

Splatoon 2 Abilities - Appendix

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1 Notes

Some notes that will help the reader to understand various things:

- Player have 1000 HP. In trainings room you will see $\frac{1}{10}$ th of the calculated damage.
- It is similar for objects. In this game HP is an integer.
- If something is calculated with HP then only the end result will be rounded down. This is why some things like Baller HP are displayed as real numbers and not as integers.

2 Ink Saver (Main)

2.1 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 2.1: Ink Saver (Main) (Low)

2.2 Mid

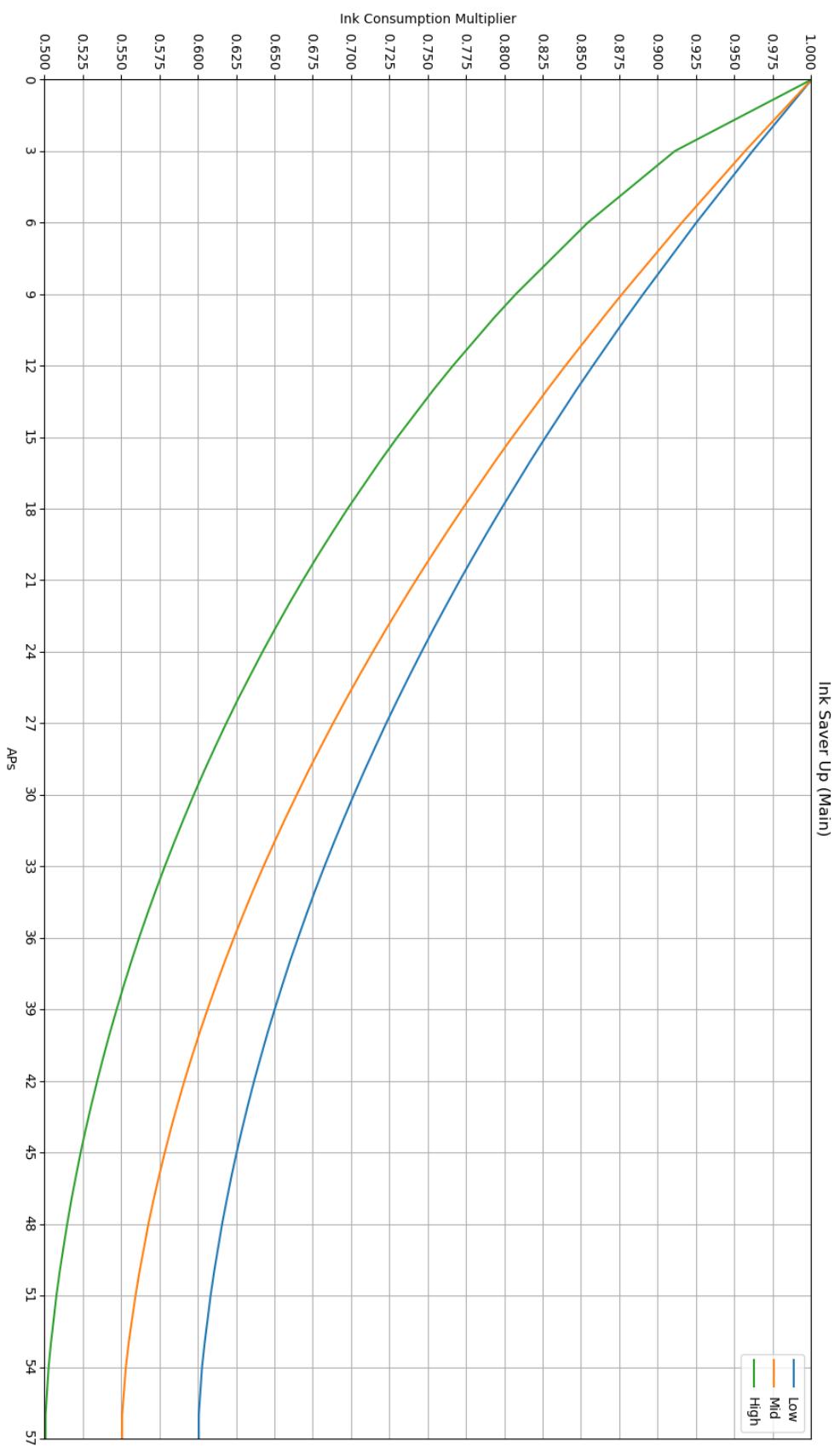
Main	Sub	AP	Effect
0	0	0	1.0
0	1	3	0.9565
0	2	6	0.9153
0	3	9	0.8762
1	0	10	0.8637
0	4	12	0.8393
1	1	13	0.8275
0	5	15	0.8046
1	2	16	0.7935
0	6	18	0.7721
1	3	19	0.7617
2	0	20	0.7516
0	7	21	0.7417
1	4	22	0.7321
2	1	23	0.7227
0	8	24	0.7136
1	5	25	0.7047
2	2	26	0.696
0	9	27	0.6876
1	6	28	0.6795
2	3	29	0.6715
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 2.2: Ink Saver (Main) (Mid)

2.3 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 2.3: Ink Saver (Main) (High)



3 Ink Saver (Sub)

3.1 Type A

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 3.1: Ink Saver Sub (Type A)

3.2 Type B

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 3.2: Ink Saver Sub (Type B)

3.3 Type C

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 3.3: Ink Saver Sub (Type C)

3.4 Type D

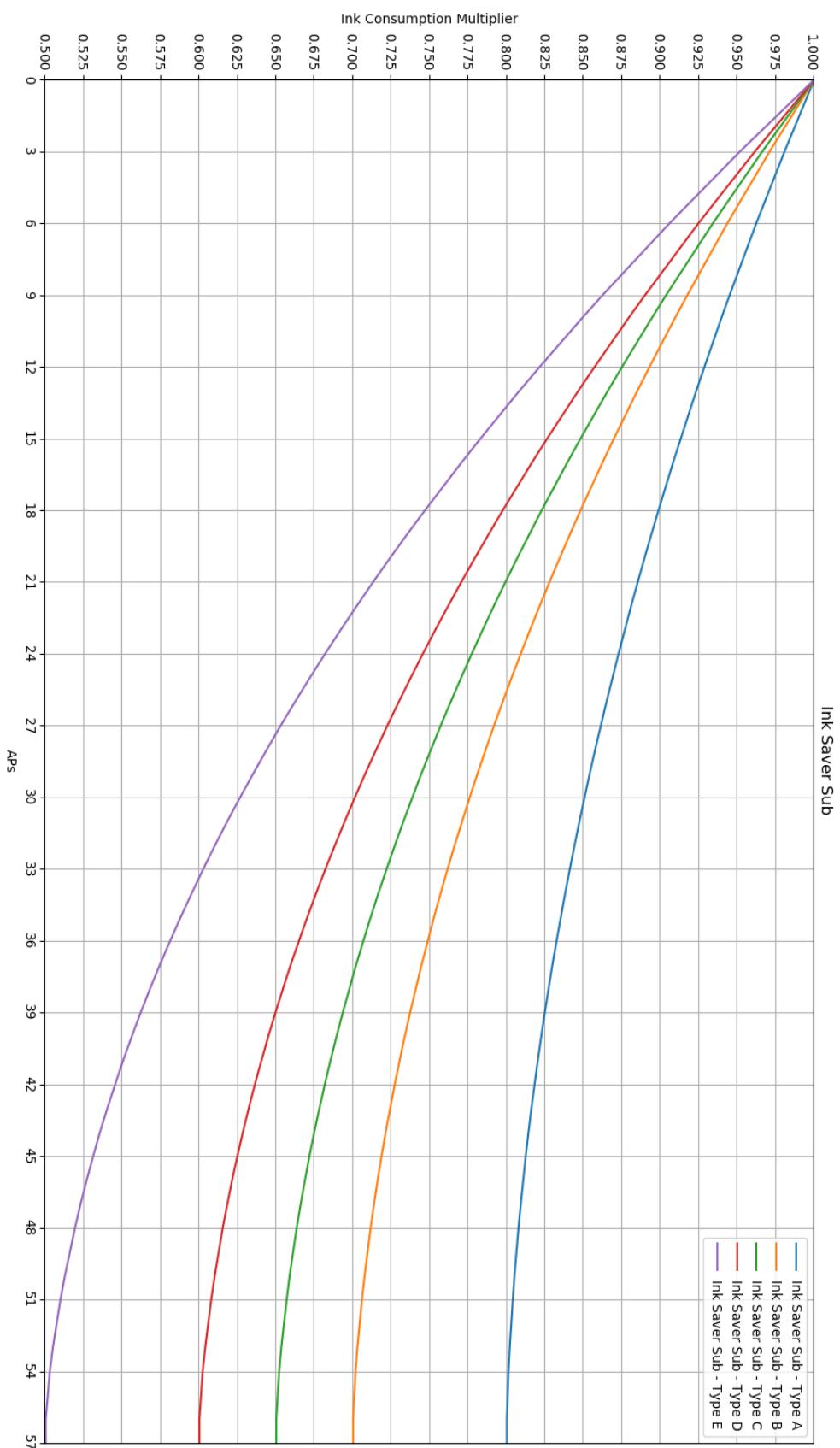
Main	Sub	AP	Effect
0	0	0	1.0
0	1	3	0.9614
0	2	6	0.9247
0	3	9	0.89
1	0	10	0.8788
0	4	12	0.8572
1	1	13	0.8466
0	5	15	0.8263
1	2	16	0.8164
0	6	18	0.7974
1	3	19	0.7882
2	0	20	0.7792
0	7	21	0.7704
1	4	22	0.7619
2	1	23	0.7535
0	8	24	0.7454
1	5	25	0.7375
2	2	26	0.7298
0	9	27	0.7223
1	6	28	0.7151
2	3	29	0.708
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 3.4: Ink Saver Sub (Type D)

3.5 Type E

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 3.5: Ink Saver Sub (Type E)



4 Swim Speed Up

4.1 Heavy

Main	Sub	AP	Effect
0	0	0	1.728
0	1	3	1.8795
0	2	6	1.9598
0	3	9	2.0232
1	0	10	2.042
0	4	12	2.0766
1	1	13	2.0928
0	5	15	2.1229
1	2	16	2.137
0	6	18	2.1636
1	3	19	2.1761
2	0	20	2.1881
0	7	21	2.1997
1	4	22	2.2108
2	1	23	2.2216
0	8	24	2.2319
1	5	25	2.2418
2	2	26	2.2513
0	9	27	2.2605
1	6	28	2.2693
2	3	29	2.2778
3	0	30	2.286
1	7	31	2.2938
2	4	32	2.3014
3	1	33	2.3086
1	8	34	2.3155
2	5	35	2.3221
3	2	36	2.3285
1	9	37	2.3345
2	6	38	2.3403
3	3	39	2.3458
1	10	40	2.351
2	7	41	2.356
3	4	42	2.3607
1	11	43	2.3651
2	8	44	2.3693
3	5	45	2.3733
1	12	46	2.3769
2	9	47	2.3804
3	6	48	2.3836
2	10	50	2.3892
3	7	51	2.3917
2	11	53	2.396
3	8	54	2.3977
2	12	56	2.4
3	9	57	2.4

Table 4.1: Swim Speed Up (Heavy)

4.2 Normal

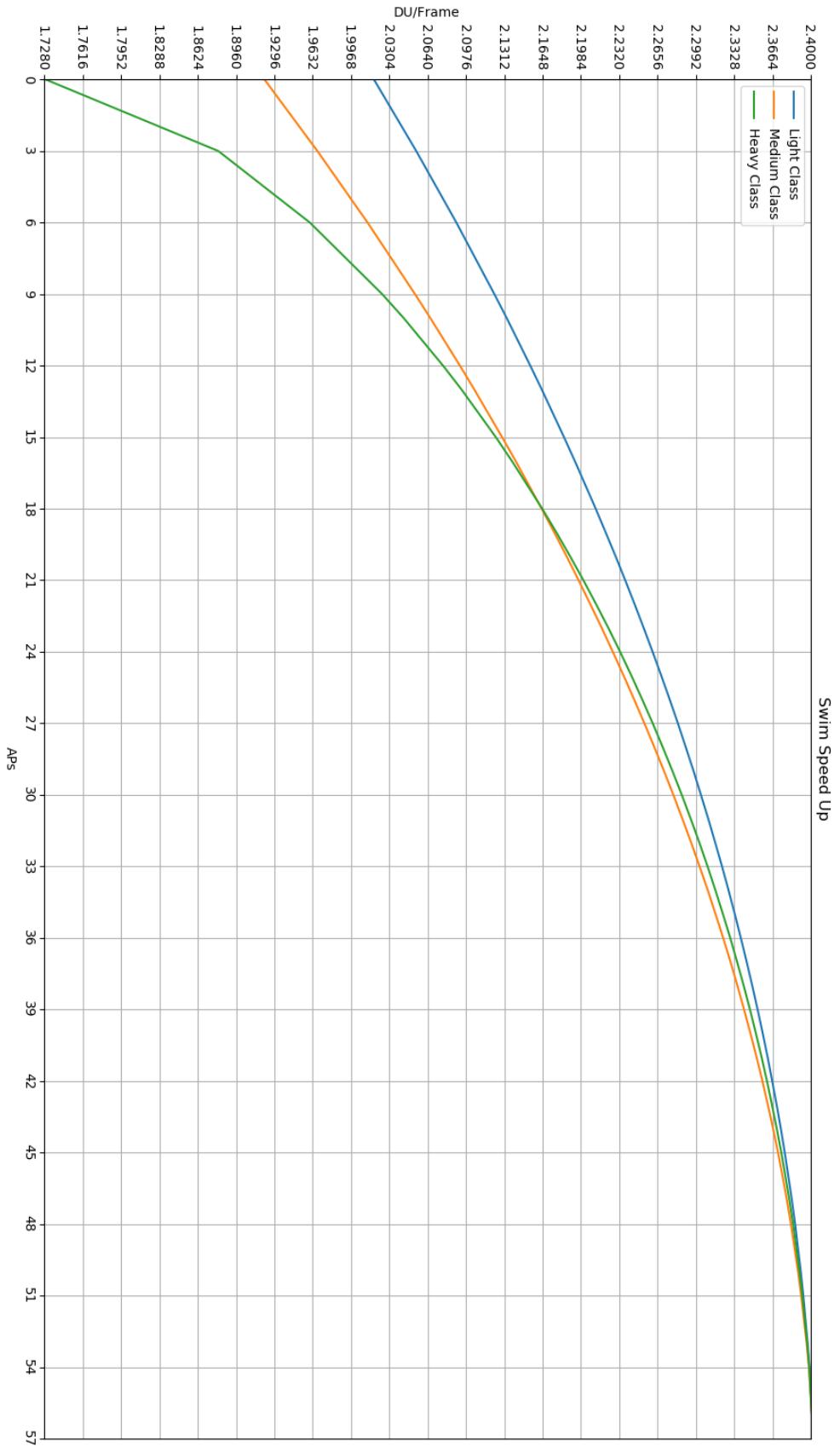
Main	Sub	AP	Effect
0	0	0	1.92
0	1	3	1.9664
0	2	6	2.0104
0	3	9	2.052
1	0	10	2.0654
0	4	12	2.0914
1	1	13	2.104
0	5	15	2.1284
1	2	16	2.1403
0	6	18	2.1631
1	3	19	2.1742
2	0	20	2.185
0	7	21	2.1955
1	4	22	2.2057
2	1	23	2.2158
0	8	24	2.2255
1	5	25	2.235
2	2	26	2.2442
0	9	27	2.2532
1	6	28	2.2619
2	3	29	2.2704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

4.3 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 4.3: Swim Speed Up (Light)



5 Runspeed Up

5.1 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 5.1: Runspeed Up (Heavy)

5.2 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 5.2: Runspeed Up (Normal)

5.3 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 5.3: Runspeed Up (Light)

5.4 Shooting Type A

Main	Sub	AP	Effect
0	0	0	1.0
0	1	3	1.0193
0	2	6	1.0377
0	3	9	1.055
1	0	10	1.0606
0	4	12	1.0714
1	1	13	1.0767
0	5	15	1.0868
1	2	16	1.0918
0	6	18	1.1013
1	3	19	1.1059
2	0	20	1.1104
0	7	21	1.1148
1	4	22	1.1191
2	1	23	1.1232
0	8	24	1.1273
1	5	25	1.1312
2	2	26	1.1351
0	9	27	1.1388
1	6	28	1.1425
2	3	29	1.146
3	0	30	1.1494
1	7	31	1.1527
2	4	32	1.1559
3	1	33	1.159
1	8	34	1.162
2	5	35	1.1648
3	2	36	1.1676
1	9	37	1.1703
2	6	38	1.1728
3	3	39	1.1753
1	10	40	1.1776
2	7	41	1.1798
3	4	42	1.1819
1	11	43	1.184
2	8	44	1.1859
3	5	45	1.1877
1	12	46	1.1893
2	9	47	1.1909
3	6	48	1.1924
2	10	50	1.195
3	7	51	1.1961
2	11	53	1.1981
3	8	54	1.1989
2	12	56	1.2
3	9	57	1.2

Table 5.4: Run Speed Up (Shooting Type A)

5.5 Shooting Type B

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 5.5: Run Speed Up (Shooting Type B)

5.6 Shooting Type C

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 5.6: Run Speed Up (Shooting Type C)

