

Splatoon 2 Abilities - Appendix

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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

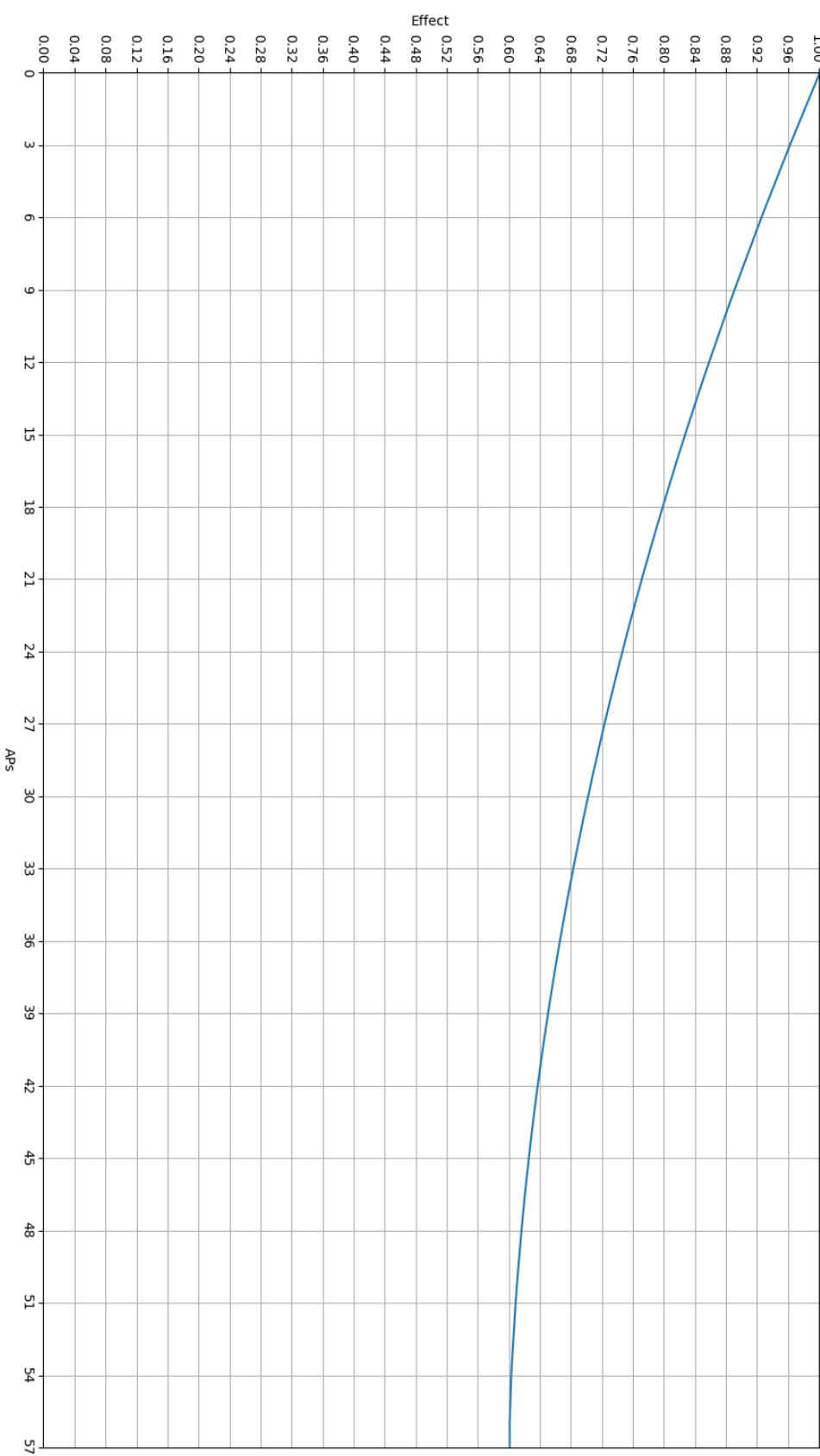
Table 1.2: Ink Saver (Main) (Mid)

1.3 High

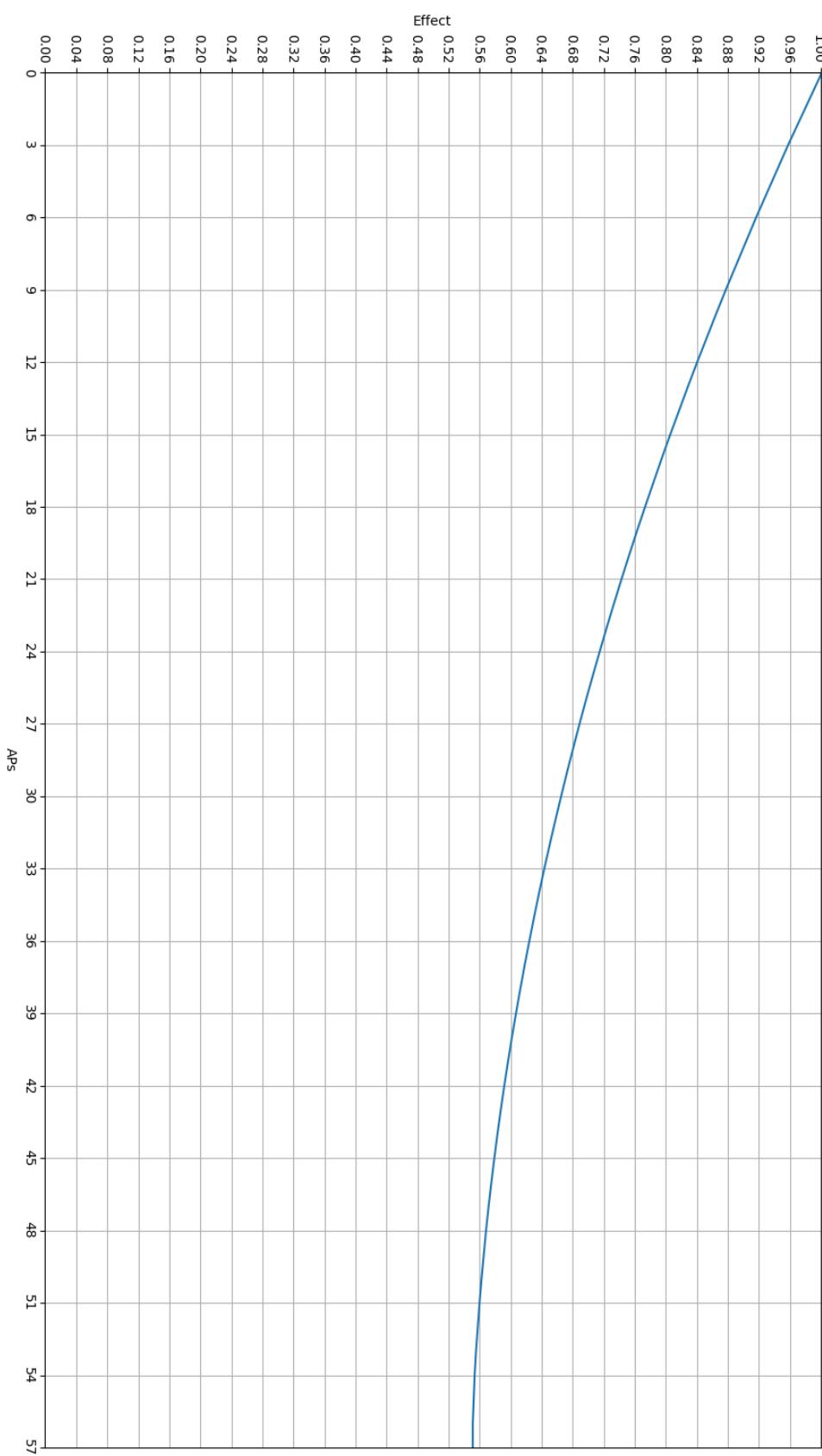
Main	Sub	AP	Effect
0	0	0	1.0
0	1	3	0.9107
0	2	6	0.8539
0	3	9	0.8069
1	0	10	0.7926
0	4	12	0.7659
1	1	13	0.7533
0	5	15	0.7296
1	2	16	0.7184
0	6	18	0.6971
1	3	19	0.6871
2	0	20	0.6773
0	7	21	0.6679
1	4	22	0.6588
2	1	23	0.6501
0	8	24	0.6416
1	5	25	0.6335
2	2	26	0.6255
0	9	27	0.6179
1	6	28	0.6106
2	3	29	0.6035
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)

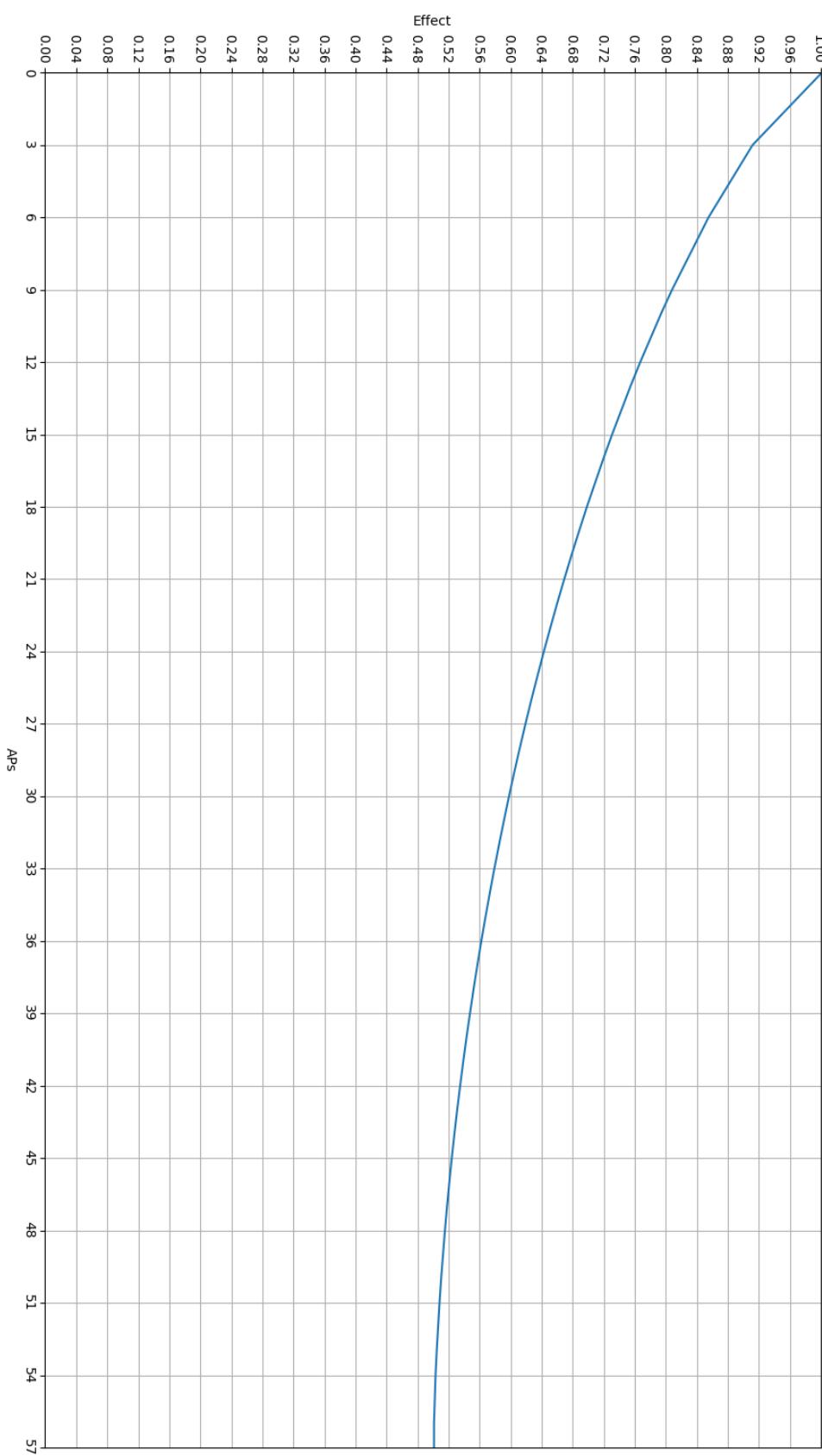
Ink Saver Main - Low



Ink Saver Main - Mid



Ink Saver Main - High



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

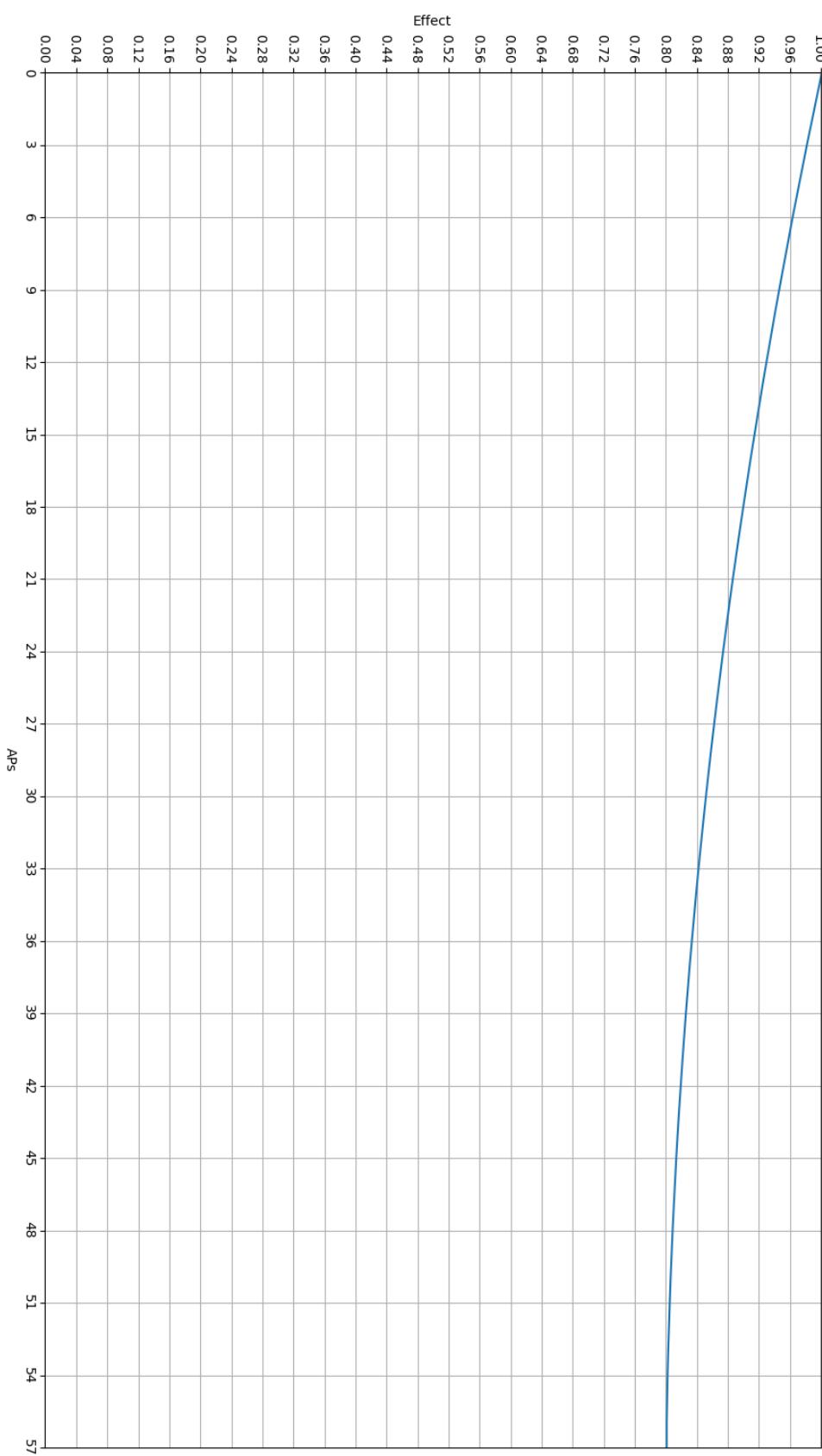
Table 2.2: Ink Saver (Sub) (Mid)

2.3 High

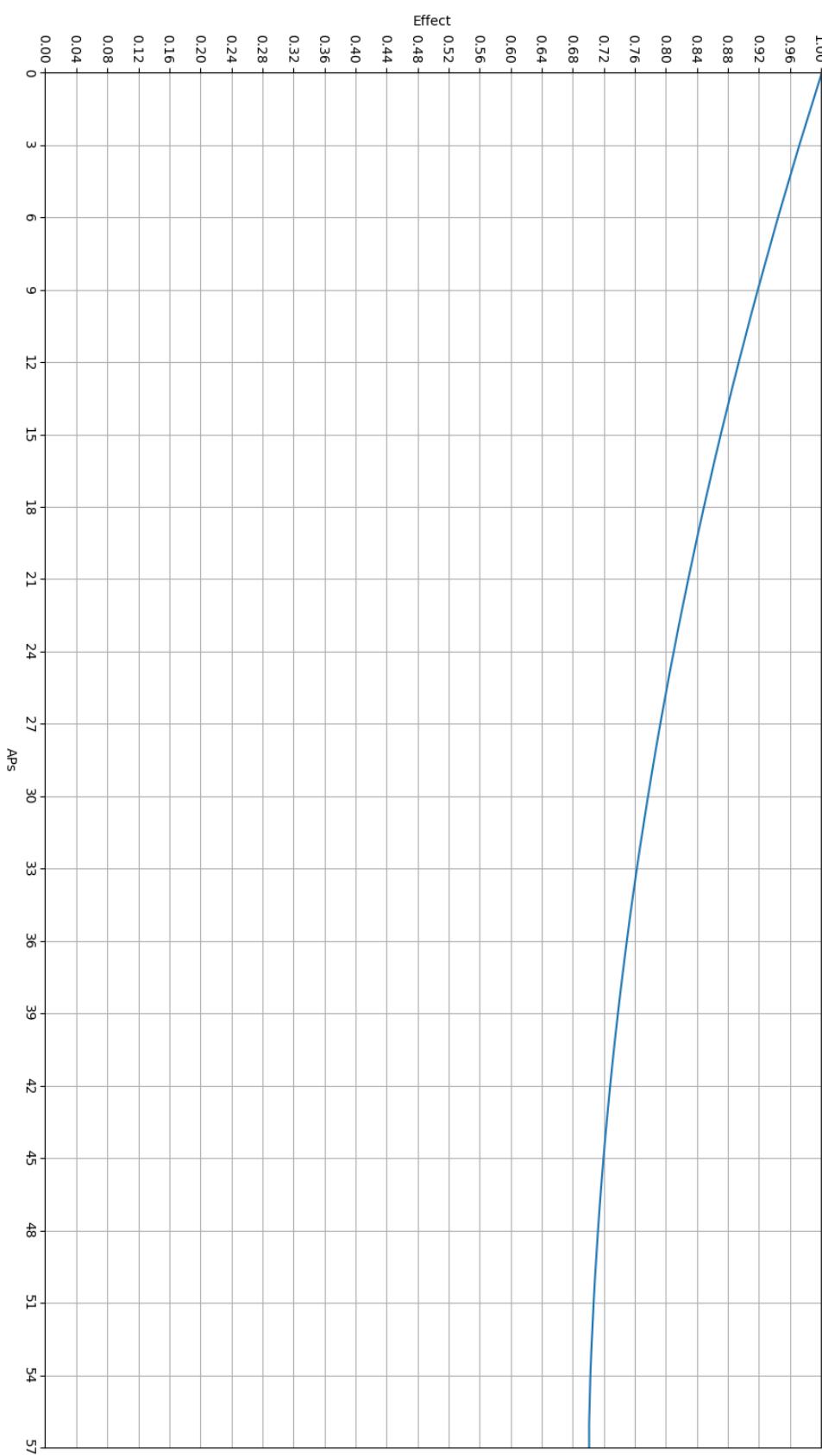
Main	Sub	AP	Effect
0	0	0	1.0
0	1	3	0.9662
0	2	6	0.9341
0	3	9	0.9037
1	0	10	0.894
0	4	12	0.875
1	1	13	0.8658
0	5	15	0.848
1	2	16	0.8394
0	6	18	0.8227
1	3	19	0.8147
2	0	20	0.8068
0	7	21	0.7991
1	4	22	0.7916
2	1	23	0.7843
0	8	24	0.7772
1	5	25	0.7703
2	2	26	0.7636
0	9	27	0.757
1	6	28	0.7507
2	3	29	0.7445
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)

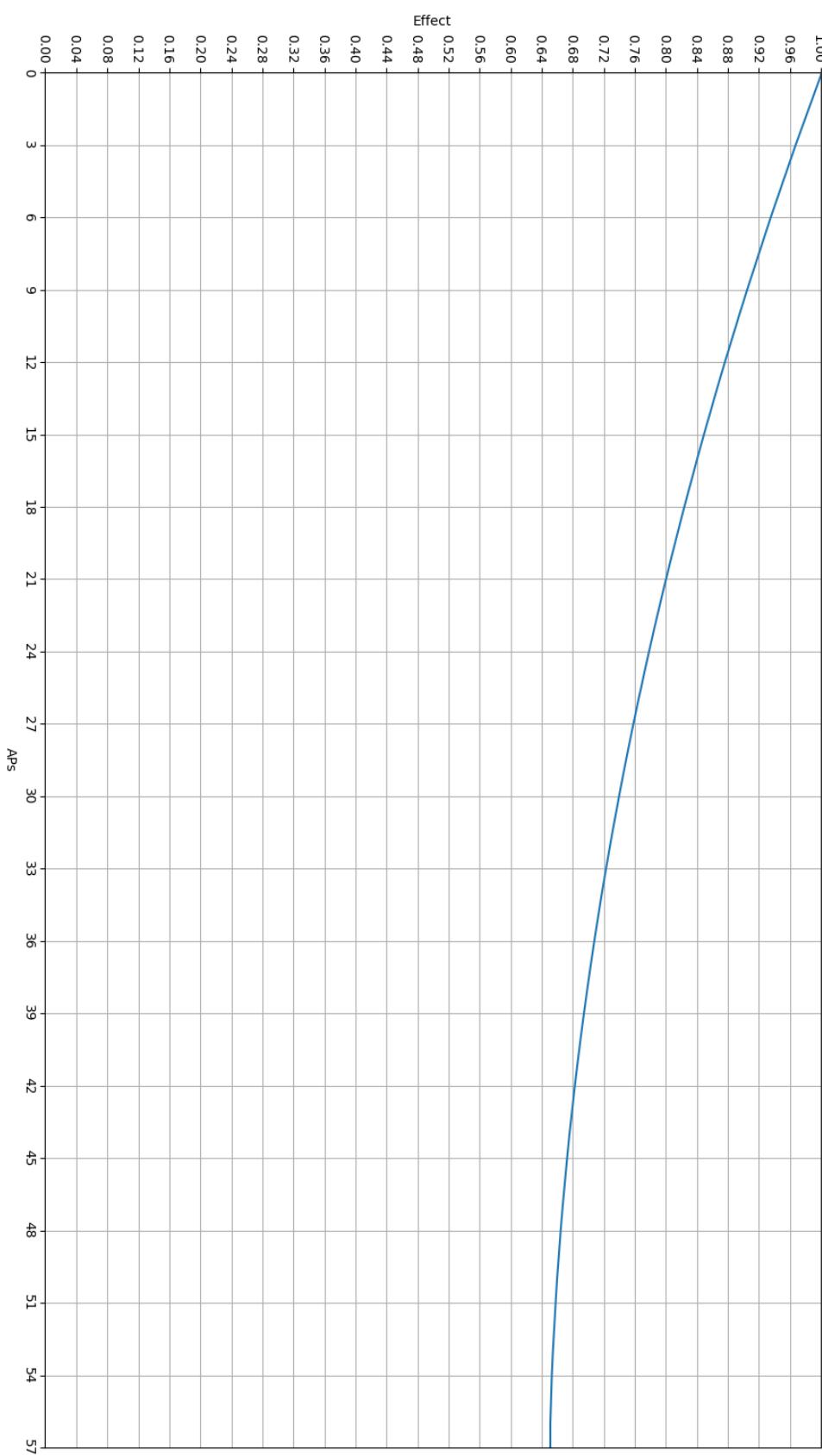
Ink Saver Sub - Low



Ink Saver Sub - Mid



Ink Saver Sub - High



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

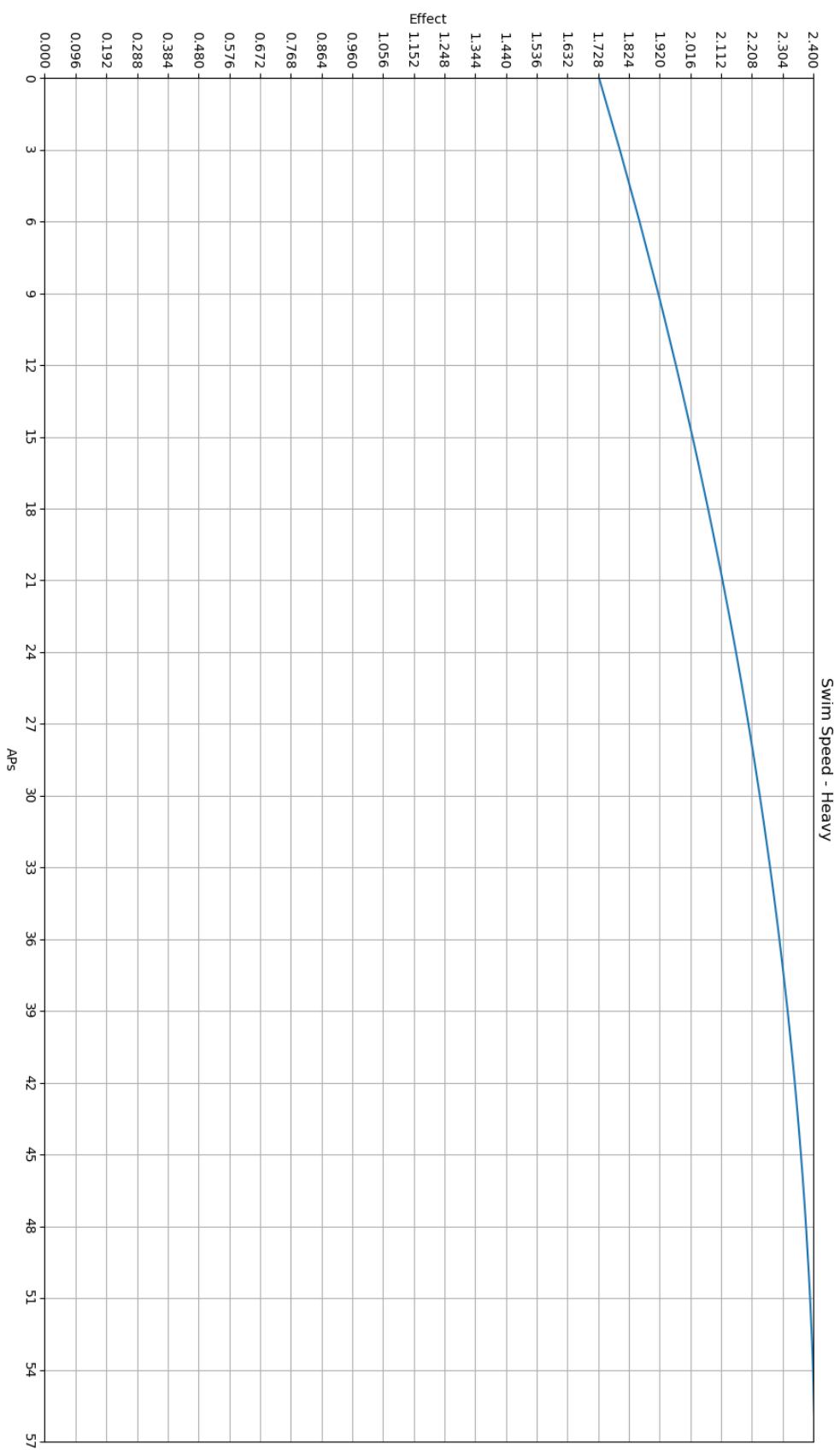
Main	Sub	AP	Effect
0	0	0	1.92
0	1	3	1.9664
0	2	6	2.0104
0	3	9	2.052
1	0	10	2.0654
0	4	12	2.0914
1	1	13	2.104
0	5	15	2.1284
1	2	16	2.1403
0	6	18	2.1631
1	3	19	2.1742
2	0	20	2.185
0	7	21	2.1955
1	4	22	2.2057
2	1	23	2.2158
0	8	24	2.2255
1	5	25	2.235
2	2	26	2.2442
0	9	27	2.2532
1	6	28	2.2619
2	3	29	2.2704
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

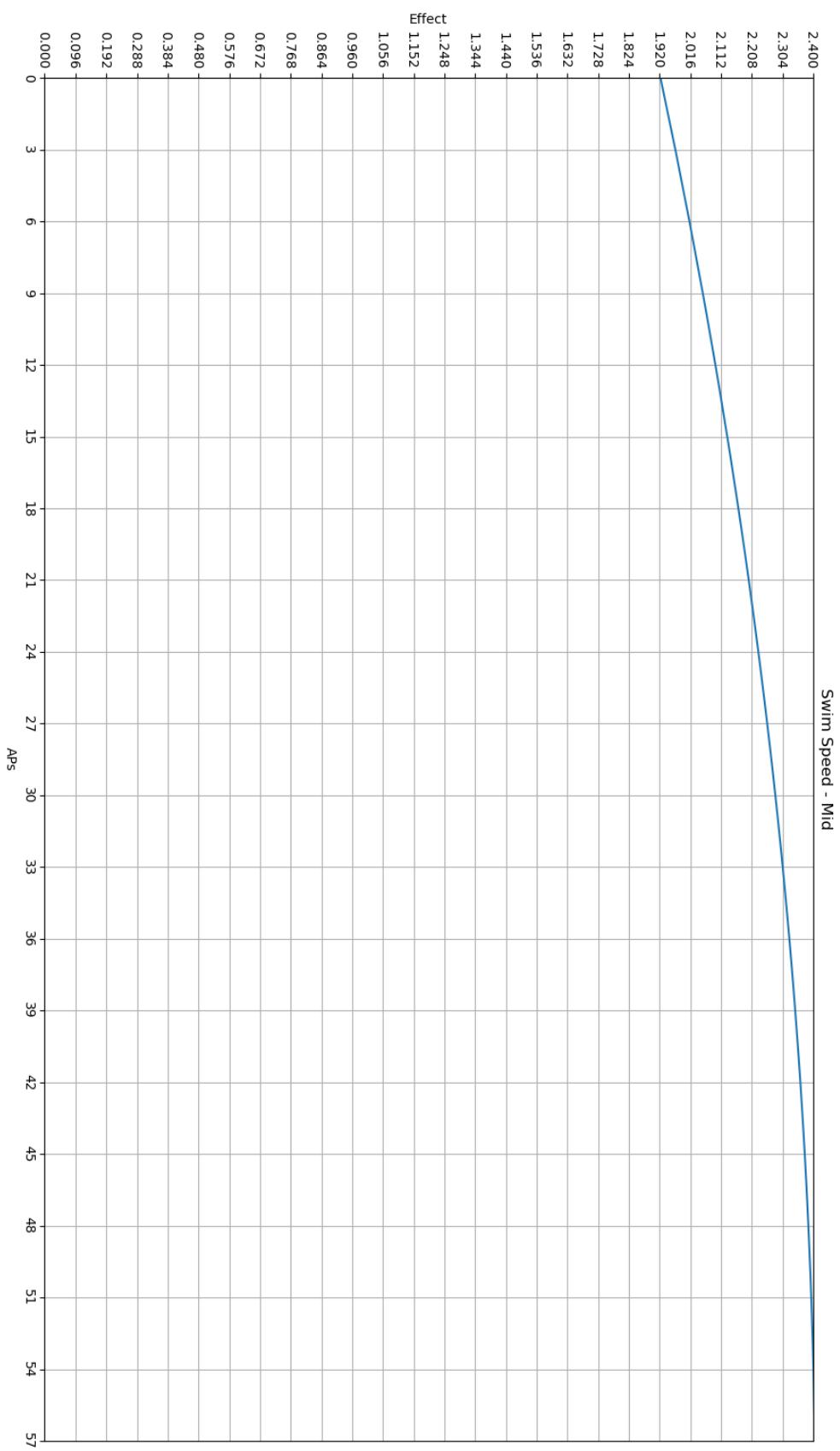
Table 3.2: Swim Speed Up (Normal)

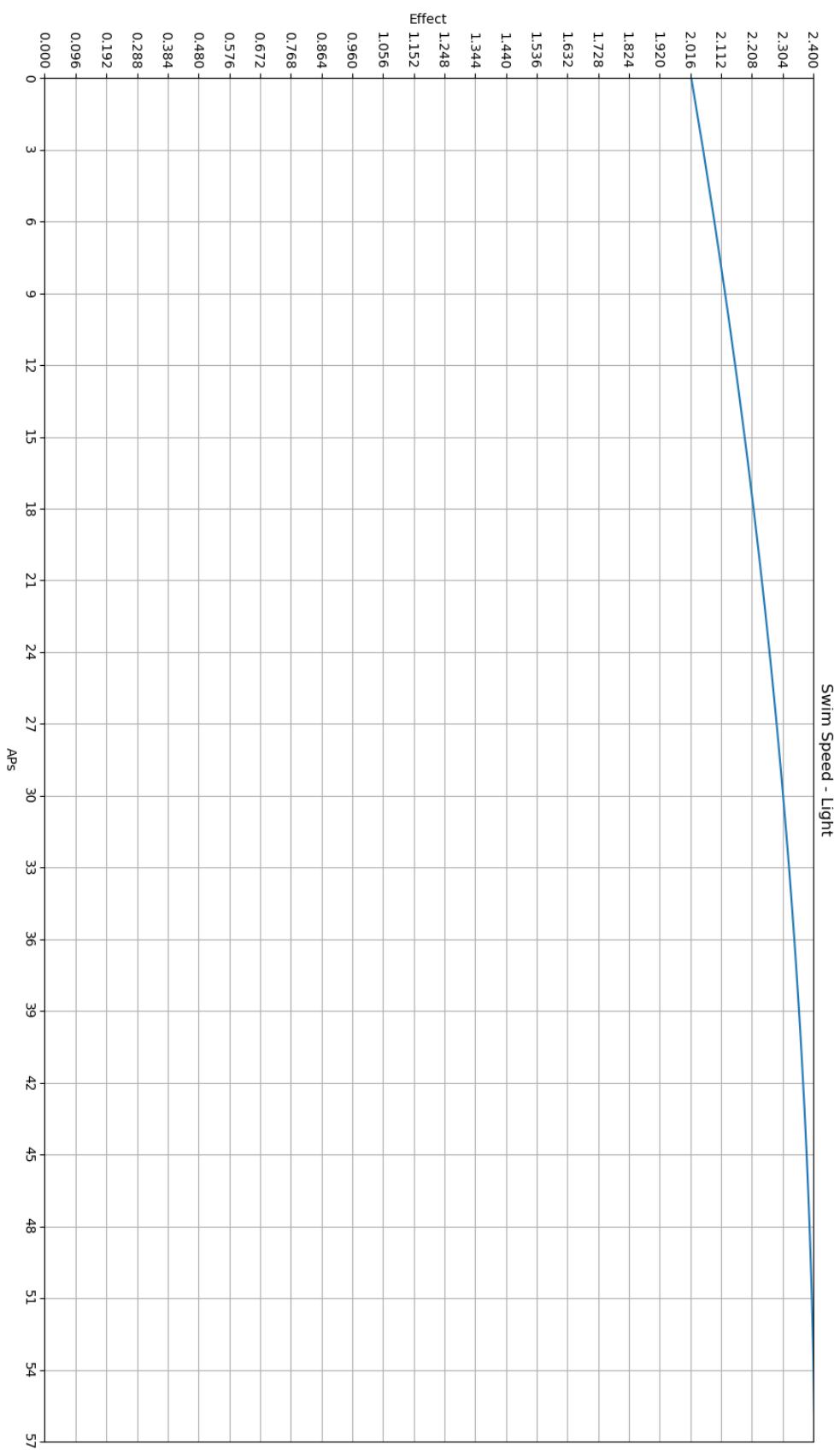
3.3 Light

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)







