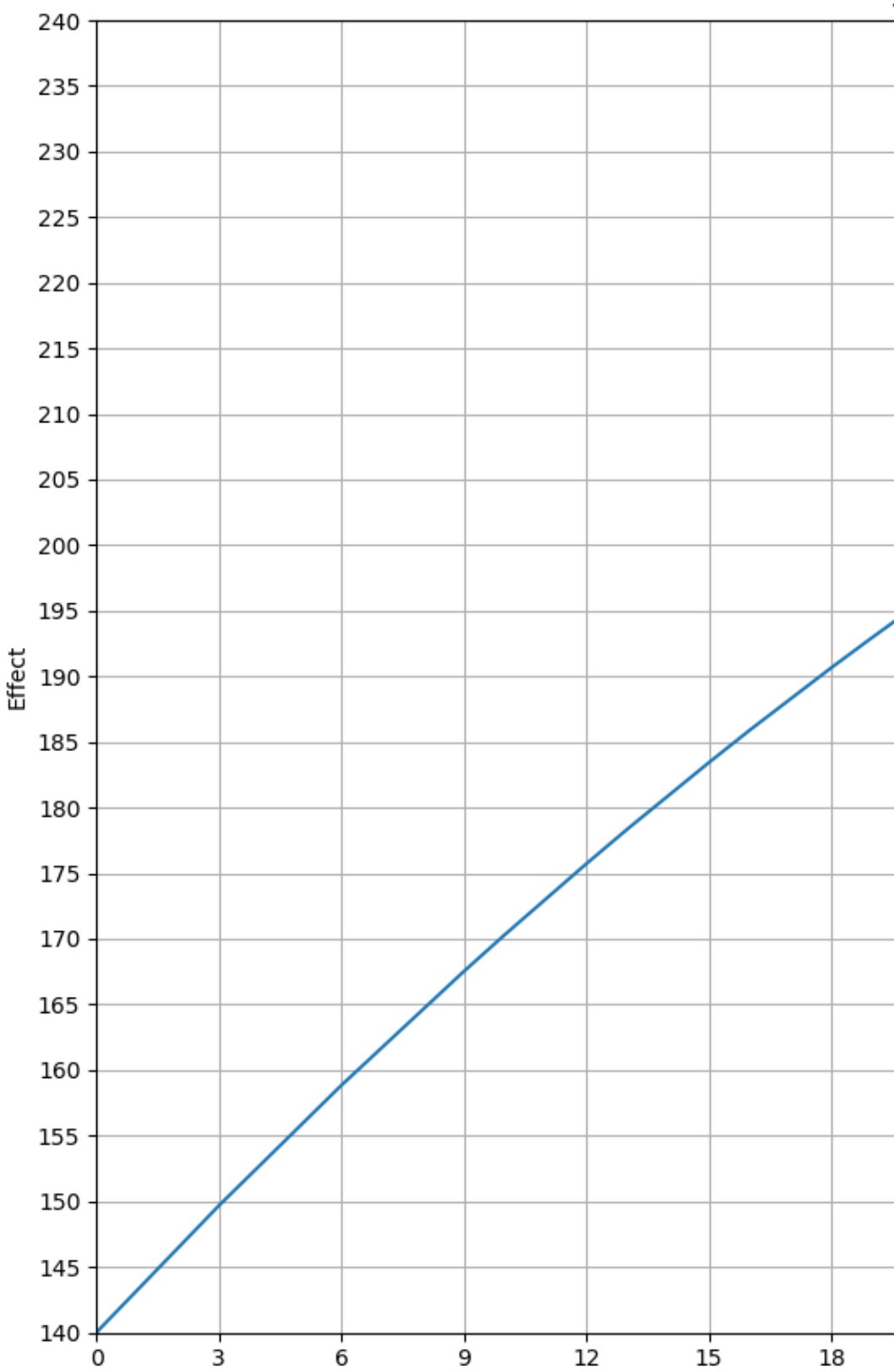
Table 12.26: Special Power Up (Tenta Missiles Cross Paint Ray Length)

12.27 Tenta Missiles - Target Circle Radius

Main	Sub	AP	Effect
0	0	0	140.0
0	1	3	149.66
0	2	6	158.83
0	3	9	167.51
1	0	10	170.3
0	4	12	175.71
1	1	13	178.34
0	5	15	183.42
1	2	16	185.89
0	6	18	190.65
1	3	19	192.95
2	0	20	195.2
0	7	21	197.39
1	4	22	199.53
2	1	23	201.62
0	8	24	203.65
1	5	25	205.62
2	2	26	207.55
0	9	27	209.42
1	6	28	211.23
2	3	29	212.99
3	0	30	214.7
1	7	31	216.35
2	4	32	217.95
3	1	33	219.5
1	8	34	220.99
2	5	35	222.42
3	2	36	223.81
1	9	37	225.14
2	6	38	226.41
3	3	39	227.63
1	10	40	228.8
2	7	41	229.91
3	4	42	230.97
1	11	43	231.98
2	8	44	232.93
3	5	45	233.83
1	12	46	234.67
2	9	47	235.46
3	6	48	236.19
2	10	50	237.5
3	7	51	238.07
2	11	53	239.06
3	8	54	239.47
2	12	56	240.0
3	9	57	240.0

Table 12.27: Special Power Up (Tenta Missiles Target Circle Radius)