5.7 Shooting Type D

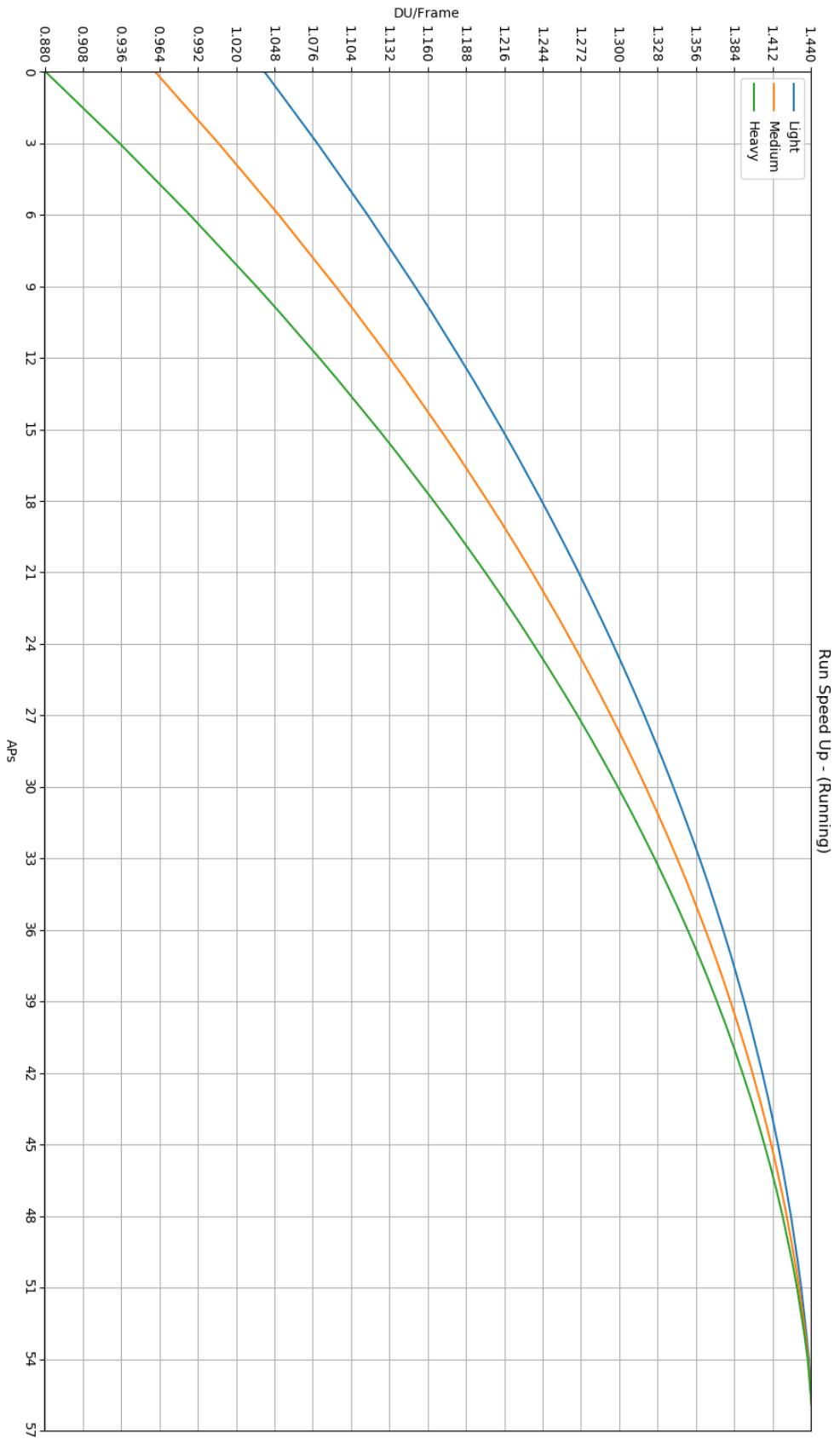
Main	Sub	AP	Effect
0	0	0	1.0
0	1	3	1.0338
0	2	6	1.0659
0	3	9	1.0963
1	0	10	1.106
0	4	12	1.125
1	1	13	1.1342
0	5	15	1.152
1	2	16	1.1606
0	6	18	1.1773
1	3	19	1.1853
2	0	20	1.1932
0	7	21	1.2009
1	4	22	1.2084
2	1	23	1.2157
0	8	24	1.2228
1	5	25	1.2297
2	2	26	1.2364
0	9	27	1.243
1	6	28	1.2493
2	3	29	1.2555
3	0	30	1.2614
1	7	31	1.2672
2	4	32	1.2728
3	1	33	1.2783
1	8	34	1.2835
2	5	35	1.2885
3	2	36	1.2933
1	9	37	1.298
2	6	38	1.3024
3	3	39	1.3067
1	10	40	1.3108
2	7	41	1.3147
3	4	42	1.3184
1	11	43	1.3219
2	8	44	1.3253
3	5	45	1.3284
1	12	46	1.3313
2	9	47	1.3341
3	6	48	1.3367
2	10	50	1.3413
3	7	51	1.3432
2	11	53	1.3467
3	8	54	1.3481
2	12	56	1.35
3	9	57	1.35

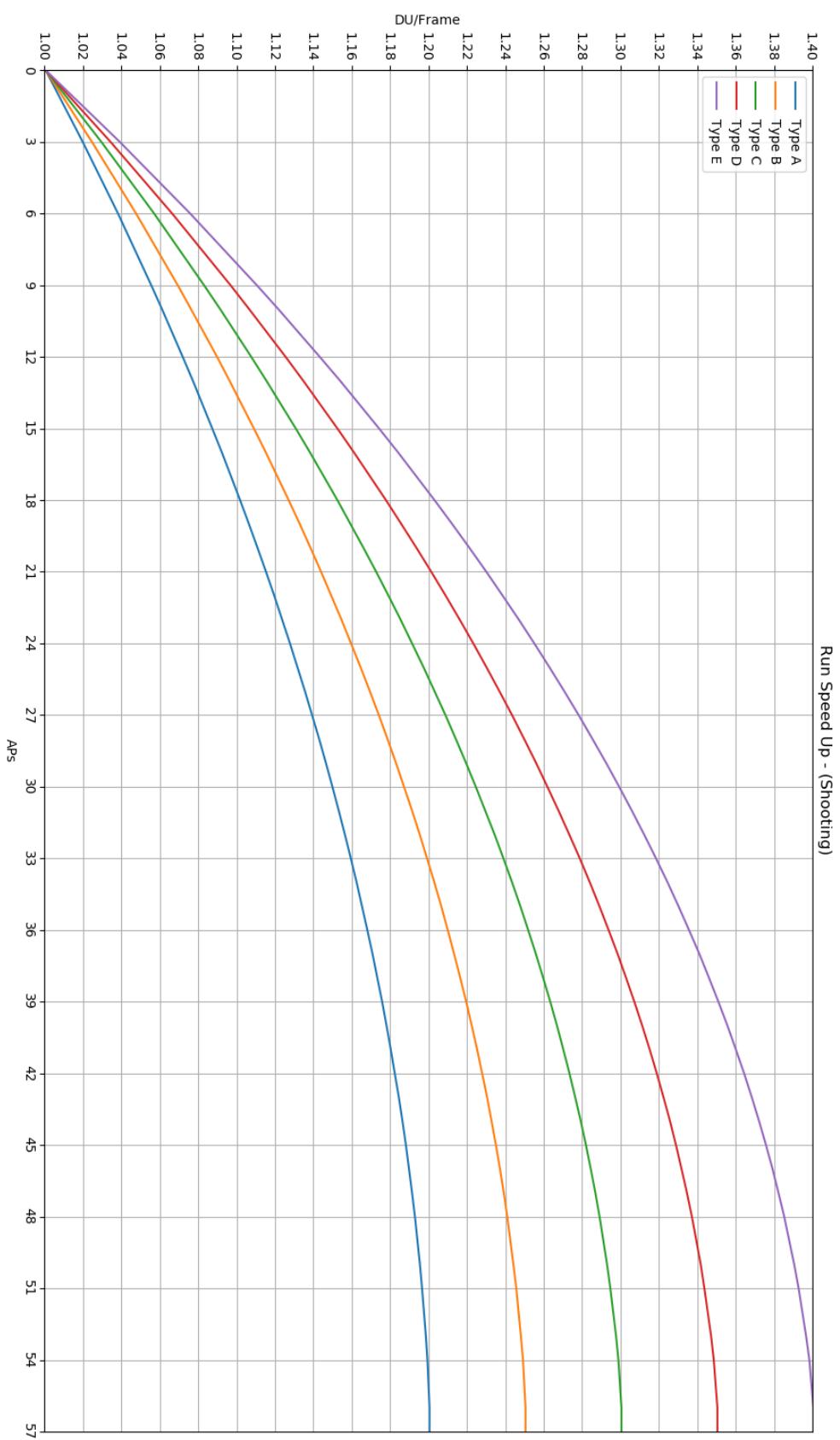
Table 5.7: Run Speed Up (Shooting Type D)

5.8 Shooting Type E

Main	Sub	AP	Effect
0	0	0	1.0
0	1	3	1.0386
0	2	6	1.0753
0	3	9	1.11
1	0	10	1.1212
0	4	12	1.1428
1	1	13	1.1534
0	5	15	1.1737
1	2	16	1.1836
0	6	18	1.2026
1	3	19	1.2118
2	0	20	1.2208
0	7	21	1.2296
1	4	22	1.2381
2	1	23	1.2465
0	8	24	1.2546
1	5	25	1.2625
2	2	26	1.2702
0	9	27	1.2777
1	6	28	1.2849
2	3	29	1.292
3	0	30	1.2988
1	7	31	1.3054
2	4	32	1.3118
3	1	33	1.318
1	8	34	1.324
2	5	35	1.3297
3	2	36	1.3352
1	9	37	1.3406
2	6	38	1.3456
3	3	39	1.3505
1	10	40	1.3552
2	7	41	1.3596
3	4	42	1.3639
1	11	43	1.3679
2	8	44	1.3717
3	5	45	1.3753
1	12	46	1.3787
2	9	47	1.3818
3	6	48	1.3848
2	10	50	1.39
3	7	51	1.3923
2	11	53	1.3962
3	8	54	1.3979
2	12	56	1.4
3	9	57	1.4

Table 5.8: Run Speed Up (Shooting Type E)

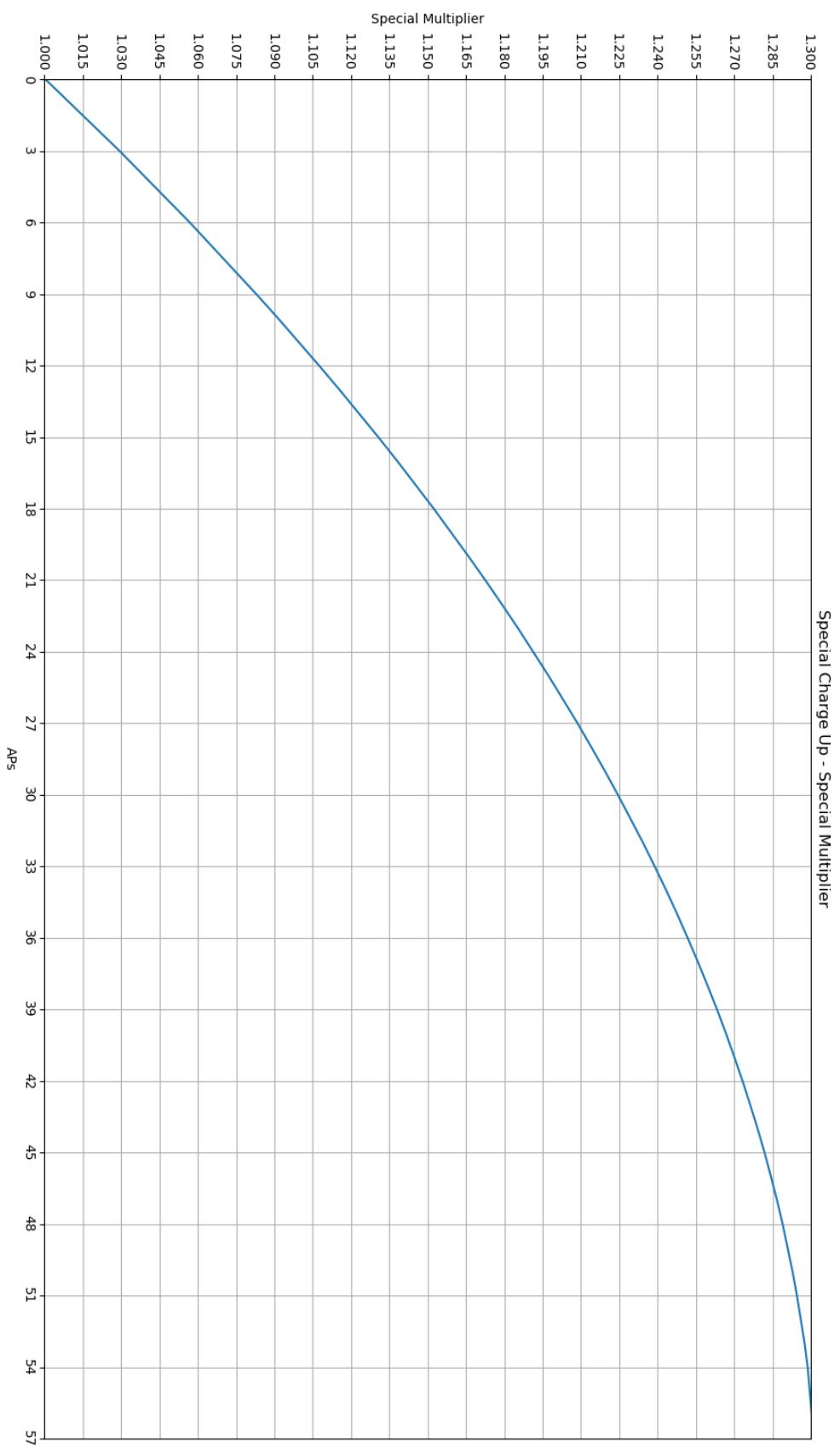




6 Special Charge Up

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 6.1: Special Charge Up



7 Quick Respawn

7.1 Die frames

Main	Sub	AP	Effect
0	0	0	90
0	1	3	85
0	2	6	79
0	3	9	74
1	0	10	72
0	4	12	69
1	1	13	67
0	5	15	64
1	2	16	63
0	6	18	60
1	3	19	59
2	0	20	57
0	7	21	56
1	4	22	55
2	1	23	54
0	8	24	52
1	5	25	51
2	2	26	50
0	9	27	49
1	6	28	48
2	3	29	47
3	0	30	46
1	7	31	45
2	4	32	44
3	1	33	43
1	8	34	42
2	5	35	41
3	2	36	40
1	9	37	39
2	6	38	39
3	3	39	38
1	10	40	37
2	7	41	37
3	4	42	36
1	11	43	35
2	8	44	35
3	5	45	34
1	12	46	34
2	9	47	33
3	6	48	33
2	10	50	32
3	7	51	32
2	11	53	31
3	8	54	31
2	12	56	30
3	9	57	30

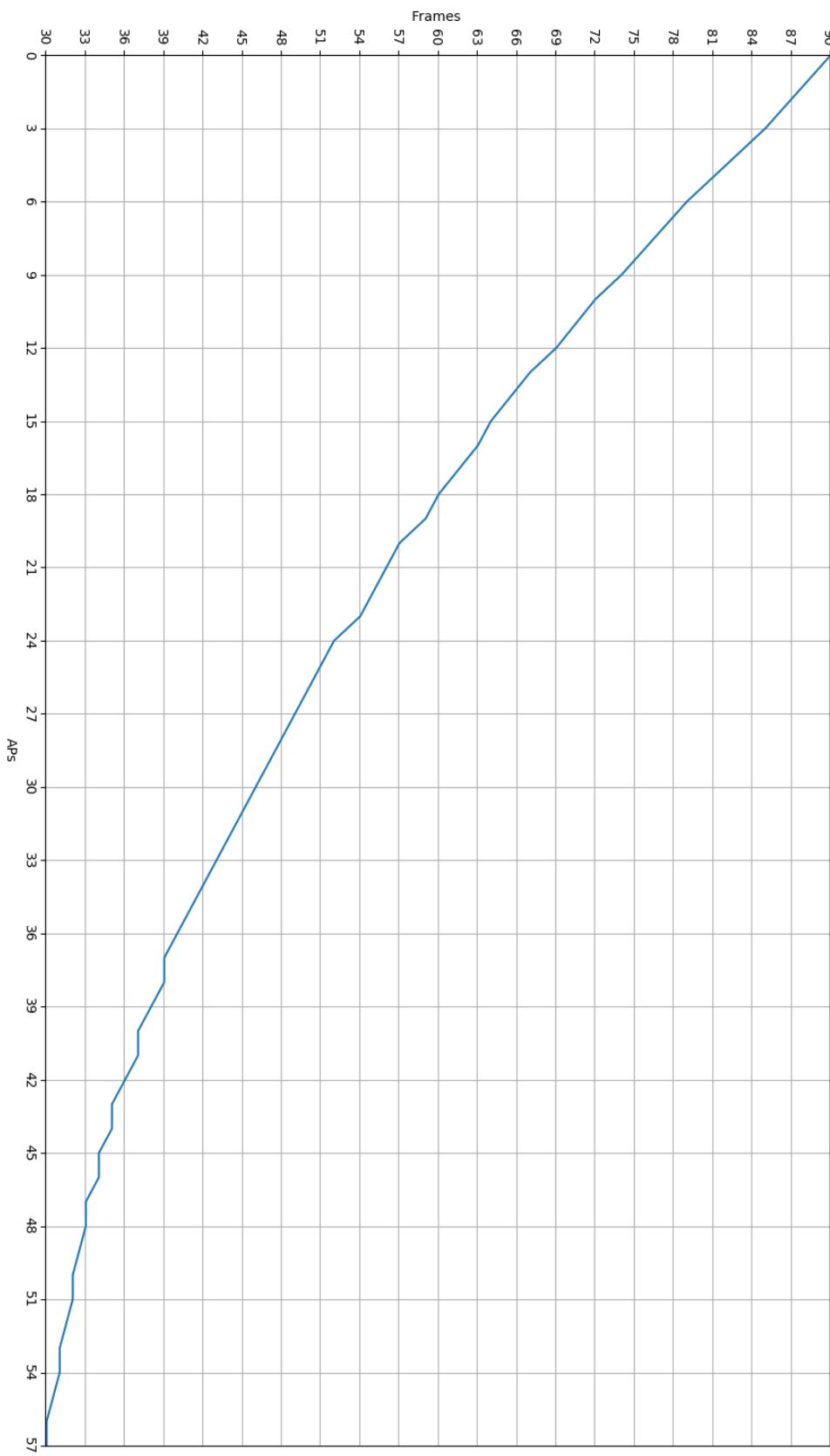
Table 7.1: Quick Respawn (Die frames)