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

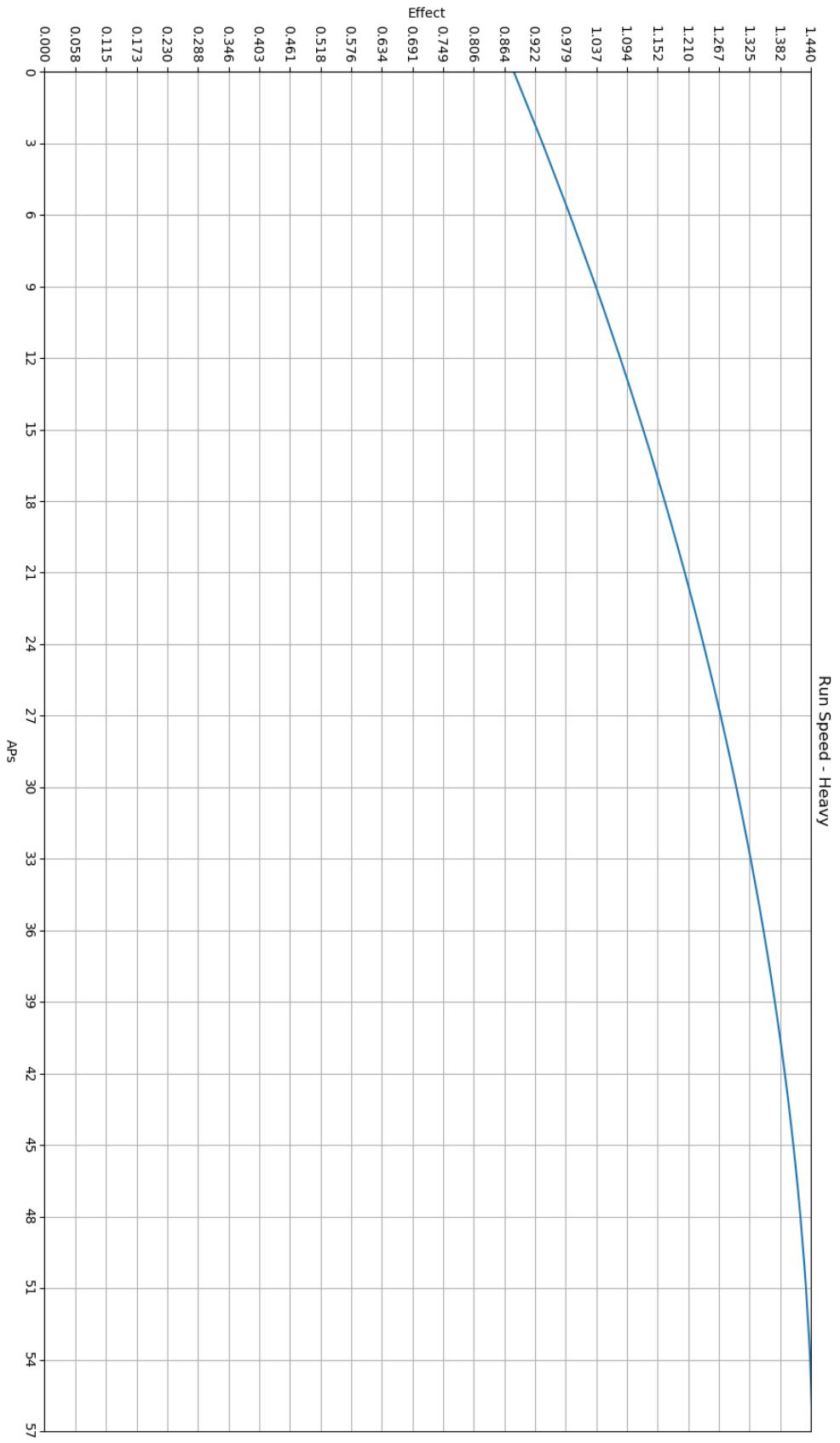
Main	Sub	AP	Effect
0	0	0	1.0
0	1	3	1.0241
0	2	6	1.0471
0	3	9	1.0688
1	0	10	1.0757
0	4	12	1.0893
1	1	13	1.0958
0	5	15	1.1085
1	2	16	1.1147
0	6	18	1.1266
1	3	19	1.1324
2	0	20	1.138
0	7	21	1.1435
1	4	22	1.1488
2	1	23	1.1541
0	8	24	1.1591
1	5	25	1.1641
2	2	26	1.1689
0	9	27	1.1736
1	6	28	1.1781
2	3	29	1.1825
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

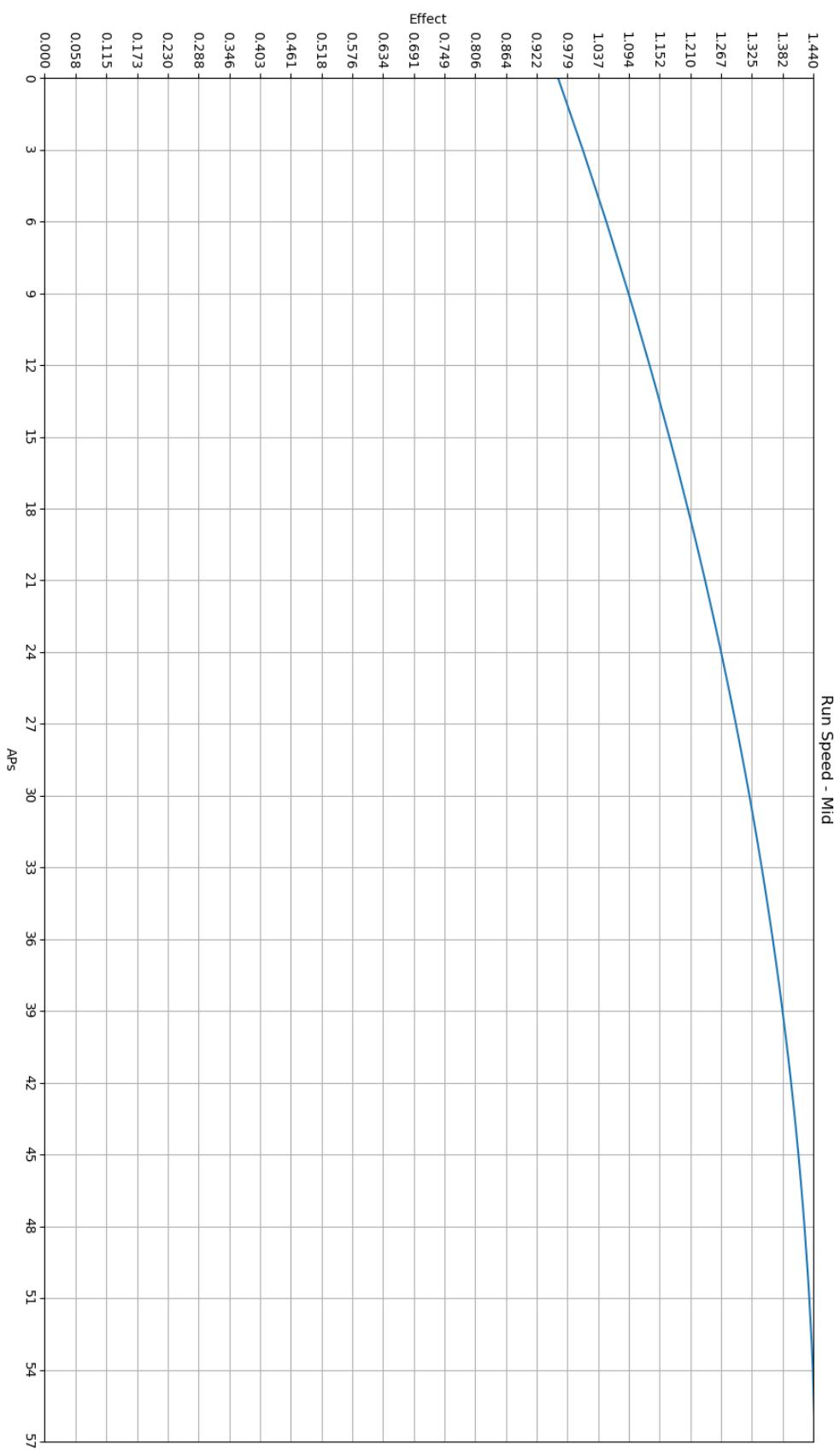
Table 4.4: Runspeed Up (Shooting)

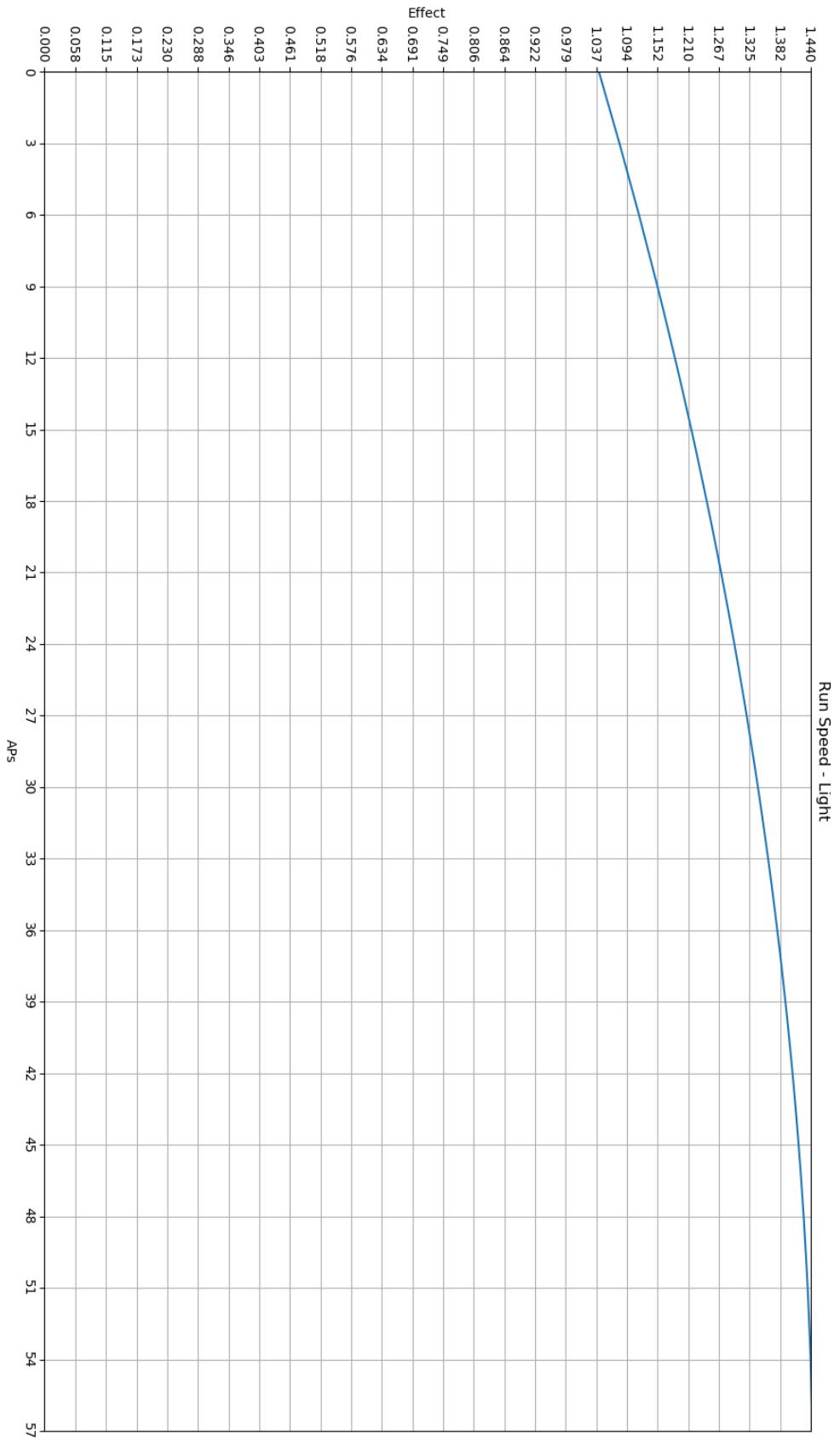
4.5 Shooting Splatling

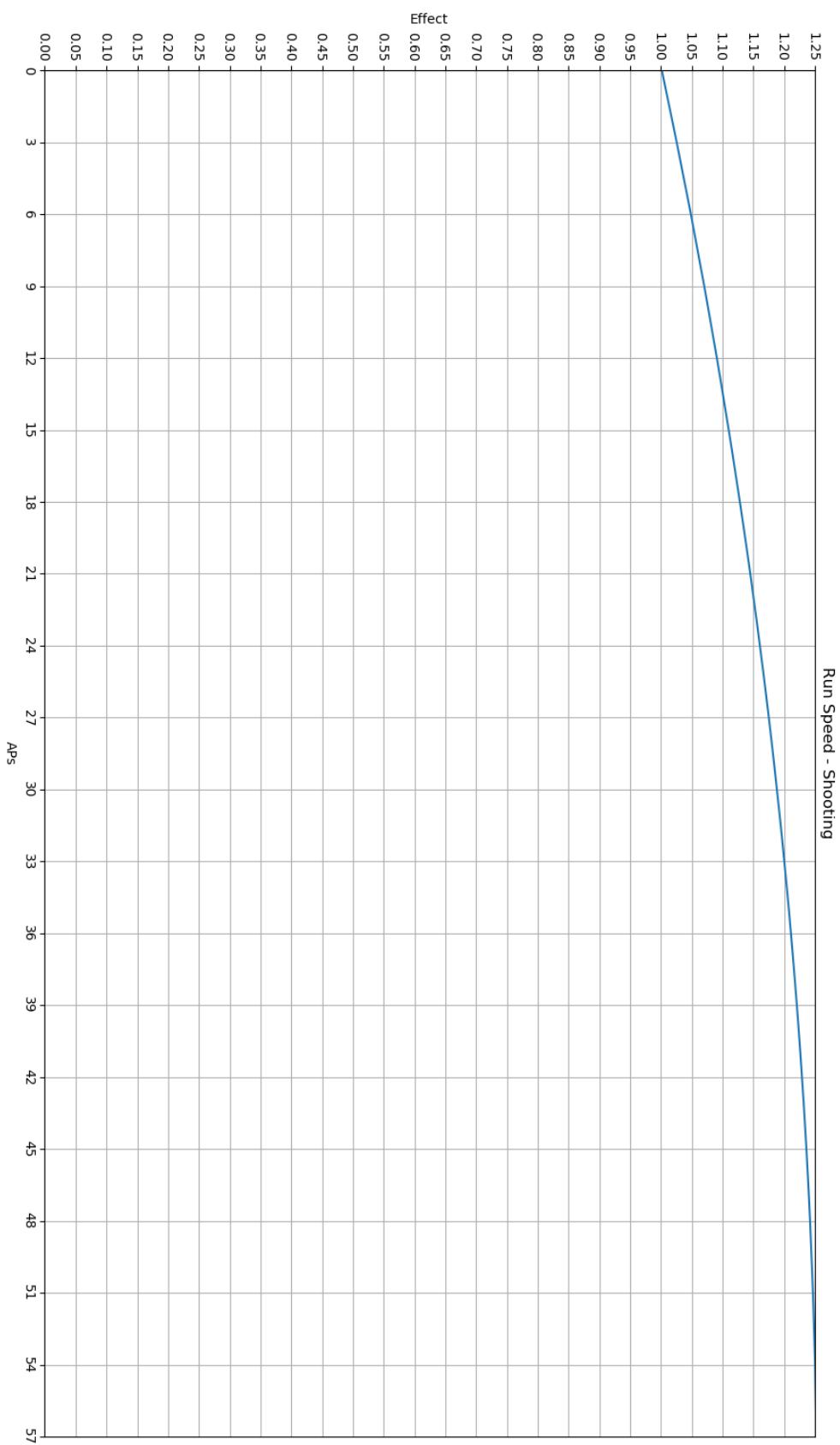
Main	Sub	AP	Effect
0	0	0	1.0
0	1	3	1.029
0	2	6	1.0565
0	3	9	1.0825
1	0	10	1.0909
0	4	12	1.1071
1	1	13	1.115
0	5	15	1.1303
1	2	16	1.1377
0	6	18	1.152
1	3	19	1.1588
2	0	20	1.1656
0	7	21	1.1722
1	4	22	1.1786
2	1	23	1.1849
0	8	24	1.1909
1	5	25	1.1969
2	2	26	1.2026
0	9	27	1.2083
1	6	28	1.2137
2	3	29	1.219
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)

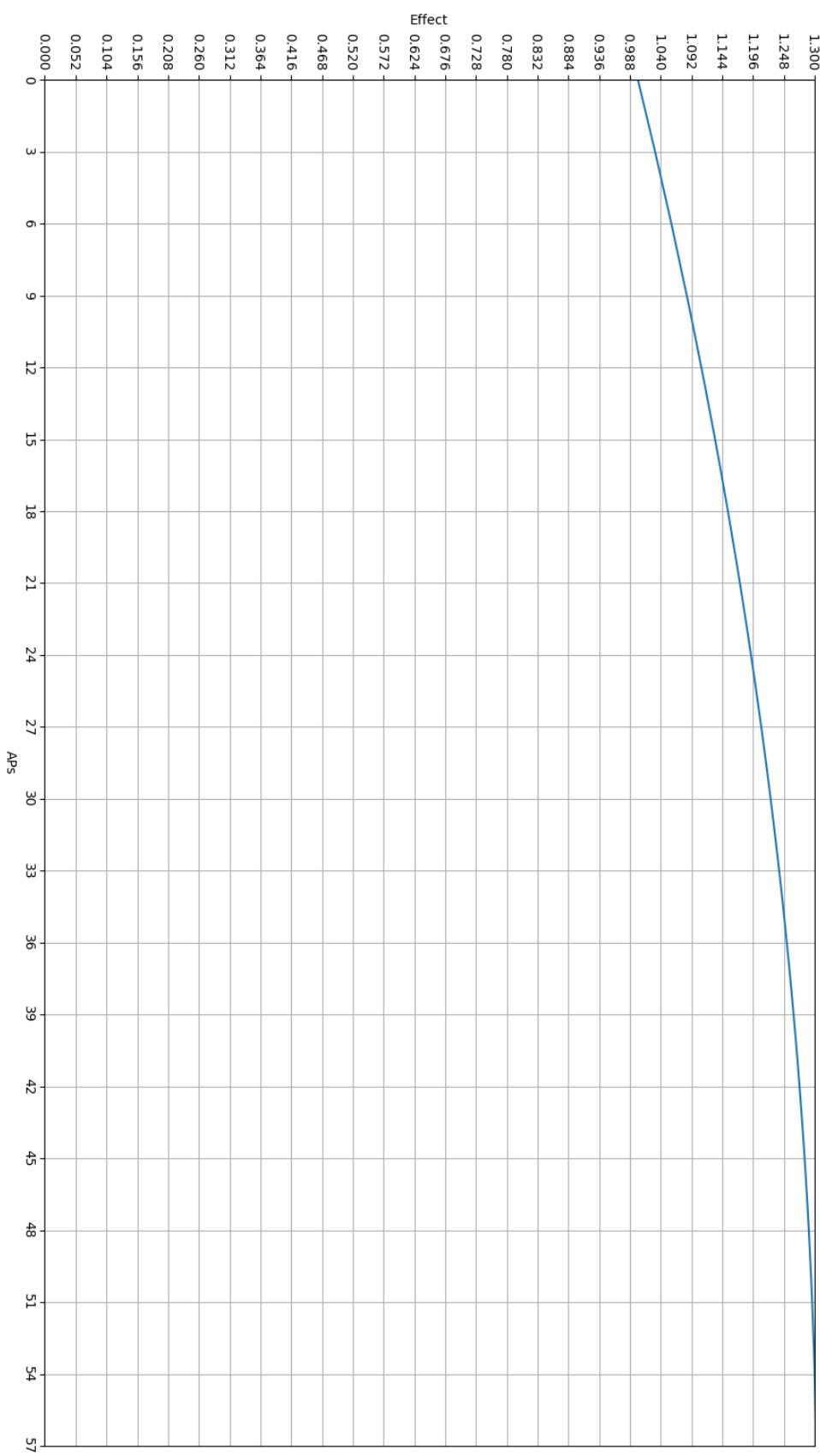








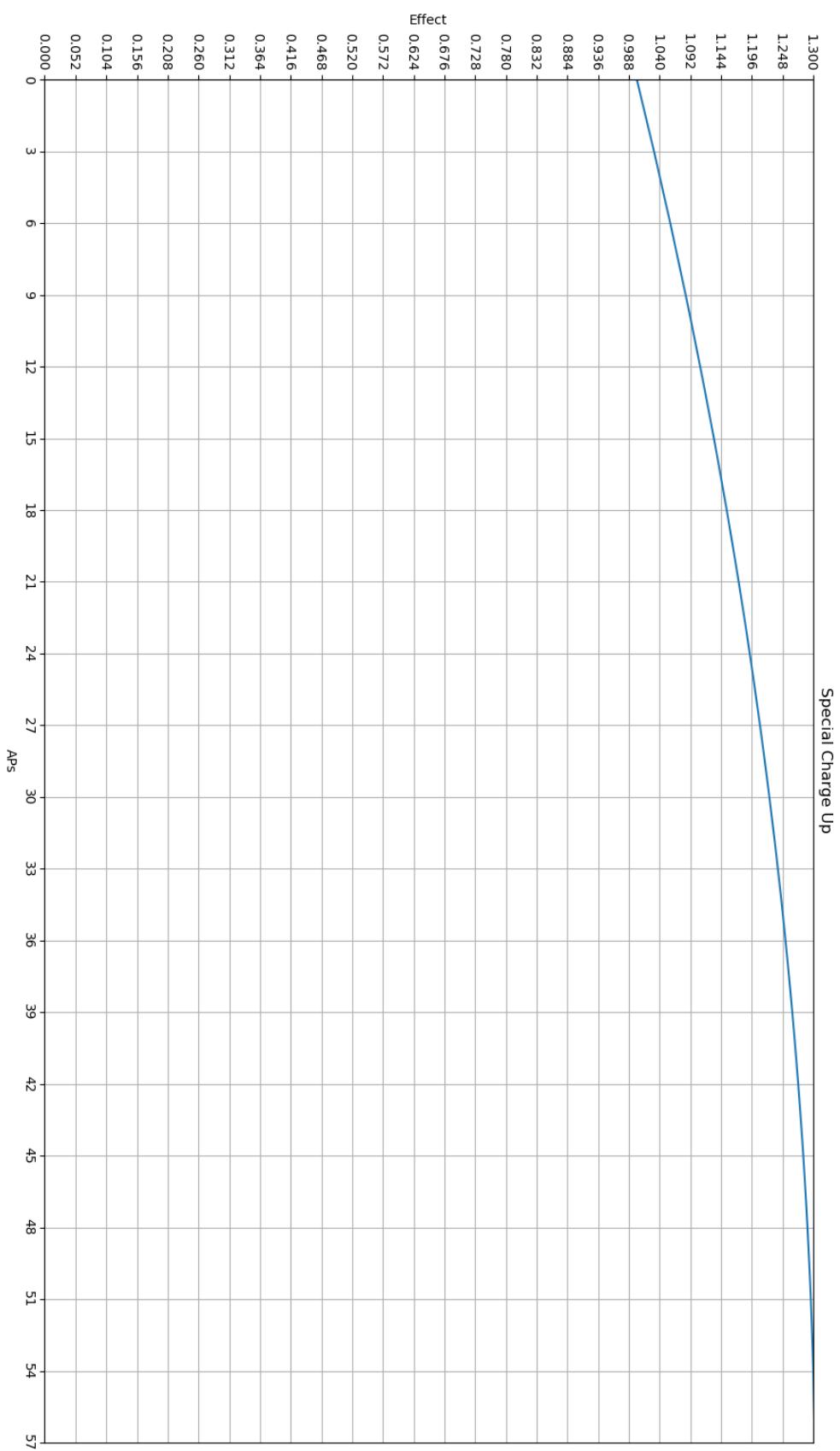
Run Speed - Shooting, Splatting



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



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

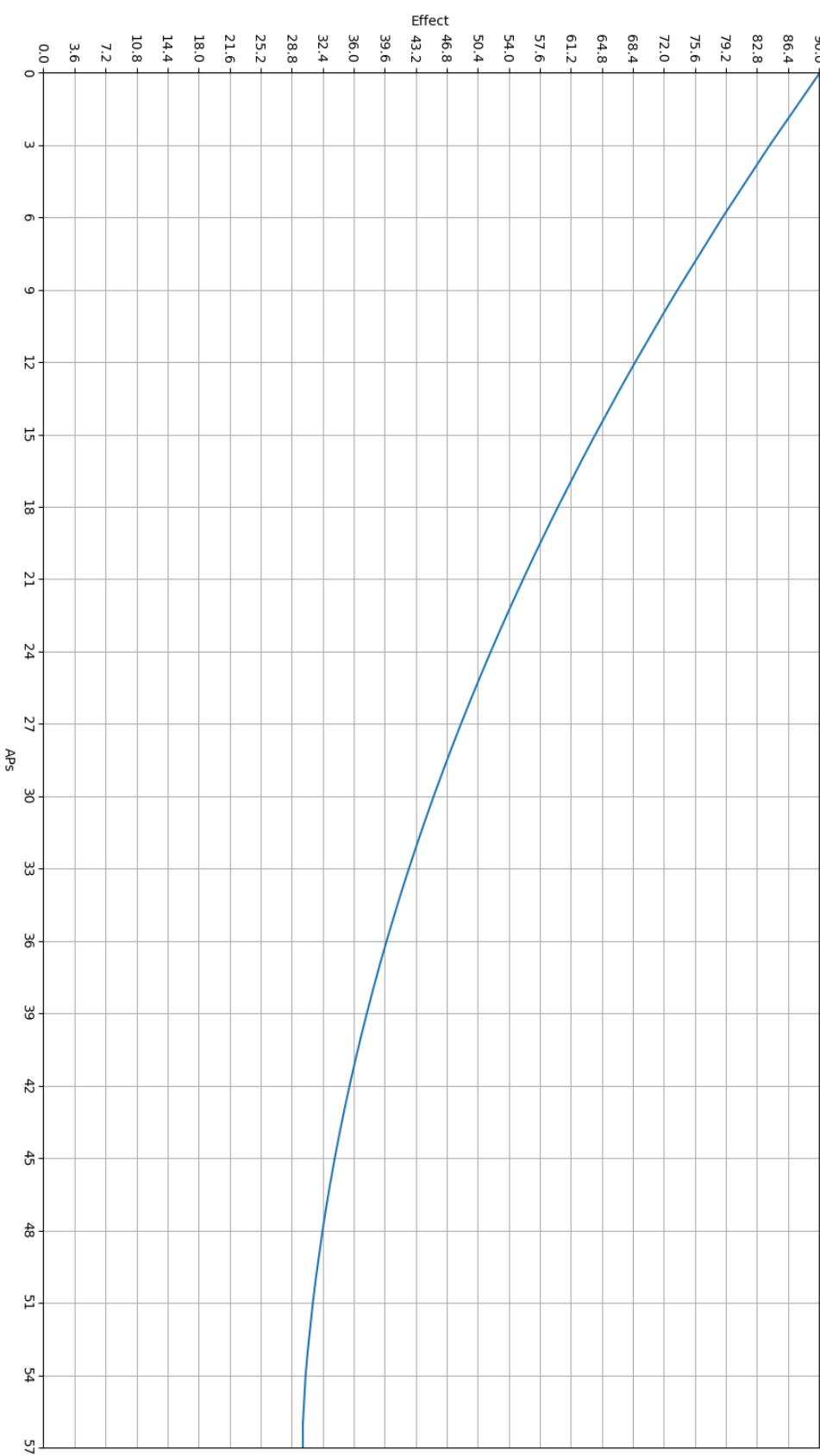
Table 6.1: Quick Respawn (Die frames)

6.2 Deathcam frames

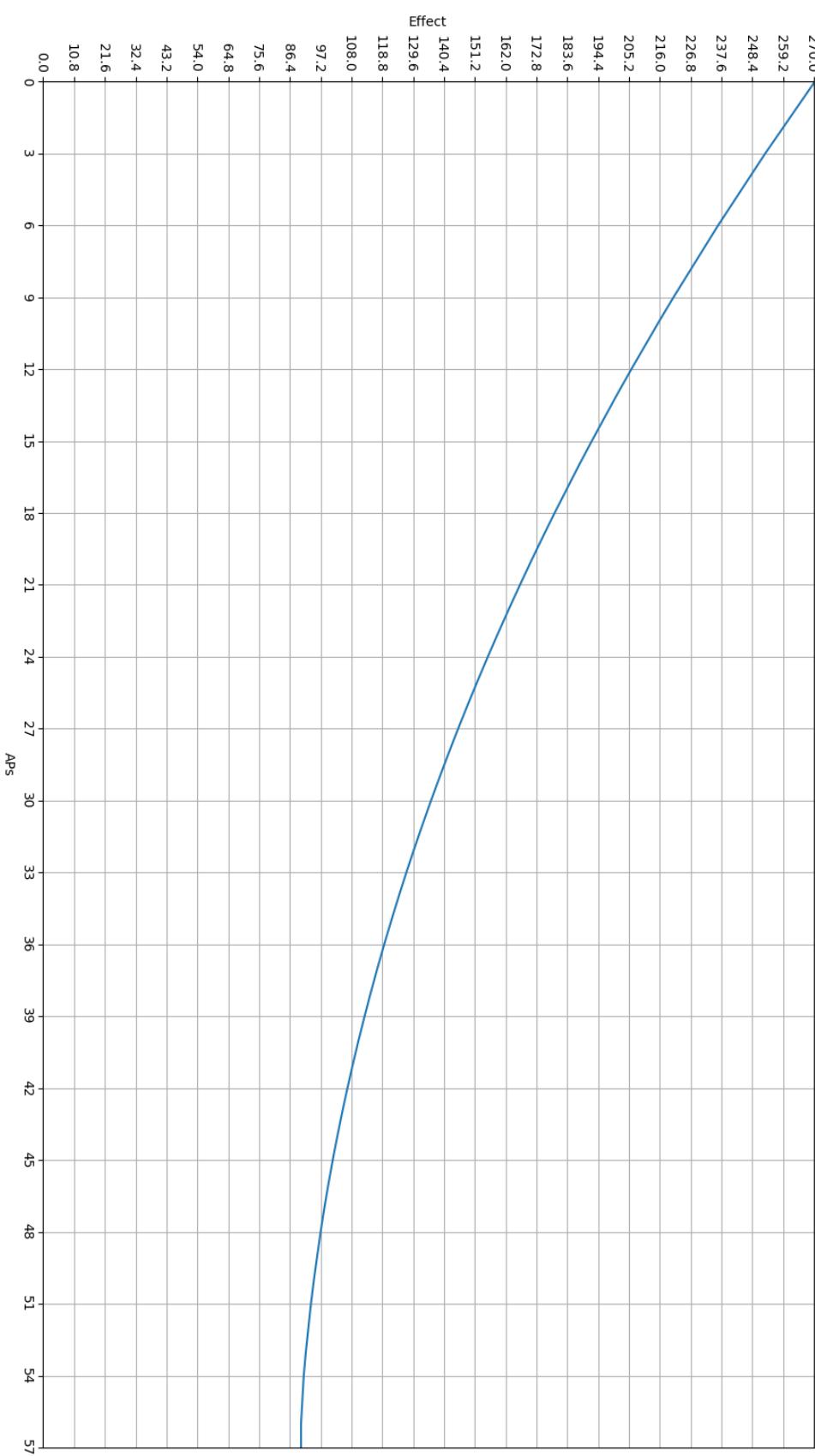
Main	Sub	AP	Effect
0	0	0	270.0
0	1	3	252.612
0	2	6	236.106
0	3	9	220.482
1	0	10	215.46
0	4	12	205.722
1	1	13	200.988
0	5	15	191.844
1	2	16	187.398
0	6	18	178.83
1	3	19	174.69
2	0	20	170.64
0	7	21	166.698
1	4	22	162.846
2	1	23	159.084
0	8	24	155.43
1	5	25	151.884
2	2	26	148.41
0	9	27	145.044
1	6	28	141.786
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



Quick Respawn - Deathcam Frames



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

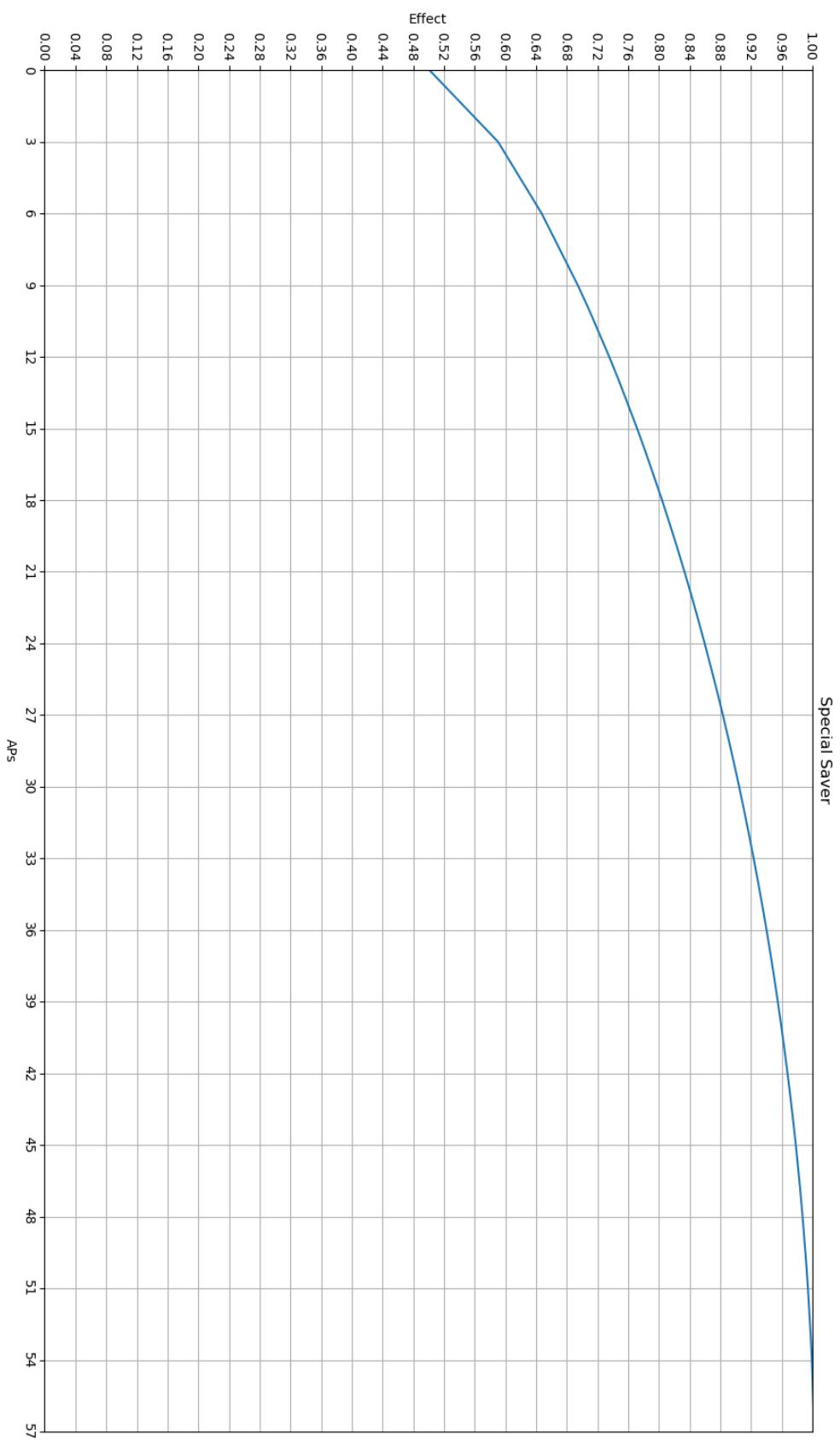
Table 7.1: Special Saver (Normal)

7.2 Splash Down

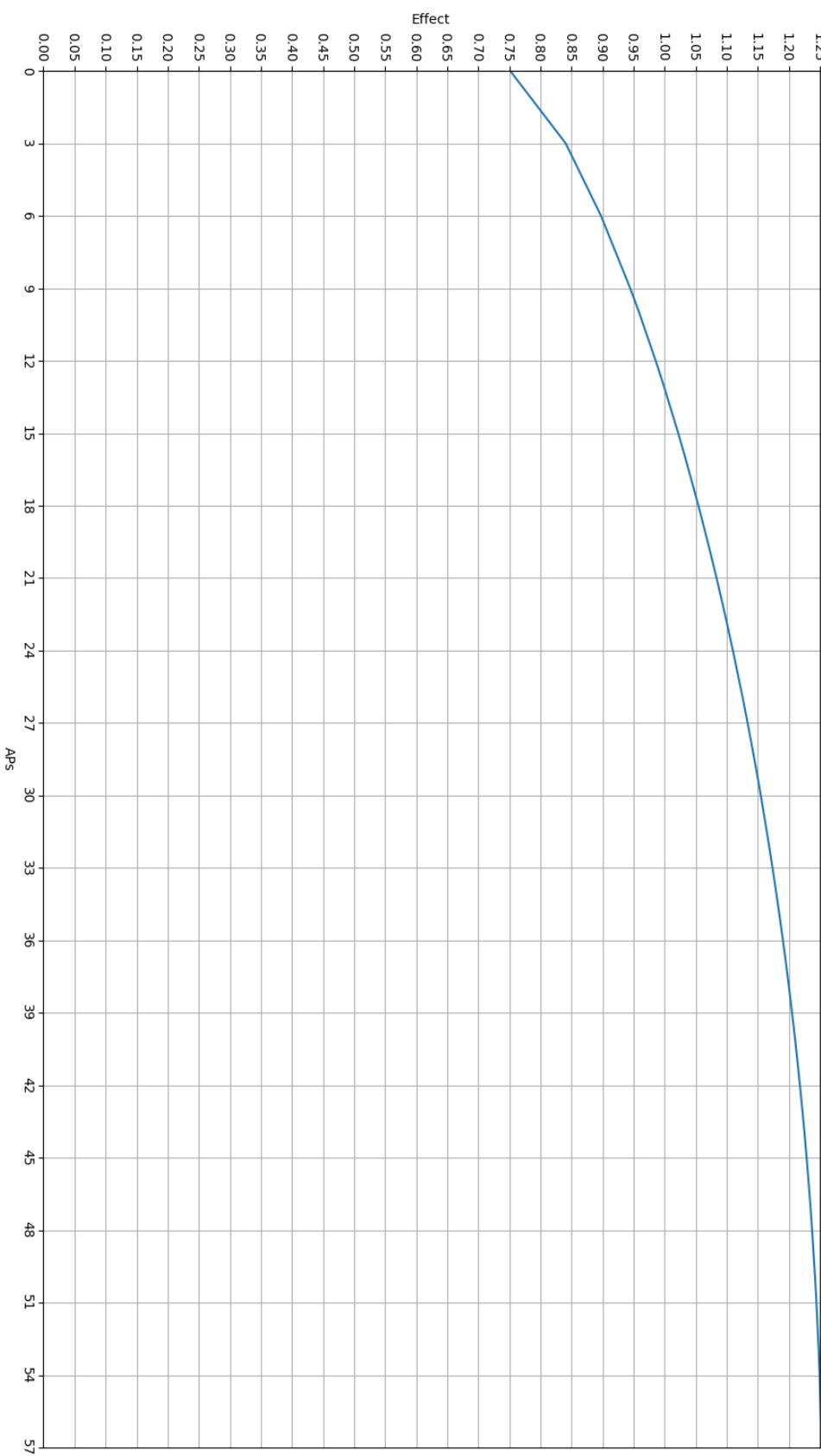
Note: Since you can only use splashdown with full special bar, everything greater than 1.0 will effectively go to 1.0.