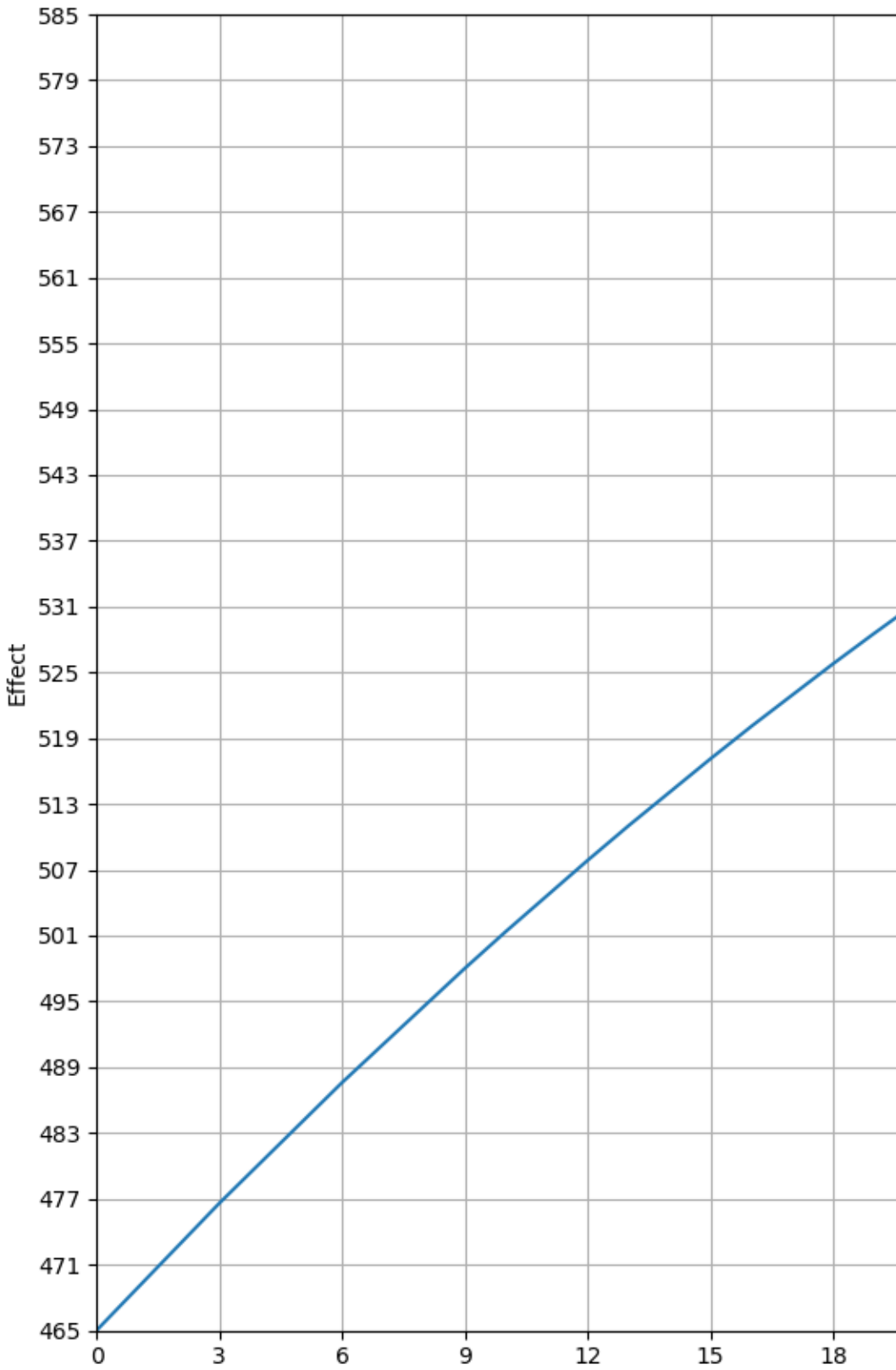

Effect
34.0
33.8
33.6
33.4
33.2
33.0
32.8
32.6
32.4
32.2
32.0
31.8
31.6
31.4
31.2
31.0
30.8
30.6
30.4
30.2
30.0
0
3
6
9
12
15
18


Effect
240
235
230
225
220
215
210
205
200
195
190
185
180
175
170
165
160
155
150
145
140
0
3
6
9
12
15
18

12.28 Sting Ray Duration

Main	Sub	AP	Effect
0	0	0	465.0
0	1	3	476.592
0	2	6	487.596
0	3	9	498.012
1	0	10	501.36
0	4	12	507.852
1	1	13	511.008
0	5	15	517.104
1	2	16	520.068
0	6	18	525.78
1	3	19	528.54
2	0	20	531.24
0	7	21	533.868
1	4	22	536.436
2	1	23	538.944
0	8	24	541.38
1	5	25	543.744
2	2	26	546.06
0	9	27	548.304
1	6	28	550.476
2	3	29	552.588
3	0	30	554.64
1	7	31	556.62
2	4	32	558.54
3	1	33	560.4
1	8	34	562.188
2	5	35	563.904
3	2	36	565.572
1	9	37	567.168
2	6	38	568.692
3	3	39	570.156
1	10	40	571.56
2	7	41	572.892
3	4	42	574.164
1	11	43	575.376
2	8	44	576.516
3	5	45	577.596
1	12	46	578.604
2	9	47	579.552
3	6	48	580.428
2	10	50	582.0
3	7	51	582.684
2	11	53	583.872
3	8	54	584.364
2	12	56	585.0
3	9	57	585.0

Table 12.28: Special Power Up (Sting Ray Duration)


585
579
573
567
561
555
549
543
537
531
525
519
513
507
501
495
489
483
477
471
465
Effect
0
3
6
9
12
15
18