7.2 Deathcam frames

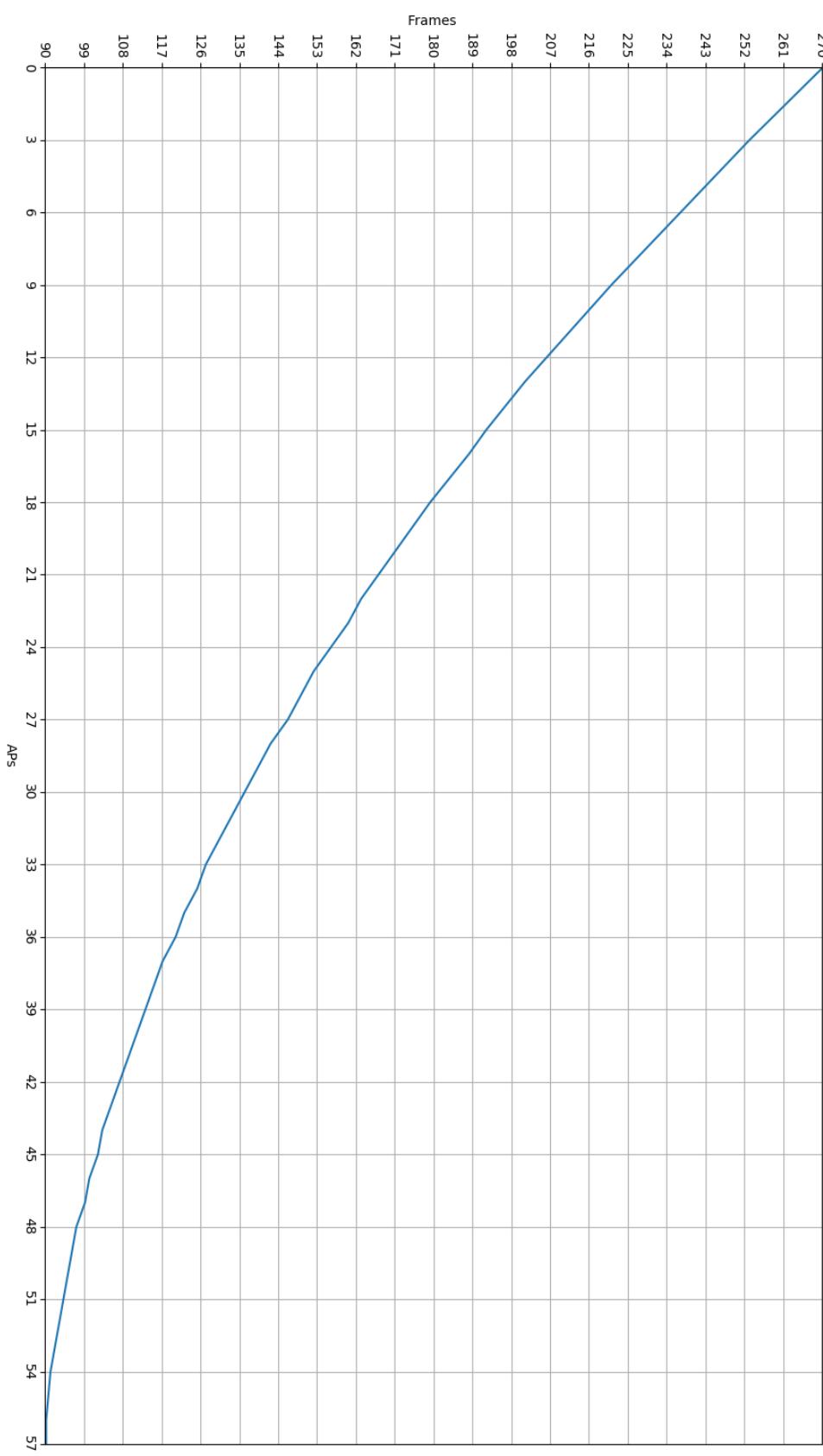
Main	Sub	AP	Effect
0	0	0	270
0	1	3	253
0	2	6	237
0	3	9	221
1	0	10	216
0	4	12	206
1	1	13	201
0	5	15	192
1	2	16	188
0	6	18	179
1	3	19	175
2	0	20	171
0	7	21	167
1	4	22	163
2	1	23	160
0	8	24	156
1	5	25	152
2	2	26	149
0	9	27	146
1	6	28	142
2	3	29	139
3	0	30	136
1	7	31	133
2	4	32	130
3	1	33	127
1	8	34	125
2	5	35	122
3	2	36	120
1	9	37	117
2	6	38	115
3	3	39	113
1	10	40	111
2	7	41	109
3	4	42	107
1	11	43	105
2	8	44	103
3	5	45	102
1	12	46	100
2	9	47	99
3	6	48	97
2	10	50	95
3	7	51	94
2	11	53	92
3	8	54	91
2	12	56	90
3	9	57	90

Table 7.2: Quick Respawn (Deathcam frames)

Quick Respawn - Die Frames



Quick Respawn - Deathcam Frames



8 Special Saver

8.1 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

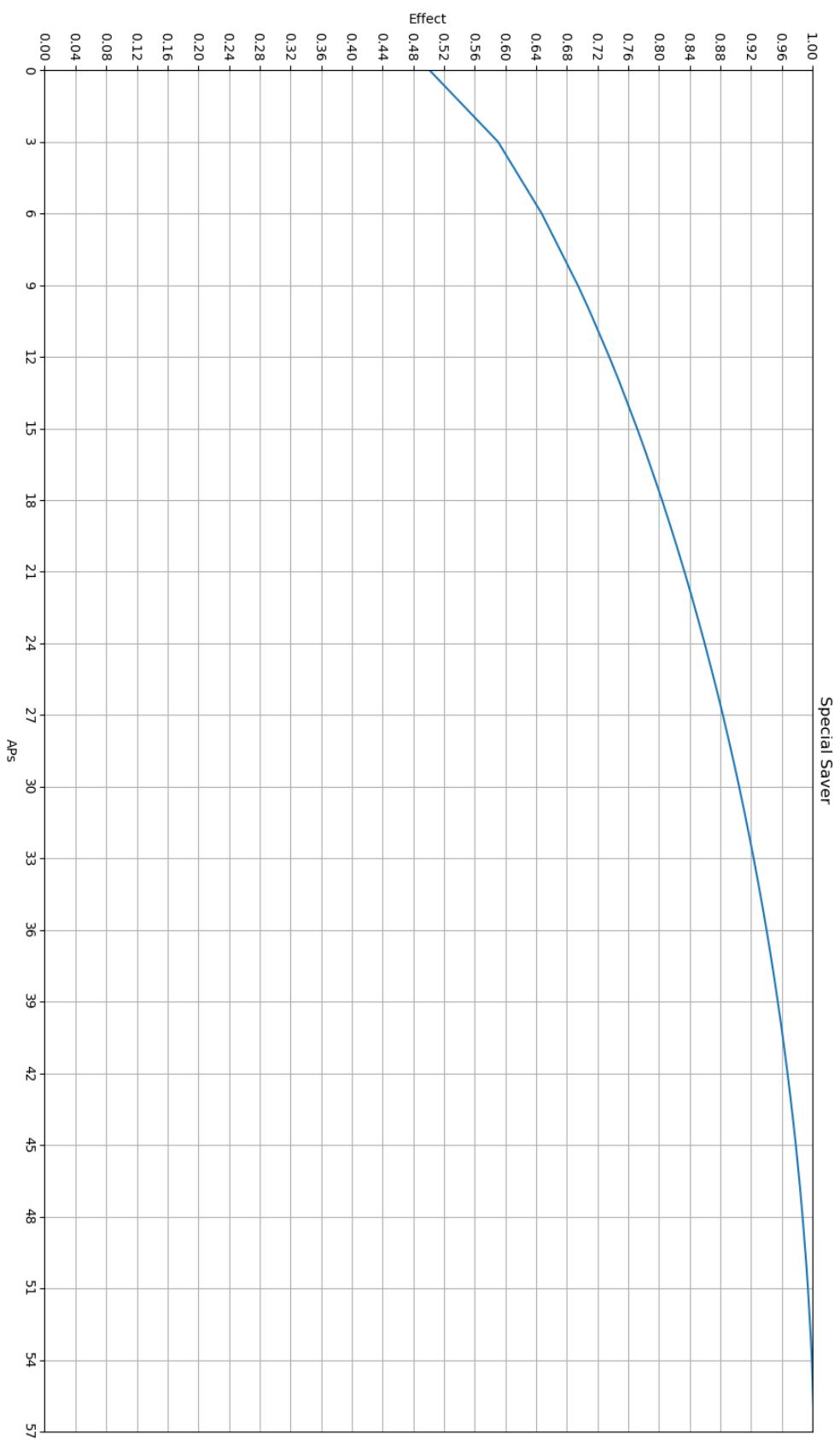
Table 8.1: Special Saver (Normal)

8.2 Splash Down

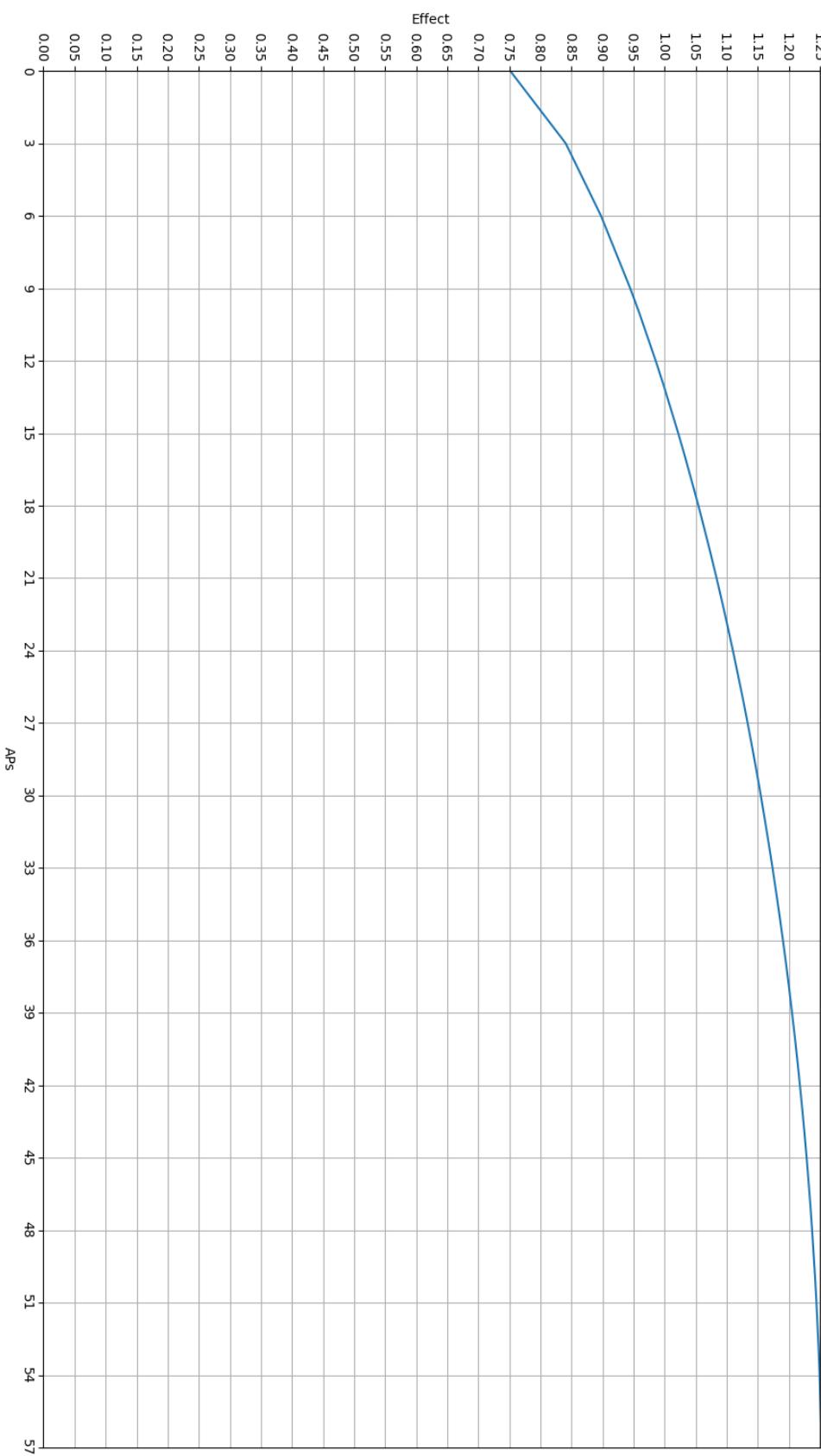
Note: Since you can only use splashdown with full special bar, everything greater than 1.0 will effectively go to 1.0.

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 8.2: Special Saver (Splash Down)



Special Saver - Splashdown



9 Ink Resistance Up

9.1 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 9.1: Ink Resistance Up (Jump in ink (story mode))

9.2 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 9.2: Ink Resistance Up (Jump in ink)

9.3 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 9.3: Ink Resistance Up (Shoot in ink K)

9.4 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 9.4: Ink Resistance Up (Shoot in ink)

9.5 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 9.5: Ink Resistance Up (Run in ink)

9.6 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 9.6: Ink Resistance Up (Damage Limit)

9.7 Damage Per Frame

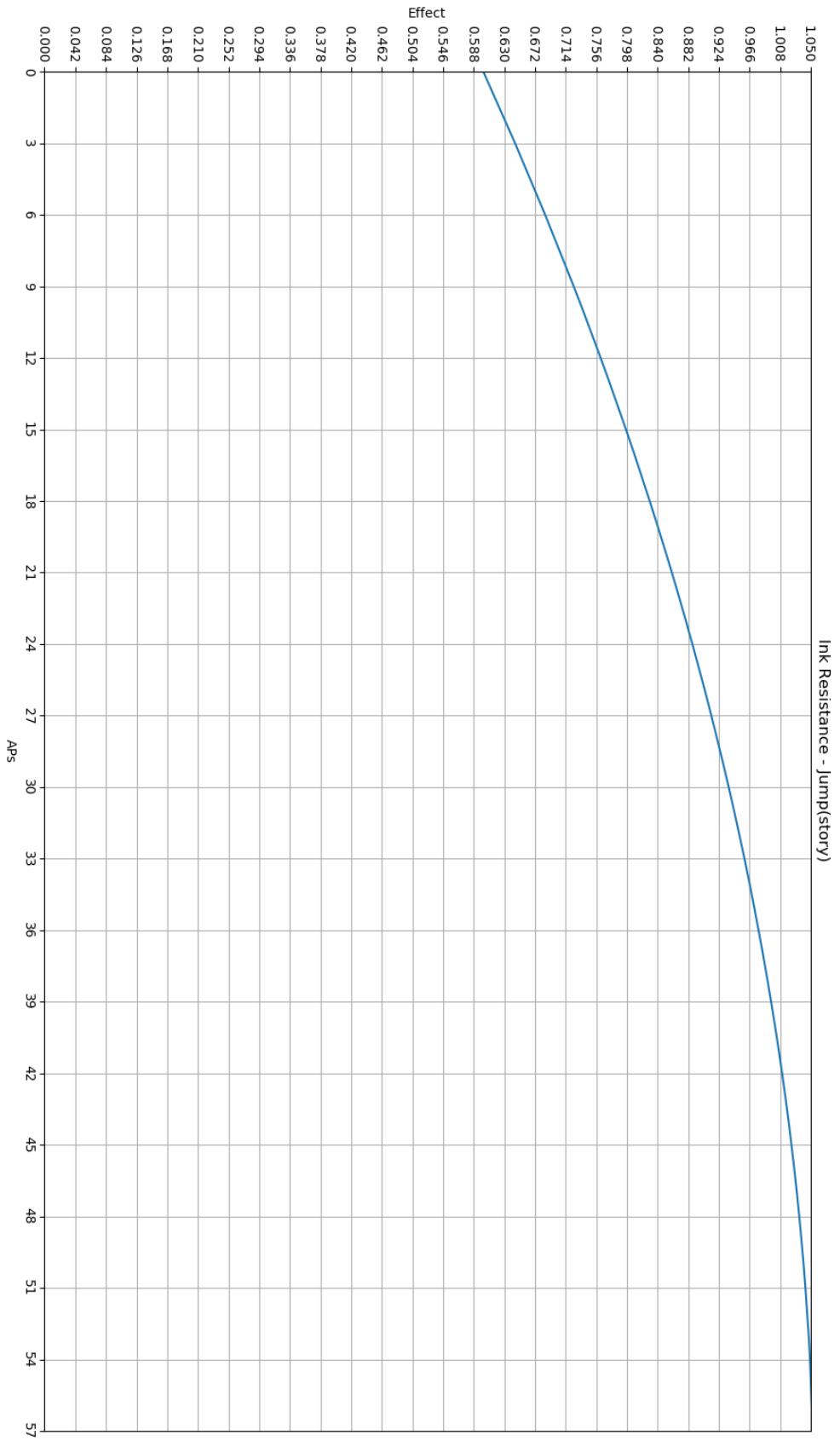
Main	Sub	AP	Effect
0	0	0	0.003
0	1	3	0.0029
0	2	6	0.0027
0	3	9	0.0026
1	0	10	0.0025
0	4	12	0.0025
1	1	13	0.0024
0	5	15	0.0023
1	2	16	0.0023
0	6	18	0.0022
1	3	19	0.0022
2	0	20	0.0022
0	7	21	0.0021
1	4	22	0.0021
2	1	23	0.0021
0	8	24	0.002
1	5	25	0.002
2	2	26	0.002
0	9	27	0.002
1	6	28	0.0019
2	3	29	0.0019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