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 - Splashdown



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

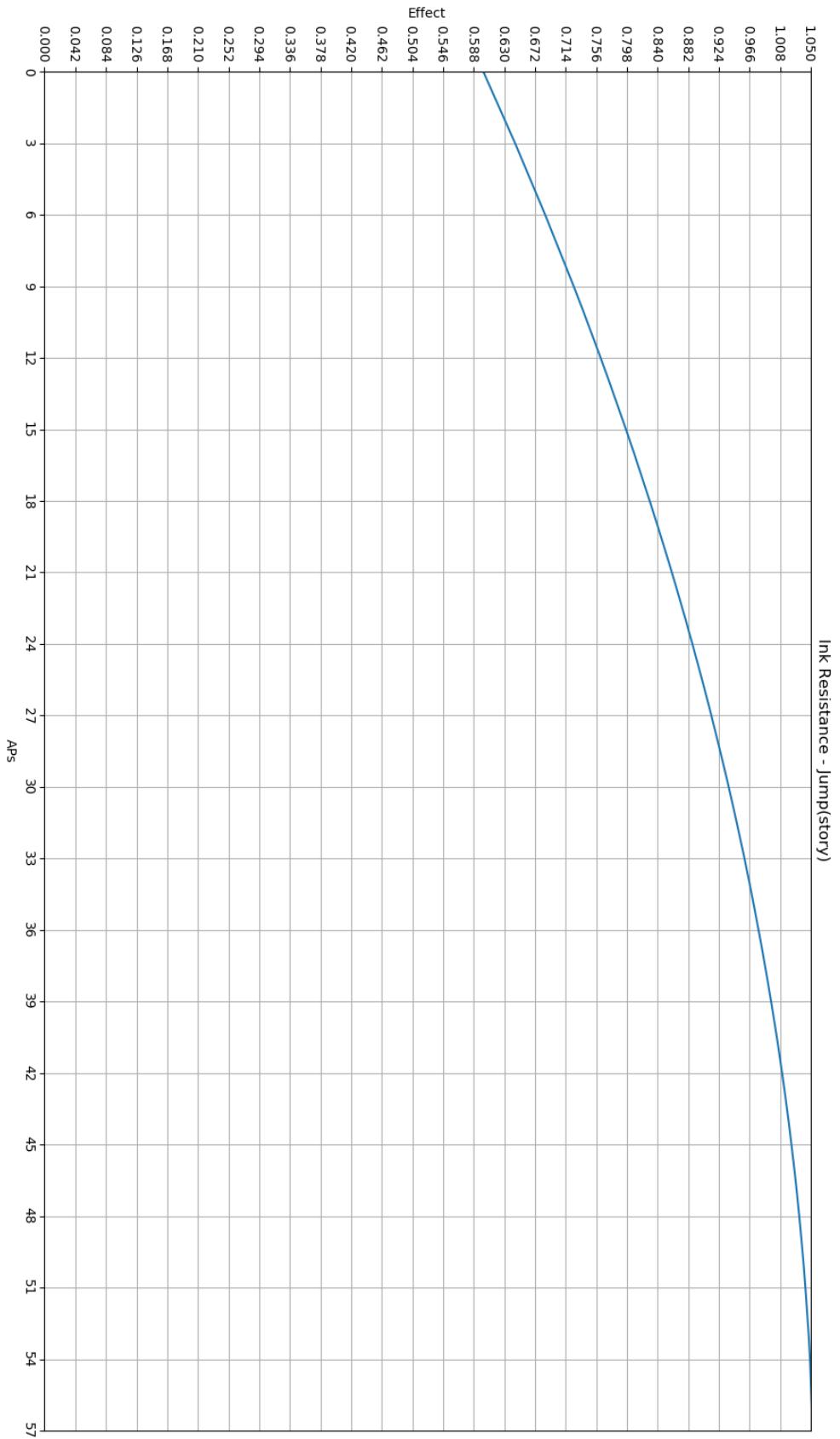
Main	Sub	AP	Effect
0	0	0	0.4
0	1	3	0.3807
0	2	6	0.3623
0	3	9	0.345
1	0	10	0.3394
0	4	12	0.3286
1	1	13	0.3233
0	5	15	0.3132
1	2	16	0.3082
0	6	18	0.2987
1	3	19	0.2941
2	0	20	0.2896
0	7	21	0.2852
1	4	22	0.2809
2	1	23	0.2768
0	8	24	0.2727
1	5	25	0.2688
2	2	26	0.2649
0	9	27	0.2612
1	6	28	0.2575
2	3	29	0.254
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

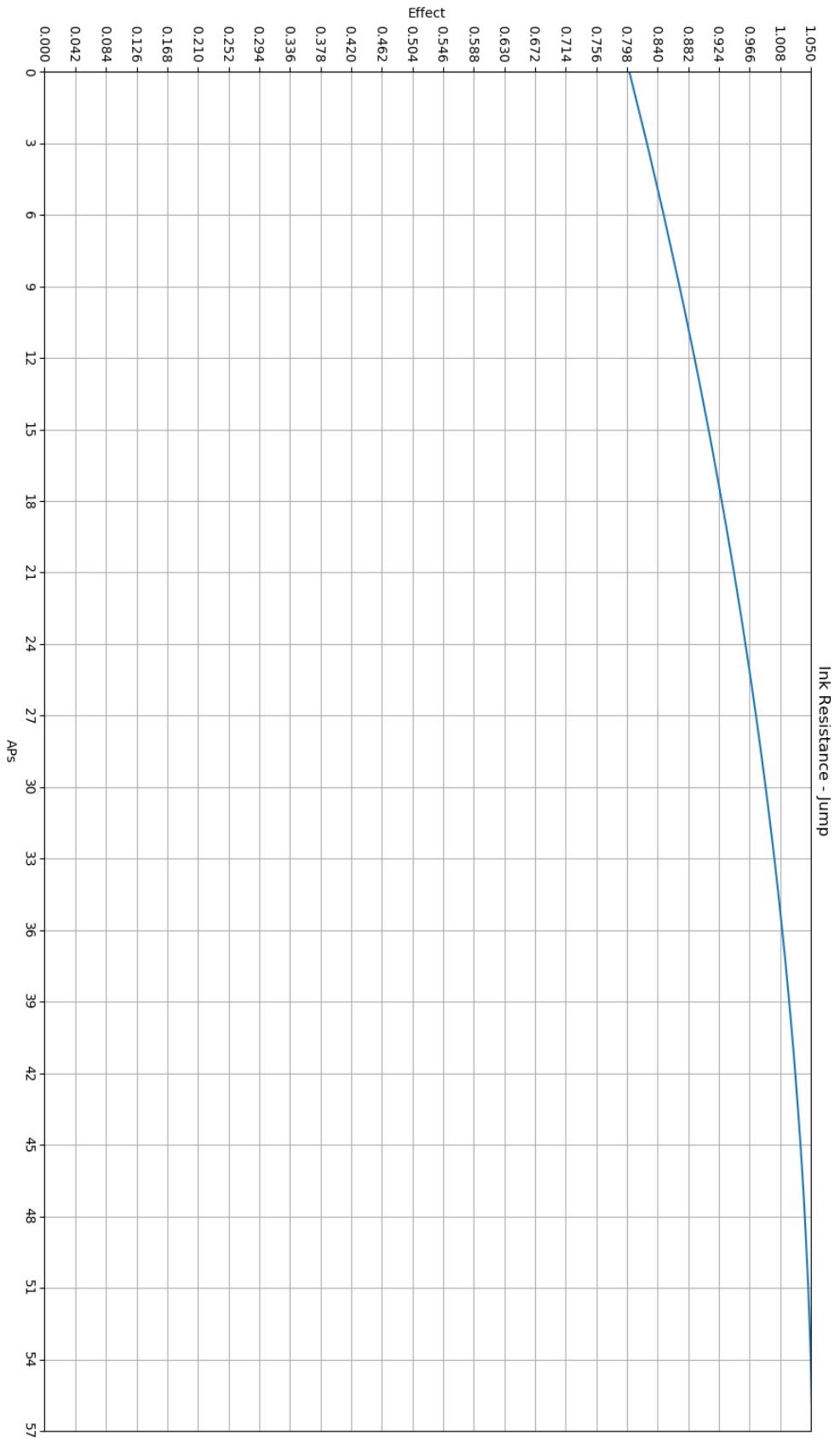
Table 8.6: Ink Resistance Up (Damage Limit)

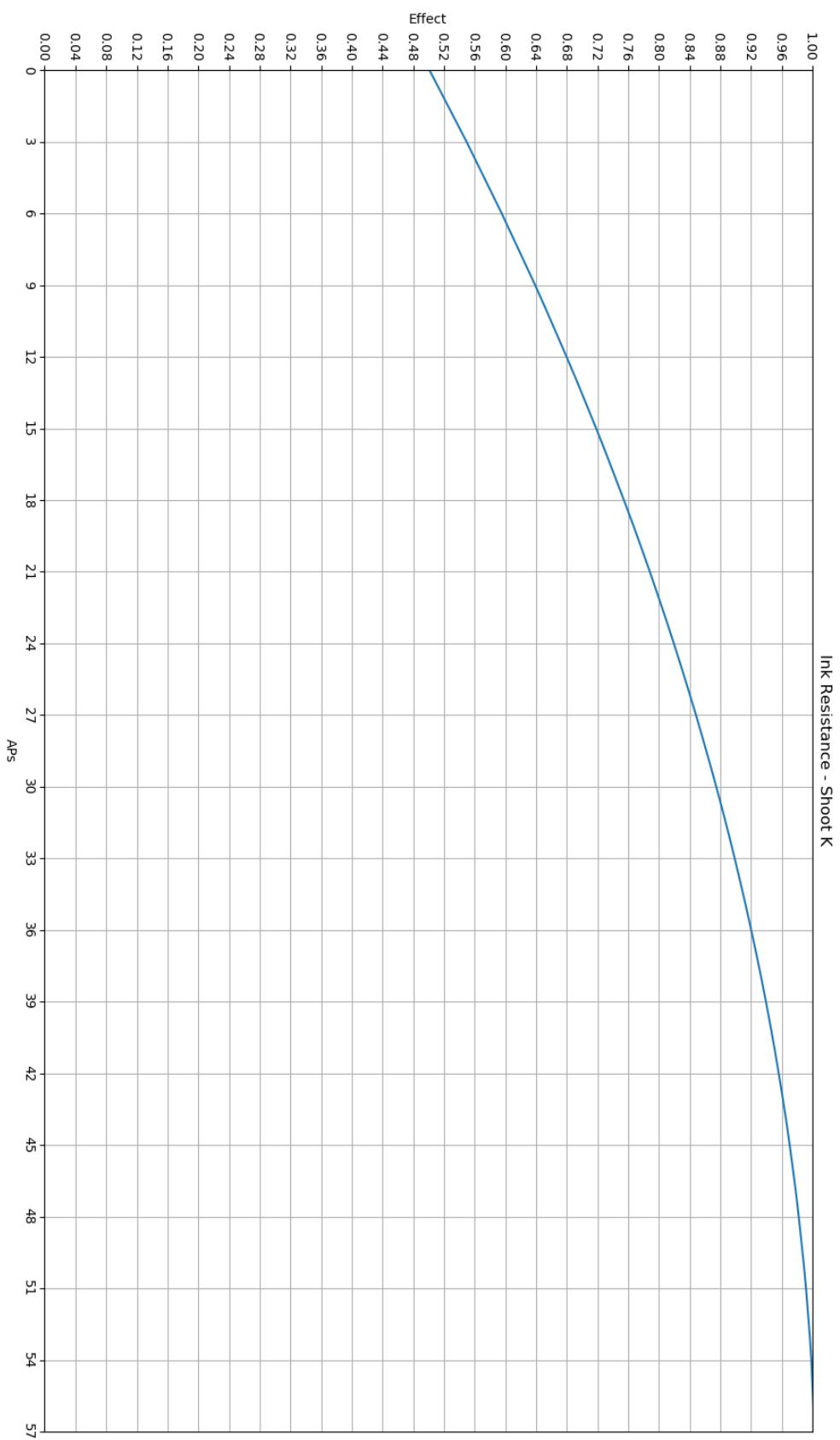
8.7 Damage Per Frame

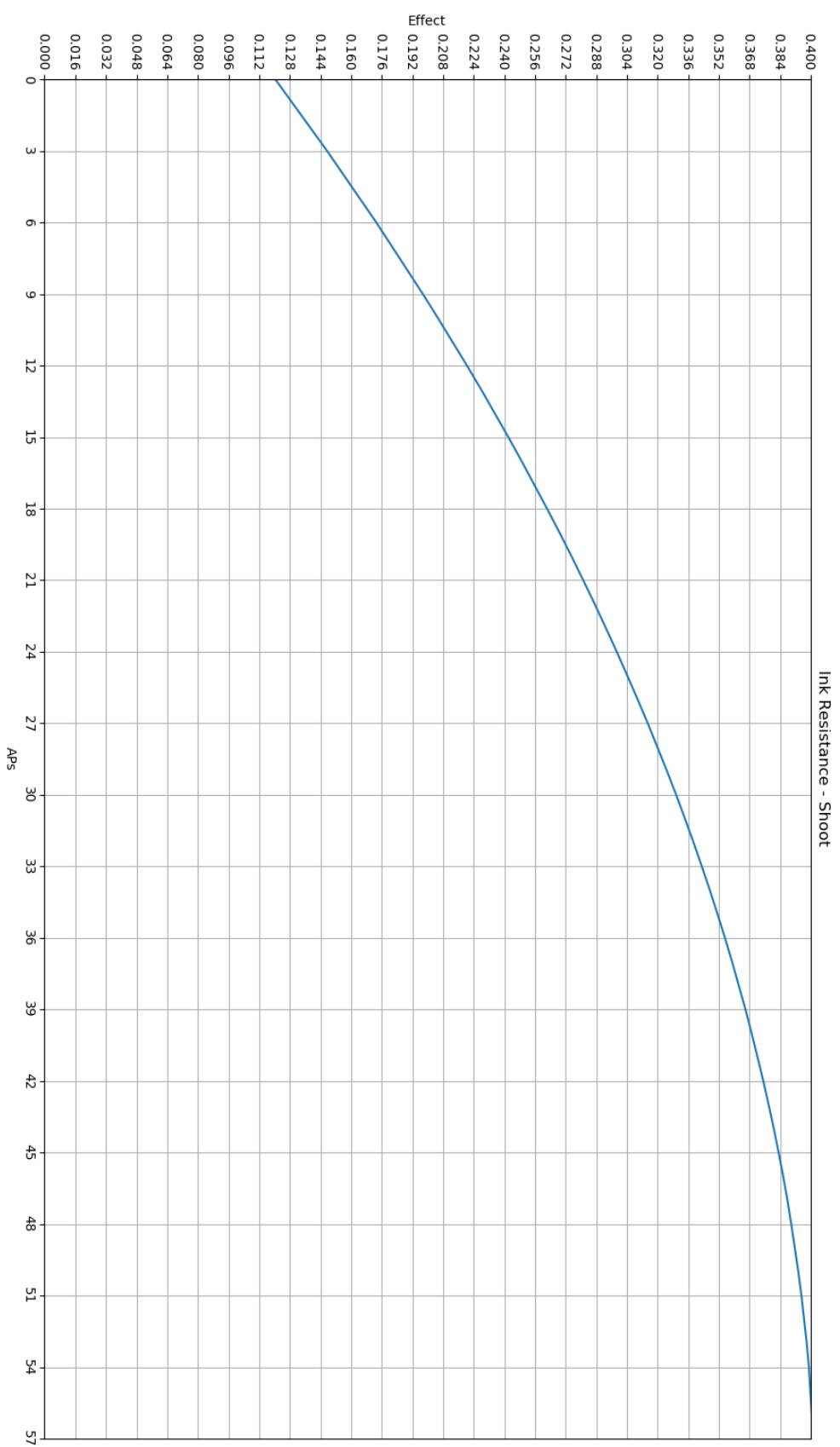
Main	Sub	AP	Effect
0	0	0	0.003
0	1	3	0.0029
0	2	6	0.0027
0	3	9	0.0026
1	0	10	0.0025
0	4	12	0.0025
1	1	13	0.0024
0	5	15	0.0023
1	2	16	0.0023
0	6	18	0.0022
1	3	19	0.0022
2	0	20	0.0022
0	7	21	0.0021
1	4	22	0.0021
2	1	23	0.0021
0	8	24	0.002
1	5	25	0.002
2	2	26	0.002
0	9	27	0.002
1	6	28	0.0019
2	3	29	0.0019
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

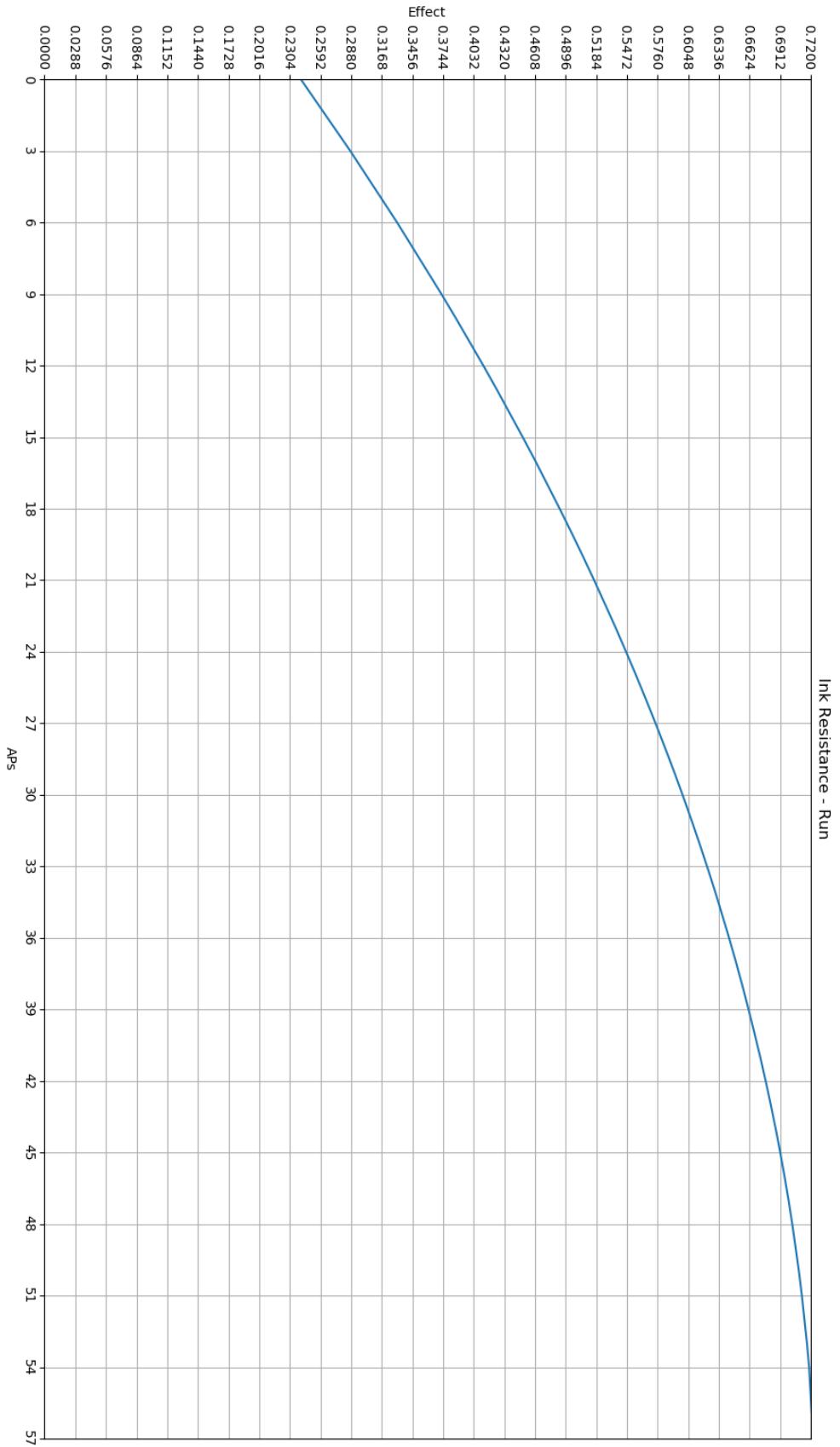
Table 8.7: Ink Resistance Up (Damage Per Frame)



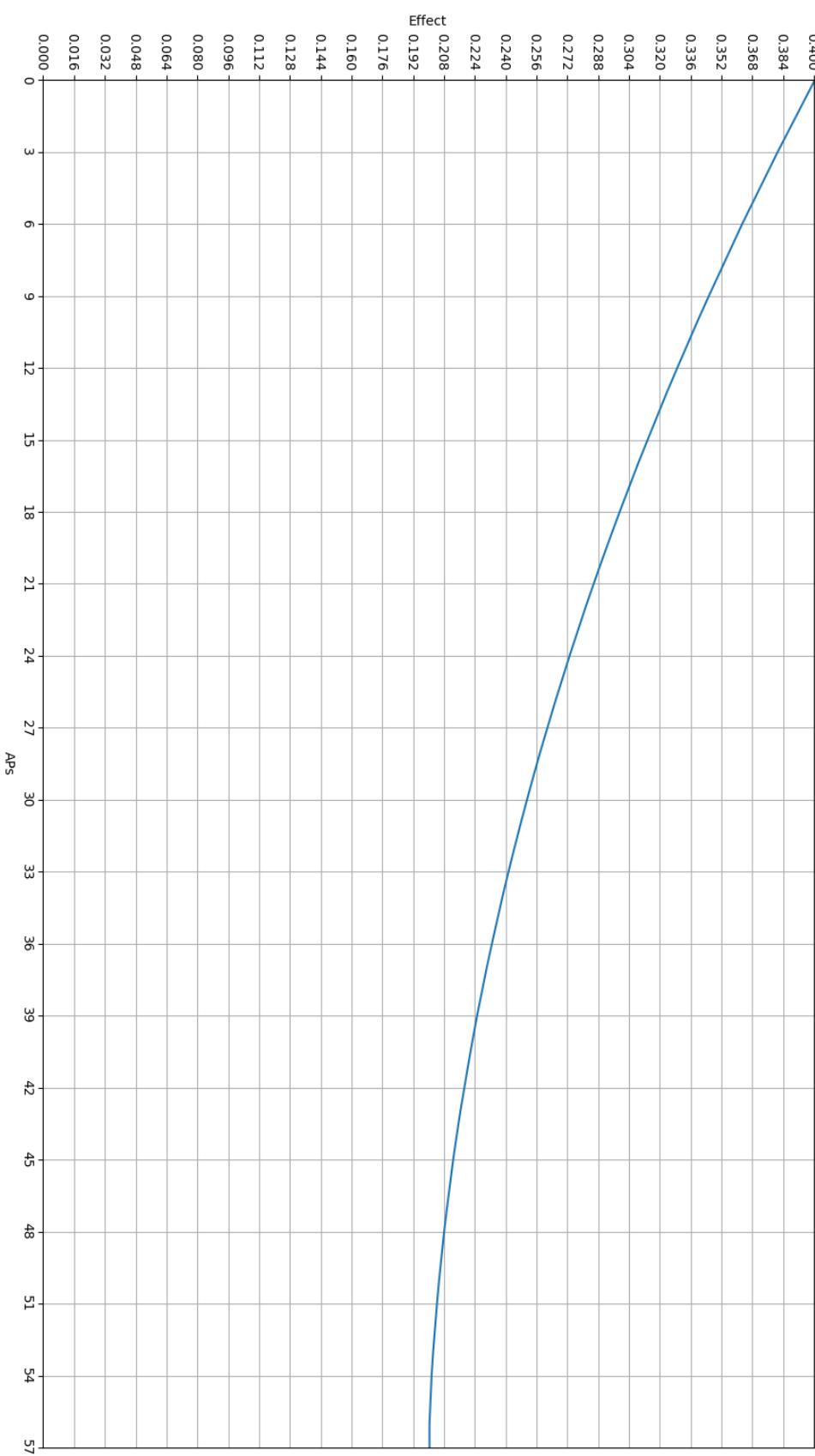


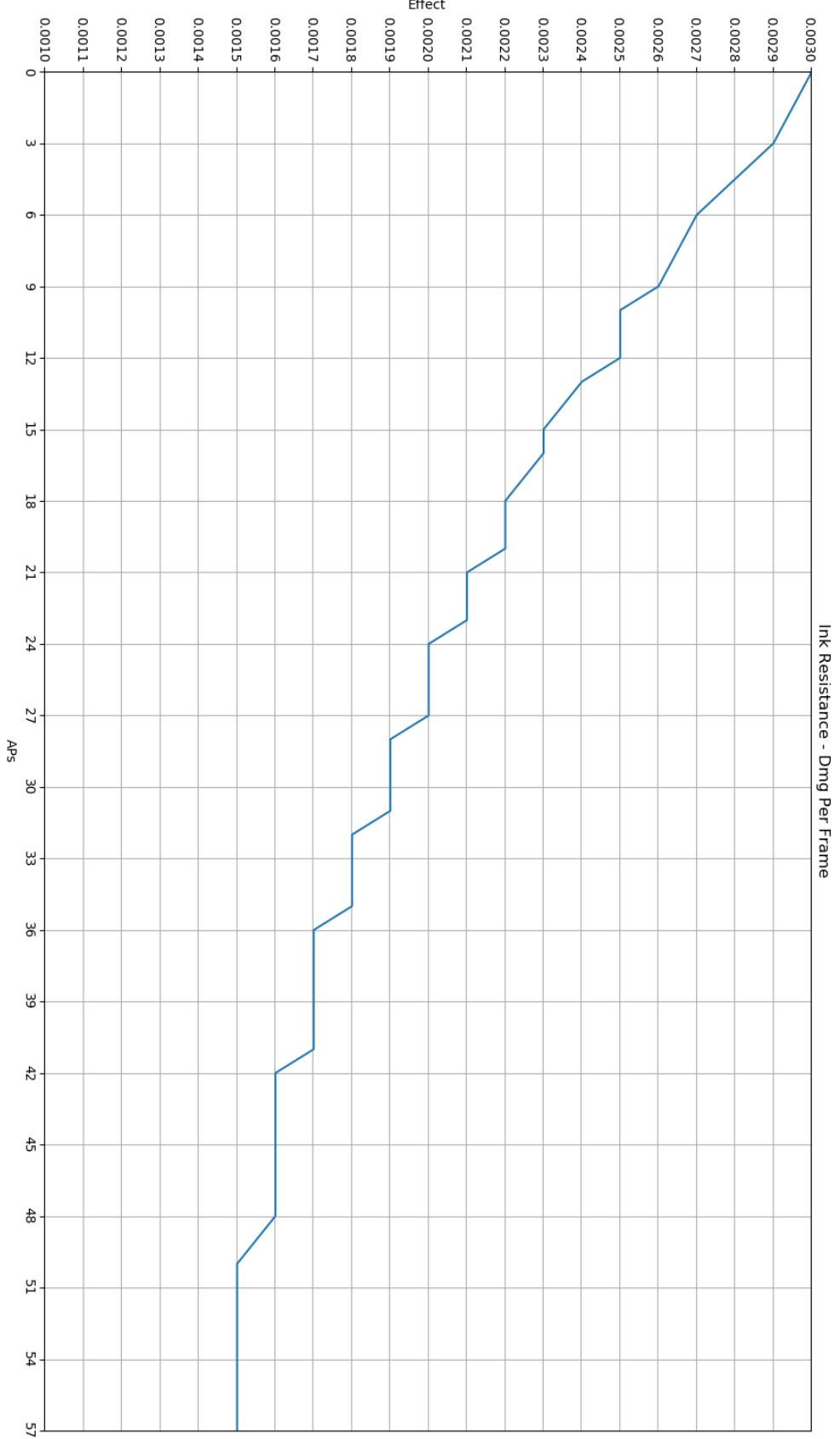






Ink Resistance - Dmg Limit





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

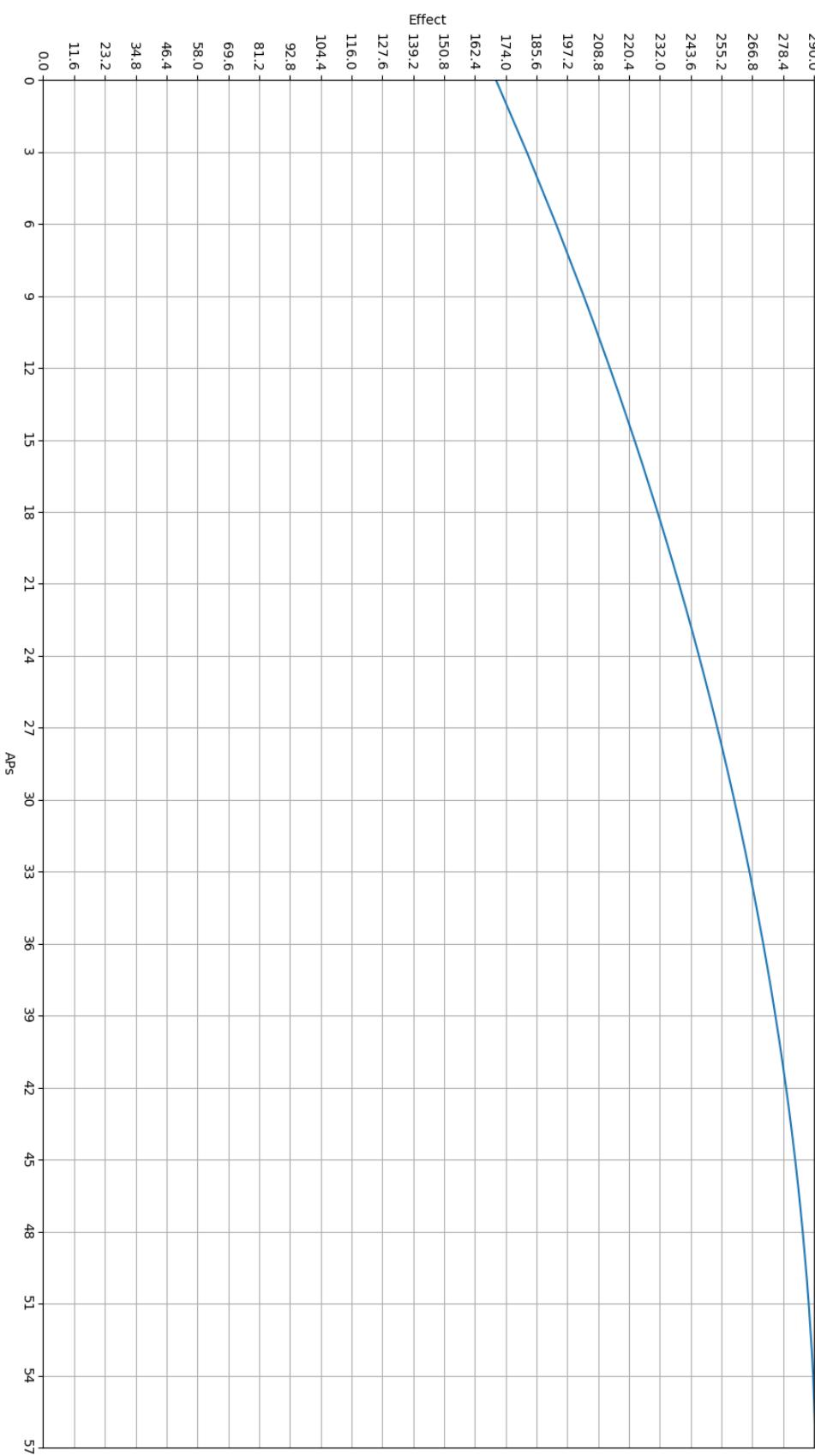
Table 9.3: Cold-Blooded (Marking Duration Ink-Mines)

9.4 Marking Duration Point Sensors

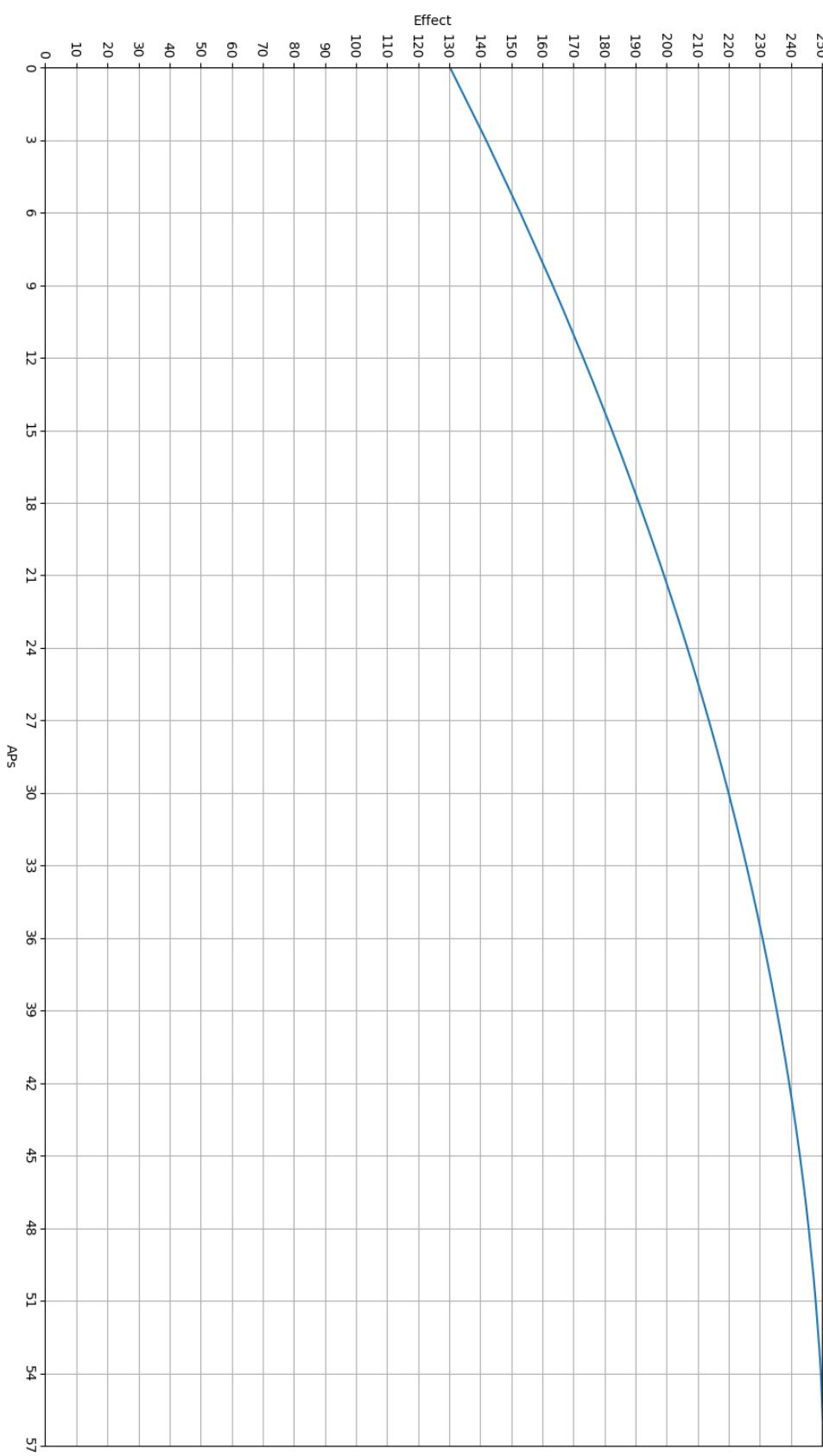
Main	Sub	AP	Effect
0	0	0	1.0
0	1	3	0.9131
0	2	6	0.8305
0	3	9	0.7524
1	0	10	0.7273
0	4	12	0.6786
1	1	13	0.6549
0	5	15	0.6092
1	2	16	0.587
0	6	18	0.5442
1	3	19	0.5234
2	0	20	0.5032
0	7	21	0.4835
1	4	22	0.4642
2	1	23	0.4454
0	8	24	0.4272
1	5	25	0.4094
2	2	26	0.3921
0	9	27	0.3752
1	6	28	0.3589
2	3	29	0.3431
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)