13 Sub Power Up

13.1 Bomb Toss Velocity Up - Normal Bombs

Main	Sub	AP	Effect
0	0	0	11.2
0	1	3	11.741
0	2	6	12.2545
0	3	9	12.7406
1	0	10	12.8968
0	4	12	13.1998
1	1	13	13.347
0	5	15	13.6315
1	2	16	13.7698
0	6	18	14.0364
1	3	19	14.1652
2	0	20	14.2912
0	7	21	14.4138
1	4	22	14.5337
2	1	23	14.6507
0	8	24	14.7644
1	5	25	14.8747
2	2	26	14.9828
0	9	27	15.0875
1	6	28	15.1889
2	3	29	15.2874
3	0	30	15.3832
1	7	31	15.4756
2	4	32	15.5652
3	1	33	15.652
1	8	34	15.7354
2	5	35	15.8155
3	2	36	15.8934
1	9	37	15.9678
2	6	38	16.039
3	3	39	16.1073
1	10	40	16.1728
2	7	41	16.235
3	4	42	16.2943
1	11	43	16.3509
2	8	44	16.4041
3	5	45	16.4545
1	12	46	16.5015
2	9	47	16.5458
3	6	48	16.5866
2	10	50	16.66
3	7	51	16.6919
2	11	53	16.7474
3	8	54	16.7703
2	12	56	16.8
3	9	57	16.8

Table 13.1: Sub Power Up (Bomb Toss Velocity Up - Normal Bombs)

13.2 Bomb Toss Velocity Up - Fizzy Bomb

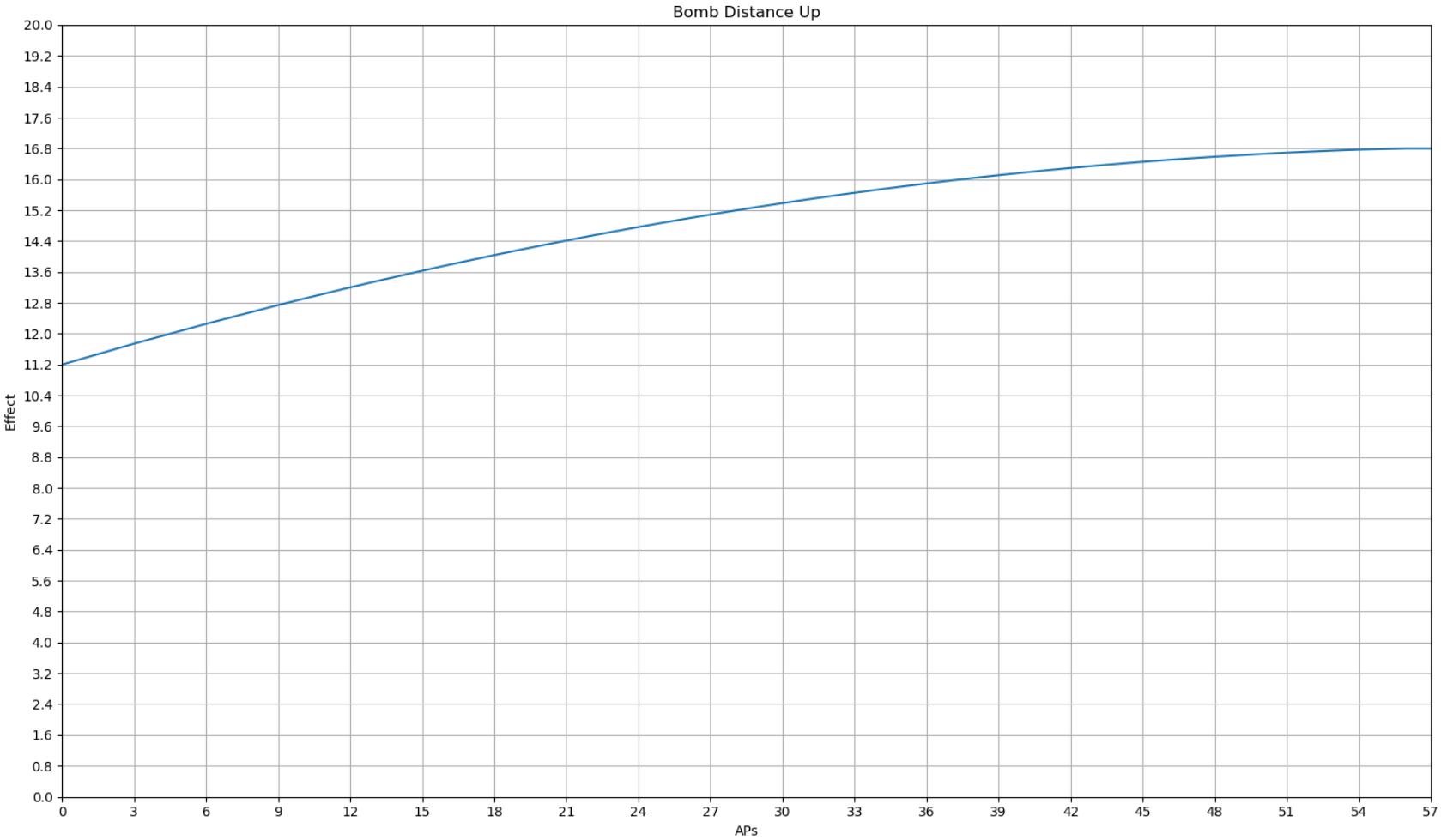
Main	Sub	AP	Effect
0	0	0	13.6
0	1	3	14.0637
0	2	6	14.5038
0	3	9	14.9205
1	0	10	15.0544
0	4	12	15.3141
1	1	13	15.4403
0	5	15	15.6842
1	2	16	15.8027
0	6	18	16.0312
1	3	19	16.1416
2	0	20	16.2496
0	7	21	16.3547
1	4	22	16.4574
2	1	23	16.5578
0	8	24	16.6552
1	5	25	16.7498
2	2	26	16.8424
0	9	27	16.9322
1	6	28	17.019
2	3	29	17.1035
3	0	30	17.1856
1	7	31	17.2648
2	4	32	17.3416
3	1	33	17.416
1	8	34	17.4875
2	5	35	17.5562
3	2	36	17.6229
1	9	37	17.6867
2	6	38	17.7477
3	3	39	17.8062
1	10	40	17.8624
2	7	41	17.9157
3	4	42	17.9666
1	11	43	18.015
2	8	44	18.0606
3	5	45	18.1038
1	12	46	18.1442
2	9	47	18.1821
3	6	48	18.2171
2	10	50	18.28
3	7	51	18.3074
2	11	53	18.3549
3	8	54	18.3746
2	12	56	18.4
3	9	57	18.4