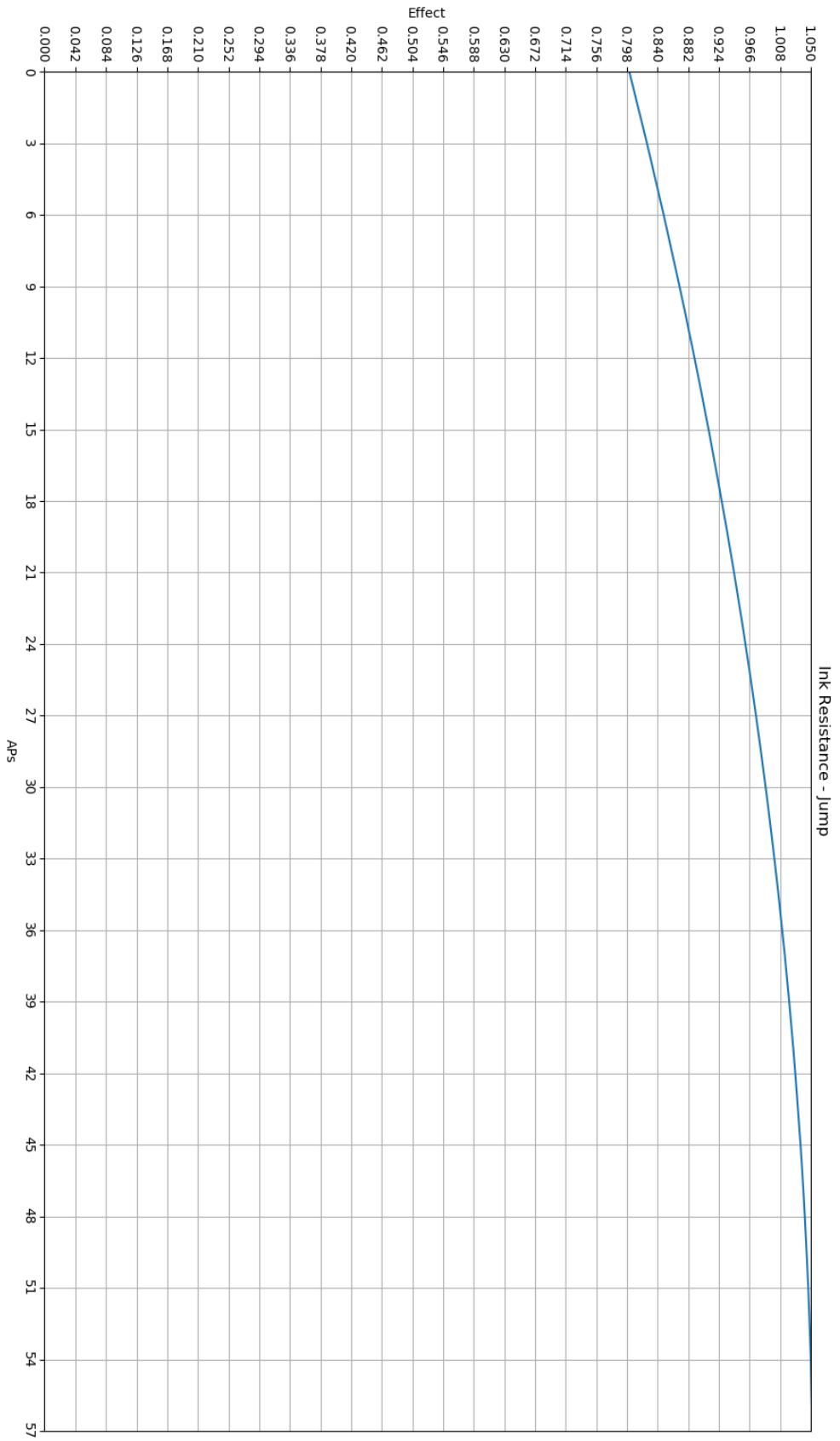
Table 9.7: Ink Resistance Up (Damage Per Frame)

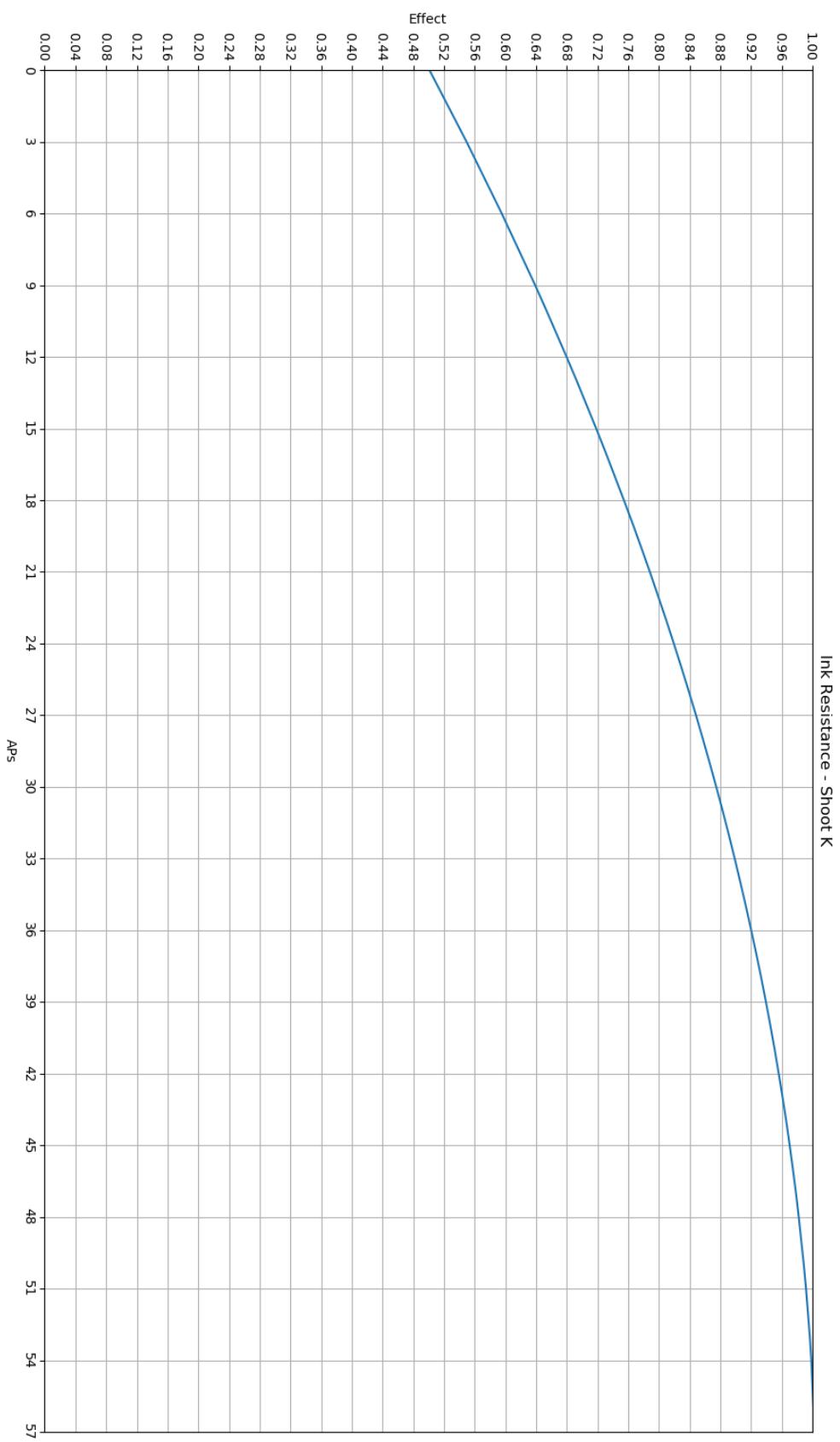
9.8 Armor Duration

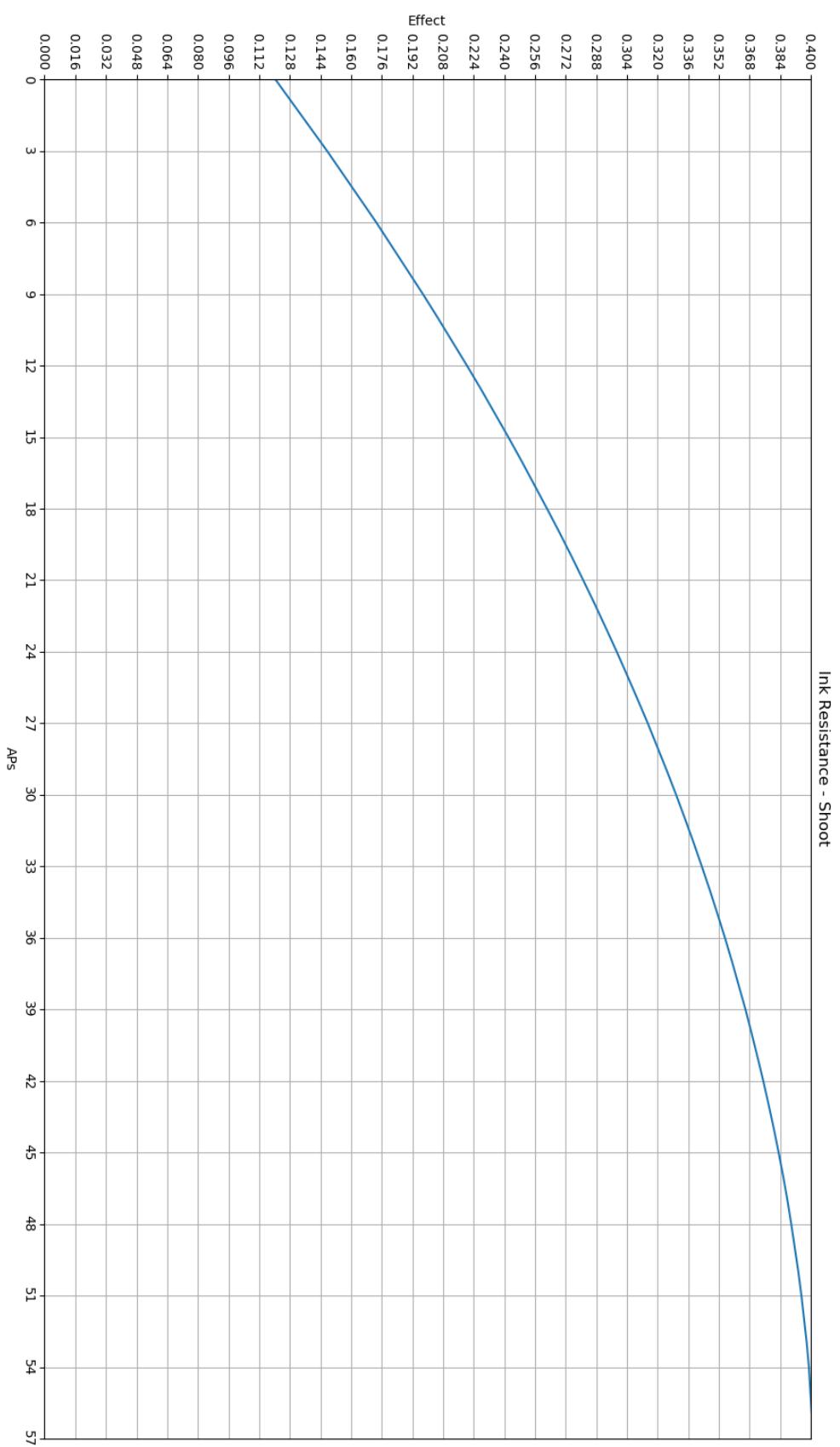
Main	Sub	AP	Effect
0	0	0	0
0	1	3	8
0	2	6	12
0	3	9	15
1	0	10	15
0	4	12	17
1	1	13	18
0	5	15	19
1	2	16	20
0	6	18	21
1	3	19	21
2	0	20	22
0	7	21	22
1	4	22	23
2	1	23	23
0	8	24	24
1	5	25	24
2	2	26	24
0	9	27	25
1	6	28	25
2	3	29	25
3	0	30	26
1	7	31	26
2	4	32	26
3	1	33	27
1	8	34	27
2	5	35	27
3	2	36	28
1	9	37	28
2	6	38	28
3	3	39	28
1	10	40	28
2	7	41	29
3	4	42	29
1	11	43	29
2	8	44	29
3	5	45	29
1	12	46	30
2	9	47	30
3	6	48	30
2	10	50	30
3	7	51	30
2	11	53	30
3	8	54	30
2	12	56	30
3	9	57	30

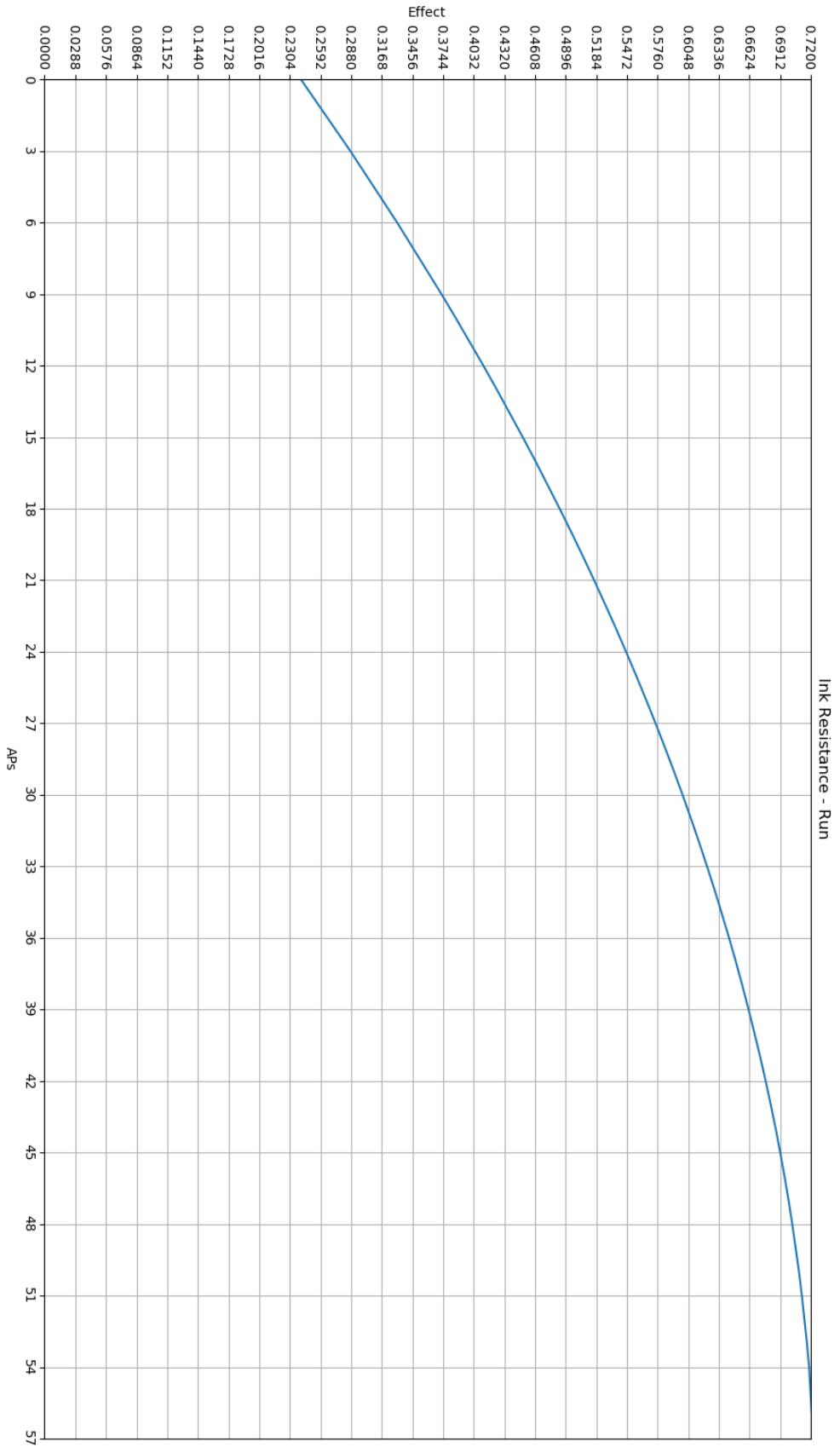
Table 9.8: Ink Resistance up (Armor Duration)