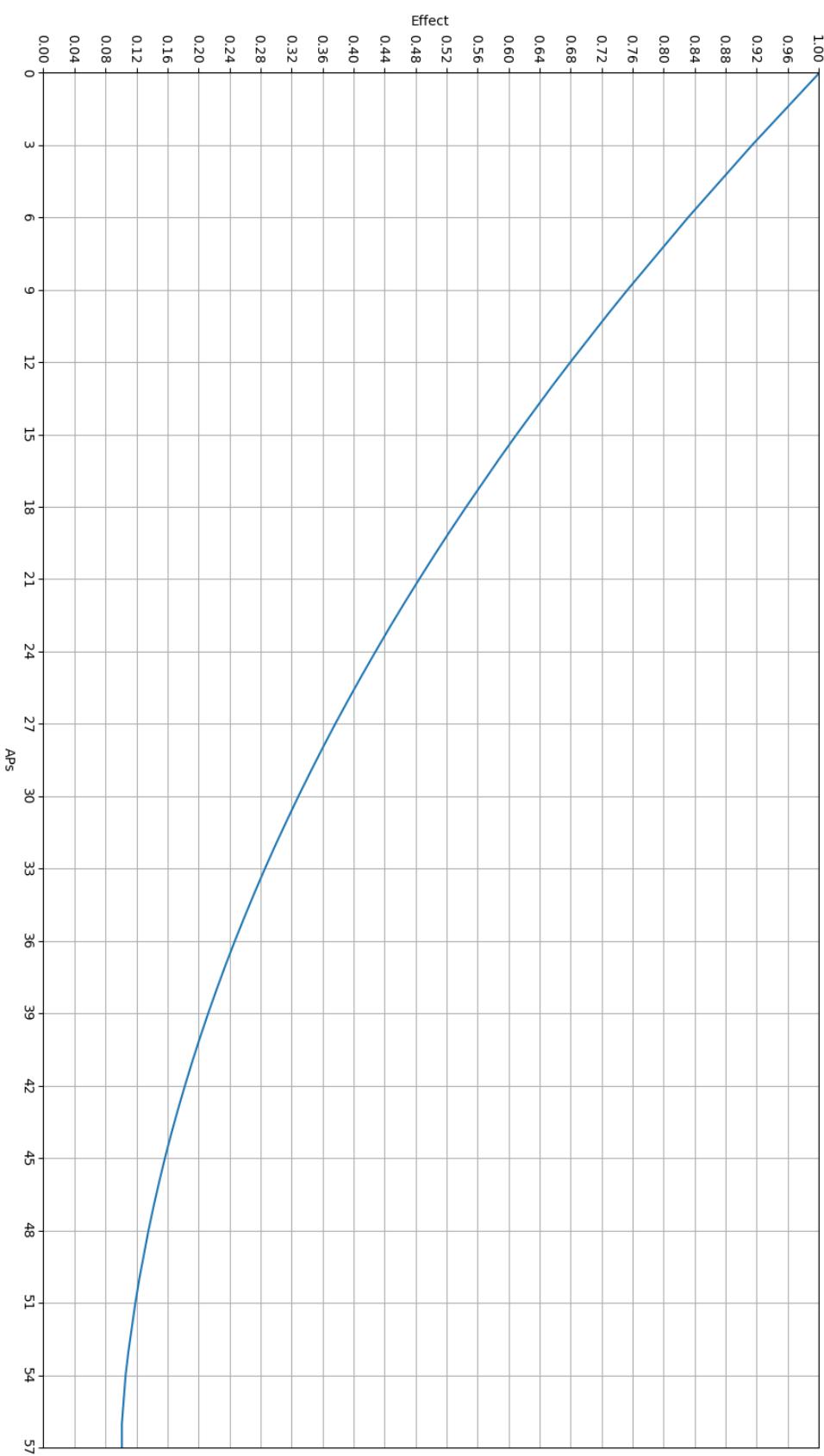
Cold Blooded - Silhouette Far



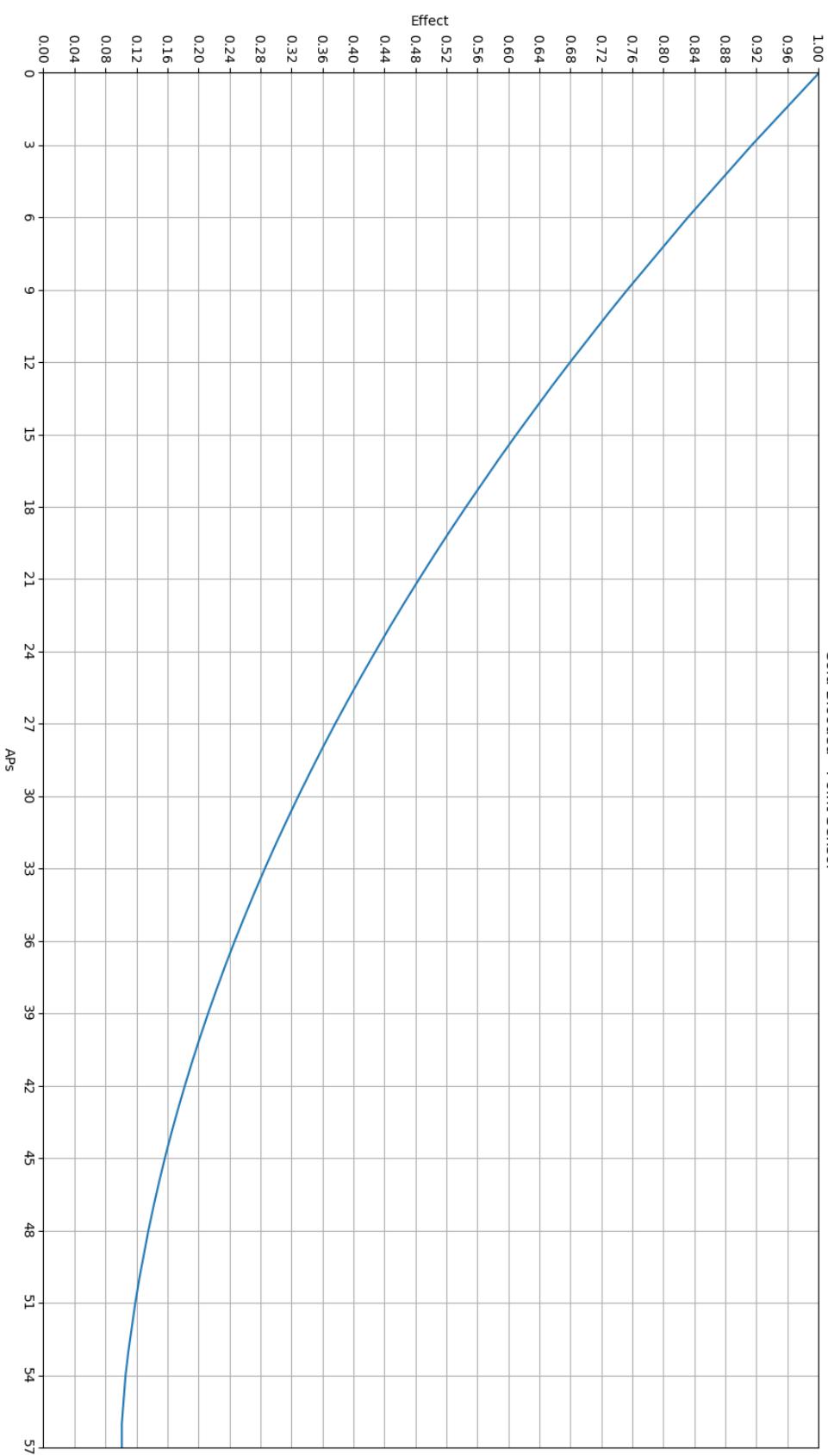
Cold Blooded - Silhouette Close



Cold Blooded - Ink Mine



Cold Blooded - Point Sensor



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

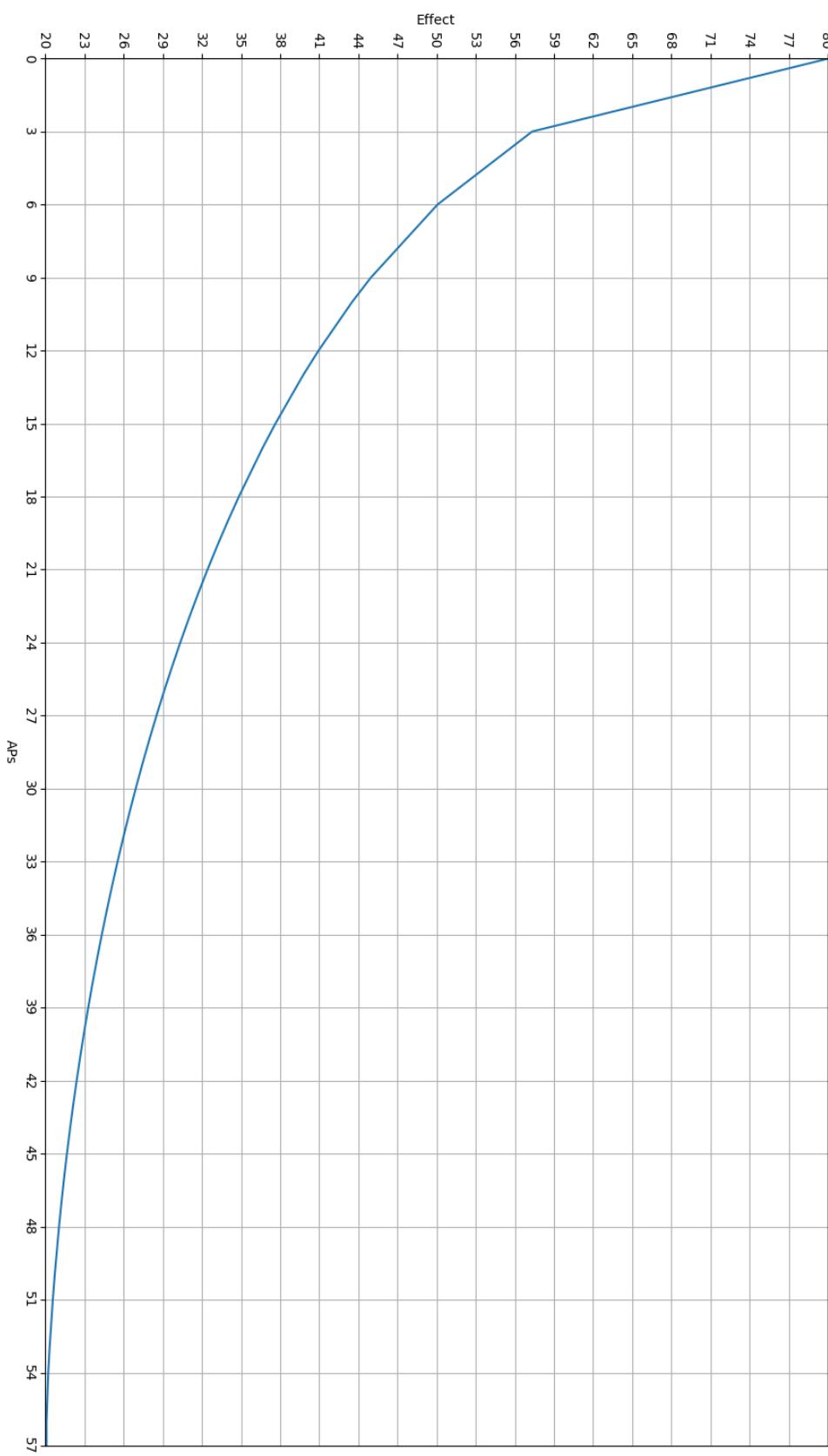
Table 10.1: Quick Super Jump (Prepare Frames)

10.2 Jump Frames

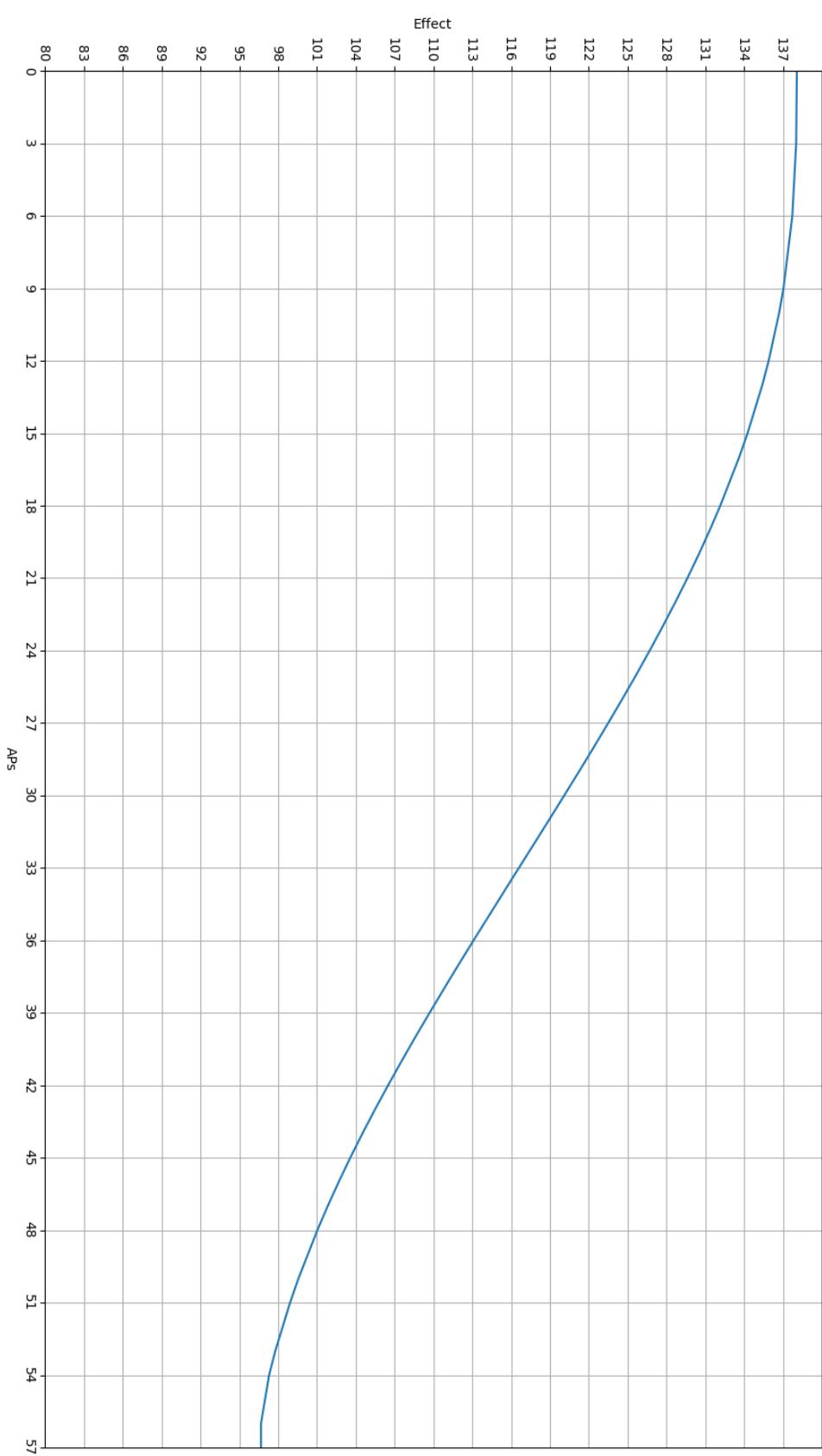
Main	Sub	AP	Effect
0	0	0	138.0
0	1	3	137.9483
0	2	6	137.651
0	3	9	136.9679
1	0	10	136.6394
0	4	12	135.8233
1	1	13	135.3327
0	5	15	134.1924
1	2	16	133.5395
0	6	18	132.0847
1	3	19	131.2834
2	0	20	130.4344
0	7	21	129.5438
1	4	22	128.6102
2	1	23	127.6362
0	8	24	126.6293
1	5	25	125.5935
2	2	26	124.5209
0	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



Quick Superjump - Jump



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

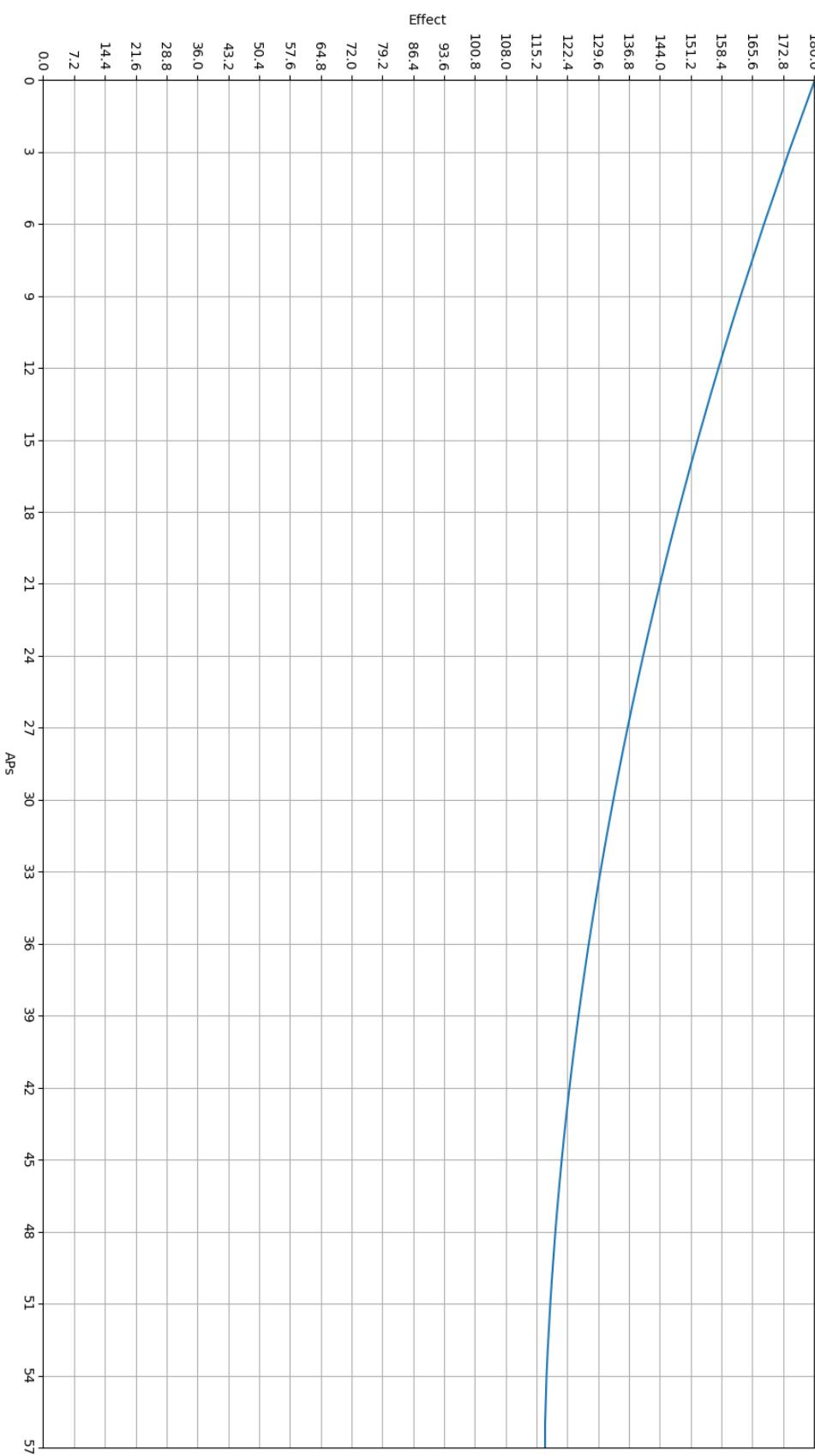
Table 11.1: Ink Recovery Up (Max Duration To Refill In Ink)

11.2 Max Duration To Refill Standing

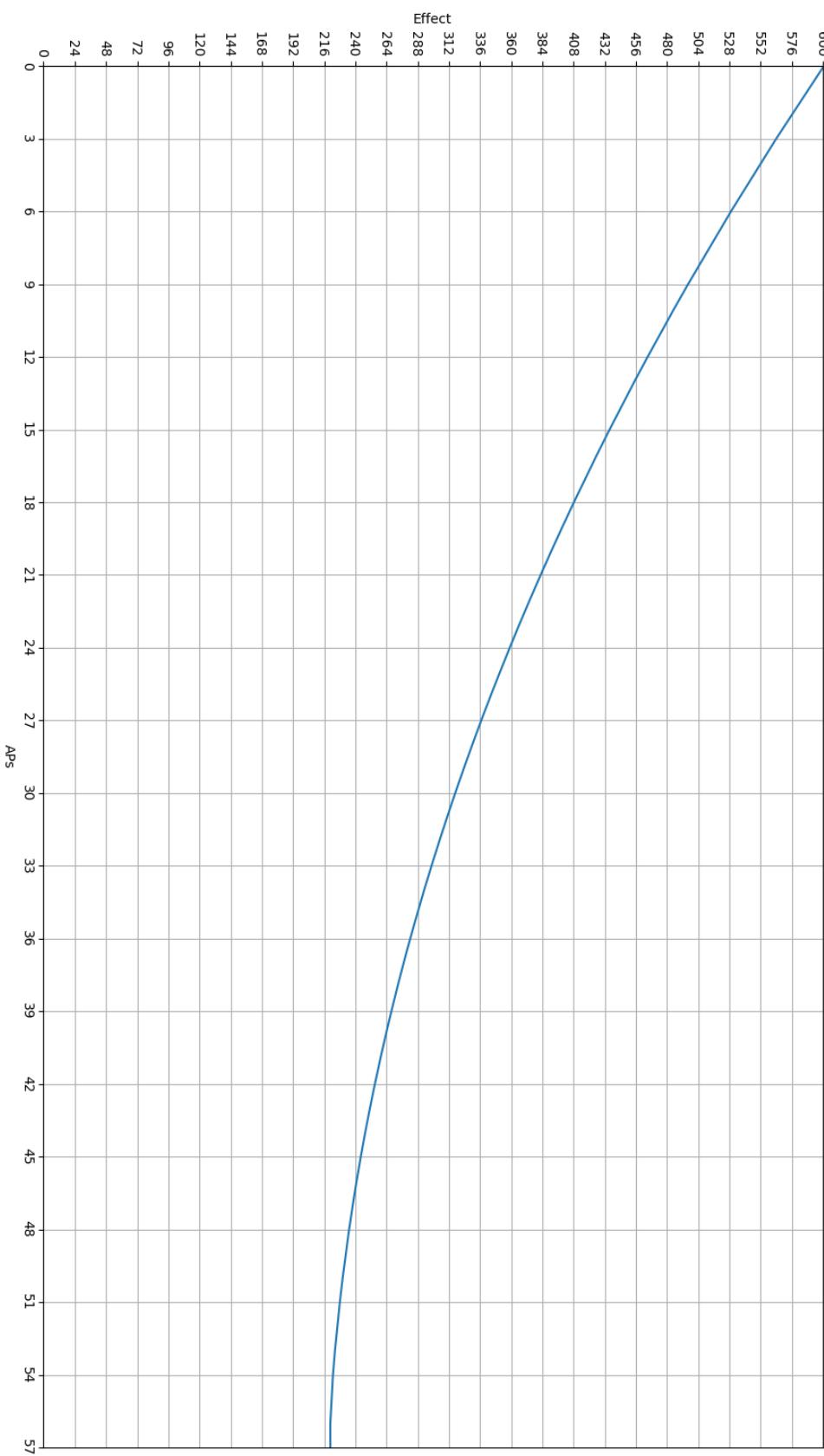
Main	Sub	AP	Effect
0	0	0	600.0
0	1	3	563.292
0	2	6	528.446
0	3	9	495.462
1	0	10	484.86
0	4	12	464.302
1	1	13	454.308
0	5	15	435.004
1	2	16	425.618
0	6	18	407.53
1	3	19	398.79
2	0	20	390.24
0	7	21	381.918
1	4	22	373.786
2	1	23	365.844
0	8	24	358.13
1	5	25	350.644
2	2	26	343.31
0	9	27	336.204
1	6	28	329.326
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



Ink Recovery Up - Standing



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)

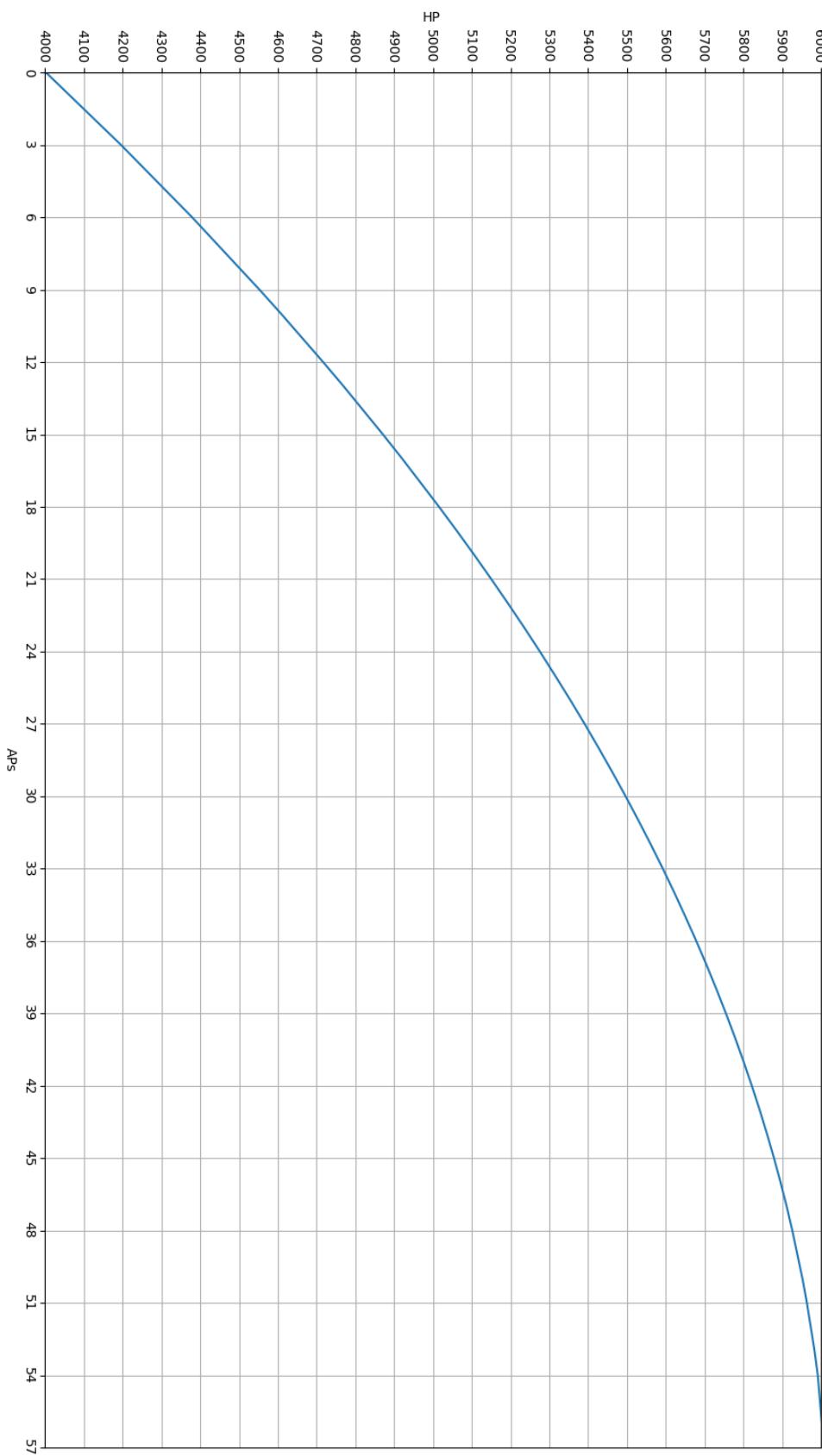
12.2 Baller - Object Shredder Damage Up

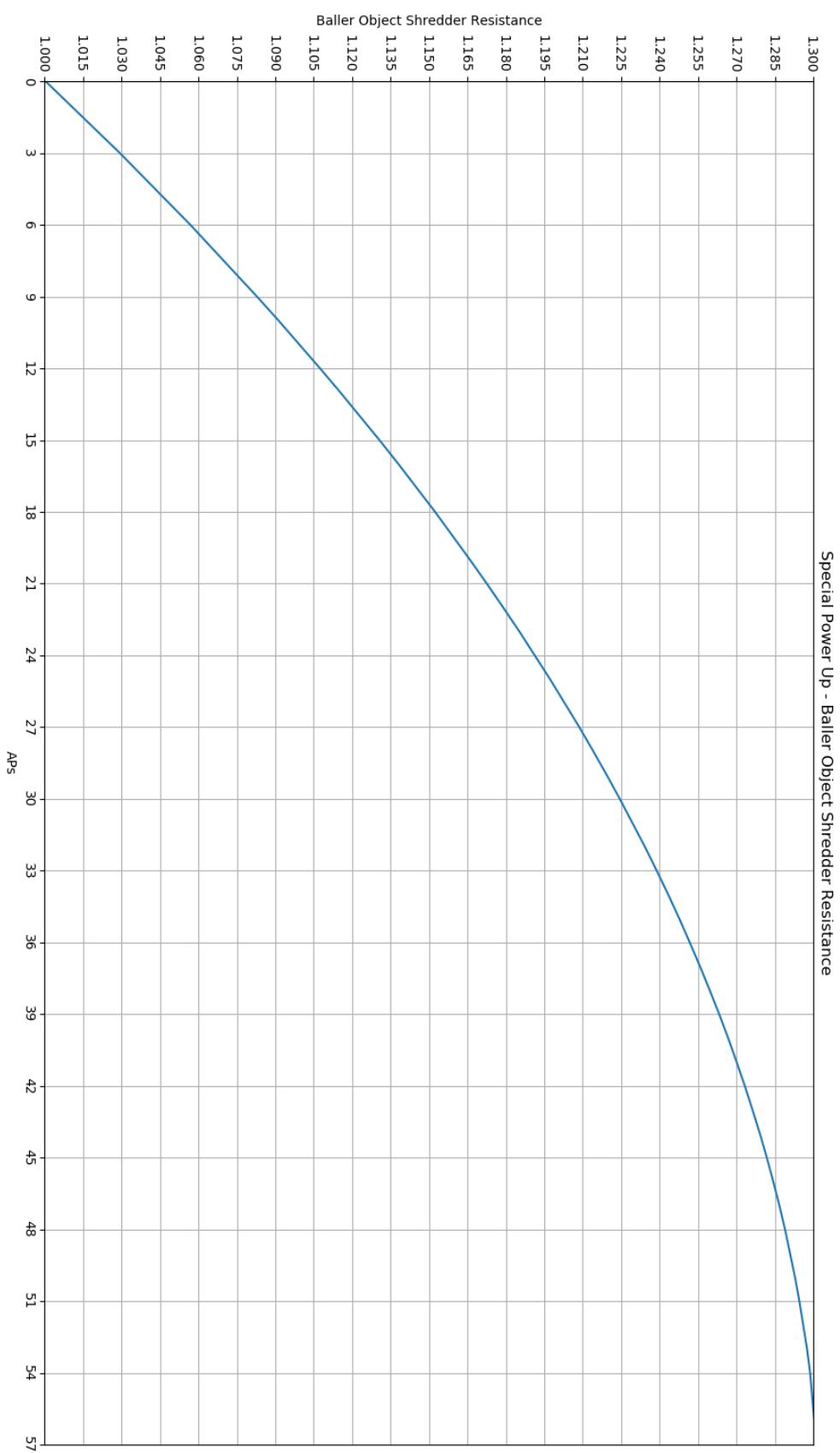
This is completely unused except for 0 AP (no object shredder) and 57 AP (object shredder equipped).

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





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 Multiplier)

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

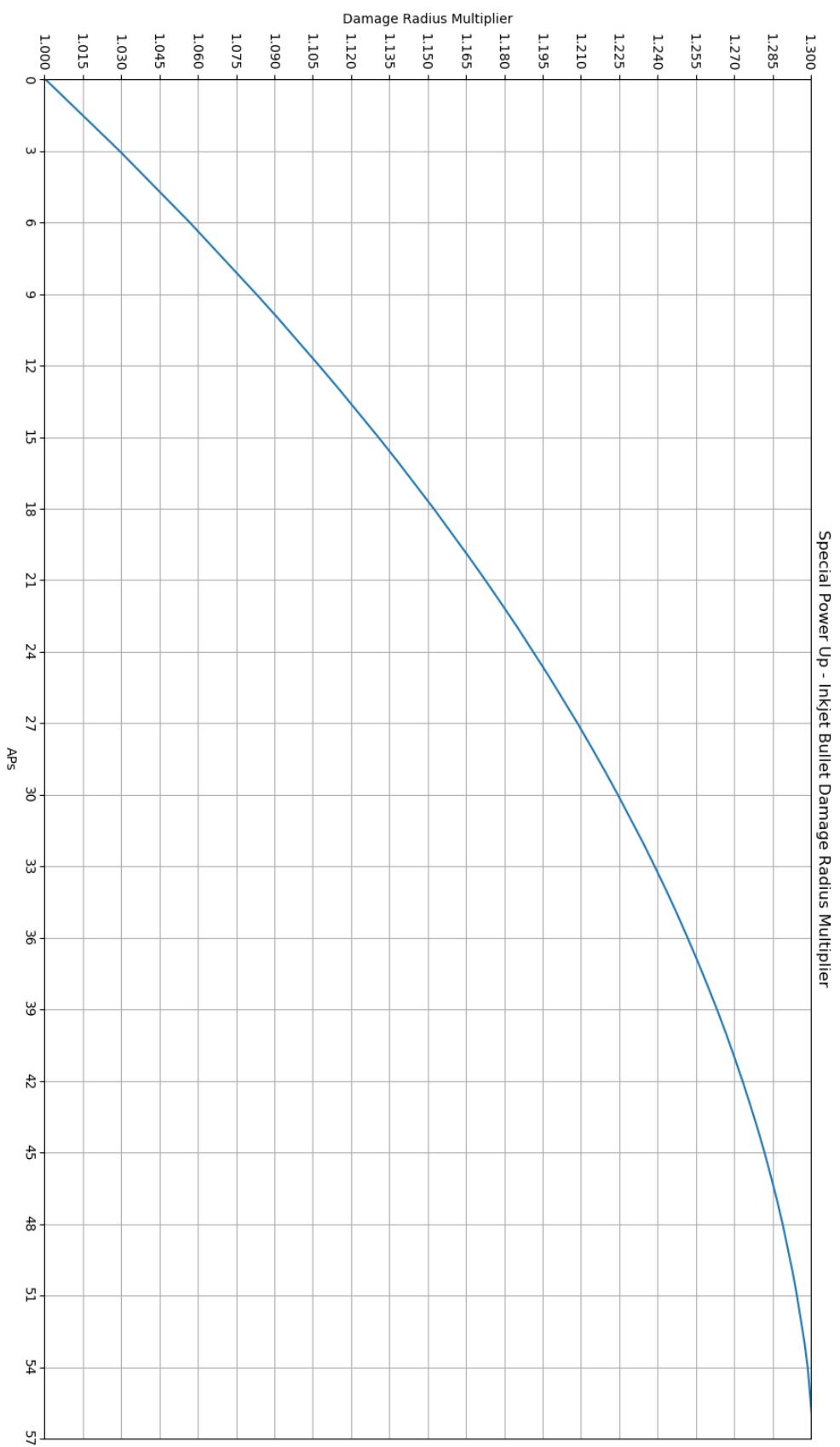
Main	Sub	AP	Effect
0	0	0	3.3
0	1	3	3.3193
0	2	6	3.3377
0	3	9	3.355
1	0	10	3.3606
0	4	12	3.3714
1	1	13	3.3767
0	5	15	3.3868
1	2	16	3.3918
0	6	18	3.4013
1	3	19	3.4059
2	0	20	3.4104
0	7	21	3.4148
1	4	22	3.4191
2	1	23	3.4232
0	8	24	3.4273
1	5	25	3.4312
2	2	26	3.4351
0	9	27	3.4388
1	6	28	3.4425
2	3	29	3.446
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

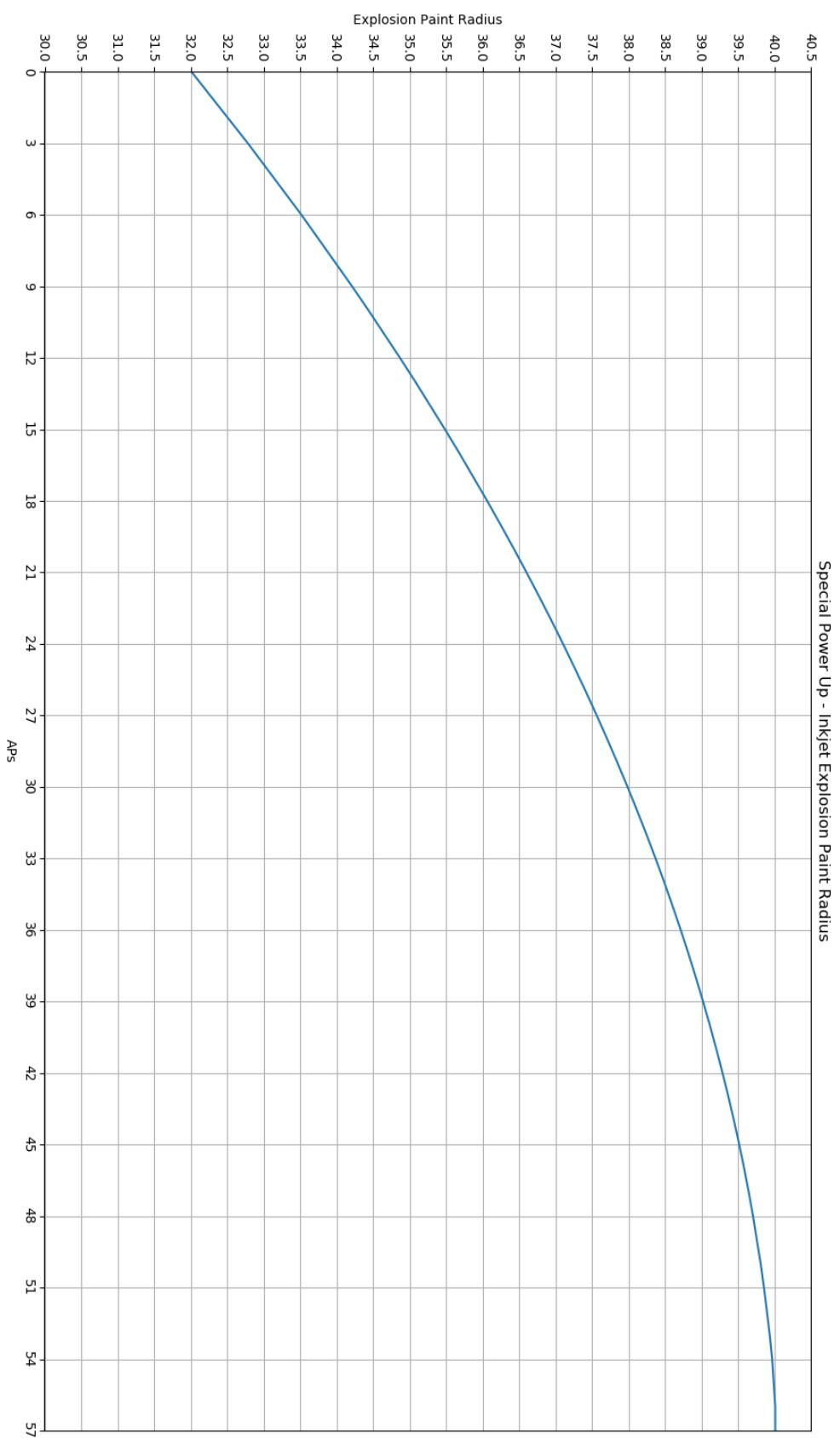
Table 12.6: Special Power Up (Inkjet Explosion Paint Splash Velocity H)