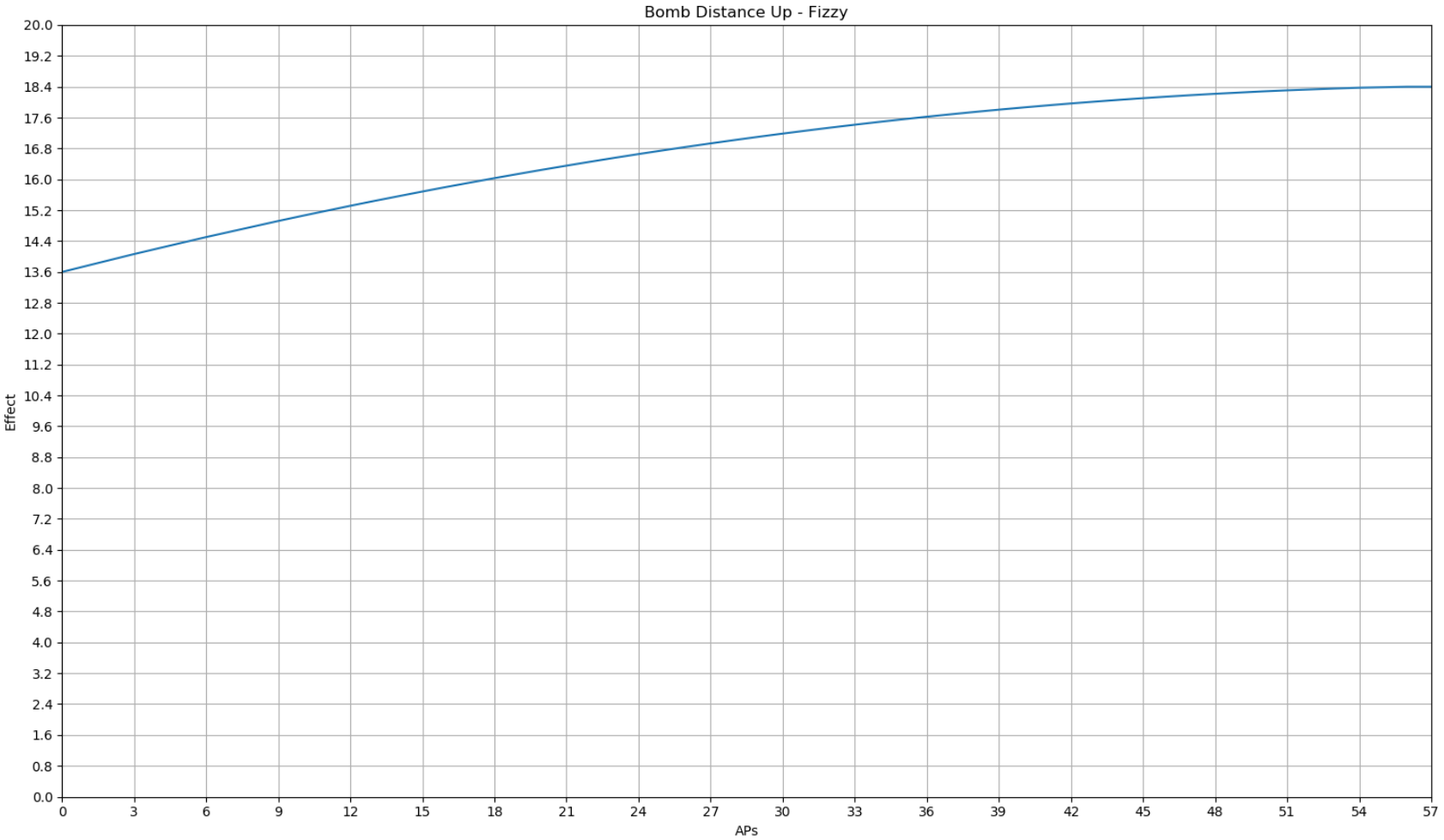
Table 13.2: Sub Power Up (Bomb Toss Velocity Up - Fizzy Bombs)