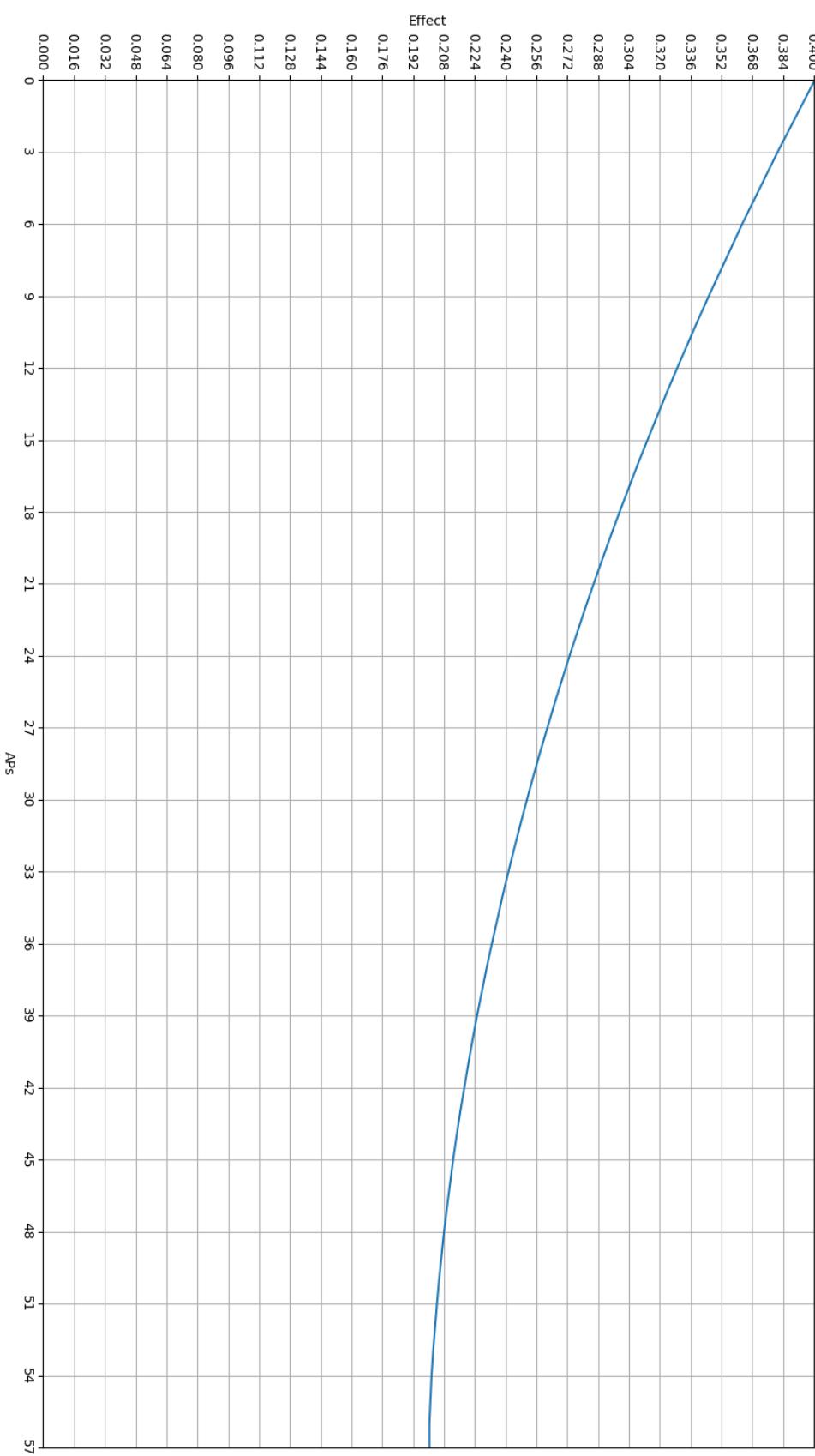


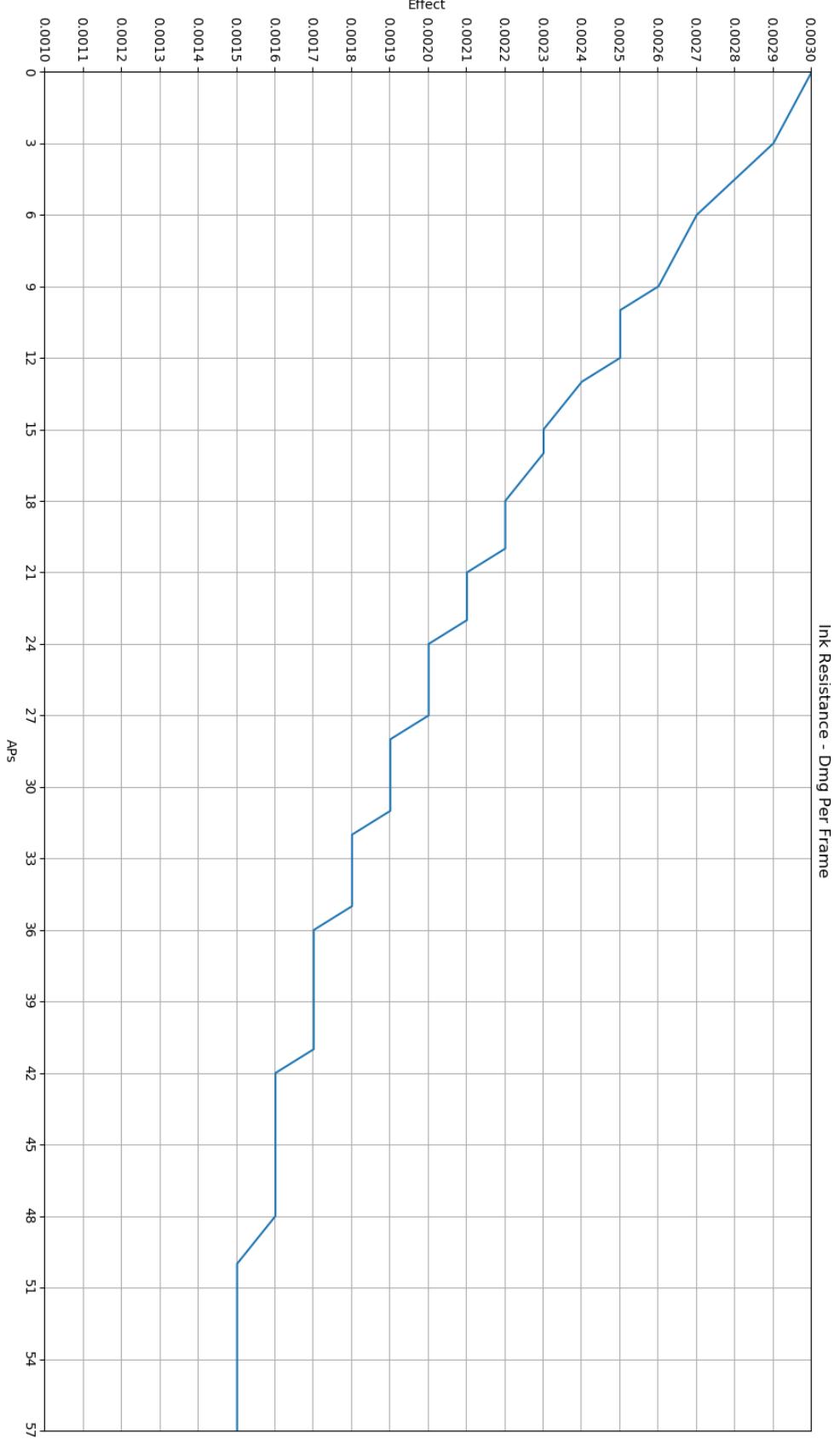


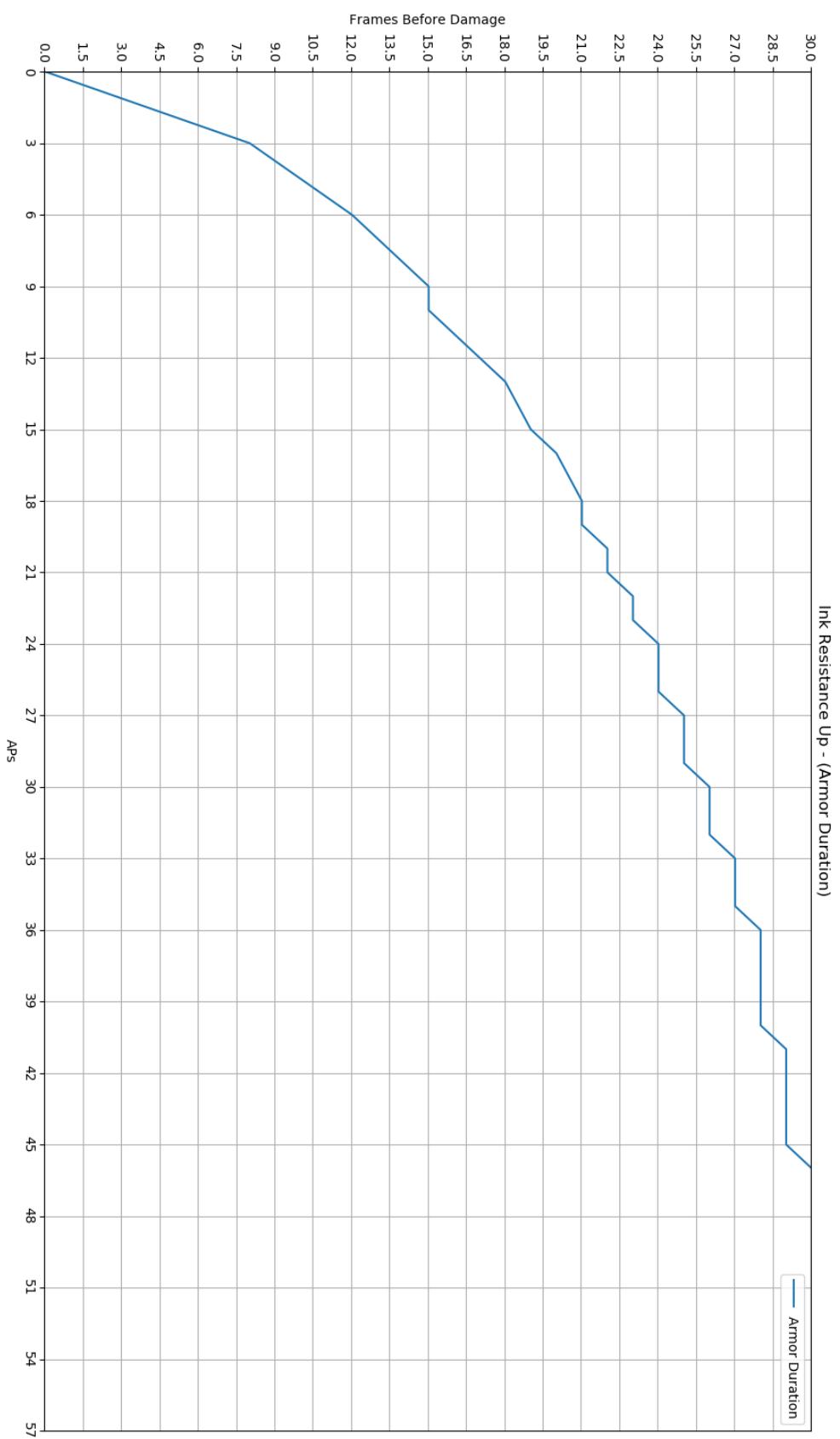




Ink Resistance - Dmg Limit







10 Cold-Blooded

10.1 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 10.1: Cold-Blooded (Thermal-Ink Sillhoute Far Range Distance)

10.2 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 10.2: Cold-Blooded (Thermal-Ink Silhouette Close Range Distance)

10.3 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

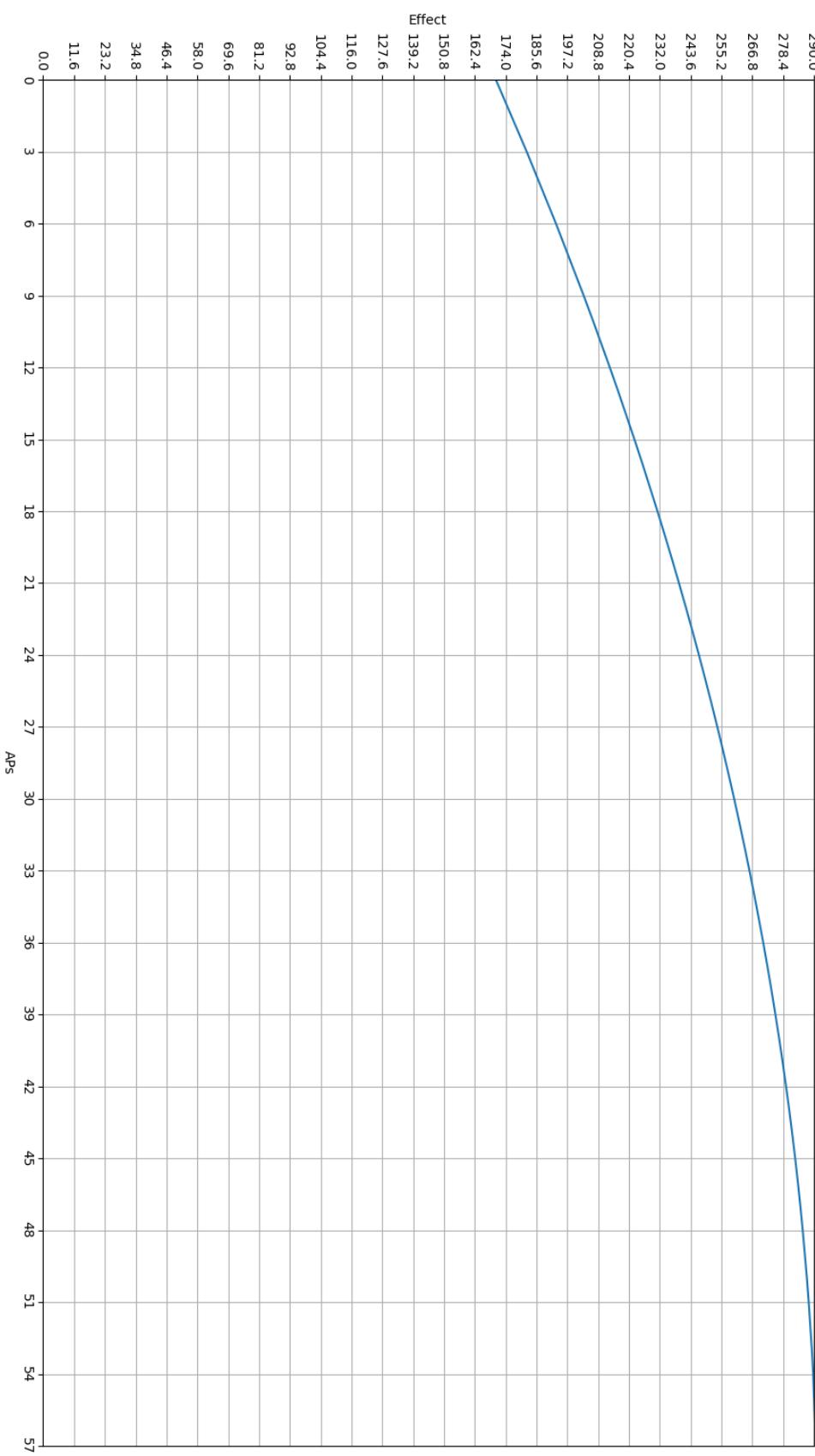
Table 10.3: Cold-Blooded (Marking Duration Ink-Mines)