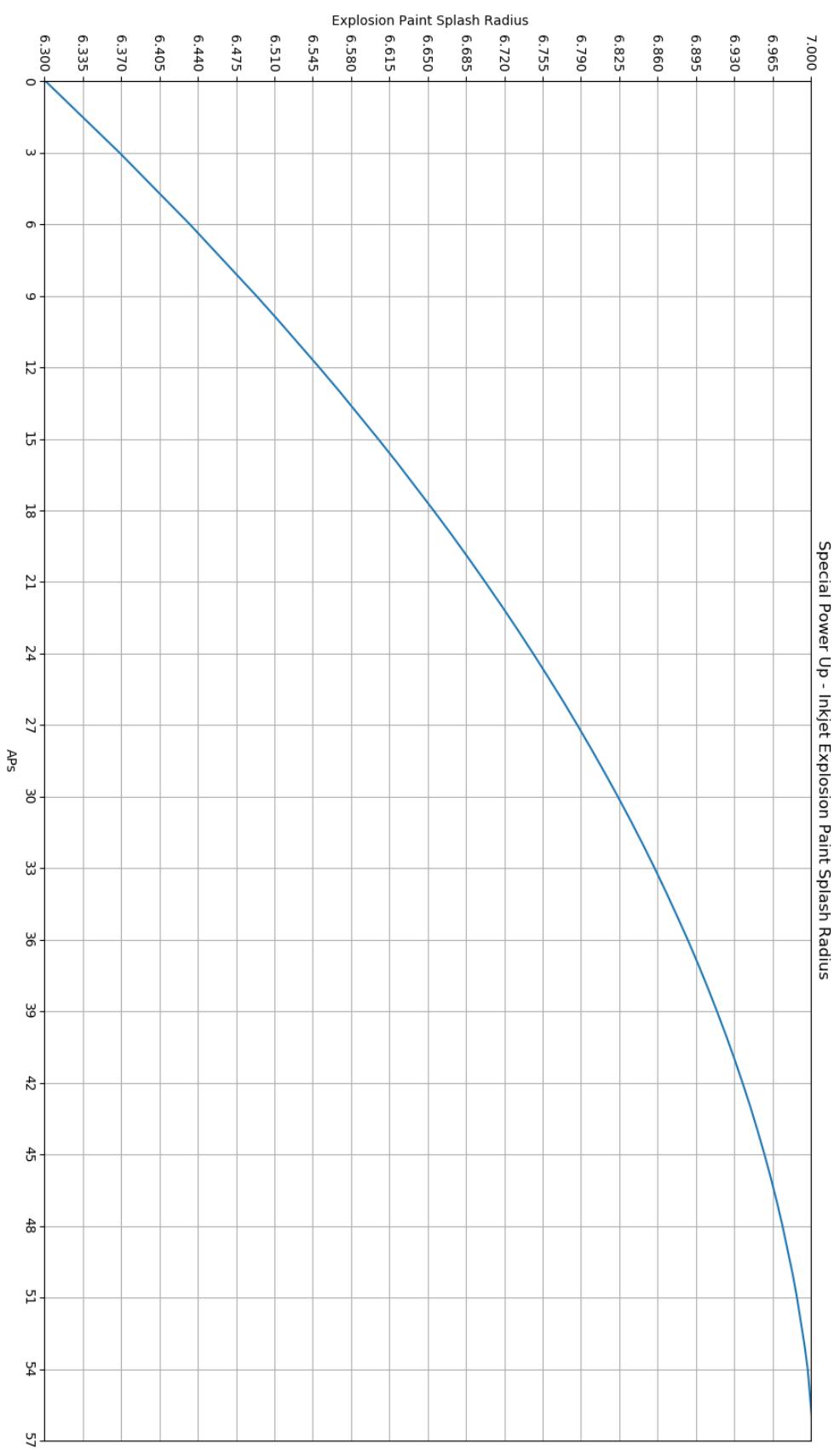
12.7 Inkjet - Explosion Paint Splash Velocity L

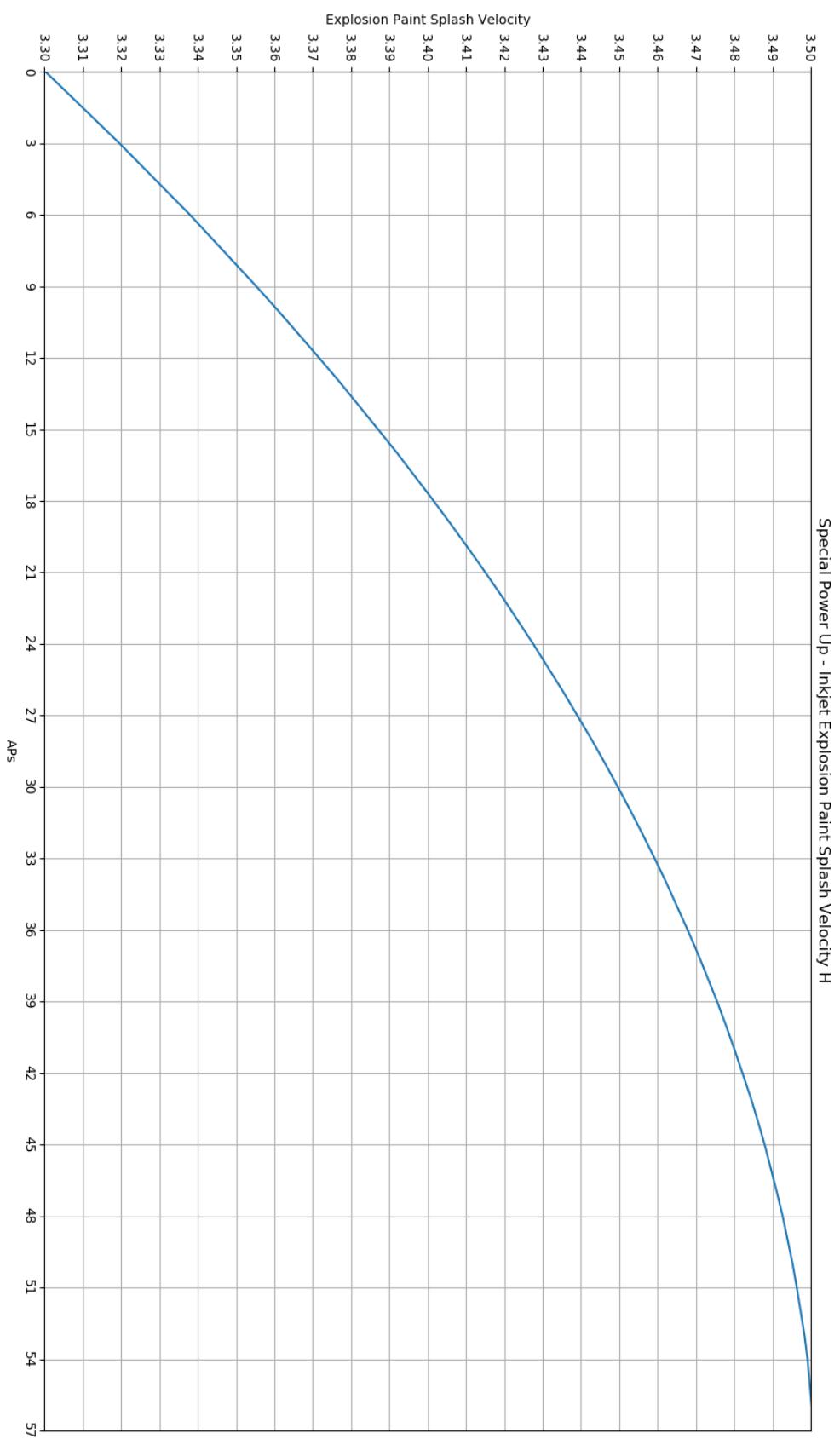
Main	Sub	AP	Effect
0	0	0	4.9
0	1	3	4.929
0	2	6	4.9565
0	3	9	4.9825
1	0	10	4.9909
0	4	12	5.0071
1	1	13	5.015
0	5	15	5.0303
1	2	16	5.0377
0	6	18	5.052
1	3	19	5.0589
2	0	20	5.0656
0	7	21	5.0722
1	4	22	5.0786
2	1	23	5.0849
0	8	24	5.091
1	5	25	5.0969
2	2	26	5.1027
0	9	27	5.1083
1	6	28	5.1137
2	3	29	5.119
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

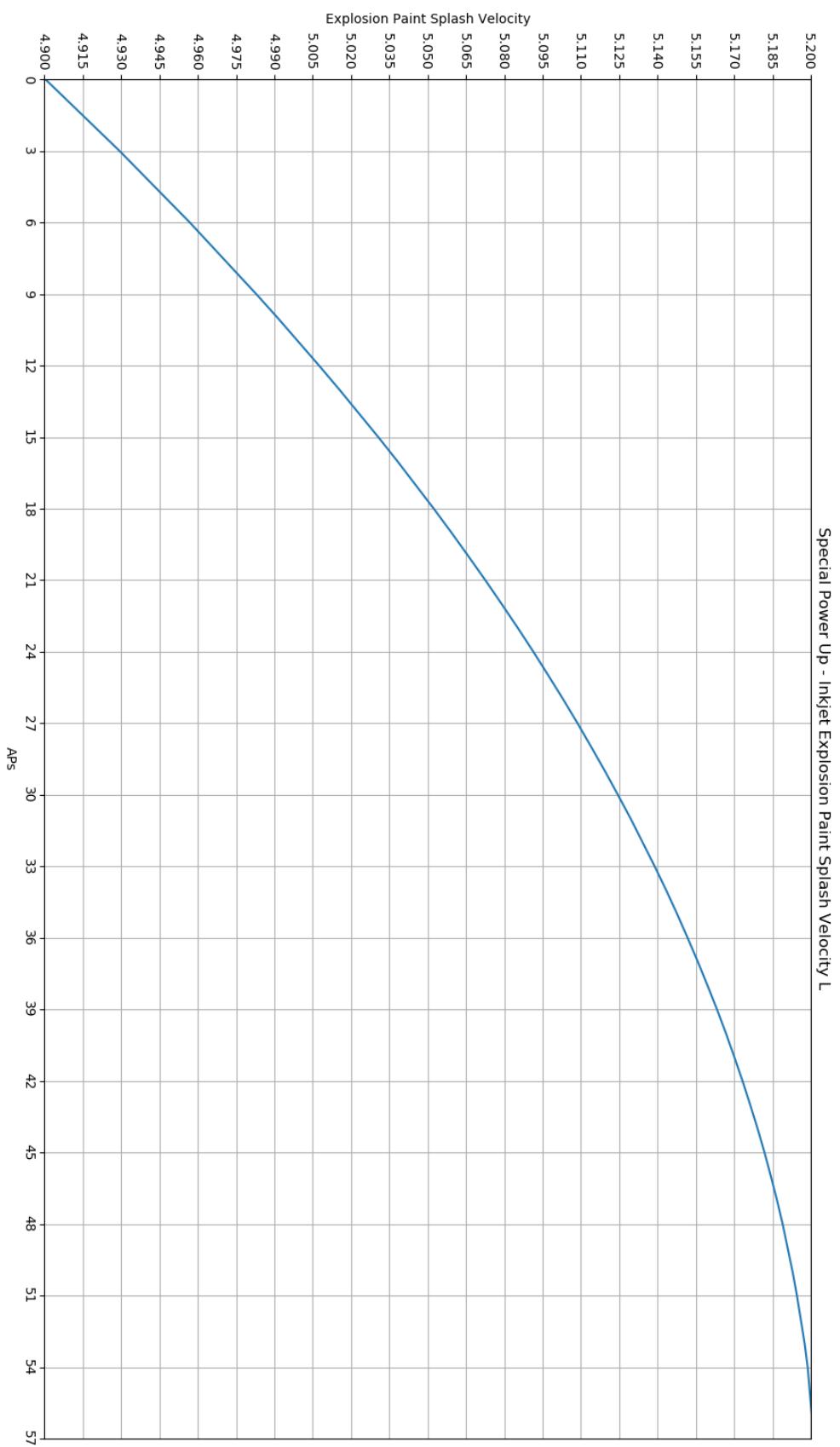
Table 12.7: Special Power Up (Inkjet Explosion Paint Splash Velocity L)







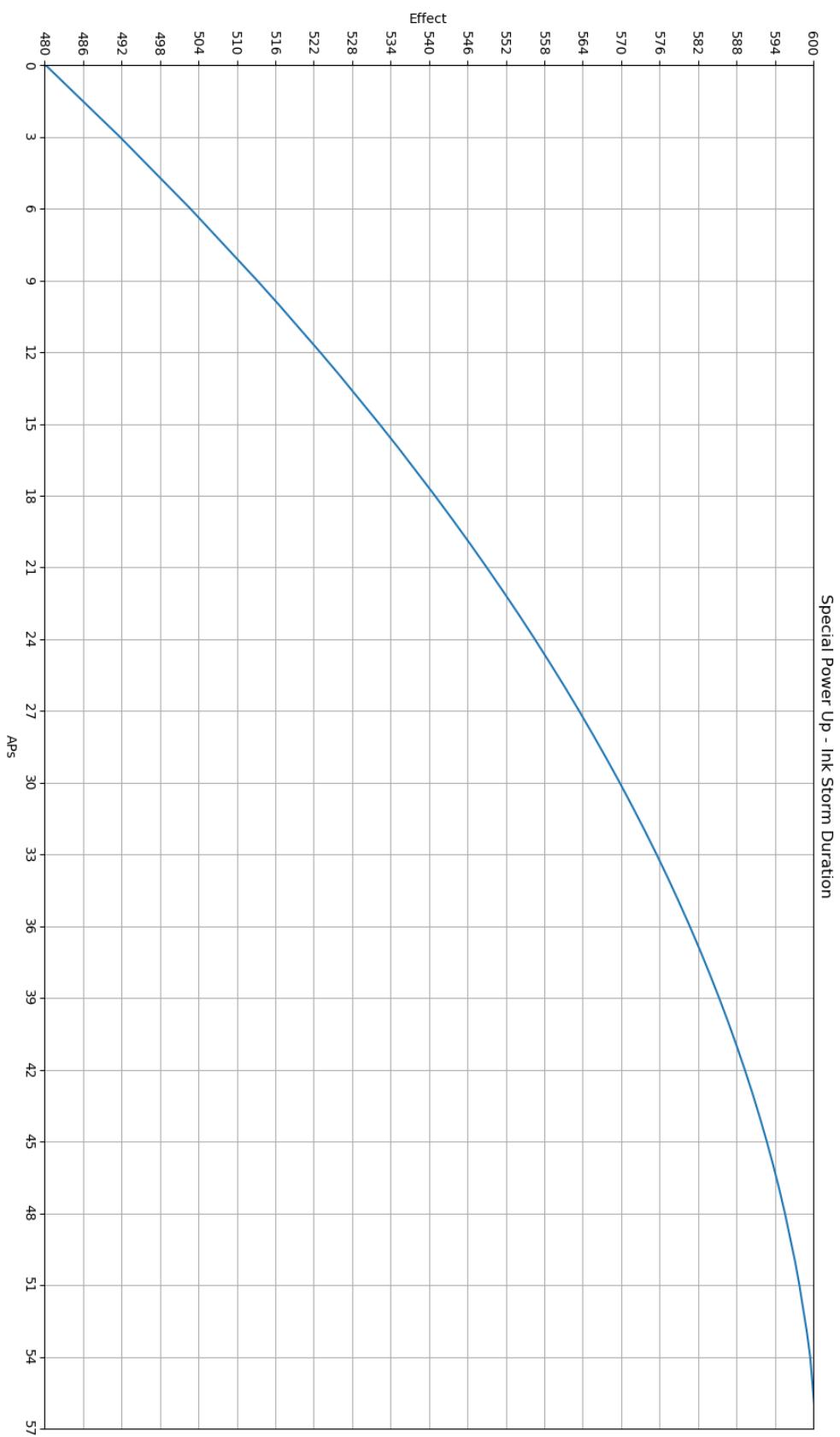




12.8 Ink Storm - Duration

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)



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 completely unused except for 0 AP (no object shredder) and 57 AP (object shredder equipped).

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

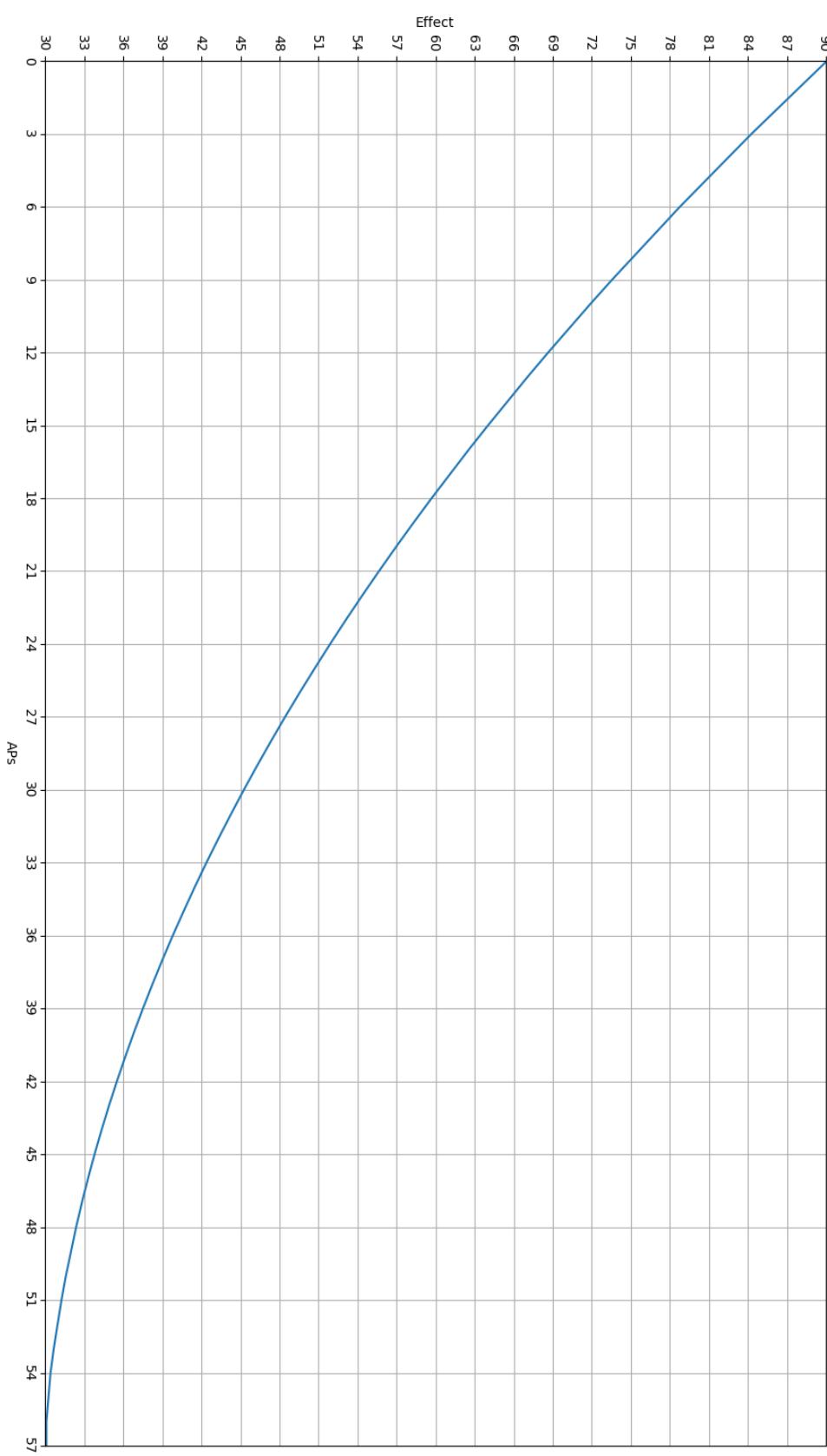
Table 12.10: Special Power Up (Ink Armor Object Shredder Multiplier)

12.11 Ink Armor - Duration

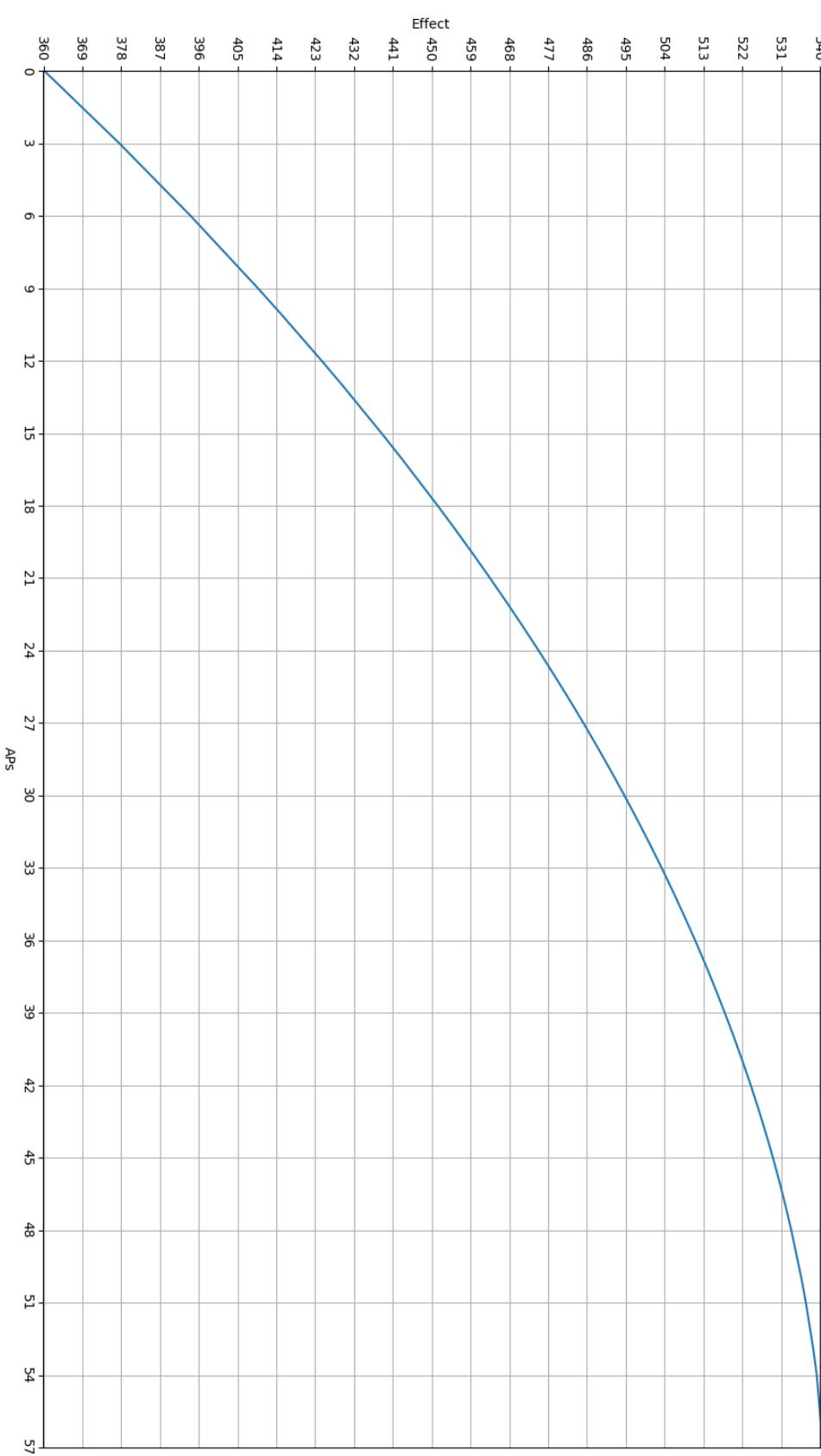
Main	Sub	AP	Effect
0	0	0	360.0
0	1	3	377.388
0	2	6	393.894
0	3	9	409.518
1	0	10	414.54
0	4	12	424.278
1	1	13	429.012
0	5	15	438.156
1	2	16	442.602
0	6	18	451.17
1	3	19	455.31
2	0	20	459.36
0	7	21	463.302
1	4	22	467.154
2	1	23	470.916
0	8	24	474.57
1	5	25	478.116
2	2	26	481.59
0	9	27	484.956
1	6	28	488.214
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



Special Power Up - Ink Armor Duration



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)

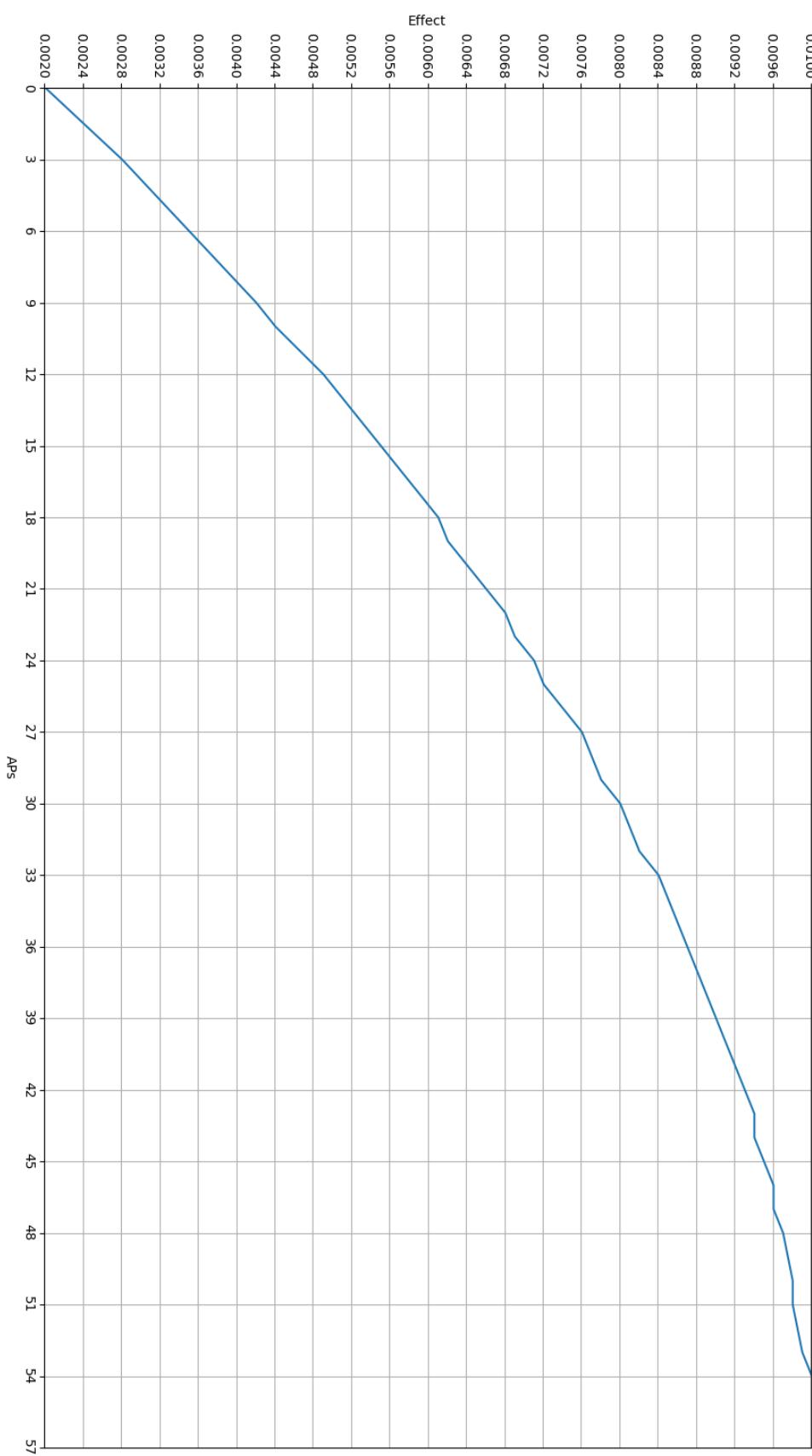
12.13 Booyah Ball- Object Shredder Multiplier

This is completely unused except for 0 AP (no object shredder) and 57 AP (object shredder equipped).

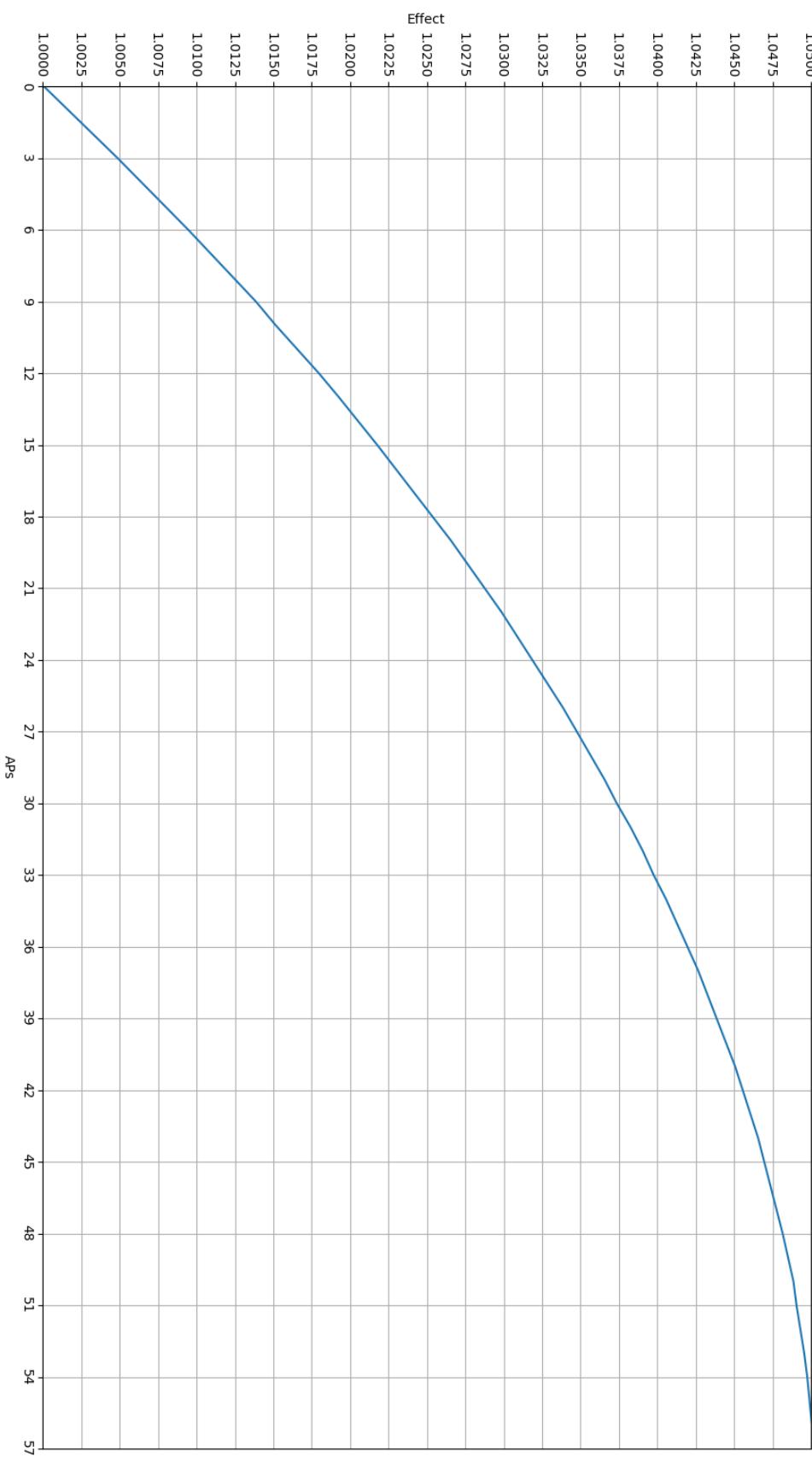
Main	Sub	AP	Effect
0	0	0	1.0
0	1	3	1.0048
0	2	6	1.0094
0	3	9	1.0138
1	0	10	1.0151
0	4	12	1.0179
1	1	13	1.0192
0	5	15	1.0217
1	2	16	1.0229
0	6	18	1.0253
1	3	19	1.0265
2	0	20	1.0276
0	7	21	1.0287
1	4	22	1.0298
2	1	23	1.0308
0	8	24	1.0318
1	5	25	1.0328
2	2	26	1.0338
0	9	27	1.0347
1	6	28	1.0356
2	3	29	1.0365
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



Special Power Up - Booyah Ball Object Shredder Multiplier



12.14 Bubble Blower - Bubble 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 12.14: Special Power Up (Bubble Blower Bubble Radius Multiplier)

12.15 Bubble Blower - Burst Paint Radius

Main	Sub	AP	Effect
0	0	0	56.0
0	1	3	58.3184
0	2	6	60.5192
0	3	9	62.6024
1	0	10	63.272
0	4	12	64.5704
1	1	13	65.2016
0	5	15	66.4208
1	2	16	67.0136
0	6	18	68.156
1	3	19	68.708
2	0	20	69.248
0	7	21	69.7736
1	4	22	70.2872
2	1	23	70.7888
0	8	24	71.276
1	5	25	71.7488
2	2	26	72.212
0	9	27	72.6608
1	6	28	73.0952
2	3	29	73.5176
3	0	30	73.928
1	7	31	74.324
2	4	32	74.708
3	1	33	75.08
1	8	34	75.4376
2	5	35	75.7808
3	2	36	76.1144
1	9	37	76.4336
2	6	38	76.7384
3	3	39	77.0312
1	10	40	77.312
2	7	41	77.5784
3	4	42	77.8328
1	11	43	78.0752
2	8	44	78.3032
3	5	45	78.5192
1	12	46	78.7208
2	9	47	78.9104
3	6	48	79.0856
2	10	50	79.4
3	7	51	79.5368
2	11	53	79.7744
3	8	54	79.8728
2	12	56	80.0
3	9	57	80.0

Table 12.15: Special Power Up (Bubble Blower Burst Paint Radius)

12.16 Bubble Blower - Maximum Collision Player Radius

Main	Sub	AP	Effect
0	0	0	20.0
0	1	3	21.449
0	2	6	22.8245
0	3	9	24.1265
1	0	10	24.545
0	4	12	25.3565
1	1	13	25.751
0	5	15	26.513
1	2	16	26.8835
0	6	18	27.5975
1	3	19	27.9425
2	0	20	28.28
0	7	21	28.6085
1	4	22	28.9295
2	1	23	29.243
0	8	24	29.5475
1	5	25	29.843
2	2	26	30.1325
0	9	27	30.413
1	6	28	30.6845
2	3	29	30.9485
3	0	30	31.205
1	7	31	31.4525
2	4	32	31.6925
3	1	33	31.925
1	8	34	32.1485
2	5	35	32.363
3	2	36	32.5715
1	9	37	32.771
2	6	38	32.9615
3	3	39	33.1445
1	10	40	33.32
2	7	41	33.4865
3	4	42	33.6455
1	11	43	33.797
2	8	44	33.9395
3	5	45	34.0745
1	12	46	34.2005
2	9	47	34.319
3	6	48	34.4285
2	10	50	34.625
3	7	51	34.7105
2	11	53	34.859
3	8	54	34.9205
2	12	56	35.0
3	9	57	35.0

Table 12.16: Special Power Up (Bubble Blower Maximum Collision Player Radius)

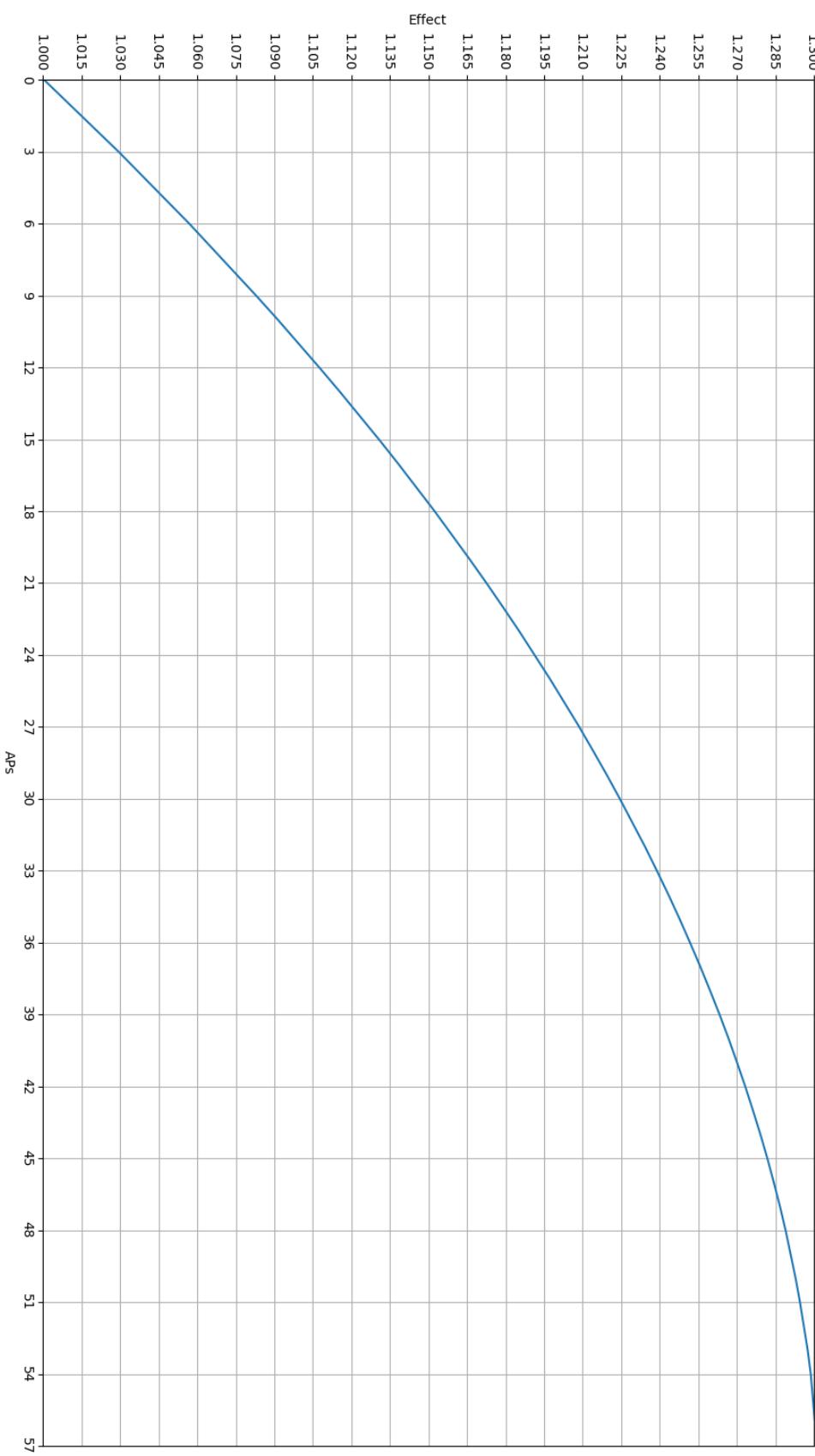
12.17 Bubble Blower - Object Shredder Multiplier

This is completely unused except for 0 AP (no object shredder) and 57 AP (object shredder equipped).