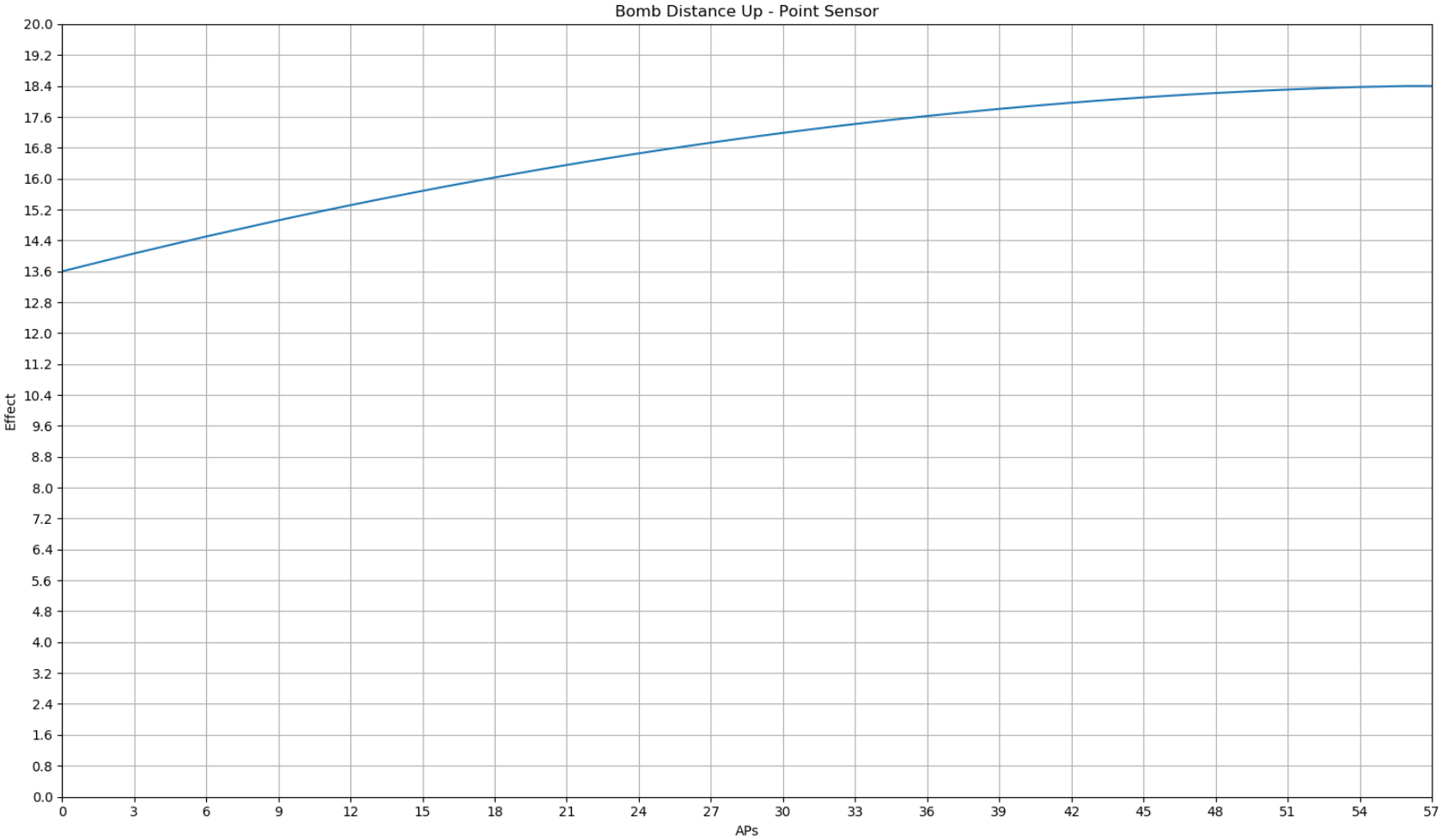
13.3 Bomb Toss Velocity Up - Point Sensors

Main	Sub	AP	Effect
0	0	0	13.6
0	1	3	14.0637
0	2	6	14.5038
0	3	9	14.9205
1	0	10	15.0544
0	4	12	15.3141
1	1	13	15.4403
0	5	15	15.6842
1	2	16	15.8027
0	6	18	16.0312
1	3	19	16.1416
2	0	20	16.2496
0	7	21	16.3547
1	4	22	16.4574
2	1	23	16.5578
0	8	24	16.6552
1	5	25	16.7498
2	2	26	16.8424
0	9	27	16.9322
1	6	28	17.019
2	3	29	17.1035
3	0	30	17.1856
1	7	31	17.2648
2	4	32	17.3416
3	1	33	17.416
1	8	34	17.4875
2	5	35	17.5562
3	2	36	17.6229
1	9	37	17.6867
2	6	38	17.7477
3	3	39	17.8062
1	10	40	17.8624
2	7	41	17.9157
3	4	42	17.9666
1	11	43	18.015
2	8	44	18.0606
3	5	45	18.1038
1	12	46	18.1442
2	9	47	18.1821
3	6	48	18.2171
2	10	50	18.28
3	7	51	18.3074
2	11	53	18.3549
3	8	54	18.3746
2	12	56	18.4
3	9	57	18.4

Table 13.3: Sub Power Up (Bomb Toss Velocity Up - Point Sensors)


Bomb Distance Up
Effect
APs
20.0
19.2
18.4
17.6
16.8
16.0
15.2
14.4
13.6
12.8
12.0
11.2
10.4
9.6
8.8
8.0
7.2
6.4
5.6
4.8
4.0
3.2
2.4
1.6
0.8
0.0
0
3
6
9
12
15
18
21
24
27
30
33
36
39
42
45
48
51
54
57


Bomb Distance Up - Fizzy
Effect
APs
0.0
0.8
1.6
2.4
3.2
4.0
4.8
5.6
6.4
7.2
8.0
8.8
9.6
10.4
11.2
12.0
12.8
13.6
14.4
15.2
16.0
16.8
17.6
18.4
19.2
20.0
0
3
6
9
12
15
18
21
24
27
30
33
36
39
42
45
48
51
54
57


Bomb Distance Up - Point Sensor
Effect
APs
0.0
0.8
1.6
2.4
3.2
4.0
4.8
5.6
6.4
7.2
8.0
8.8
9.6
10.4
11.2
12.0
12.8
13.6
14.4
15.2
16.0
16.8
17.6
18.4
19.2
20.0
0
3
6
9
12
15
18
21
24
27
30
33
36
39
42
45
48
51
54
57