10.4 Marking Duration Point Sensors

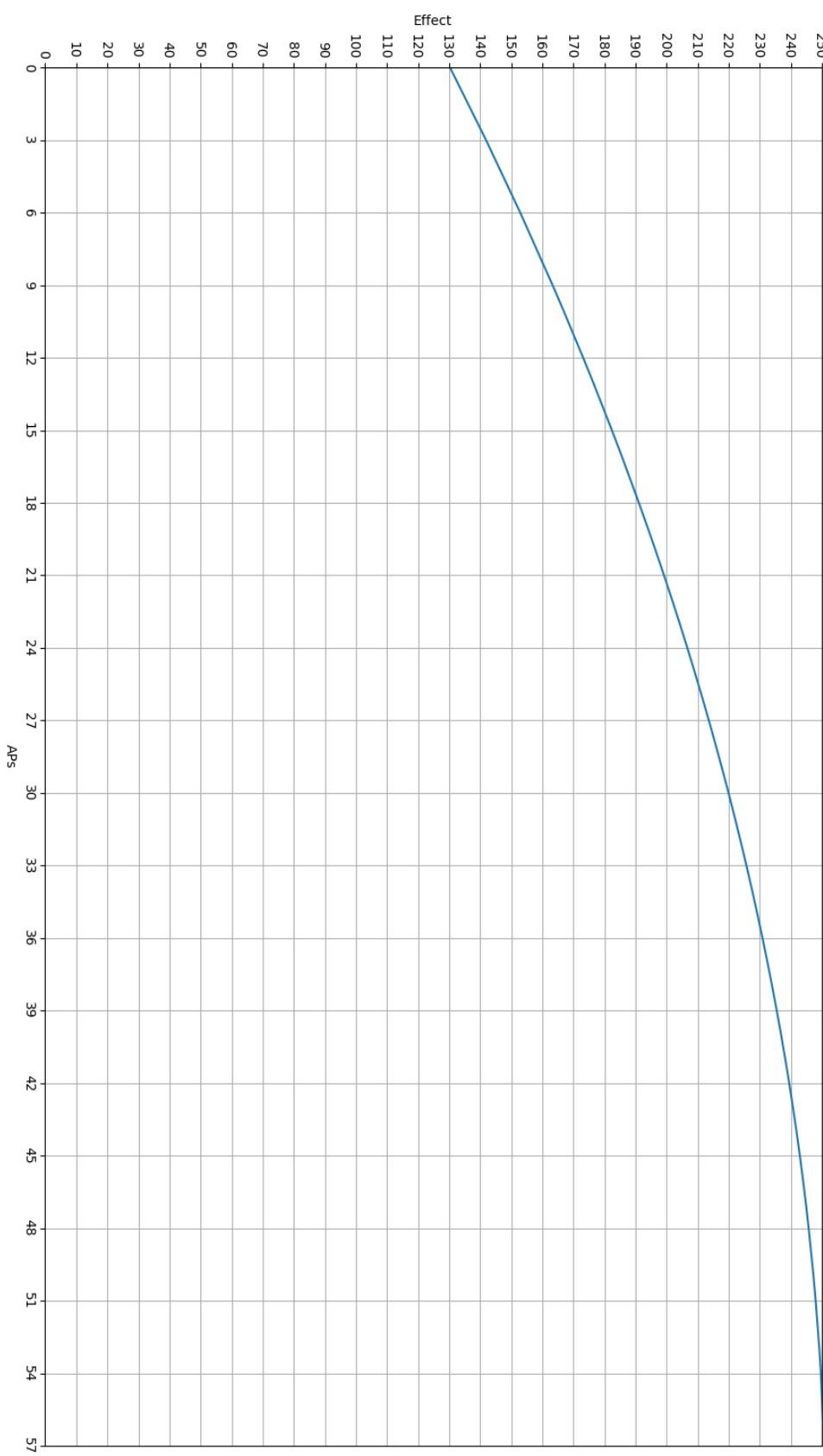
Main	Sub	AP	Effect
0	0	0	1.0
0	1	3	0.9131
0	2	6	0.8305
0	3	9	0.7524
1	0	10	0.7273
0	4	12	0.6786
1	1	13	0.6549
0	5	15	0.6092
1	2	16	0.587
0	6	18	0.5442
1	3	19	0.5234
2	0	20	0.5032
0	7	21	0.4835
1	4	22	0.4642
2	1	23	0.4454
0	8	24	0.4272
1	5	25	0.4094
2	2	26	0.3921
0	9	27	0.3752
1	6	28	0.3589
2	3	29	0.3431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

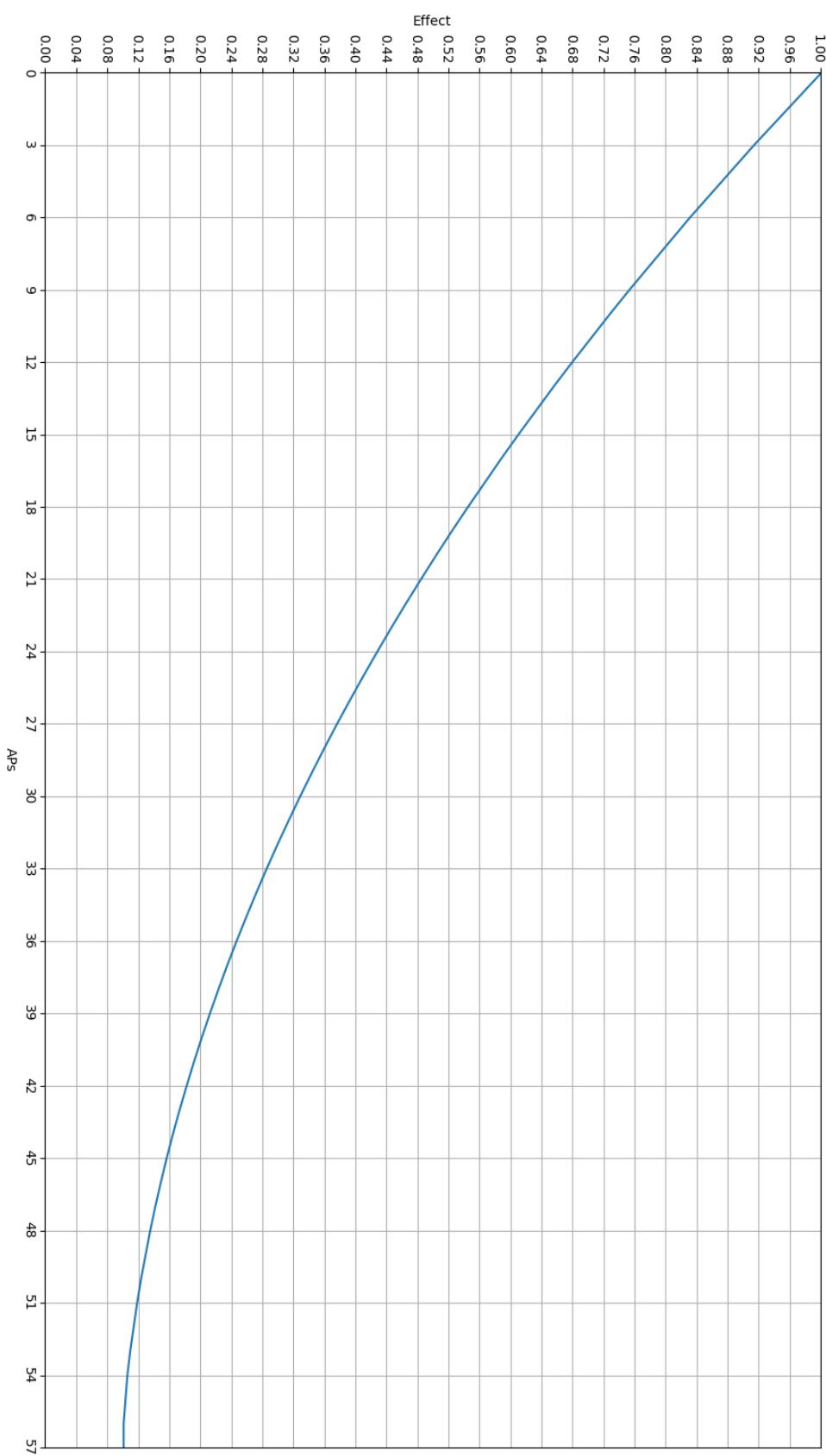
Cold Blooded - Silhouette Far



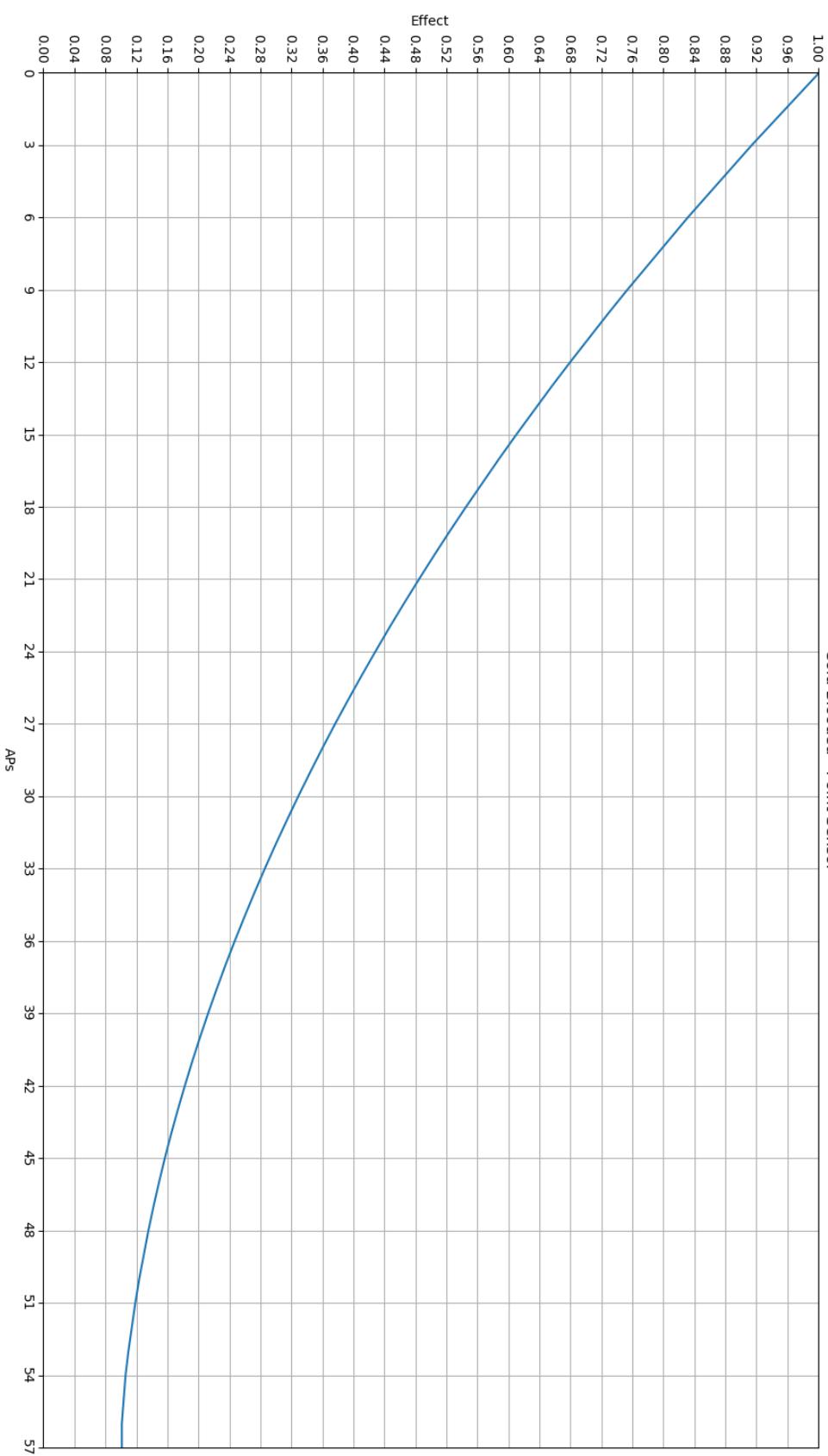
Cold Blooded - Silhouette Close



Cold Blooded - Ink Mine



Cold Blooded - Point Sensor



11 Quick Super Jump

11.1 Prepare Frames

Main	Sub	AP	Effect
0	0	0	80
0	1	3	58
0	2	6	50
0	3	9	45
1	0	10	44
0	4	12	41
1	1	13	40
0	5	15	38
1	2	16	37
0	6	18	35
1	3	19	34
2	0	20	34
0	7	21	33
1	4	22	32
2	1	23	31
0	8	24	31
1	5	25	30
2	2	26	30
0	9	27	29
1	6	28	28
2	3	29	28
3	0	30	27
1	7	31	27
2	4	32	26
3	1	33	26
1	8	34	26
2	5	35	25
3	2	36	25
1	9	37	24
2	6	38	24
3	3	39	24
1	10	40	23
2	7	41	23
3	4	42	23
1	11	43	23
2	8	44	22
3	5	45	22
1	12	46	22
2	9	47	22
3	6	48	21
2	10	50	21
3	7	51	21
2	11	53	21
3	8	54	21
2	12	56	20
3	9	57	20

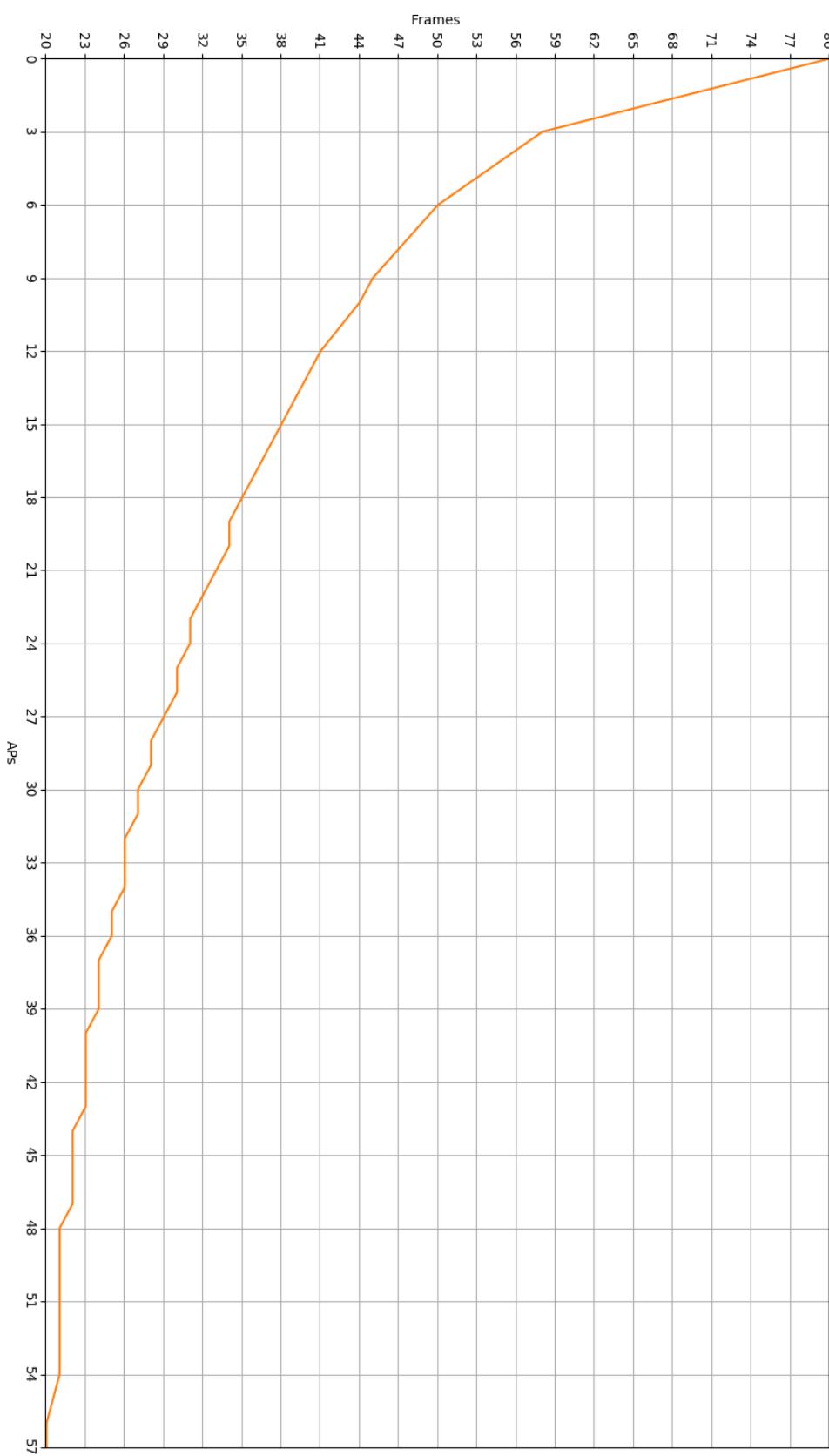
Table 11.1: Quick Super Jump (Prepare Frames)