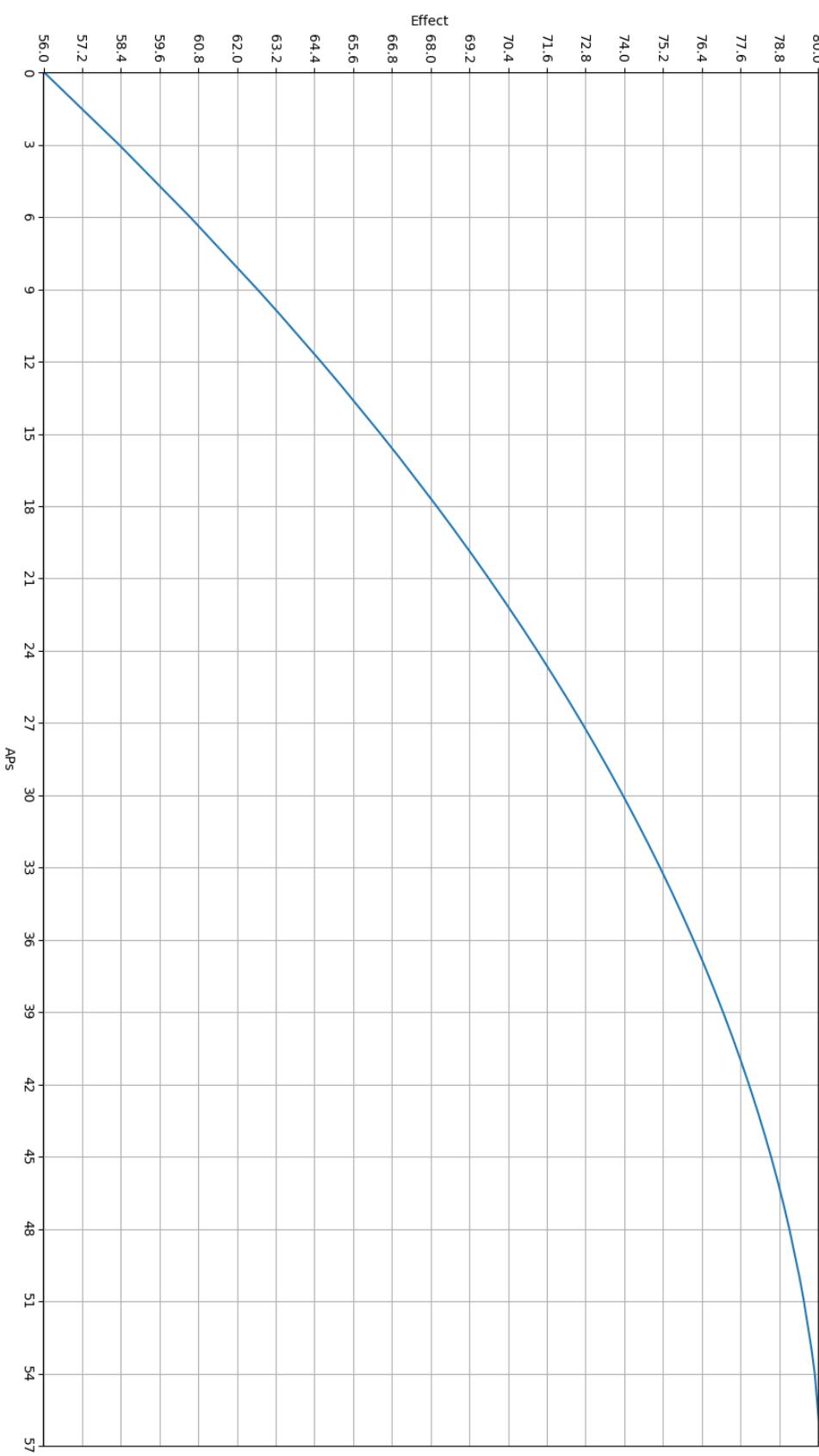
Main	Sub	AP	Effect
0	0	0	1.0
0	1	3	1.3
0	2	6	1.3
0	3	9	1.3
1	0	10	1.3
0	4	12	1.3
1	1	13	1.3
0	5	15	1.3
1	2	16	1.3
0	6	18	1.3
1	3	19	1.3
2	0	20	1.3
0	7	21	1.3
1	4	22	1.3
2	1	23	1.3
0	8	24	1.3
1	5	25	1.3
2	2	26	1.3
0	9	27	1.3
1	6	28	1.3
2	3	29	1.3
3	0	30	1.3
1	7	31	1.3
2	4	32	1.3
3	1	33	1.3
1	8	34	1.3
2	5	35	1.3
3	2	36	1.3
1	9	37	1.3
2	6	38	1.3
3	3	39	1.3
1	10	40	1.3
2	7	41	1.3
3	4	42	1.3
1	11	43	1.3
2	8	44	1.3
3	5	45	1.3
1	12	46	1.3
2	9	47	1.3
3	6	48	1.3
2	10	50	1.3
3	7	51	1.3
2	11	53	1.3
3	8	54	1.3
2	12	56	1.3
3	9	57	1.3

Table 12.17: Special Power Up (Bubble Blower Object Shredder Multiplier)

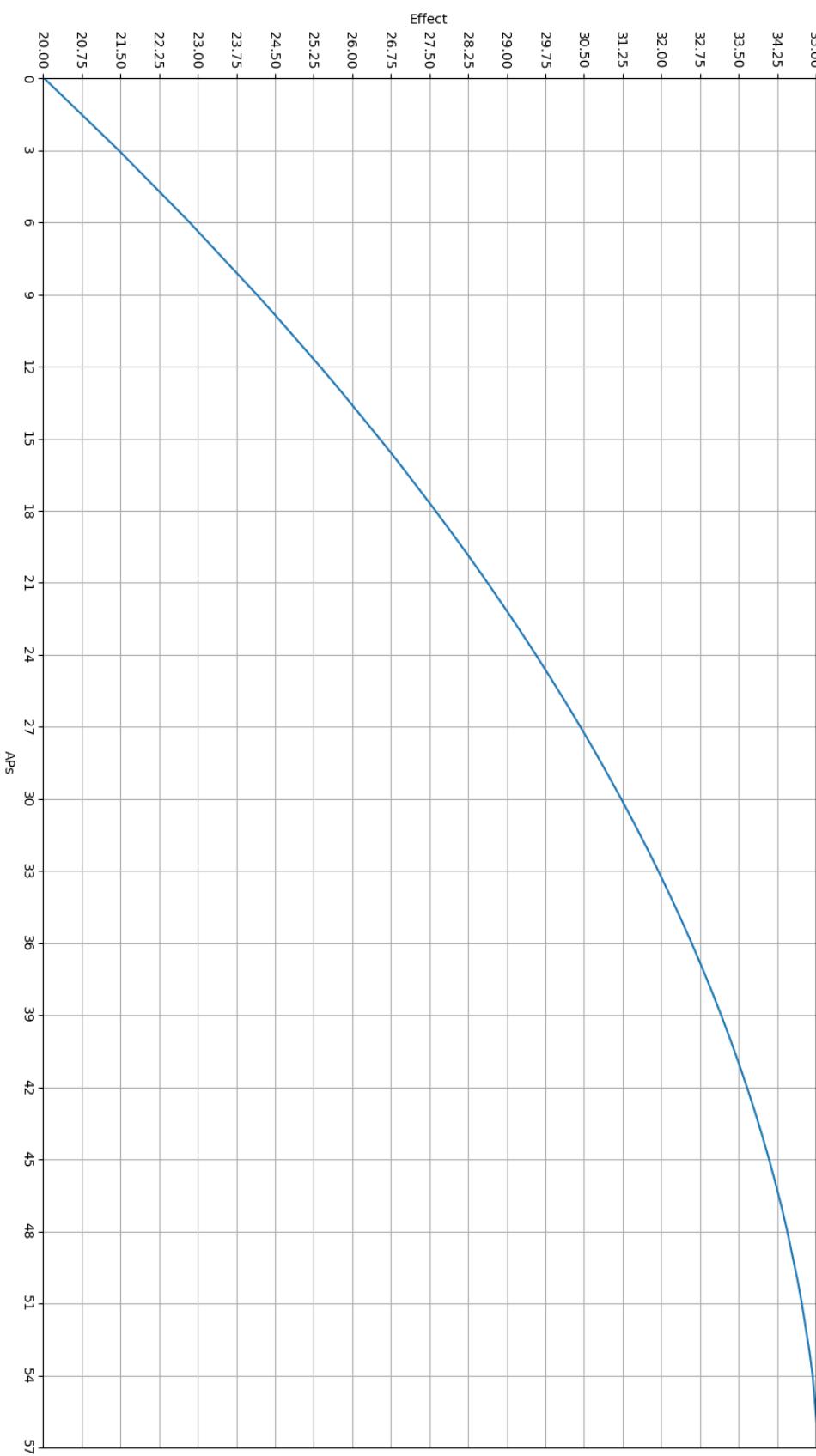
Special Power Up - Bubble Blower Bubble Radius Multiplier



Special Power Up - Bubble Blower Burst Paint Radius



Special Power Up - Bubble Blower Maximum Collision Player Radius



12.18 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 12.18: Special Power Up (Splash Down Jump-In Additional Height)

12.19 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 12.19: Special Power Up (Splash Down Jump-In Additional Height (Stealth Jump))

12.20 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 12.20: Special Power Up (Splash Down Jump-In Additional Height (Stealth Jump))

12.21 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 12.21: Special Power Up (Splash Down Jump-In Additional Height)

12.22 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 12.22: Special Power Up (Splash Down Burst Radius Far)

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

12.24 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 12.24: Special Power Up (Splash Down Burst Radius Middle)

12.25 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 12.25: Special Power Up (Splash Down Burst Radius Midle (Stealth Jump))

12.26 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

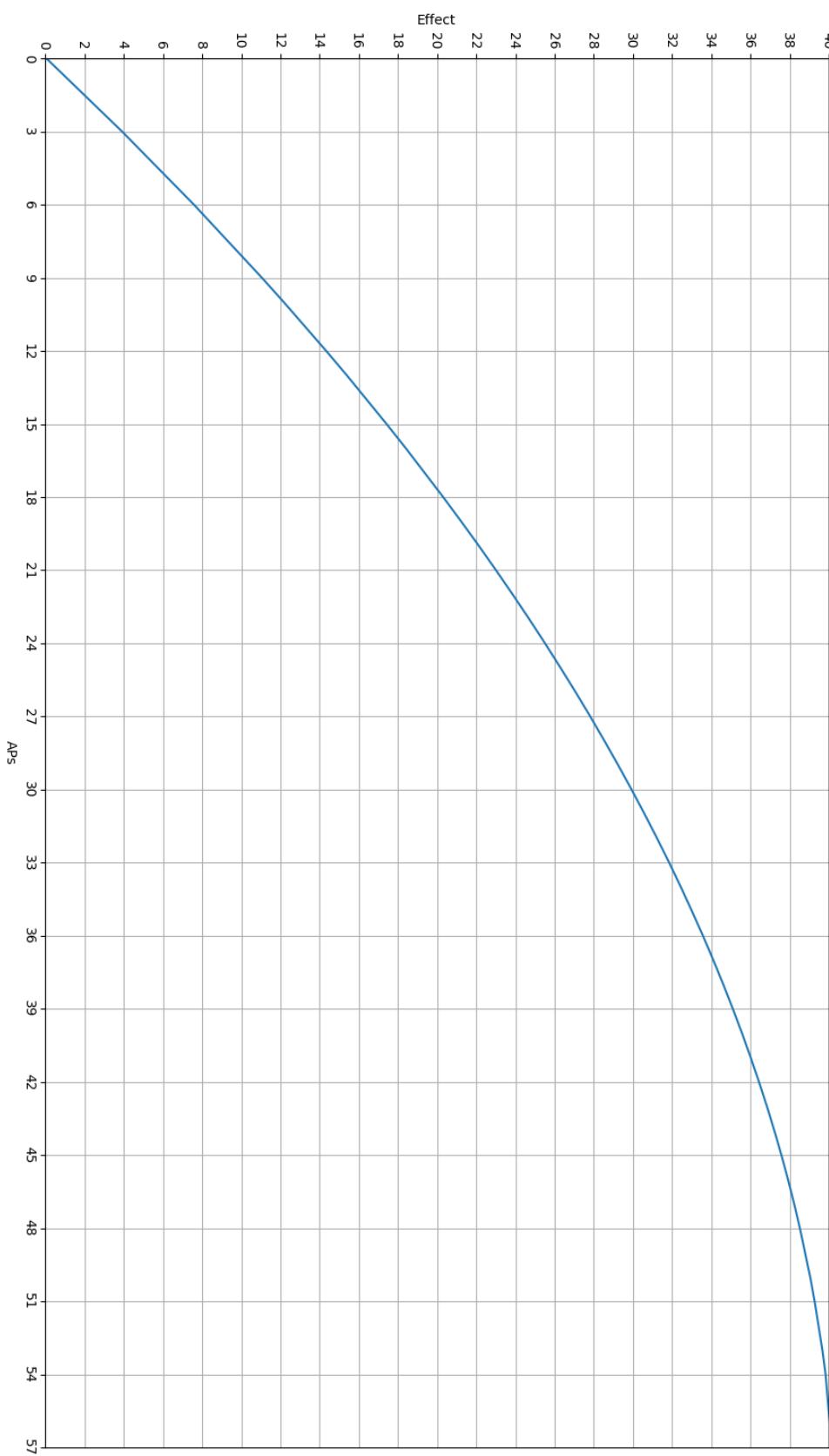
Table 12.26: Special Power Up (Splash Down Burst Radius Close)

12.27 Splash Down - Burst Radius Close (Stealth Jump)

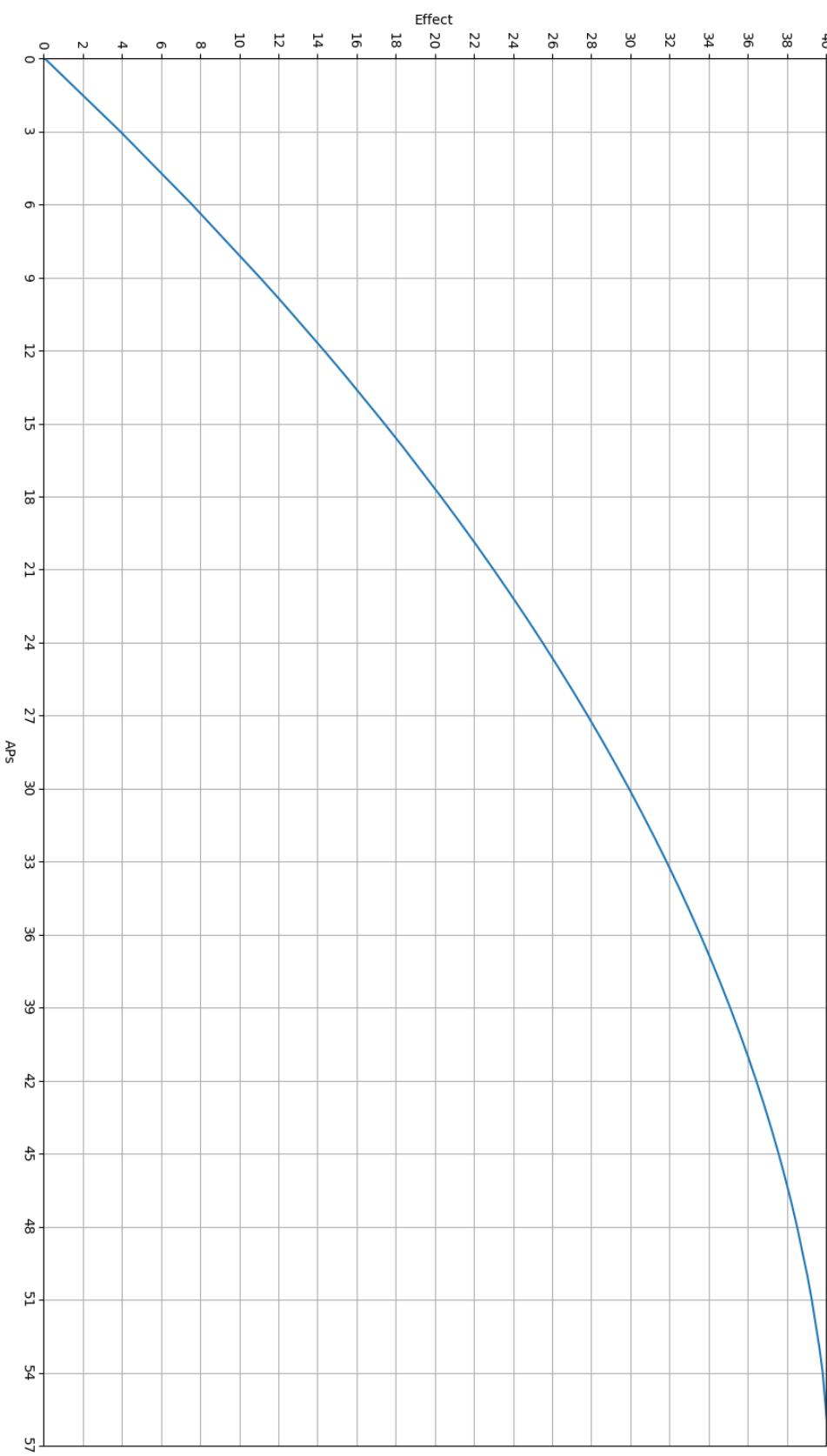
Main	Sub	AP	Effect
0	0	0	90.0
0	1	3	90.0
0	2	6	90.0
0	3	9	90.0
1	0	10	90.0
0	4	12	90.0
1	1	13	90.0
0	5	15	90.0
1	2	16	90.0
0	6	18	90.0
1	3	19	90.0
2	0	20	90.0
0	7	21	90.0
1	4	22	90.0
2	1	23	90.0
0	8	24	90.0
1	5	25	90.0
2	2	26	90.0
0	9	27	90.0
1	6	28	90.0
2	3	29	90.0
3	0	30	90.0
1	7	31	90.0
2	4	32	90.0
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 12.27: Special Power Up (Splash Down Burst Radius Close (Stealth Jump))

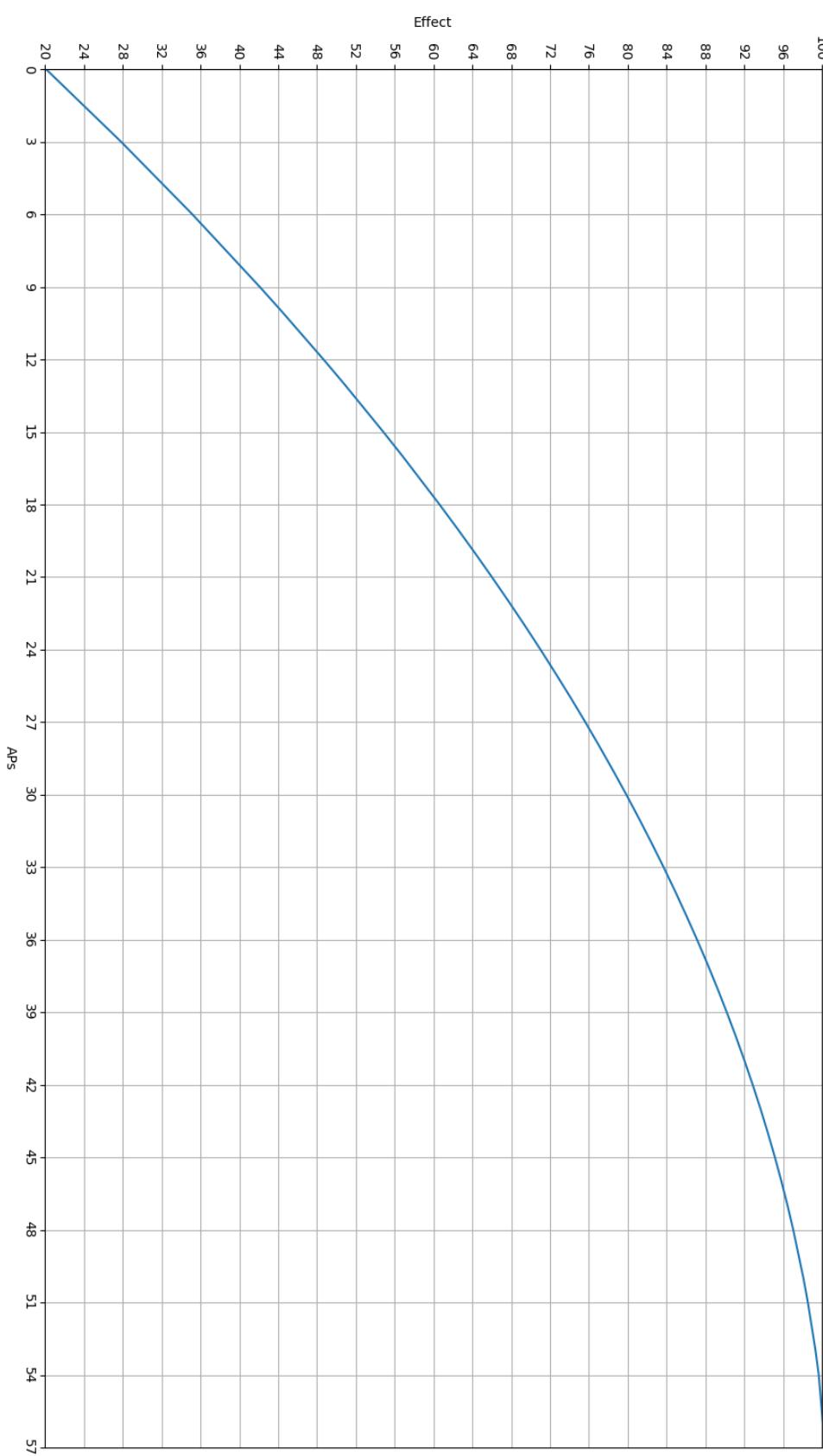
Special Power Up - Splash Down Jump-in Additional Height



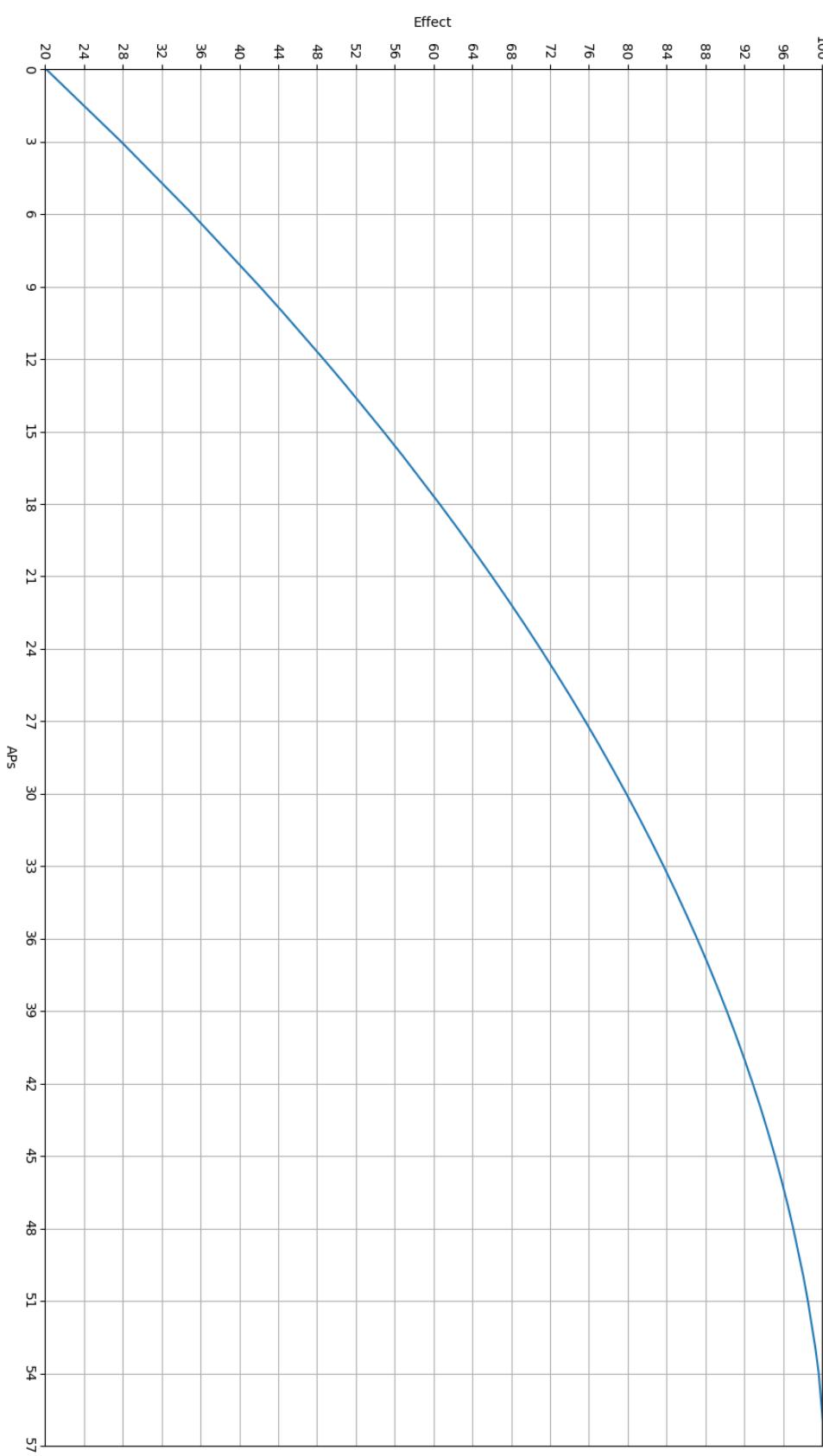
Special Power Up - Splash Down Jump-In Additional Height (Stealth Jump)



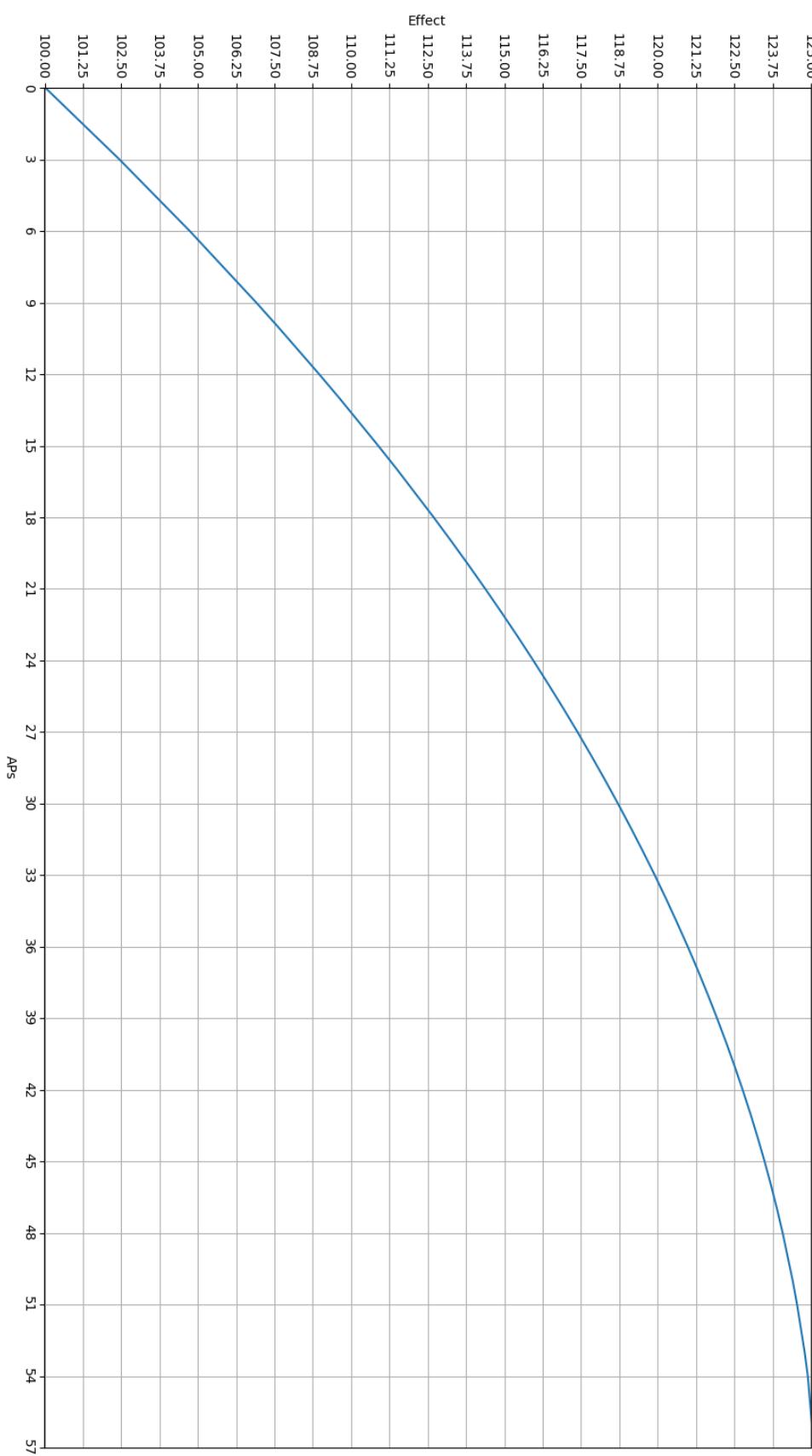
Special Power Up - Splash Down Jump-in Height:



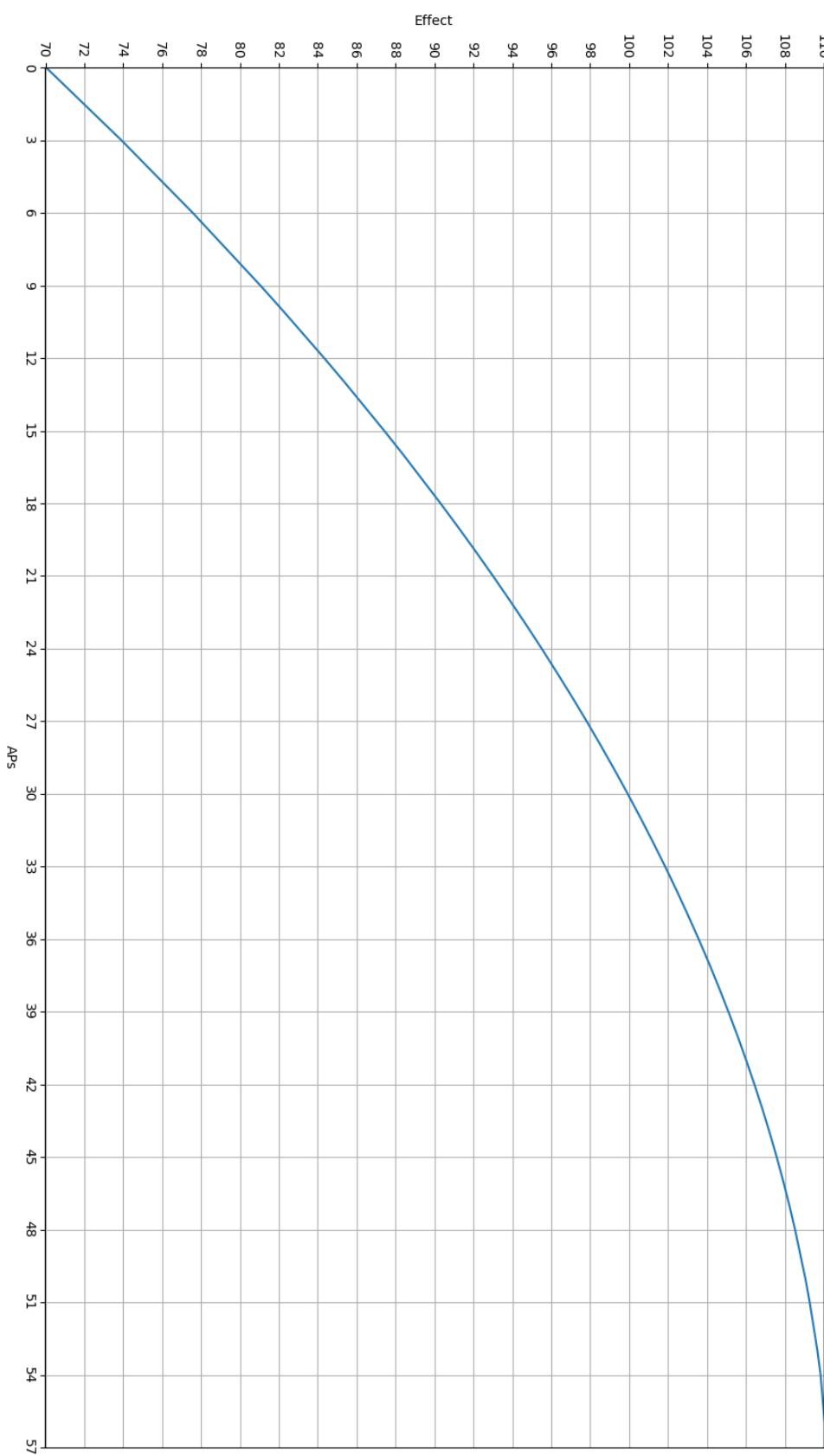
Special Power Up - Splash Down Jump-In Height (Stealth Jump)



Special Power Up - Splash Down Burst Radius Middle



Special Power Up - Splash Down Burst Radius Close



12.28 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 12.28: Special Power Up (Special Power Up - Tenta Missiles Paint Radius)

12.29 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 12.29: Special Power Up (Tenta Missiles Cross Paint Radius)