14 Bomb Defense Up

14.1 Heavy Subs

Main	Sub	AP	Effect
0	0	0	1.0
0	1	3	0.9517
0	2	6	0.9059
0	3	9	0.8624
1	0	10	0.8485
0	4	12	0.8215
1	1	13	0.8083
0	5	15	0.7829
1	2	16	0.7706
0	6	18	0.7468
1	3	19	0.7352
2	0	20	0.724
0	7	21	0.713
1	4	22	0.7024
2	1	23	0.6919
0	8	24	0.6818
1	5	25	0.6719
2	2	26	0.6623
0	9	27	0.6529
1	6	28	0.6439
2	3	29	0.6351
3	0	30	0.6265
1	7	31	0.6182
2	4	32	0.6102
3	1	33	0.6025
1	8	34	0.5951
2	5	35	0.5879
3	2	36	0.581
1	9	37	0.5743
2	6	38	0.5679
3	3	39	0.5618
1	10	40	0.556
2	7	41	0.5504
3	4	42	0.5452
1	11	43	0.5401
2	8	44	0.5353
3	5	45	0.5309
1	12	46	0.5267
2	9	47	0.5227
3	6	48	0.5191
2	10	50	0.5125
3	7	51	0.5096
2	11	53	0.5047
3	8	54	0.5027
2	12	56	0.5
3	9	57	0.5

Table 14.1: Bomb Defense Up (Heavy Subs)

14.2 Light Subs

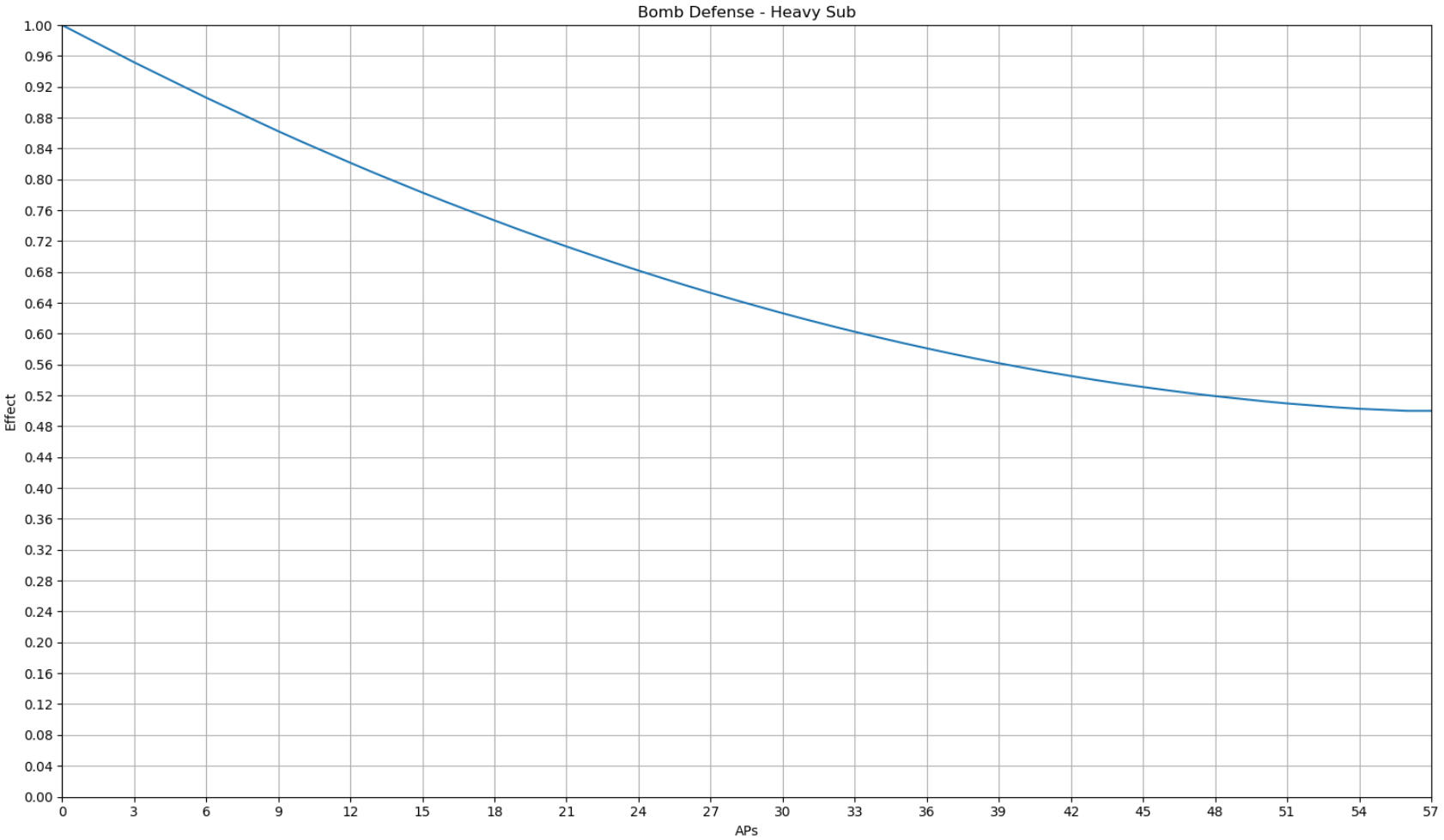
Main	Sub	AP	Effect
0	0	0	1.0
0	1	3	0.9614
0	2	6	0.9247
0	3	9	0.89
1	0	10	0.8788
0	4	12	0.8572
1	1	13	0.8466
0	5	15	0.8263
1	2	16	0.8164
0	6	18	0.7974
1	3	19	0.7882
2	0	20	0.7792
0	7	21	0.7704
1	4	22	0.7619
2	1	23	0.7535
0	8	24	0.7454
1	5	25	0.7375
2	2	26	0.7298
0	9	27	0.7223
1	6	28	0.7151
2	3	29	0.708
3	0	30	0.7012
1	7	31	0.6946
2	4	32	0.6882
3	1	33	0.682
1	8	34	0.676
2	5	35	0.6703
3	2	36	0.6648
1	9	37	0.6594
2	6	38	0.6544
3	3	39	0.6495
1	10	40	0.6448
2	7	41	0.6404
3	4	42	0.6361
1	11	43	0.6321
2	8	44	0.6283
3	5	45	0.6247
1	12	46	0.6213
2	9	47	0.6182
3	6	48	0.6152
2	10	50	0.61
3	7	51	0.6077
2	11	53	0.6038
3	8	54	0.6021
2	12	56	0.6
3	9	57	0.6