11.2 Jump Frames

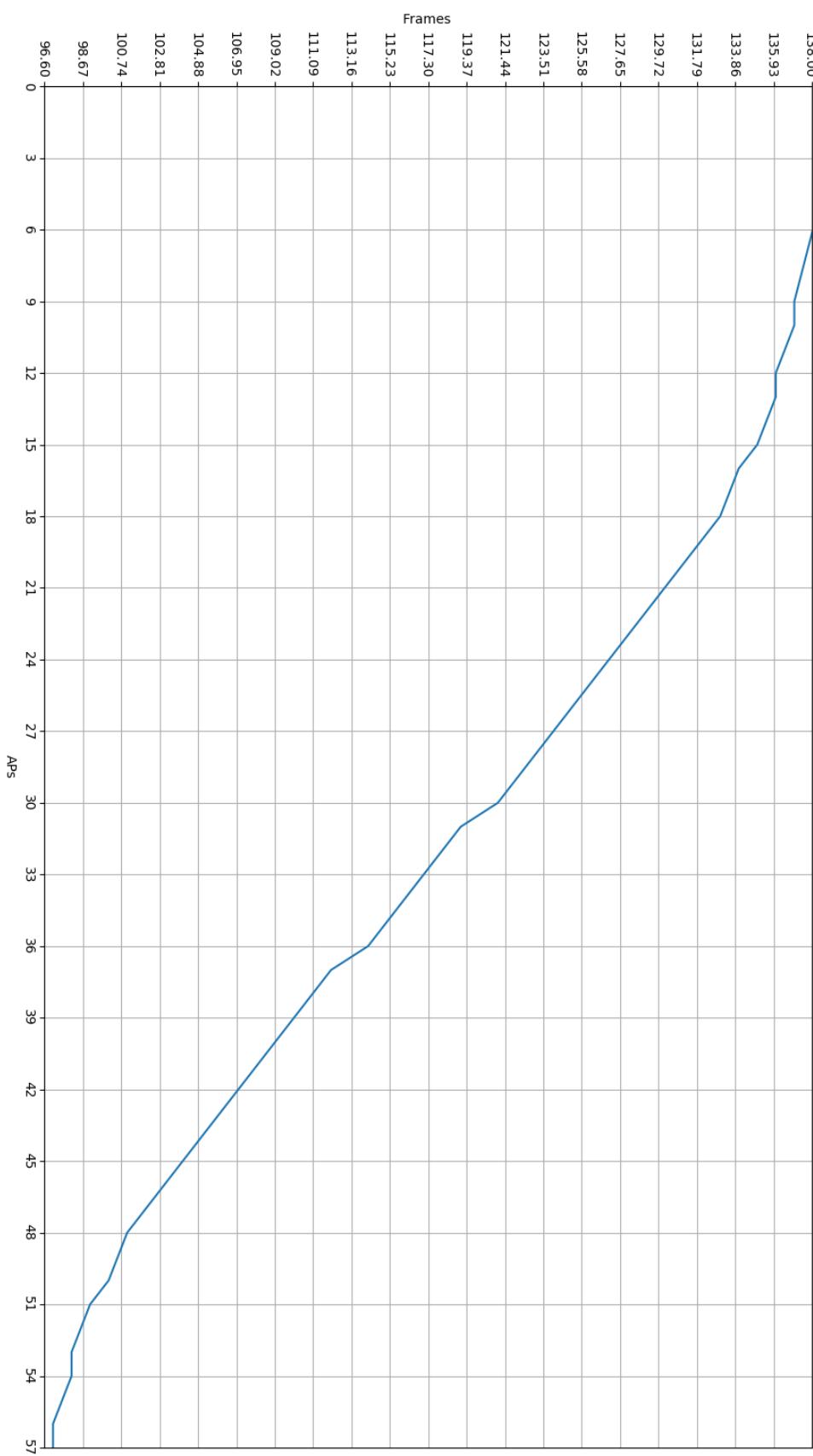
Main	Sub	AP	Effect
0	0	0	138
0	1	3	138
0	2	6	138
0	3	9	137
1	0	10	137
0	4	12	136
1	1	13	136
0	5	15	135
1	2	16	134
0	6	18	133
1	3	19	132
2	0	20	131
0	7	21	130
1	4	22	129
2	1	23	128
0	8	24	127
1	5	25	126
2	2	26	125
0	9	27	124
1	6	28	123
2	3	29	122
3	0	30	121
1	7	31	119
2	4	32	118
3	1	33	117
1	8	34	116
2	5	35	115
3	2	36	114
1	9	37	112
2	6	38	111
3	3	39	110
1	10	40	109
2	7	41	108
3	4	42	107
1	11	43	106
2	8	44	105
3	5	45	104
1	12	46	103
2	9	47	102
3	6	48	101
2	10	50	100
3	7	51	99
2	11	53	98
3	8	54	98
2	12	56	97
3	9	57	97

Table 11.2: Quick Super Jump (Jump Frames)

Quick Super Jump - Prepare



Quick Superjump - Jump



12 Ink Recovery Up

12.1 Max Duration To Refill In Ink

Main	Sub	AP	Effect
0	0	0	180
0	1	3	174
0	2	6	169
0	3	9	163
1	0	10	161
0	4	12	158
1	1	13	156
0	5	15	153
1	2	16	152
0	6	18	149
1	3	19	147
2	0	20	146
0	7	21	144
1	4	22	143
2	1	23	142
0	8	24	140
1	5	25	139
2	2	26	138
0	9	27	137
1	6	28	136
2	3	29	135
3	0	30	133
1	7	31	132
2	4	32	131
3	1	33	130
1	8	34	129
2	5	35	129
3	2	36	128
1	9	37	127
2	6	38	126
3	3	39	125
1	10	40	125
2	7	41	124
3	4	42	123
1	11	43	123
2	8	44	122
3	5	45	121
1	12	46	121
2	9	47	120
3	6	48	120
2	10	50	119
3	7	51	119
2	11	53	118
3	8	54	118
2	12	56	117
3	9	57	117

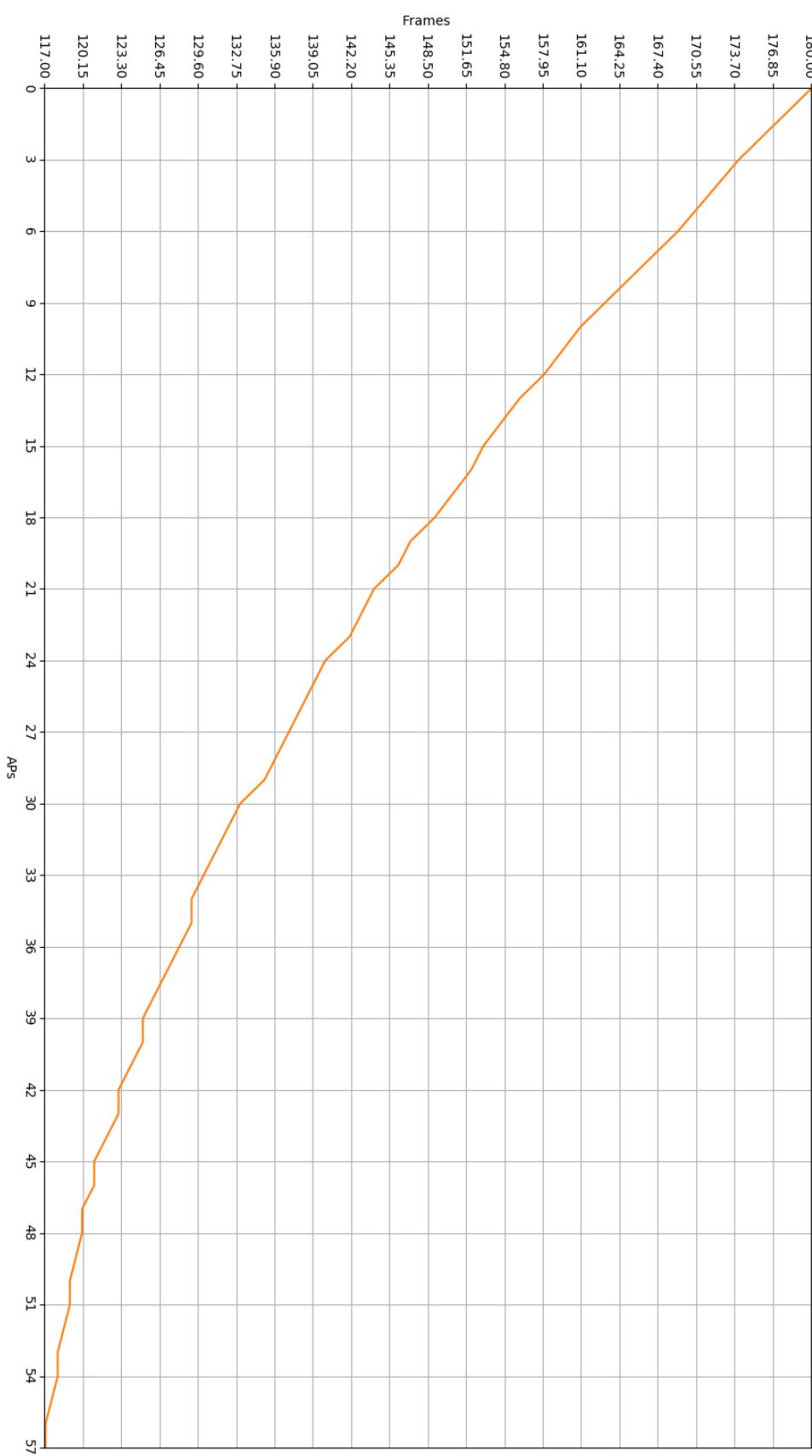
Table 12.1: Ink Recovery Up (Max Duration To Refill In Ink)

12.2 Max Duration To Refill Standing

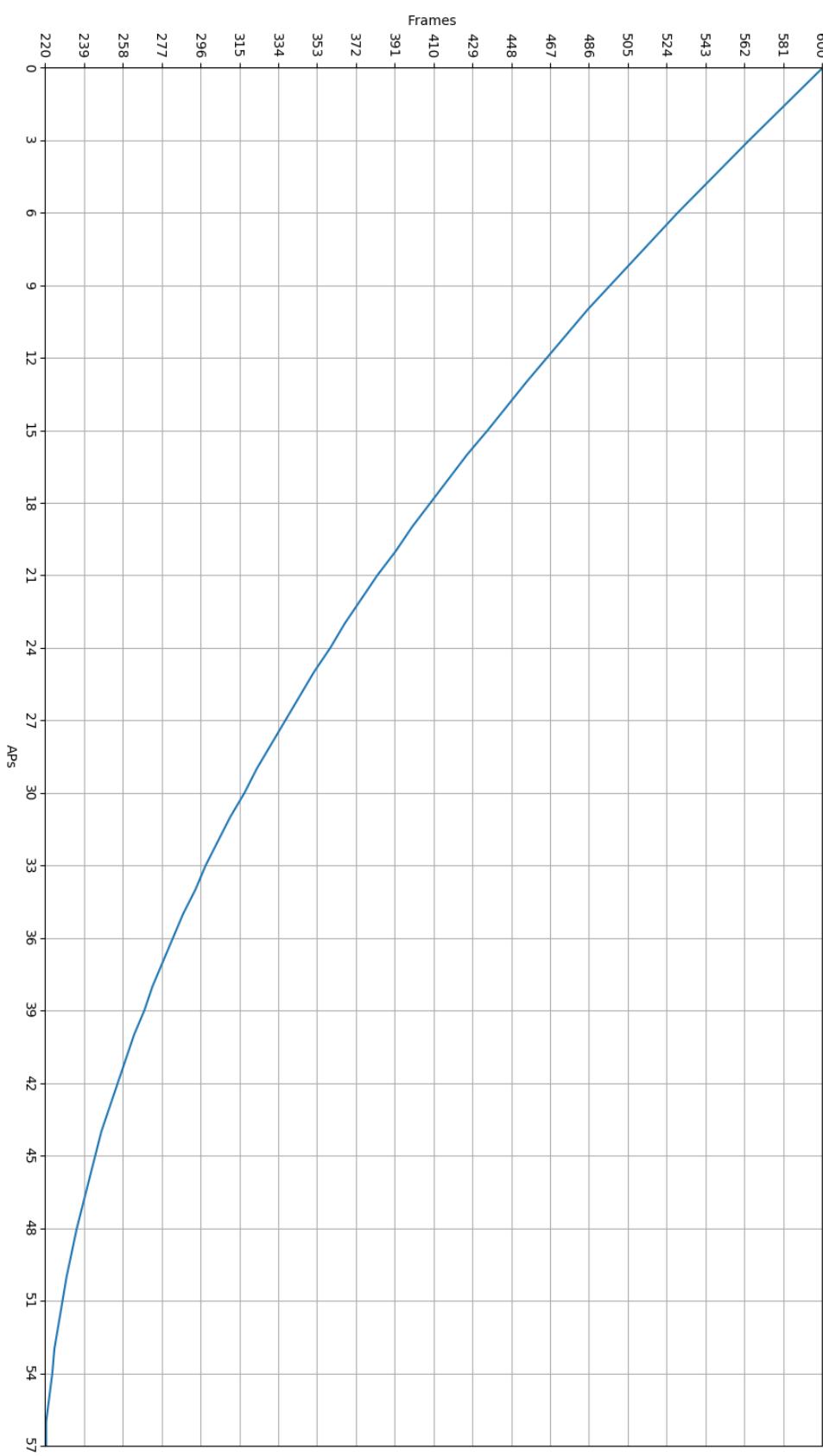
Main	Sub	AP	Effect
0	0	0	600
0	1	3	564
0	2	6	529
0	3	9	496
1	0	10	485
0	4	12	465
1	1	13	455
0	5	15	436
1	2	16	426
0	6	18	408
1	3	19	399
2	0	20	391
0	7	21	382
1	4	22	374
2	1	23	366
0	8	24	359
1	5	25	351
2	2	26	344
0	9	27	337
1	6	28	330
2	3	29	323
3	0	30	317
1	7	31	310
2	4	32	304
3	1	33	298
1	8	34	293
2	5	35	287
3	2	36	282
1	9	37	277
2	6	38	272
3	3	39	268
1	10	40	263
2	7	41	259
3	4	42	255
1	11	43	251
2	8	44	247
3	5	45	244
1	12	46	241
2	9	47	238
3	6	48	235
2	10	50	230
3	7	51	228
2	11	53	224
3	8	54	223
2	12	56	220
3	9	57	220

Table 12.2: Ink Recovery Up (Max Duration To Refill Standing)

Ink Recovery Up - In Ink



Ink Recovery Up - Standing



13 Special Power Up

13.1 Baller - HP

Main	Sub	AP	Effect
0	0	0	4000
0	1	3	4194
0	2	6	4377
0	3	9	4551
1	0	10	4606
0	4	12	4715
1	1	13	4767
0	5	15	4869
1	2	16	4918
0	6	18	5013
1	3	19	5059
2	0	20	5104
0	7	21	5148
1	4	22	5191
2	1	23	5233
0	8	24	5273
1	5	25	5313
2	2	26	5351
0	9	27	5389
1	6	28	5425
2	3	29	5460
3	0	30	5494
1	7	31	5527
2	4	32	5559
3	1	33	5590
1	8	34	5620
2	5	35	5649
3	2	36	5677
1	9	37	5703
2	6	38	5729
3	3	39	5753
1	10	40	5776
2	7	41	5799
3	4	42	5820
1	11	43	5840
2	8	44	5859
3	5	45	5877
1	12	46	5894
2	9	47	5910
3	6	48	5924
2	10	50	5950
3	7	51	5962
2	11	53	5982
3	8	54	5990
2	12	56	6000
3	9	57	6000

Table 13.1: Special Power Up (Baller HP)