12.30 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

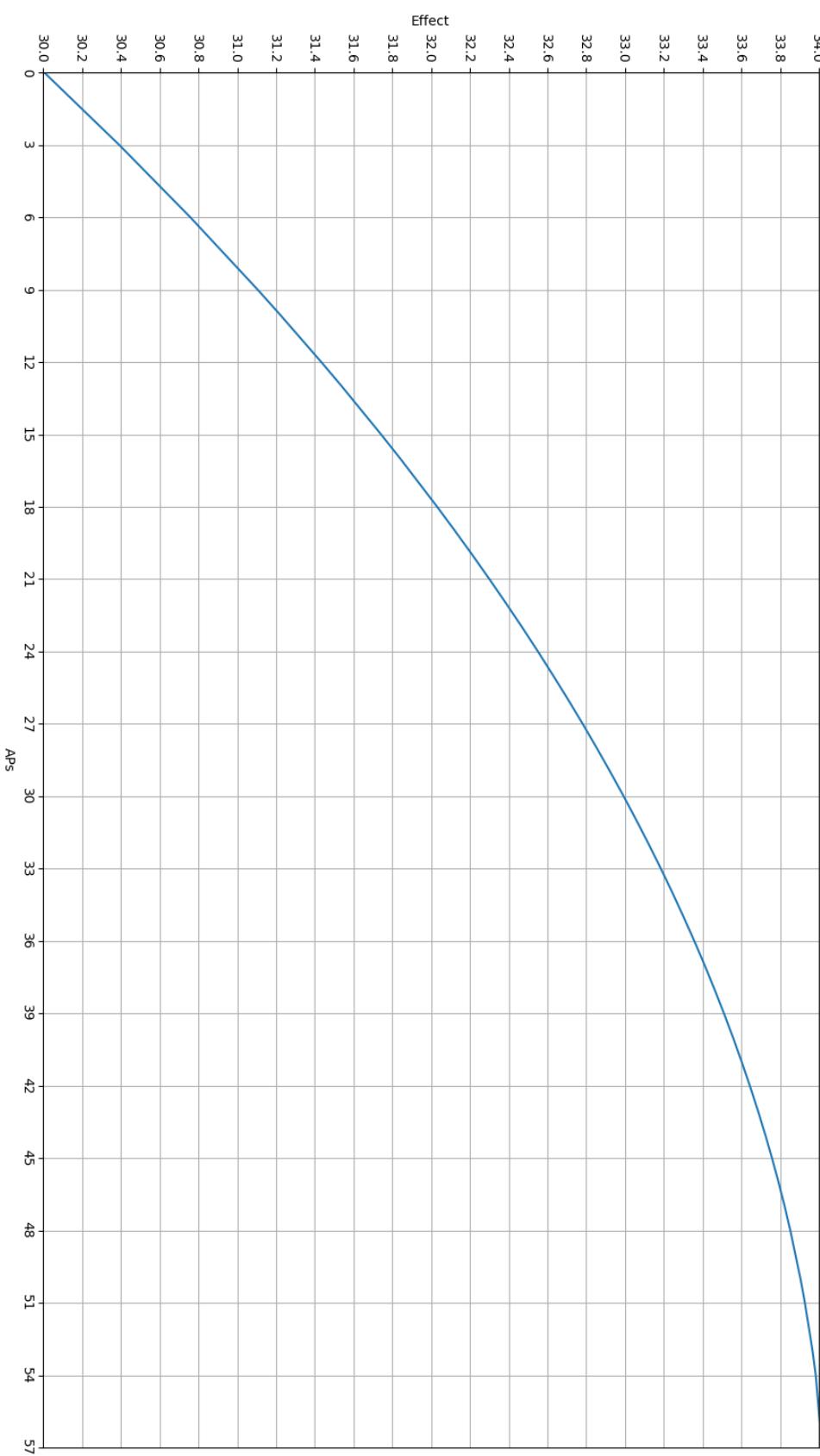
Table 12.30: Special Power Up (Tenta Missiles Cross Paint Ray Length)

12.31 Tenta Missiles - Target Circle Radius

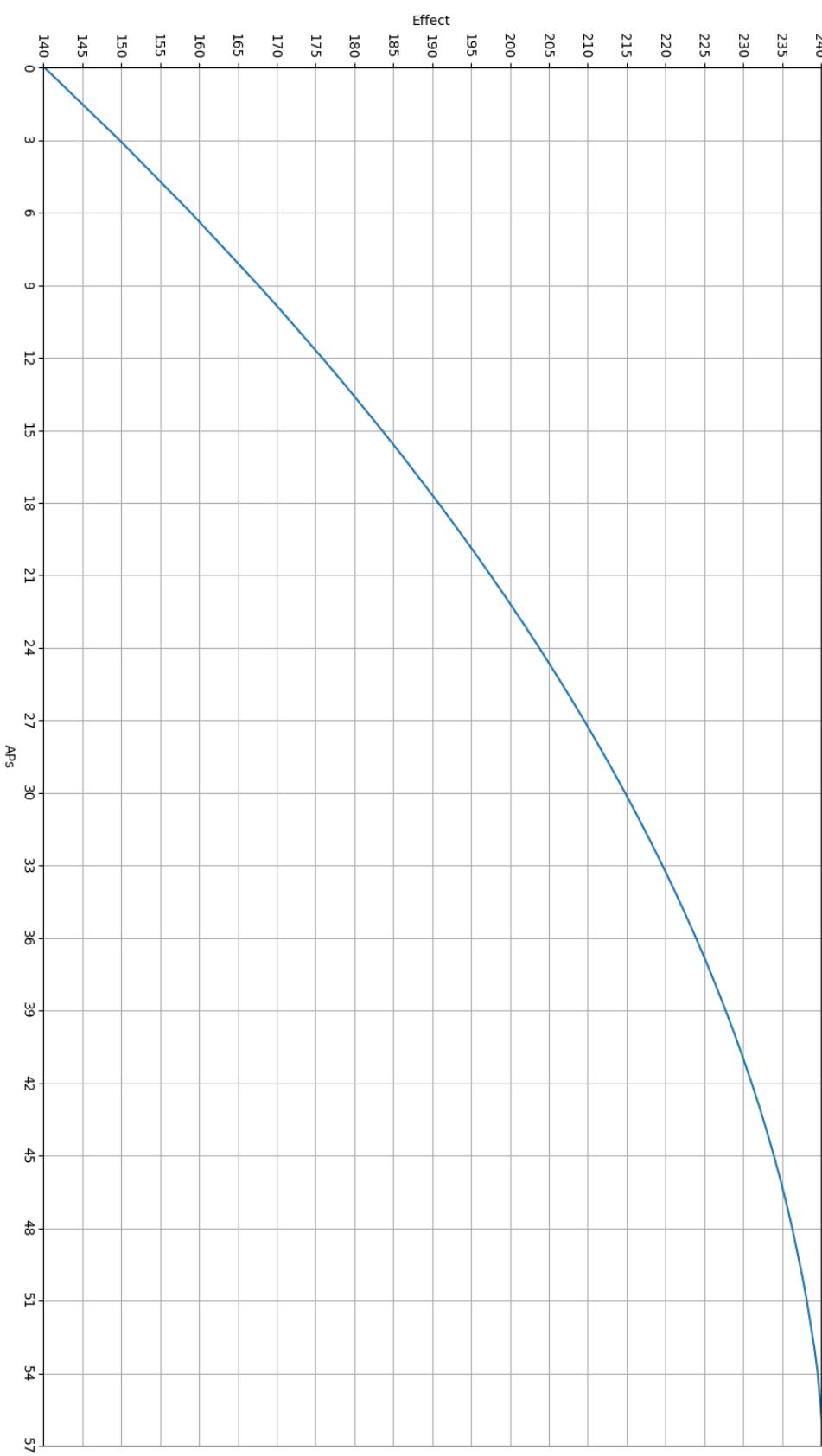
Main	Sub	AP	Effect
0	0	0	140.0
0	1	3	149.66
0	2	6	158.83
0	3	9	167.51
1	0	10	170.3
0	4	12	175.71
1	1	13	178.34
0	5	15	183.42
1	2	16	185.89
0	6	18	190.65
1	3	19	192.95
2	0	20	195.2
0	7	21	197.39
1	4	22	199.53
2	1	23	201.62
0	8	24	203.65
1	5	25	205.62
2	2	26	207.55
0	9	27	209.42
1	6	28	211.23
2	3	29	212.99
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 12.31: Special Power Up (Tenta Missiles Target Circle Radius)

Special Power Up - Tenta Missiles Paint Radius



Special Power Up - Tenta Missiles Target Circle Radius



12.32 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

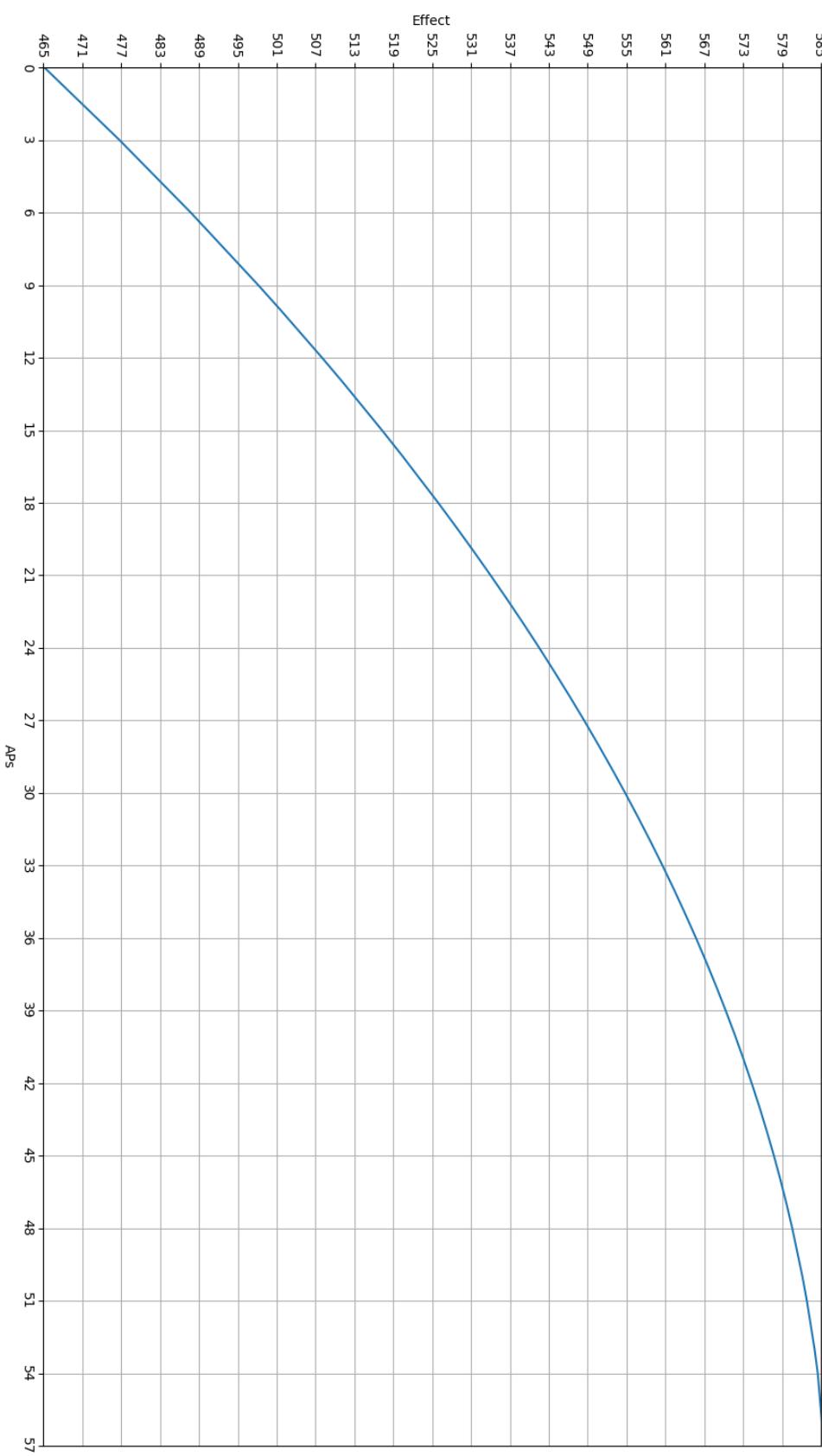
Table 12.32: Special Power Up (Sting Ray Duration)

12.33 Special Power Up - Ultra Stamp Duration

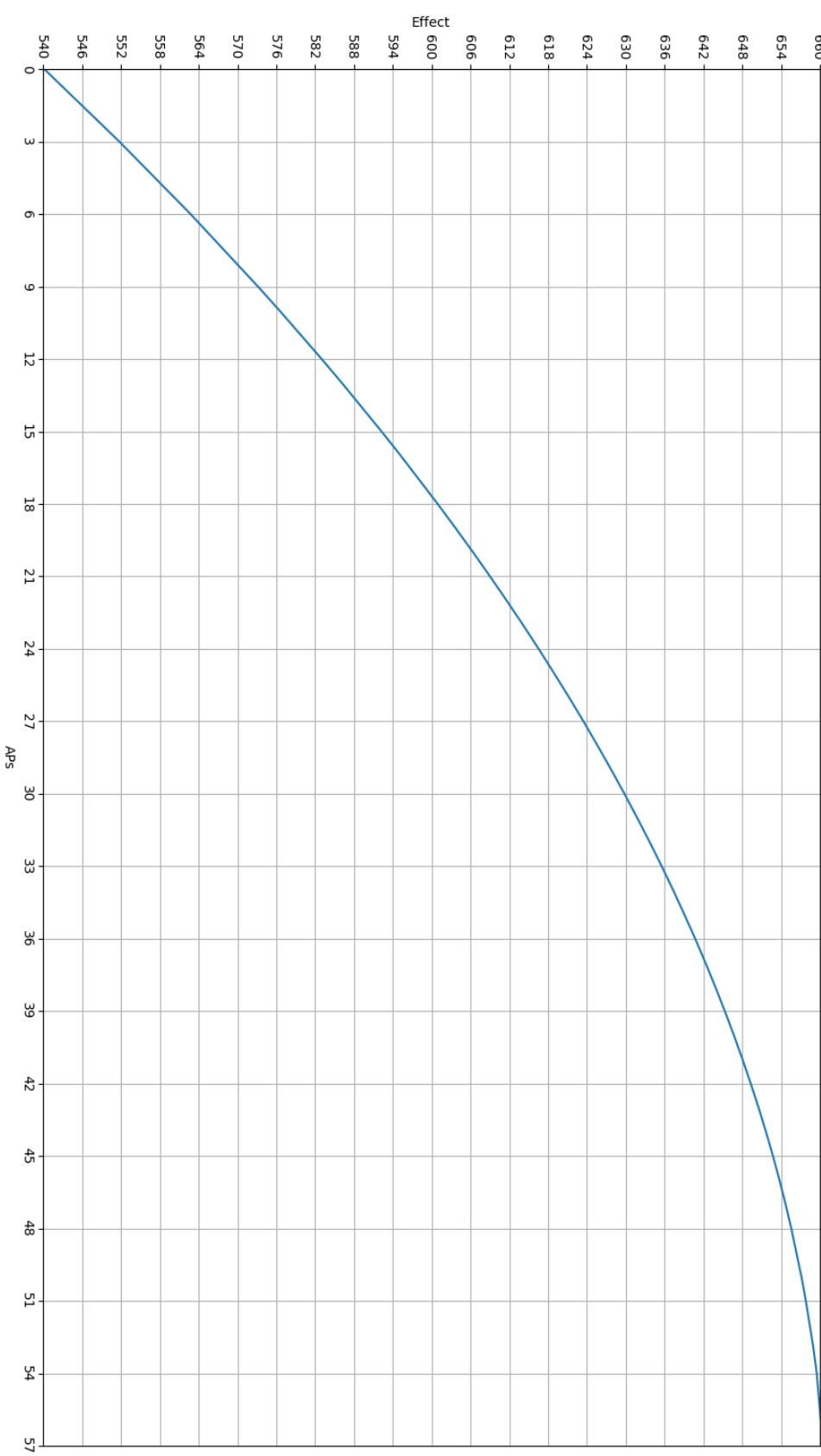
Main	Sub	AP	Effect
0	0	0	540.0
0	1	3	551.592
0	2	6	562.596
0	3	9	573.012
1	0	10	576.36
0	4	12	582.852
1	1	13	586.008
0	5	15	592.104
1	2	16	595.068
0	6	18	600.78
1	3	19	603.54
2	0	20	606.24
0	7	21	608.868
1	4	22	611.436
2	1	23	613.944
0	8	24	616.38
1	5	25	618.744
2	2	26	621.06
0	9	27	623.304
1	6	28	625.476
2	3	29	627.588
3	0	30	629.64
1	7	31	631.62
2	4	32	633.54
3	1	33	635.4
1	8	34	637.188
2	5	35	638.904
3	2	36	640.572
1	9	37	642.168
2	6	38	643.692
3	3	39	645.156
1	10	40	646.56
2	7	41	647.892
3	4	42	649.164
1	11	43	650.376
2	8	44	651.516
3	5	45	652.596
1	12	46	653.604
2	9	47	654.552
3	6	48	655.428
2	10	50	657.0
3	7	51	657.684
2	11	53	658.872
3	8	54	659.364
2	12	56	660.0
3	9	57	660.0

Table 12.33: Special Power Up (Special Power Up - Ultra Stamp Duration)

Special Power Up - Sting Ray Duration



Special Power Up - Ultra Stamp Duration



13 Sub Power Up

13.1 Sub Power Up - General Bomb Distance Up

This includes Suction Bombs, Splat Bombs, Curling Bombs, Auto Bombs, Toxic Mist

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 Sub Power Up - Fizzy Bomb Distance Up

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 Sub Power Up - Point Sensor Distance Up

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)

13.4 Sub Power Up - Point Sensor Mark Time Duration

Main	Sub	AP	Effect
0	0	0	480.0
0	1	3	526.368
0	2	6	570.384
0	3	9	612.048
1	0	10	625.44
0	4	12	651.408
1	1	13	664.032
0	5	15	688.416
1	2	16	700.272
0	6	18	723.12
1	3	19	734.16
2	0	20	744.96
0	7	21	755.472
1	4	22	765.744
2	1	23	775.776
0	8	24	785.52
1	5	25	794.976
2	2	26	804.24
0	9	27	813.216
1	6	28	821.904
2	3	29	830.352
3	0	30	838.56
1	7	31	846.48
2	4	32	854.16
3	1	33	861.6
1	8	34	868.752
2	5	35	875.616
3	2	36	882.288
1	9	37	888.672
2	6	38	894.768
3	3	39	900.624
1	10	40	906.24
2	7	41	911.568
3	4	42	916.656
1	11	43	921.504
2	8	44	926.064
3	5	45	930.384
1	12	46	934.416
2	9	47	938.208
3	6	48	941.712
2	10	50	948.0
3	7	51	950.736
2	11	53	955.488
3	8	54	957.456
2	12	56	960.0
3	9	57	960.0

Table 13.4: Sub Power Up (Point Sensor Mark Time Duration)

13.5 Sub Power Up - Torpedo Distance Up

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 13.5: Sub Power Up (Bomb Toss Velocity Up - Torpedo)

13.6 Sub Power Up - Splash Wall Max HP

Main	Sub	AP	Effect
0	0	0	8000.0
0	1	3	8676.2
0	2	6	9318.1
0	3	9	9925.7
1	0	10	10121.0
0	4	12	10499.7
1	1	13	10683.8
0	5	15	11039.4
1	2	16	11212.3
0	6	18	11545.5
1	3	19	11706.5
2	0	20	11864.0
0	7	21	12017.3
1	4	22	12167.1
2	1	23	12313.4
0	8	24	12455.5
1	5	25	12593.4
2	2	26	12728.5
0	9	27	12859.4
1	6	28	12986.1
2	3	29	13109.3
3	0	30	13229.0
1	7	31	13344.5
2	4	32	13456.5
3	1	33	13565.0
1	8	34	13669.3
2	5	35	13769.4
3	2	36	13866.7
1	9	37	13959.8
2	6	38	14048.7
3	3	39	14134.1
1	10	40	14216.0
2	7	41	14293.7
3	4	42	14367.9
1	11	43	14438.6
2	8	44	14505.1
3	5	45	14568.1
1	12	46	14626.9
2	9	47	14682.2
3	6	48	14733.3
2	10	50	14825.0
3	7	51	14864.9
2	11	53	14934.2
3	8	54	14962.9
2	12	56	15000.0
3	9	57	15000.0

Table 13.6: Sub Power Up (Splash Wall Max HP)

13.7 Sub Power Up - Splash Wall Object Shredder Multiplier

Main	Sub	AP	Effect
0	0	0	1.5
0	1	3	1.5
0	2	6	1.5
0	3	9	1.5
1	0	10	1.5
0	4	12	1.5
1	1	13	1.5
0	5	15	1.5
1	2	16	1.5
0	6	18	1.5
1	3	19	1.5
2	0	20	1.5
0	7	21	1.5
1	4	22	1.5
2	1	23	1.5
0	8	24	1.5
1	5	25	1.5
2	2	26	1.5
0	9	27	1.5
1	6	28	1.5
2	3	29	1.5
3	0	30	1.5
1	7	31	1.5
2	4	32	1.5
3	1	33	1.5
1	8	34	1.5
2	5	35	1.5
3	2	36	1.5
1	9	37	1.5
2	6	38	1.5
3	3	39	1.5
1	10	40	1.5
2	7	41	1.5
3	4	42	1.5
1	11	43	1.5
2	8	44	1.5
3	5	45	1.5
1	12	46	1.5
2	9	47	1.5
3	6	48	1.5
2	10	50	1.5
3	7	51	1.5
2	11	53	1.5
3	8	54	1.5
2	12	56	1.5
3	9	57	1.5

Table 13.7: Sub Power Up (Splash Wall Object Shredder Multiplier)

13.8 Sub Power Up - Beakon Object Shredder Multiplier

Main	Sub	AP	Effect
0	0	0	10.0
0	1	3	10.0
0	2	6	10.0
0	3	9	10.0
1	0	10	10.0
0	4	12	10.0
1	1	13	10.0
0	5	15	10.0
1	2	16	10.0
0	6	18	10.0
1	3	19	10.0
2	0	20	10.0
0	7	21	10.0
1	4	22	10.0
2	1	23	10.0
0	8	24	10.0
1	5	25	10.0
2	2	26	10.0
0	9	27	10.0
1	6	28	10.0
2	3	29	10.0
3	0	30	10.0
1	7	31	10.0
2	4	32	10.0
3	1	33	10.0
1	8	34	10.0
2	5	35	10.0
3	2	36	10.0
1	9	37	10.0
2	6	38	10.0
3	3	39	10.0
1	10	40	10.0
2	7	41	10.0
3	4	42	10.0
1	11	43	10.0
2	8	44	10.0
3	5	45	10.0
1	12	46	10.0
2	9	47	10.0
3	6	48	10.0
2	10	50	10.0
3	7	51	10.0
2	11	53	10.0
3	8	54	10.0
2	12	56	10.0
3	9	57	10.0

Table 13.8: Sub Power Up (Beakon Object Shredder Multiplier)

13.9 Sub Power Up - Sprinkler Object Shredder Multiplier

Main	Sub	AP	Effect
0	0	0	10.0
0	1	3	10.0
0	2	6	10.0
0	3	9	10.0
1	0	10	10.0
0	4	12	10.0
1	1	13	10.0
0	5	15	10.0
1	2	16	10.0
0	6	18	10.0
1	3	19	10.0
2	0	20	10.0
0	7	21	10.0
1	4	22	10.0
2	1	23	10.0
0	8	24	10.0
1	5	25	10.0
2	2	26	10.0
0	9	27	10.0
1	6	28	10.0
2	3	29	10.0
3	0	30	10.0
1	7	31	10.0
2	4	32	10.0
3	1	33	10.0
1	8	34	10.0
2	5	35	10.0
3	2	36	10.0
1	9	37	10.0
2	6	38	10.0
3	3	39	10.0
1	10	40	10.0
2	7	41	10.0
3	4	42	10.0
1	11	43	10.0
2	8	44	10.0
3	5	45	10.0
1	12	46	10.0
2	9	47	10.0
3	6	48	10.0
2	10	50	10.0
3	7	51	10.0
2	11	53	10.0
3	8	54	10.0
2	12	56	10.0
3	9	57	10.0

Table 13.9: Sub Power Up (Sprinkler Object Shredder Multiplier)

13.10 Sub Power Up - Sprinkler First Phase Duration

This is the phase that paints the most.

Main	Sub	AP	Effect
0	0	0	300.0
0	1	3	328.98
0	2	6	356.49
0	3	9	382.53
1	0	10	390.9
0	4	12	407.13
1	1	13	415.02
0	5	15	430.26
1	2	16	437.67
0	6	18	451.95
1	3	19	458.85
2	0	20	465.6
0	7	21	472.17
1	4	22	478.59
2	1	23	484.86
0	8	24	490.95
1	5	25	496.86
2	2	26	502.65
0	9	27	508.26
1	6	28	513.69
2	3	29	518.97
3	0	30	524.1
1	7	31	529.05
2	4	32	533.85
3	1	33	538.5
1	8	34	542.97
2	5	35	547.26
3	2	36	551.43
1	9	37	555.42
2	6	38	559.23
3	3	39	562.89
1	10	40	566.4
2	7	41	569.73
3	4	42	572.91
1	11	43	575.94
2	8	44	578.79
3	5	45	581.49
1	12	46	584.01
2	9	47	586.38
3	6	48	588.57
2	10	50	592.5
3	7	51	594.21
2	11	53	597.18
3	8	54	598.41
2	12	56	600.0
3	9	57	600.0

Table 13.10: Sub Power Up (Sprinkler First Phase Duration)

13.11 Sub Power Up - Sprinkler Second Phase Duration

Main	Sub	AP	Effect
0	0	0	900.0
0	1	3	911.592
0	2	6	922.596
0	3	9	933.012
1	0	10	936.36
0	4	12	942.852
1	1	13	946.008
0	5	15	952.104
1	2	16	955.068
0	6	18	960.78
1	3	19	963.54
2	0	20	966.24
0	7	21	968.868
1	4	22	971.436
2	1	23	973.944
0	8	24	976.38
1	5	25	978.744
2	2	26	981.06
0	9	27	983.304
1	6	28	985.476
2	3	29	987.588
3	0	30	989.64
1	7	31	991.62
2	4	32	993.54
3	1	33	995.4
1	8	34	997.188
2	5	35	998.904
3	2	36	1000.572
1	9	37	1002.168
2	6	38	1003.692
3	3	39	1005.156
1	10	40	1006.56
2	7	41	1007.892
3	4	42	1009.164
1	11	43	1010.376
2	8	44	1011.516
3	5	45	1012.596
1	12	46	1013.604
2	9	47	1014.552
3	6	48	1015.428
2	10	50	1017.0
3	7	51	1017.684
2	11	53	1018.872
3	8	54	1019.364
2	12	56	1020.0
3	9	57	1020.0

Table 13.11: Sub Power Up (Sprinkler Second Phase Duration)

13.12 Sub Power Up - Ink Mine Mark Radius

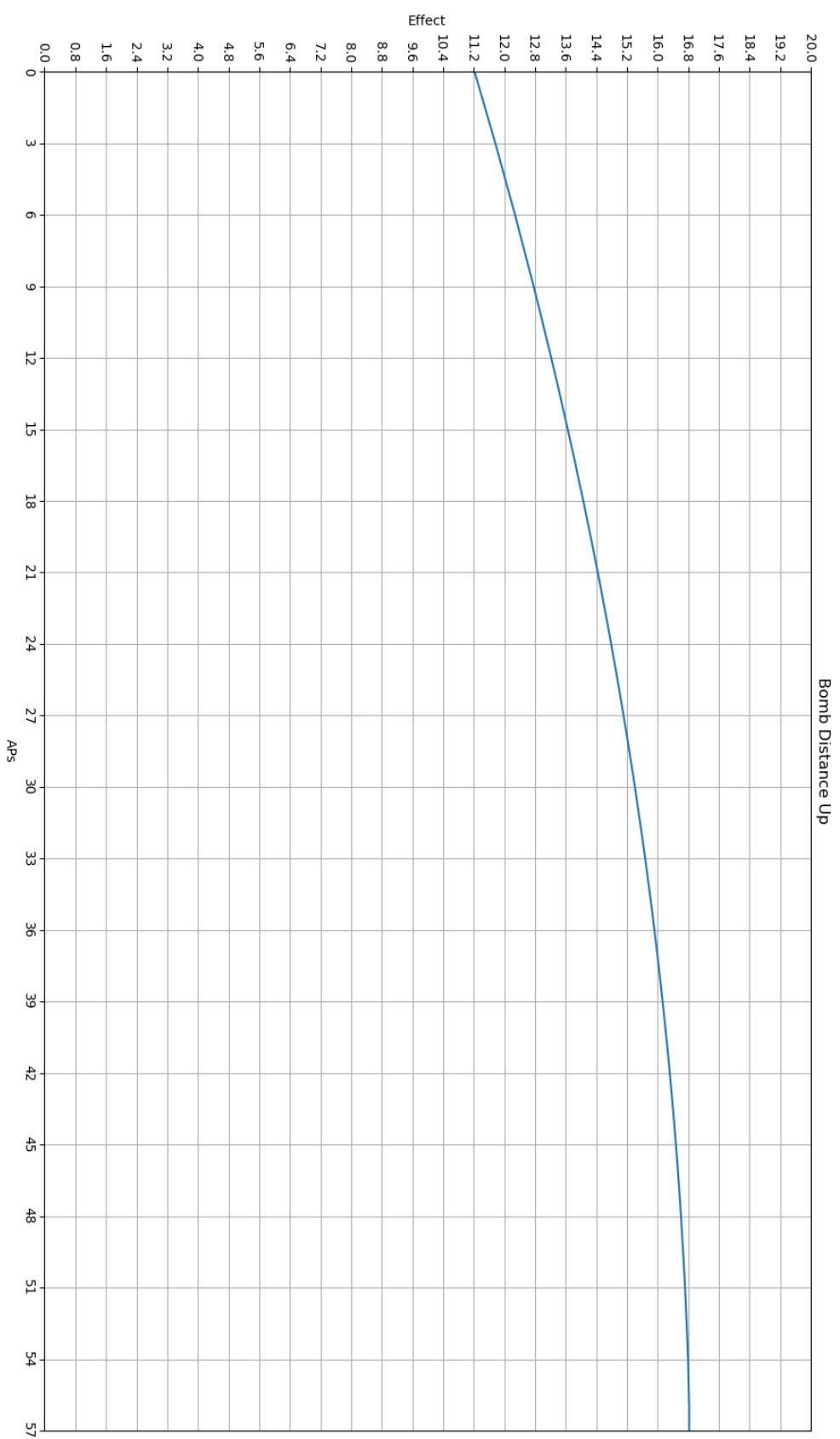
Main	Sub	AP	Effect
0	0	0	1.0
0	1	3	1.0362
0	2	6	1.0706
0	3	9	1.1032
1	0	10	1.1136
0	4	12	1.1339
1	1	13	1.1438
0	5	15	1.1628
1	2	16	1.1721
0	6	18	1.1899
1	3	19	1.1986
2	0	20	1.207
0	7	21	1.2152
1	4	22	1.2232
2	1	23	1.2311
0	8	24	1.2387
1	5	25	1.2461
2	2	26	1.2533
0	9	27	1.2603
1	6	28	1.2671
2	3	29	1.2737
3	0	30	1.2801
1	7	31	1.2863
2	4	32	1.2923
3	1	33	1.2981
1	8	34	1.3037
2	5	35	1.3091
3	2	36	1.3143
1	9	37	1.3193
2	6	38	1.324
3	3	39	1.3286
1	10	40	1.333
2	7	41	1.3372
3	4	42	1.3411
1	11	43	1.3449
2	8	44	1.3485
3	5	45	1.3519
1	12	46	1.355
2	9	47	1.358
3	6	48	1.3607
2	10	50	1.3656
3	7	51	1.3678
2	11	53	1.3715
3	8	54	1.373
2	12	56	1.375
3	9	57	1.375

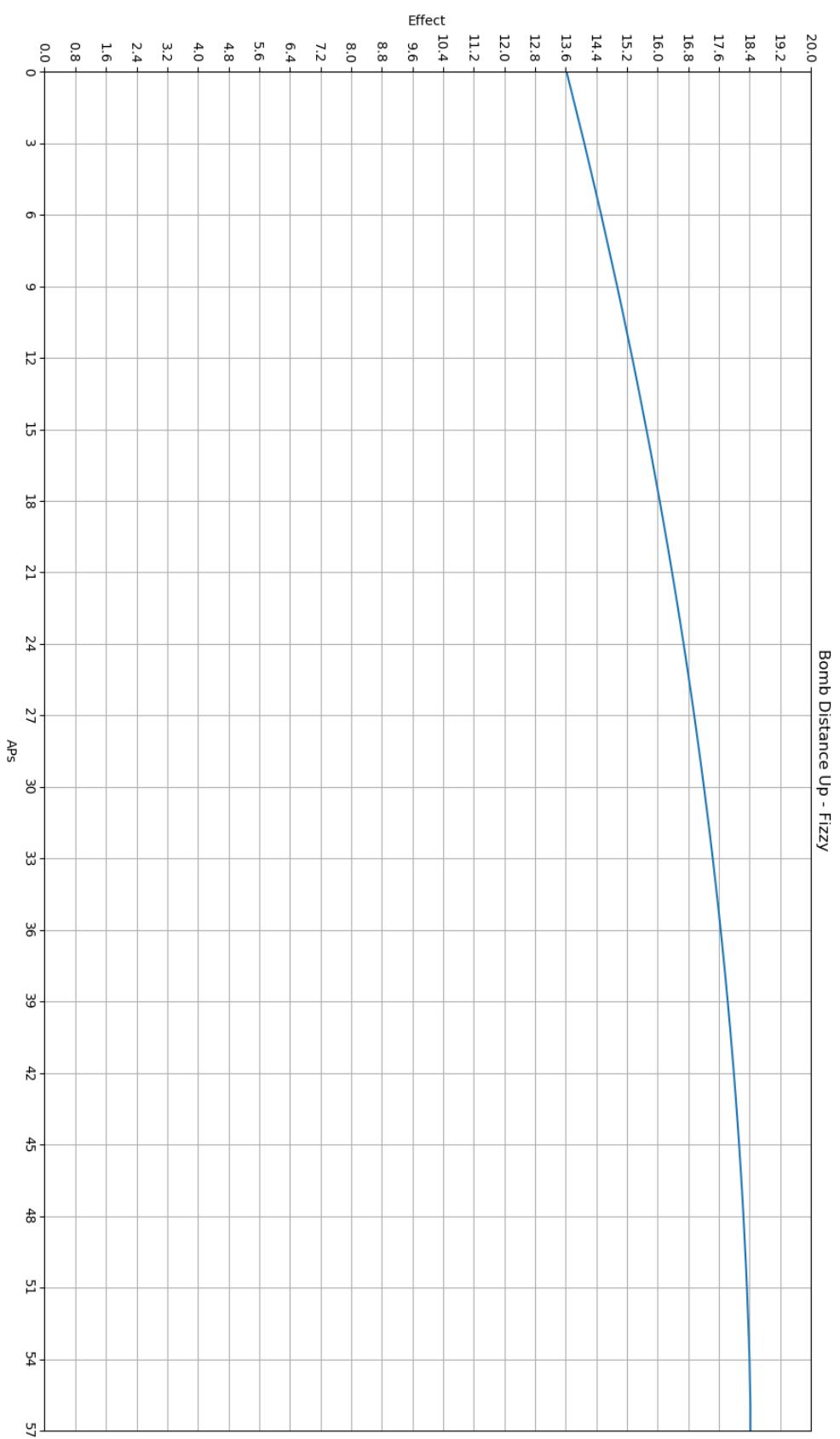
Table 13.12: Sub Power Up (Ink Mine Mark Radius)