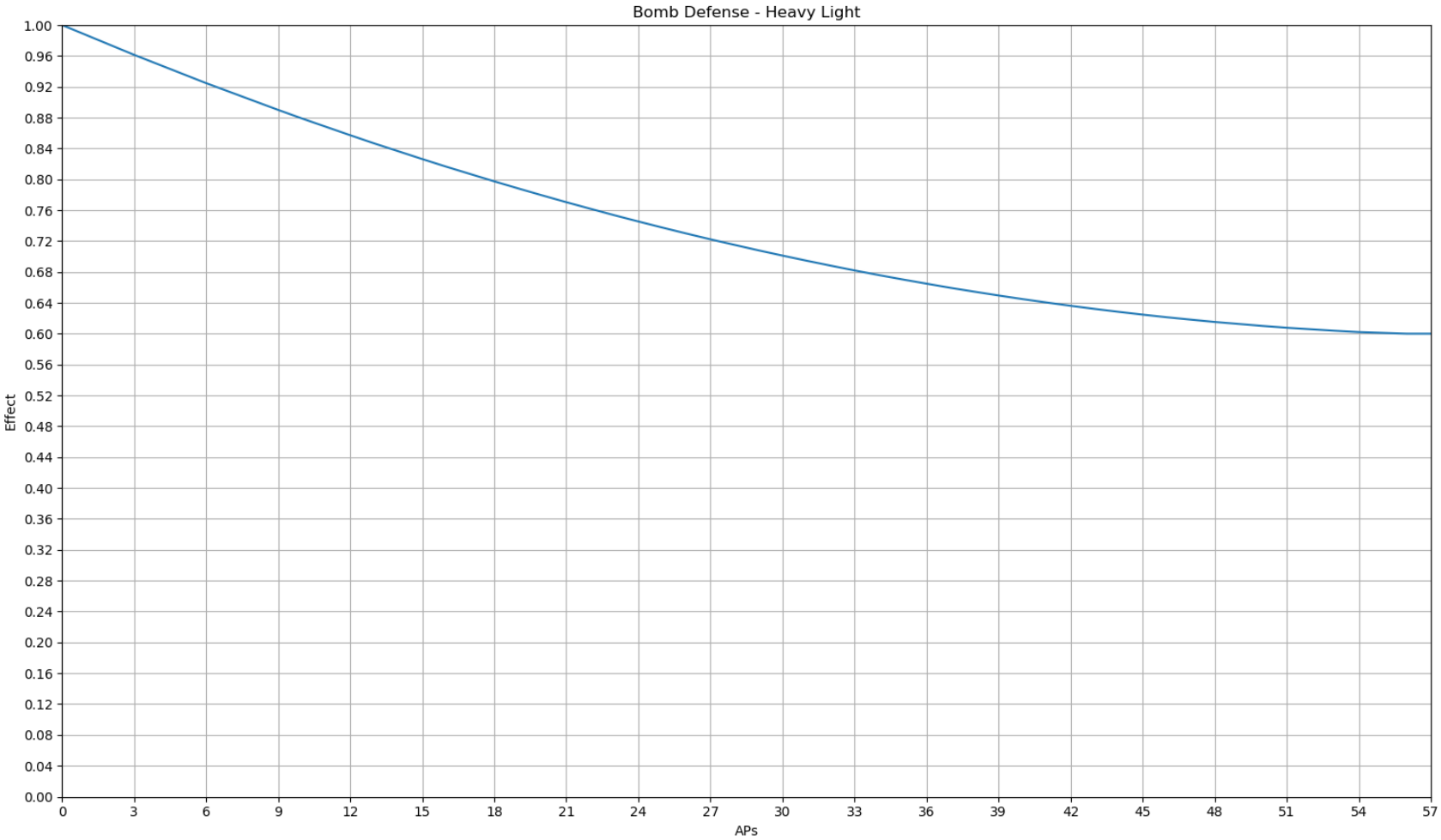
Table 14.2: Bomb Defense Up (Light Subs)