13.13 Sub Power Up - Ink Mine Mark Time Duration

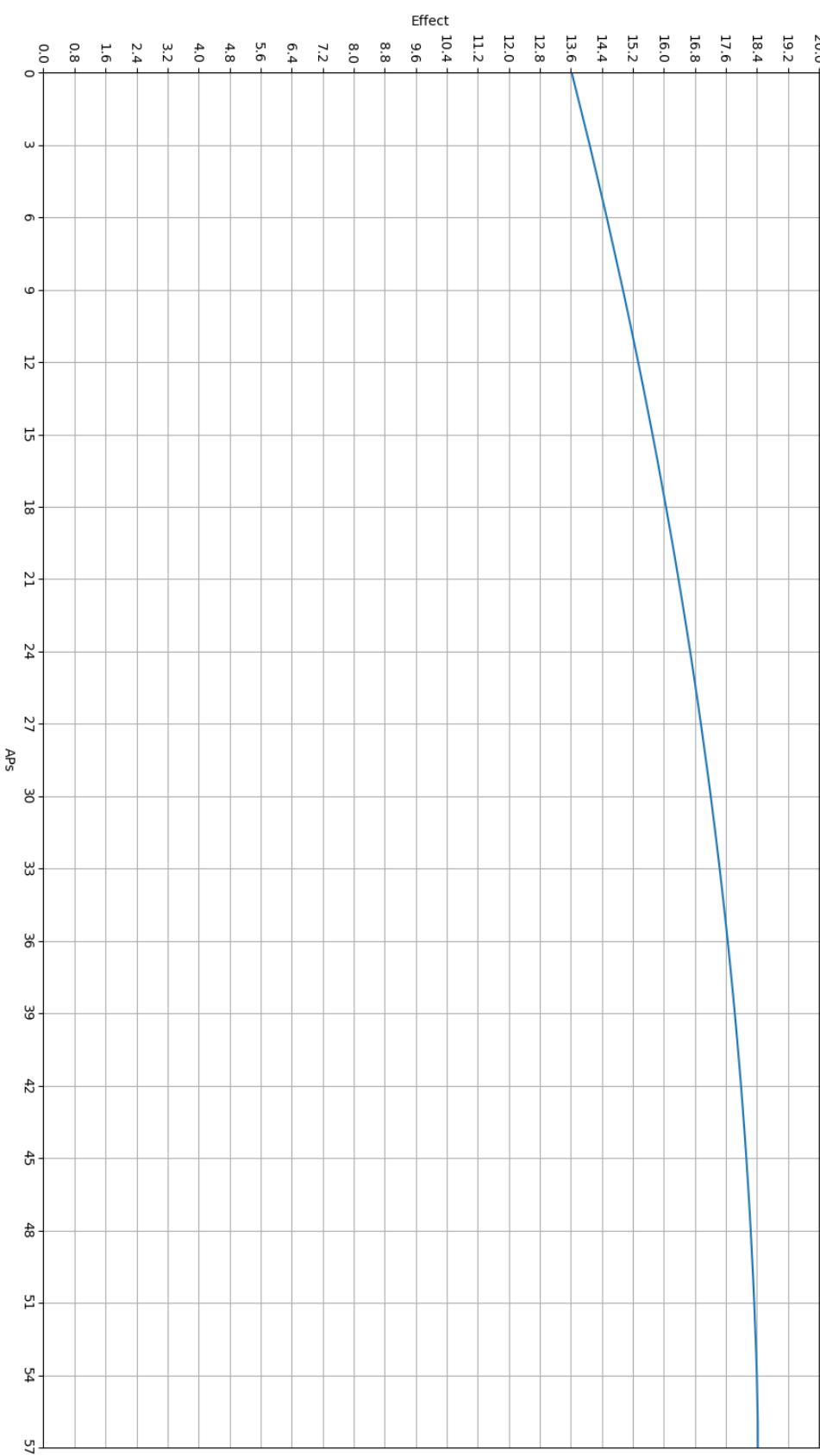
Main	Sub	AP	Effect
0	0	0	300.0
0	1	3	328.98
0	2	6	356.49
0	3	9	382.53
1	0	10	390.9
0	4	12	407.13
1	1	13	415.02
0	5	15	430.26
1	2	16	437.67
0	6	18	451.95
1	3	19	458.85
2	0	20	465.6
0	7	21	472.17
1	4	22	478.59
2	1	23	484.86
0	8	24	490.95
1	5	25	496.86
2	2	26	502.65
0	9	27	508.26
1	6	28	513.69
2	3	29	518.97
3	0	30	524.1
1	7	31	529.05
2	4	32	533.85
3	1	33	538.5
1	8	34	542.97
2	5	35	547.26
3	2	36	551.43
1	9	37	555.42
2	6	38	559.23
3	3	39	562.89
1	10	40	566.4
2	7	41	569.73
3	4	42	572.91
1	11	43	575.94
2	8	44	578.79
3	5	45	581.49
1	12	46	584.01
2	9	47	586.38
3	6	48	588.57
2	10	50	592.5
3	7	51	594.21
2	11	53	597.18
3	8	54	598.41
2	12	56	600.0
3	9	57	600.0

Table 13.13: Sub Power Up (Ink Mine Mark Time Duration)

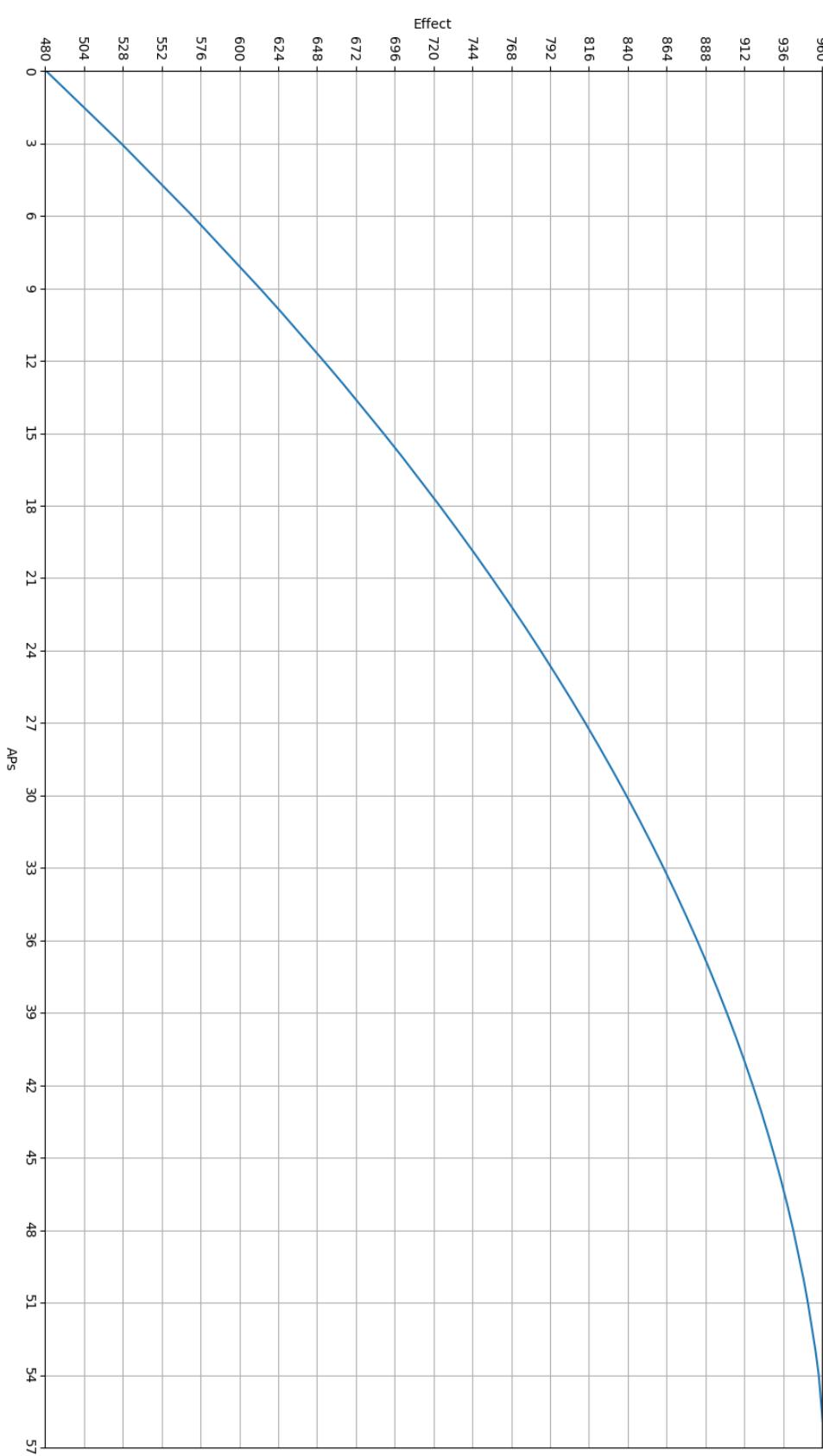




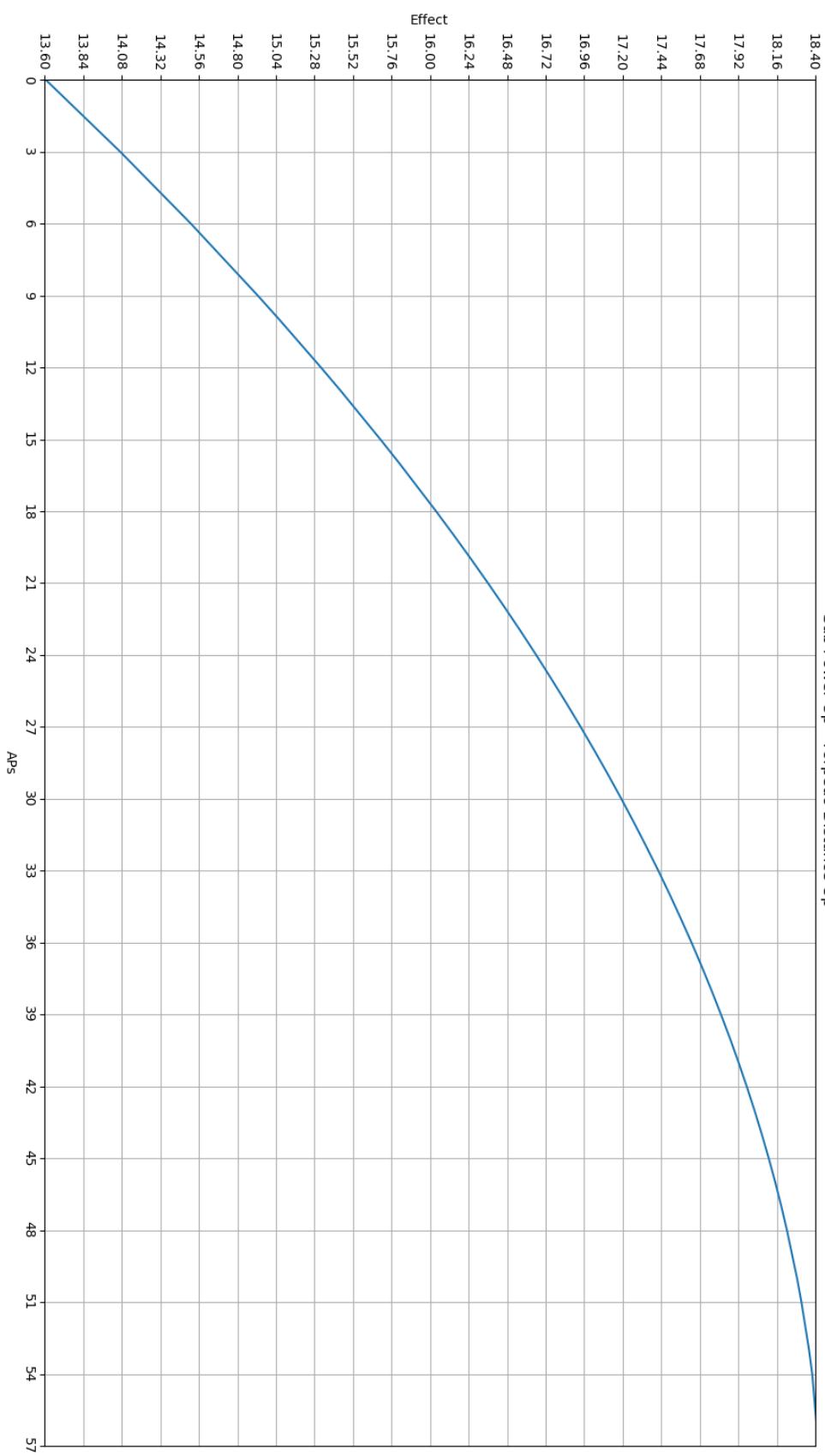
Bomb Distance Up - Point Sensor

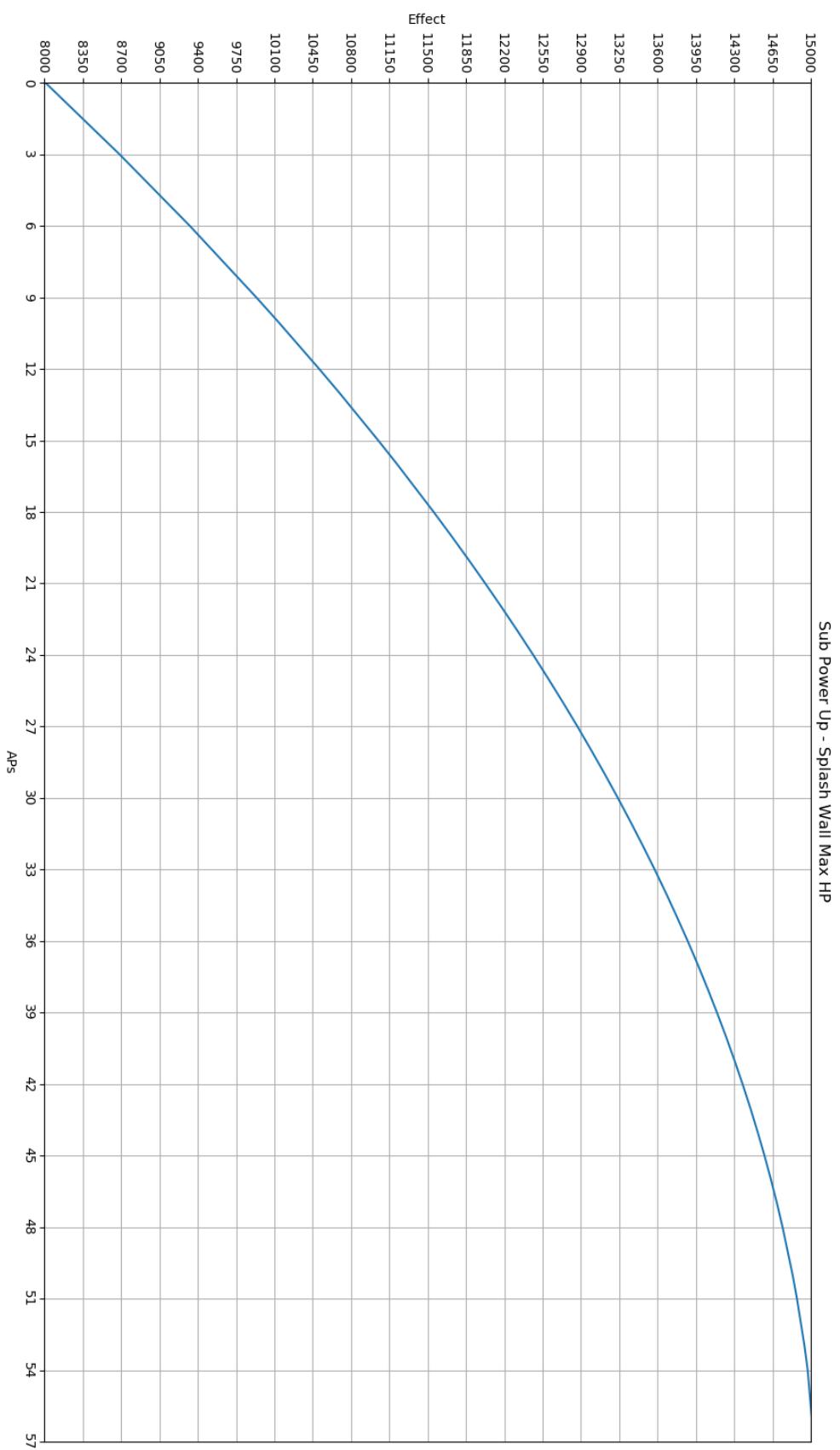


Sub Power Up - Point Sensor Mark Time Duration

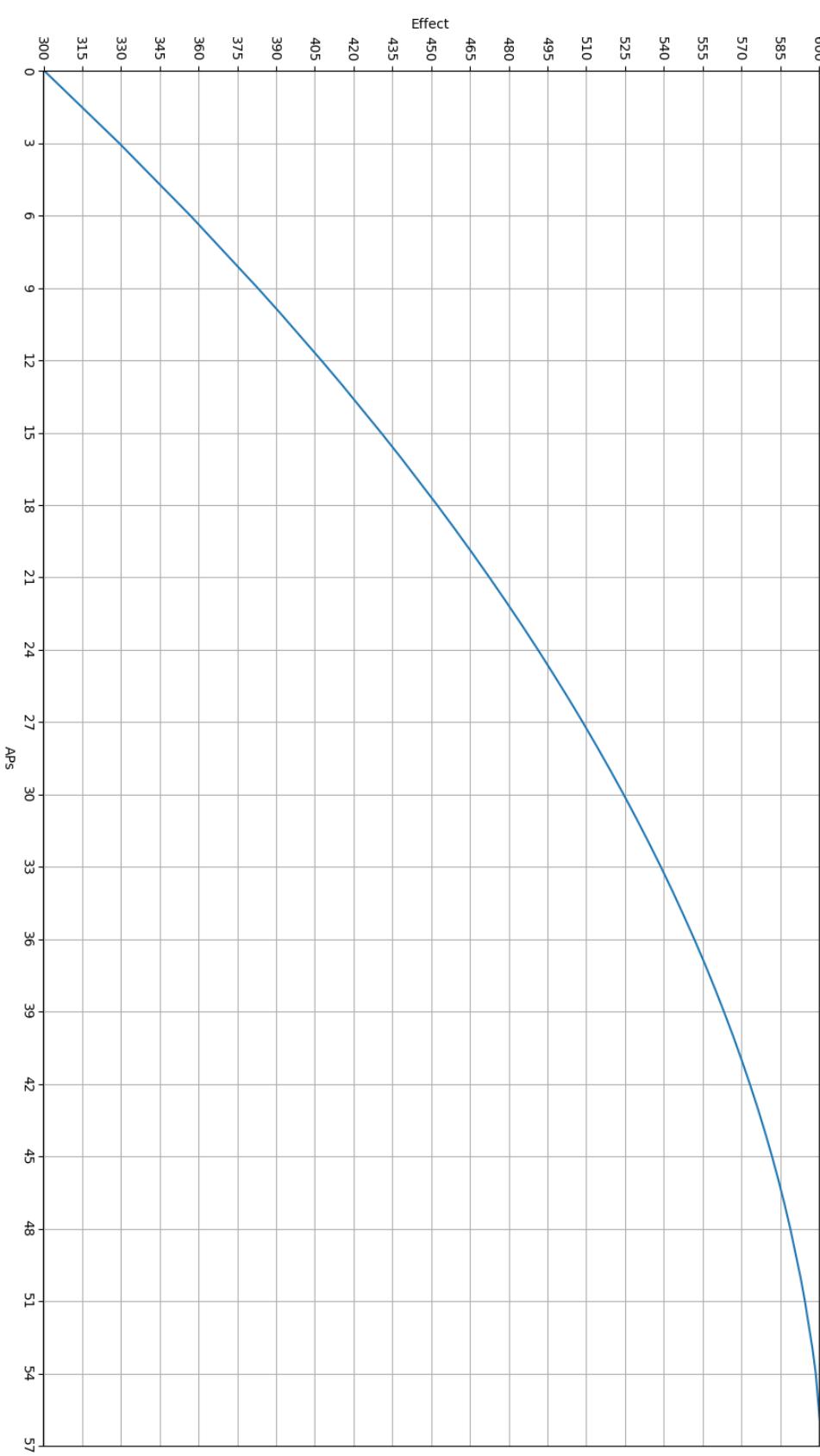


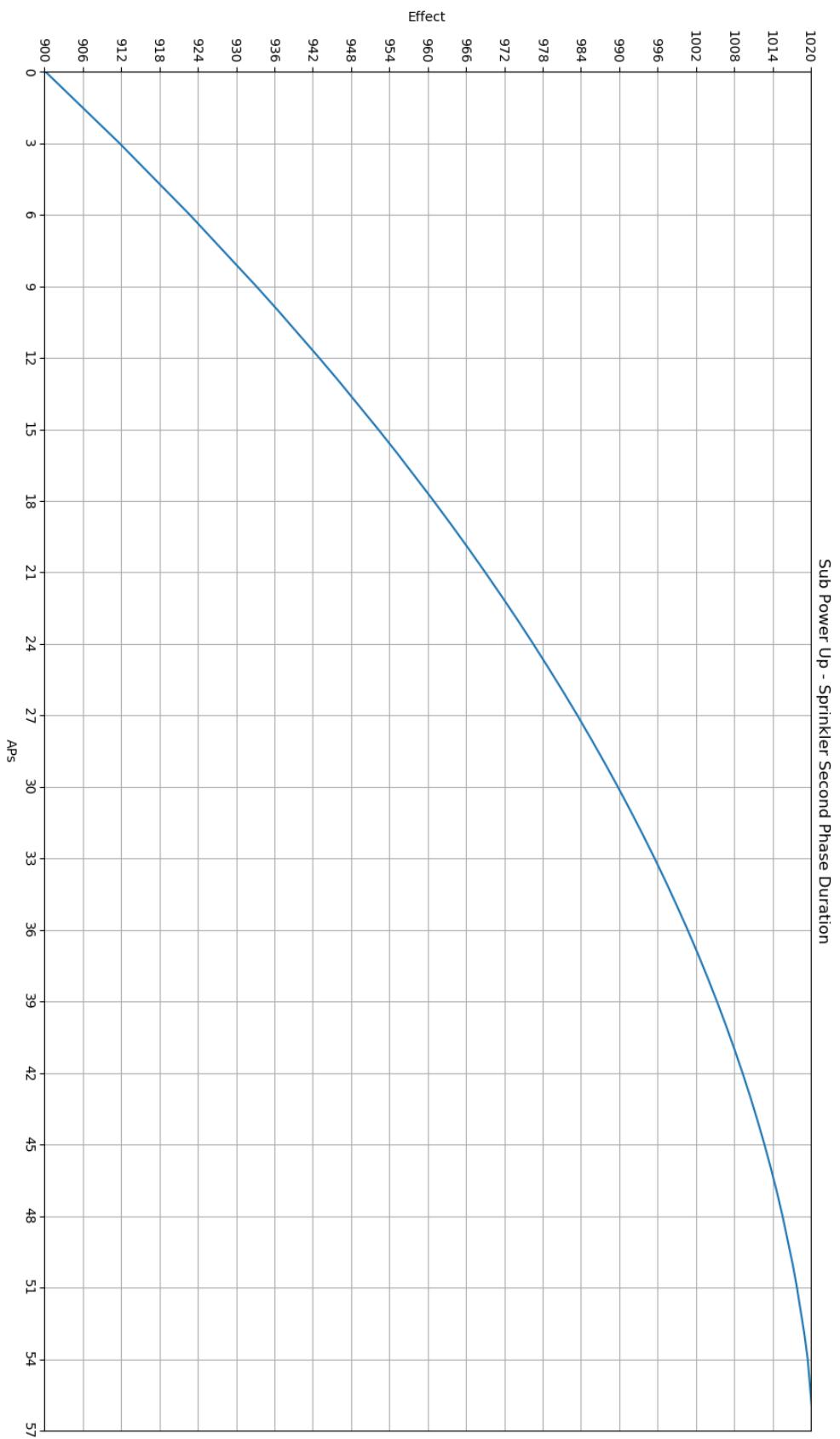
Sub Power Up - Torpedo Distance Up

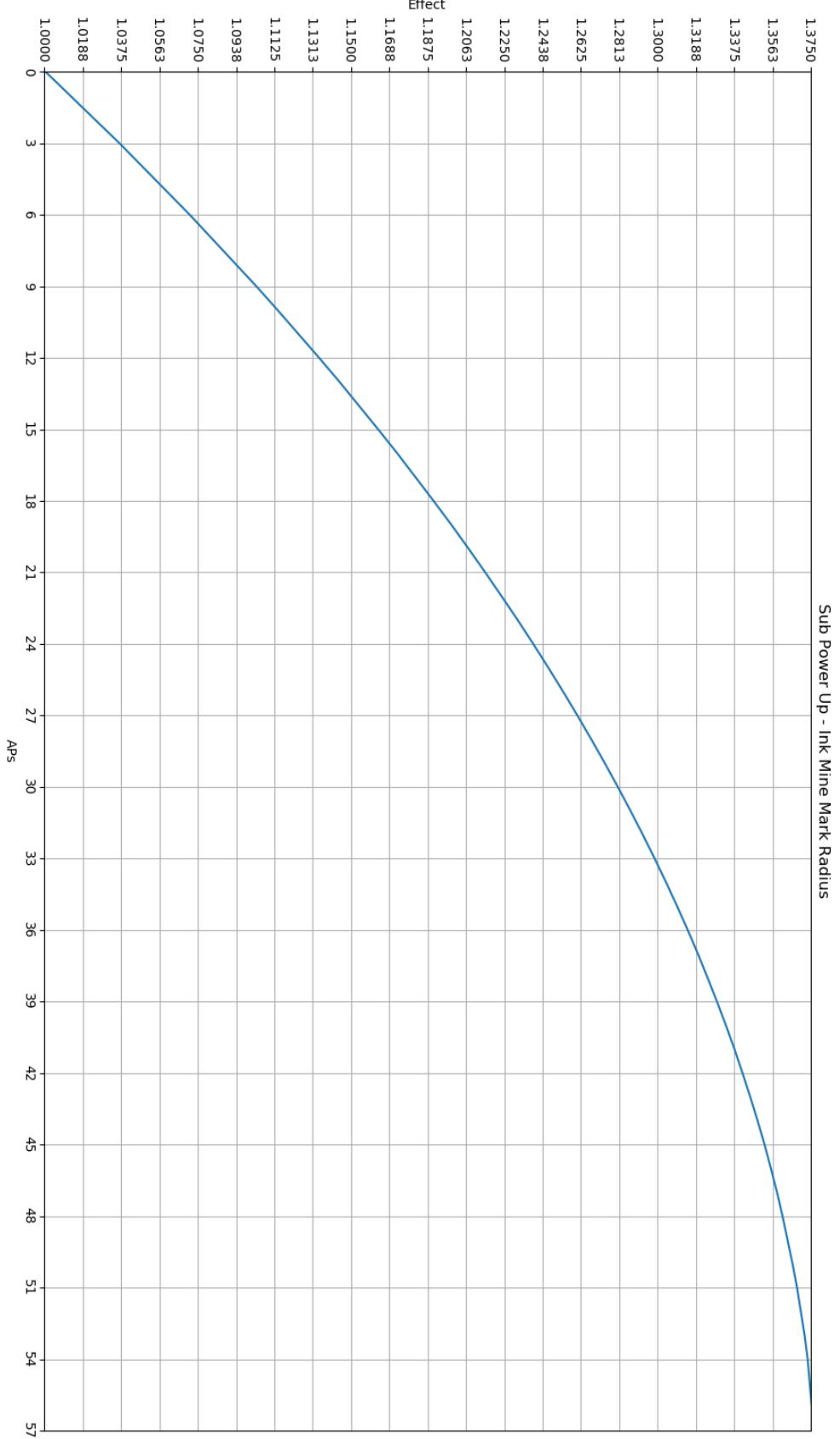




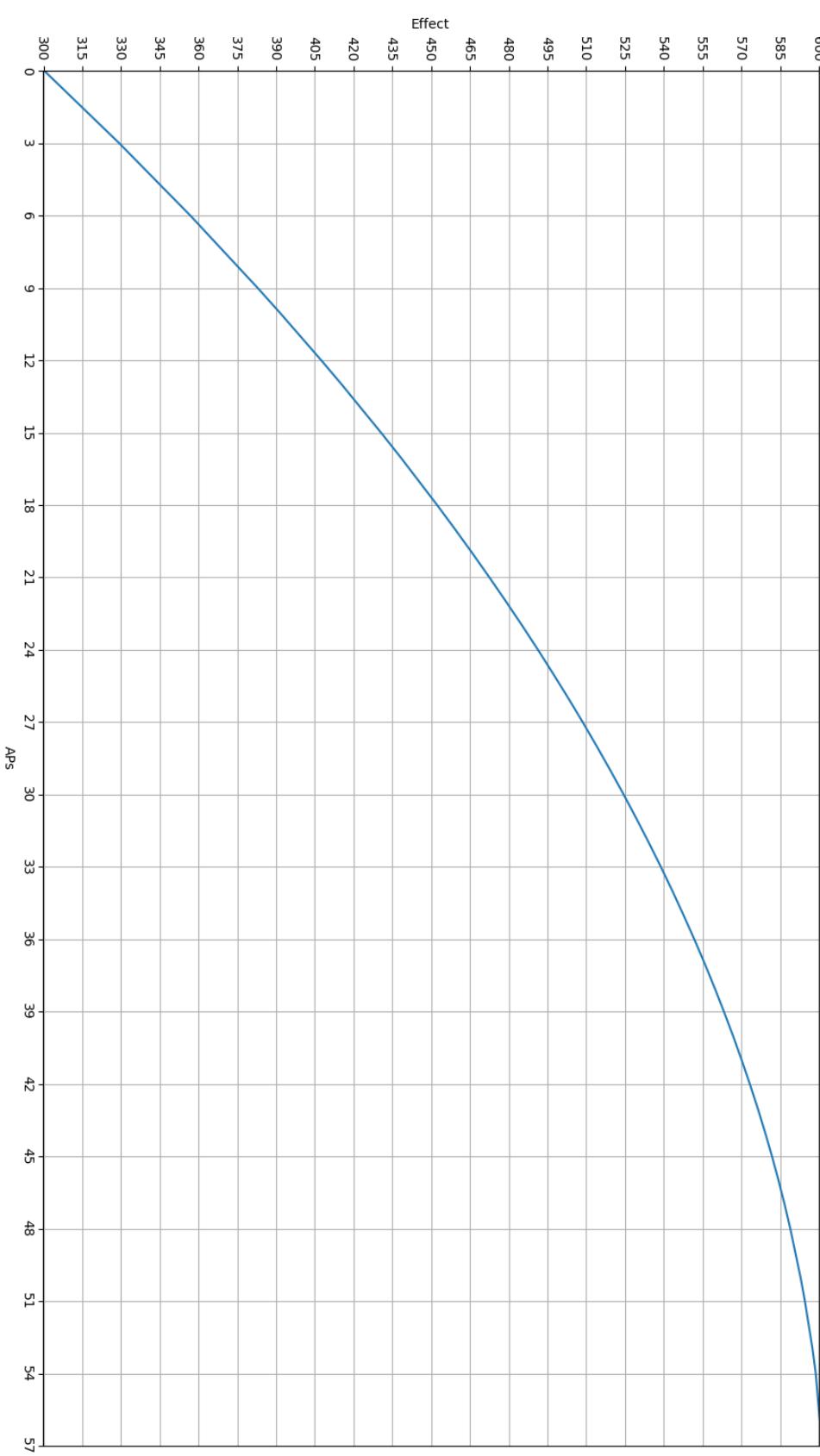
Sub Power Up - Sprinkler First Phase Duration







Sub Power Up - Ink Mine Mark Time Duration



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

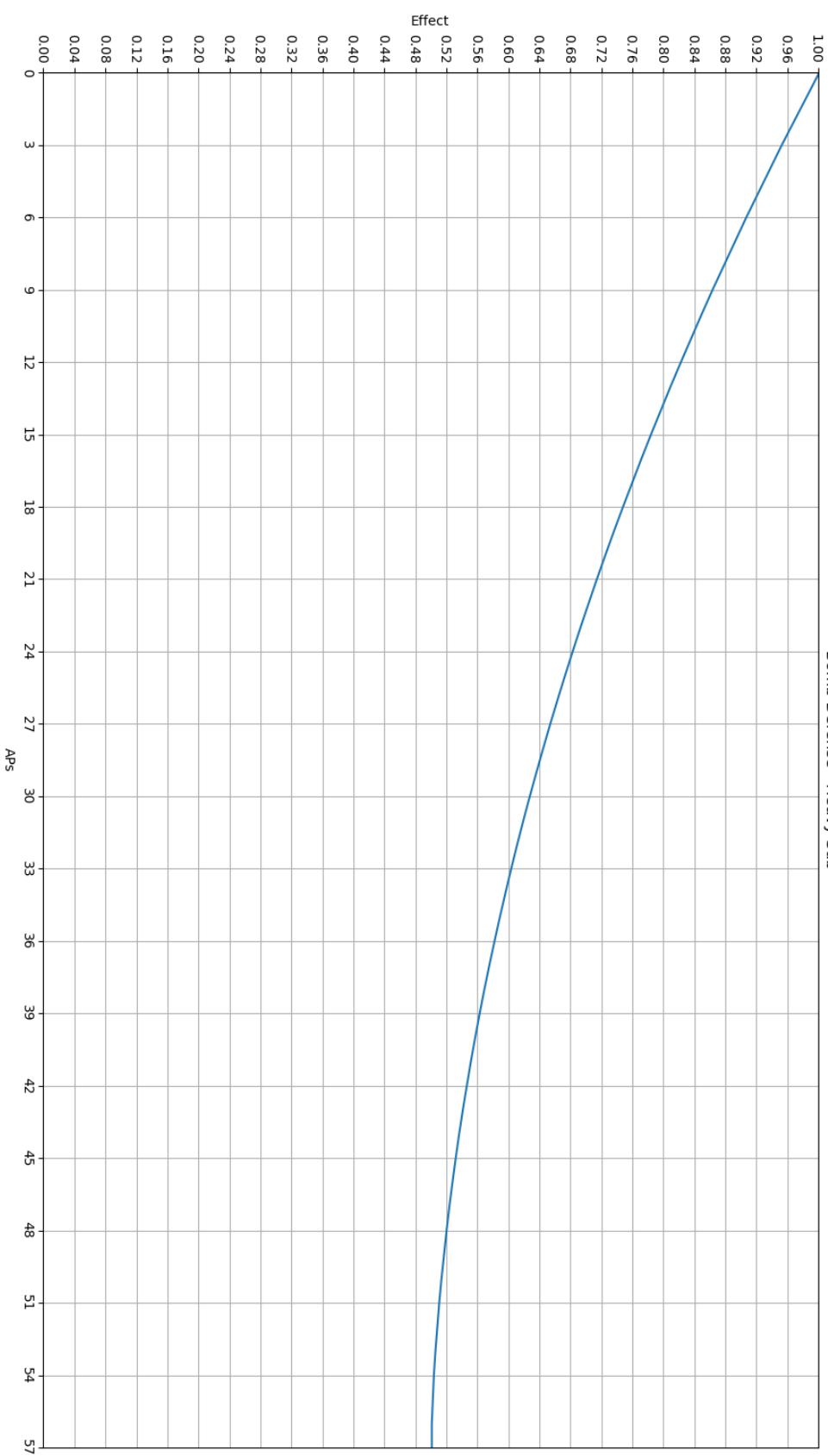
Table 14.2: Bomb Defense Up (Light Subs)

14.3 Special

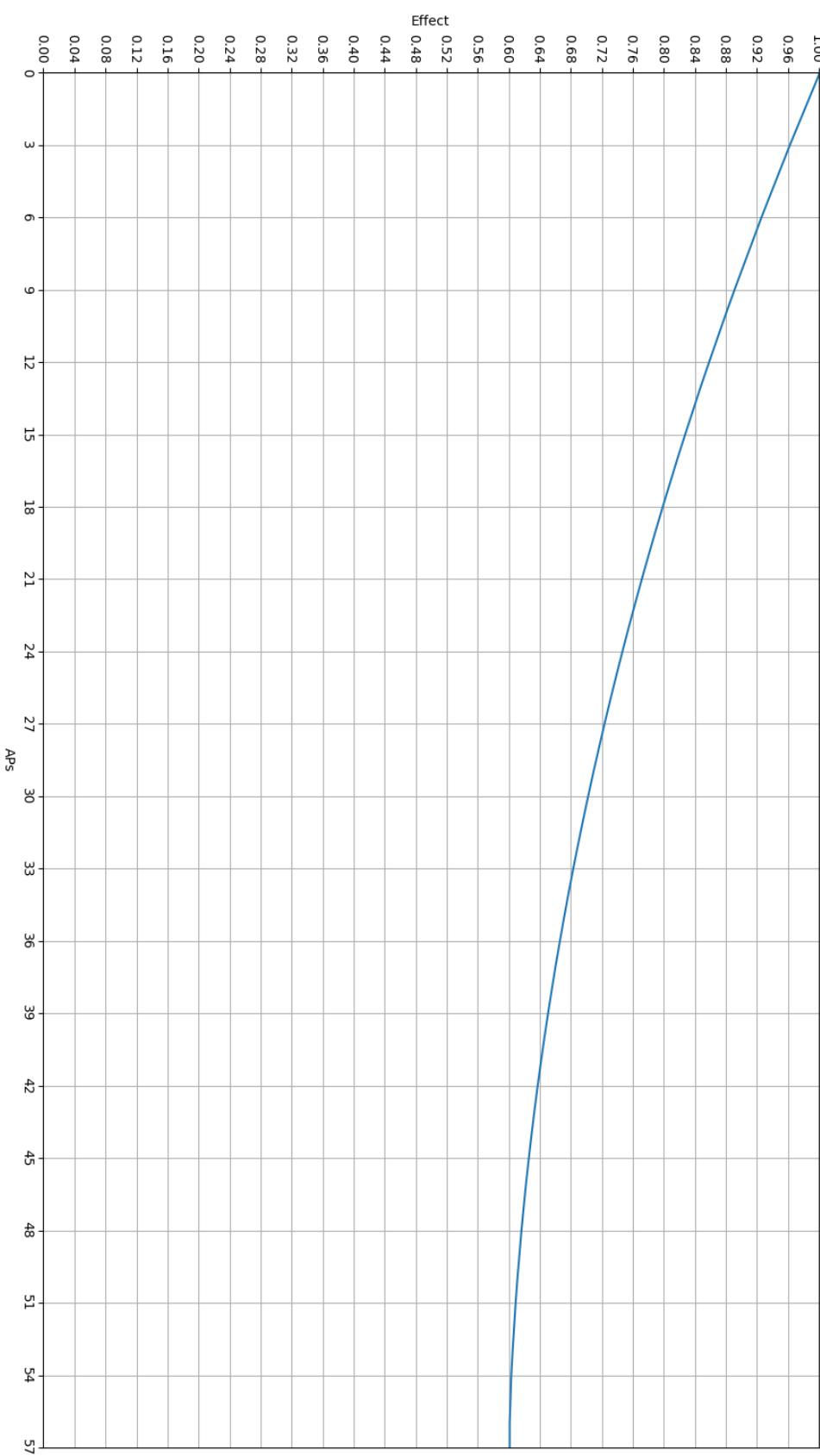
Main	Sub	AP	Effect
0	0	0	1.0
0	1	3	0.9662
0	2	6	0.9341
0	3	9	0.9037
1	0	10	0.894
0	4	12	0.875
1	1	13	0.8658
0	5	15	0.848
1	2	16	0.8394
0	6	18	0.8227
1	3	19	0.8147
2	0	20	0.8068
0	7	21	0.7991
1	4	22	0.7916
2	1	23	0.7843
0	8	24	0.7772
1	5	25	0.7703
2	2	26	0.7636
0	9	27	0.757
1	6	28	0.7507
2	3	29	0.7445
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



Bomb Defense - Heavy Light



Bomb Defense - Special