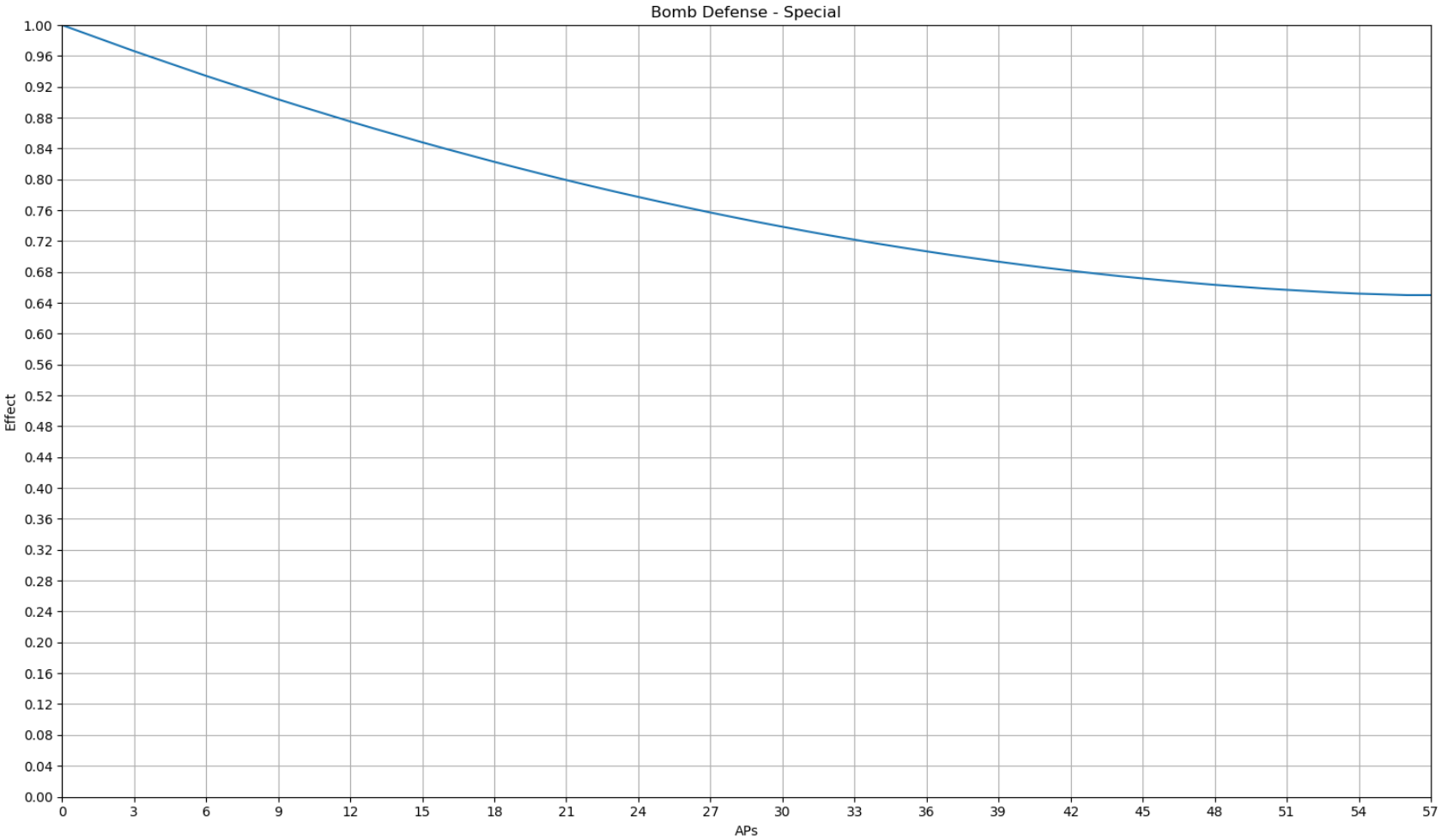
14.3 Special

Main	Sub	AP	Effect
0	0	0	1.0
0	1	3	0.9662
0	2	6	0.9341
0	3	9	0.9037
1	0	10	0.894
0	4	12	0.875
1	1	13	0.8658
0	5	15	0.848
1	2	16	0.8394
0	6	18	0.8227
1	3	19	0.8147
2	0	20	0.8068
0	7	21	0.7991
1	4	22	0.7916
2	1	23	0.7843
0	8	24	0.7772
1	5	25	0.7703
2	2	26	0.7636
0	9	27	0.757
1	6	28	0.7507
2	3	29	0.7445
3	0	30	0.7386
1	7	31	0.7328
2	4	32	0.7272
3	1	33	0.7218
1	8	34	0.7165
2	5	35	0.7115
3	2	36	0.7067
1	9	37	0.702
2	6	38	0.6976
3	3	39	0.6933
1	10	40	0.6892
2	7	41	0.6853
3	4	42	0.6816
1	11	43	0.6781
2	8	44	0.6747
3	5	45	0.6716
1	12	46	0.6687
2	9	47	0.6659
3	6	48	0.6633
2	10	50	0.6587
3	7	51	0.6568
2	11	53	0.6533
3	8	54	0.6519
2	12	56	0.65
3	9	57	0.65

Table 14.3: Bomb Defense Up (Special)


Bomb Defense - Heavy Sub
Effect
APs
1.00
0.96
0.92
0.88
0.84
0.80
0.76
0.72
0.68
0.64
0.60
0.56
0.52
0.48
0.44
0.40
0.36
0.32
0.28
0.24
0.20
0.16
0.12
0.08
0.04
0.00
0
3
6
9
12
15
18
21
24
27
30
33
36
39
42
45
48
51
54
57


Bomb Defense - Heavy Light
Effect
APs
1.00
0.96
0.92
0.88
0.84
0.80
0.76
0.72
0.68
0.64
0.60
0.56
0.52
0.48
0.44
0.40
0.36
0.32
0.28
0.24
0.20
0.16
0.12
0.08
0.04
0.00
0
3
6
9
12
15
18
21
24
27
30
33
36
39
42
45
48
51
54
57


Bomb Defense - Special
Effect
APs
1.00
0.96
0.92
0.88
0.84
0.80
0.76
0.72
0.68
0.64
0.60
0.56
0.52
0.48
0.44
0.40
0.36
0.32
0.28
0.24
0.20
0.16
0.12
0.08
0.04
0.00
0
3
6
9
12
15
18
21
24
27
30
33
36
39
42
45
48
51
54
57