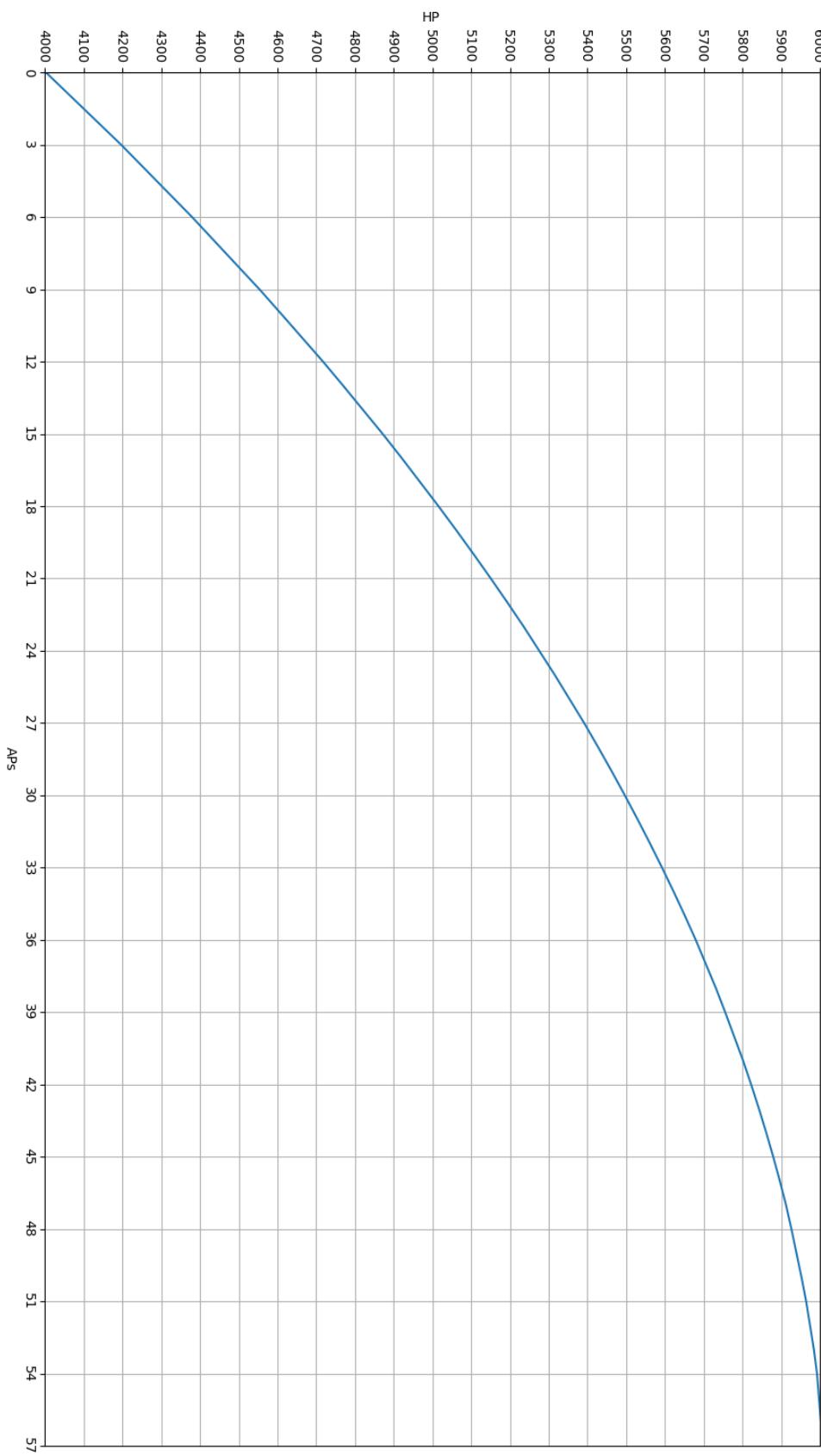
13.2 Baller - Object Shredder Damage Up

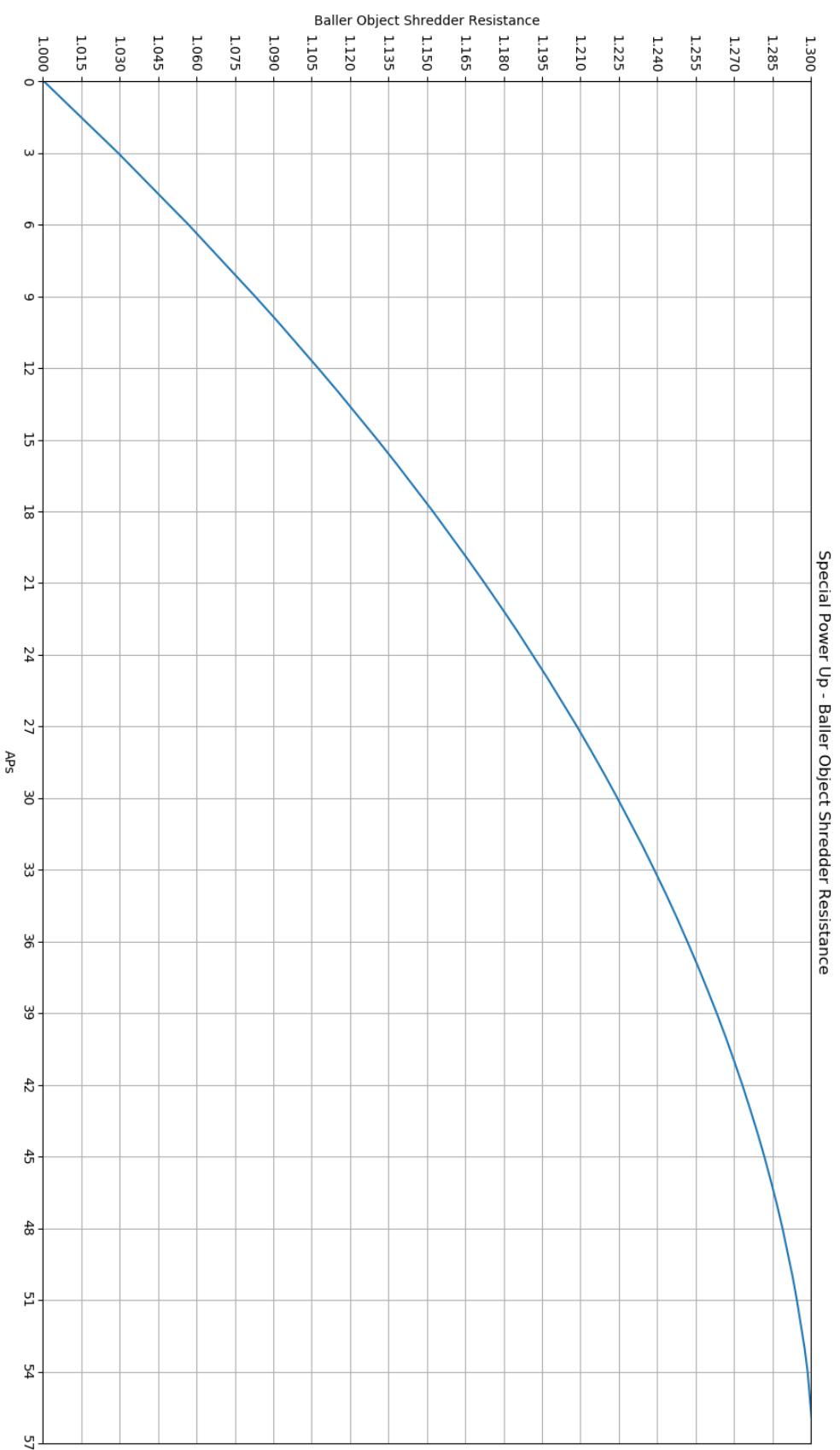
This is completely unused except for 0 AP (no object shredder) and 57 AP (object shredder equipped).

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 13.2: Special Power Up (Baller Object Shredder Resistance)

Special Power Up - Baller HP





13.3 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 13.3: Special Power Up (Inkjet Bullet Damage Radius Multiplier)

13.4 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 13.4: Special Power Up (Inkjet Explosion Paint Radius)

13.5 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 13.5: Special Power Up (Inkjet Explosion Paint Splash Radius)

13.6 Inkjet - Explosion Paint Splash Velocity H

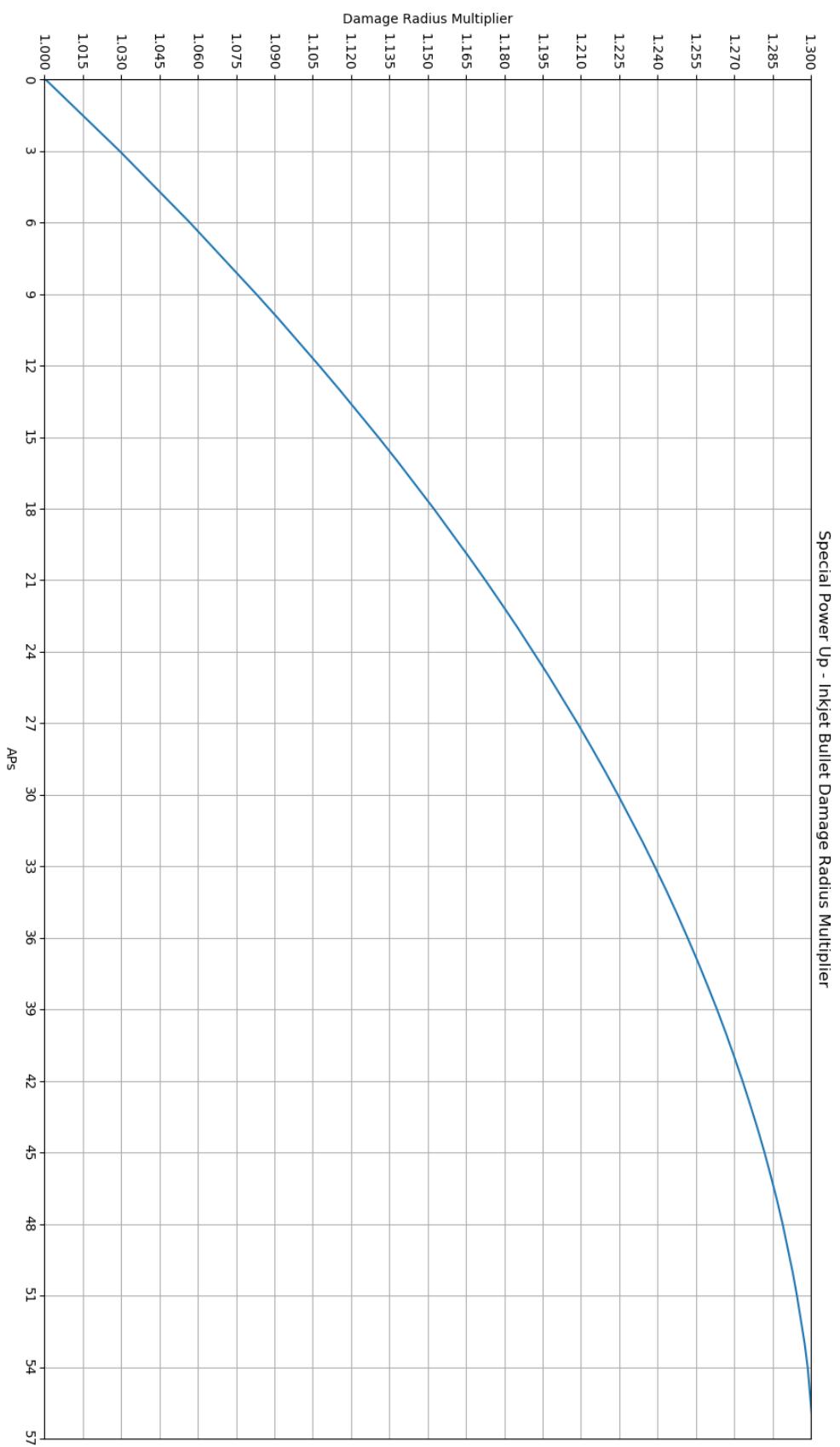
Main	Sub	AP	Effect
0	0	0	3.3
0	1	3	3.3193
0	2	6	3.3377
0	3	9	3.355
1	0	10	3.3606
0	4	12	3.3714
1	1	13	3.3767
0	5	15	3.3868
1	2	16	3.3918
0	6	18	3.4013
1	3	19	3.4059
2	0	20	3.4104
0	7	21	3.4148
1	4	22	3.4191
2	1	23	3.4232
0	8	24	3.4273
1	5	25	3.4312
2	2	26	3.4351
0	9	27	3.4388
1	6	28	3.4425
2	3	29	3.446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

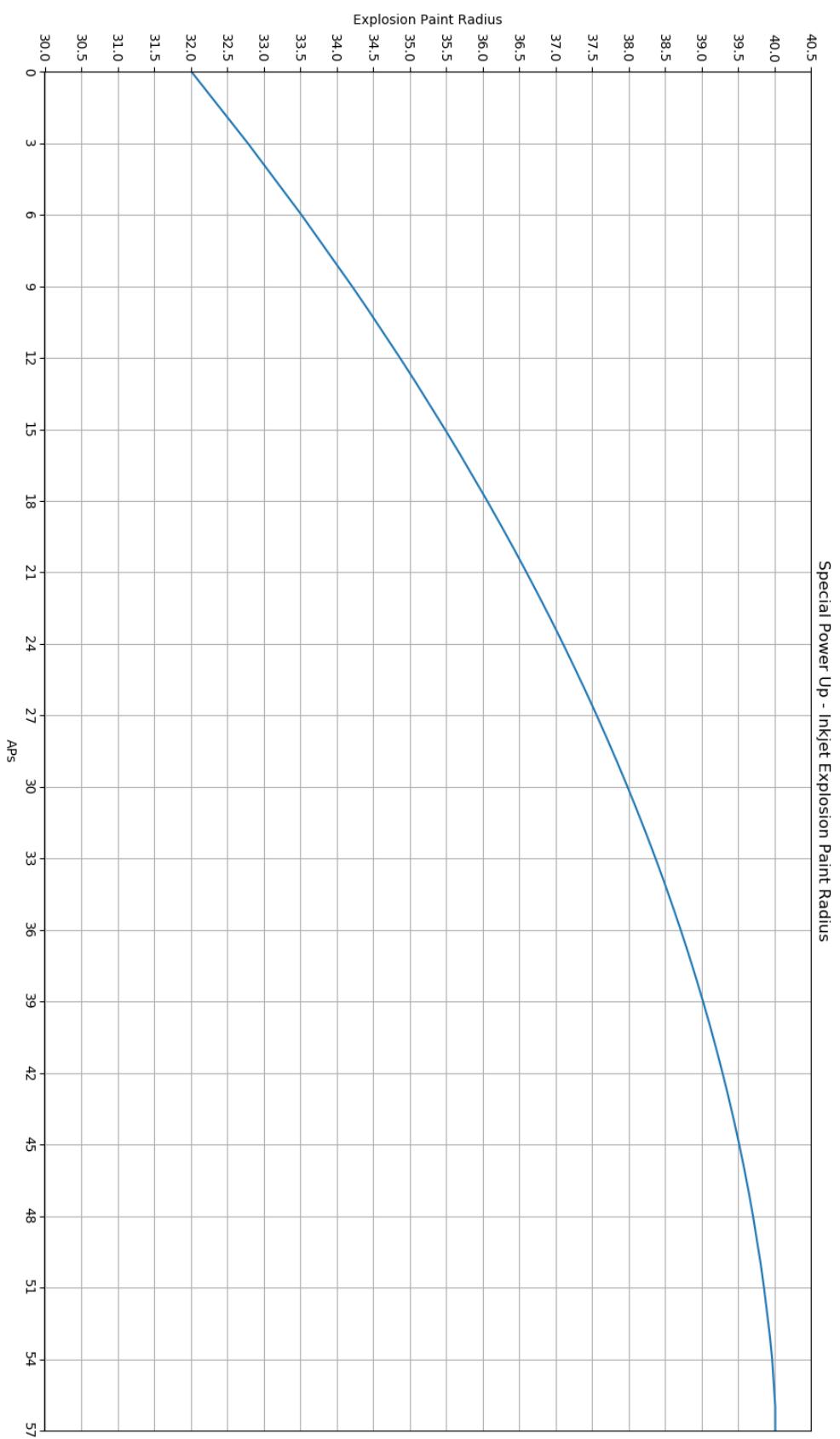
Table 13.6: Special Power Up (Inkjet Explosion Paint Splash Velocity H)

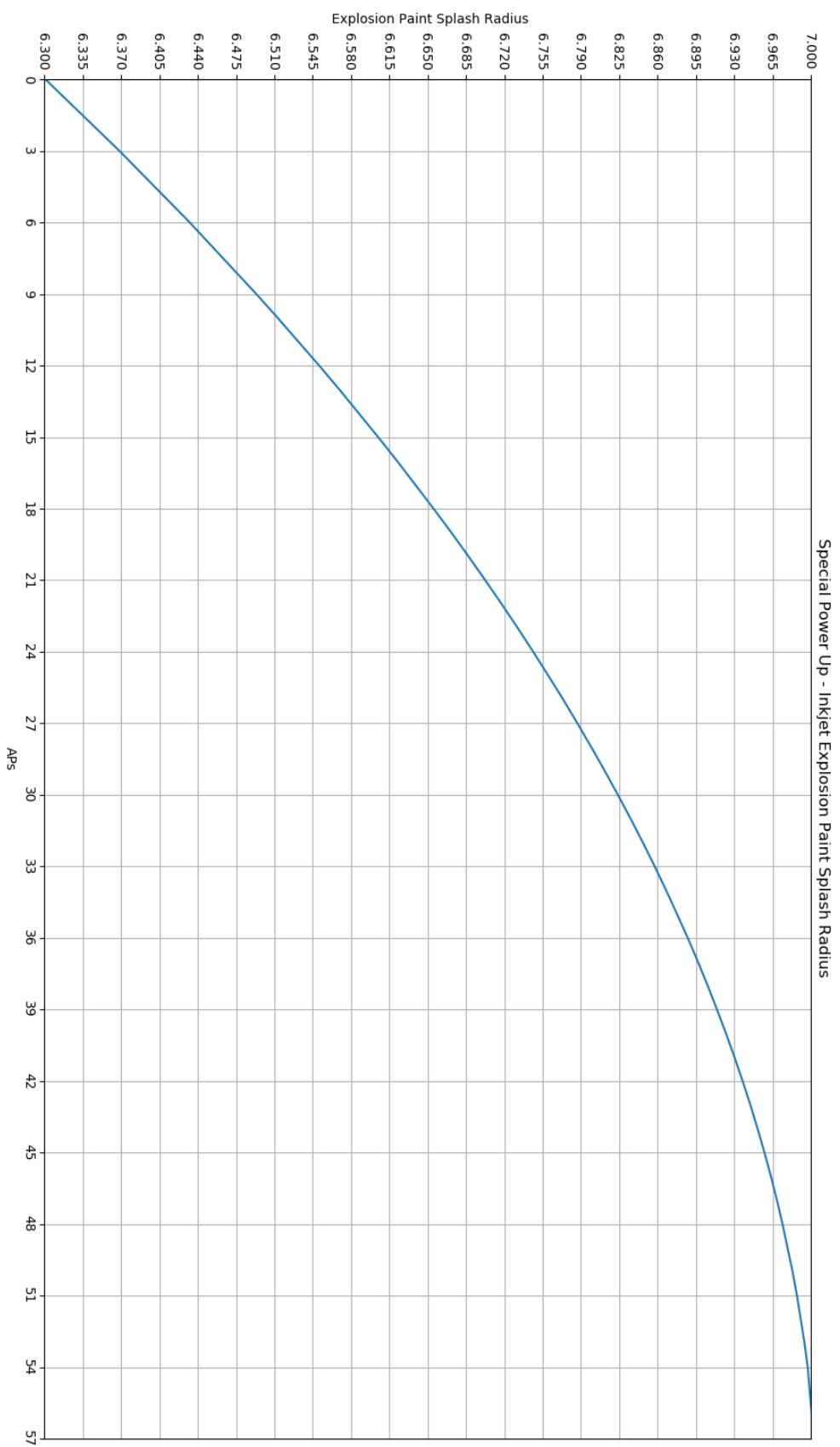
13.7 Inkjet - Explosion Paint Splash Velocity L

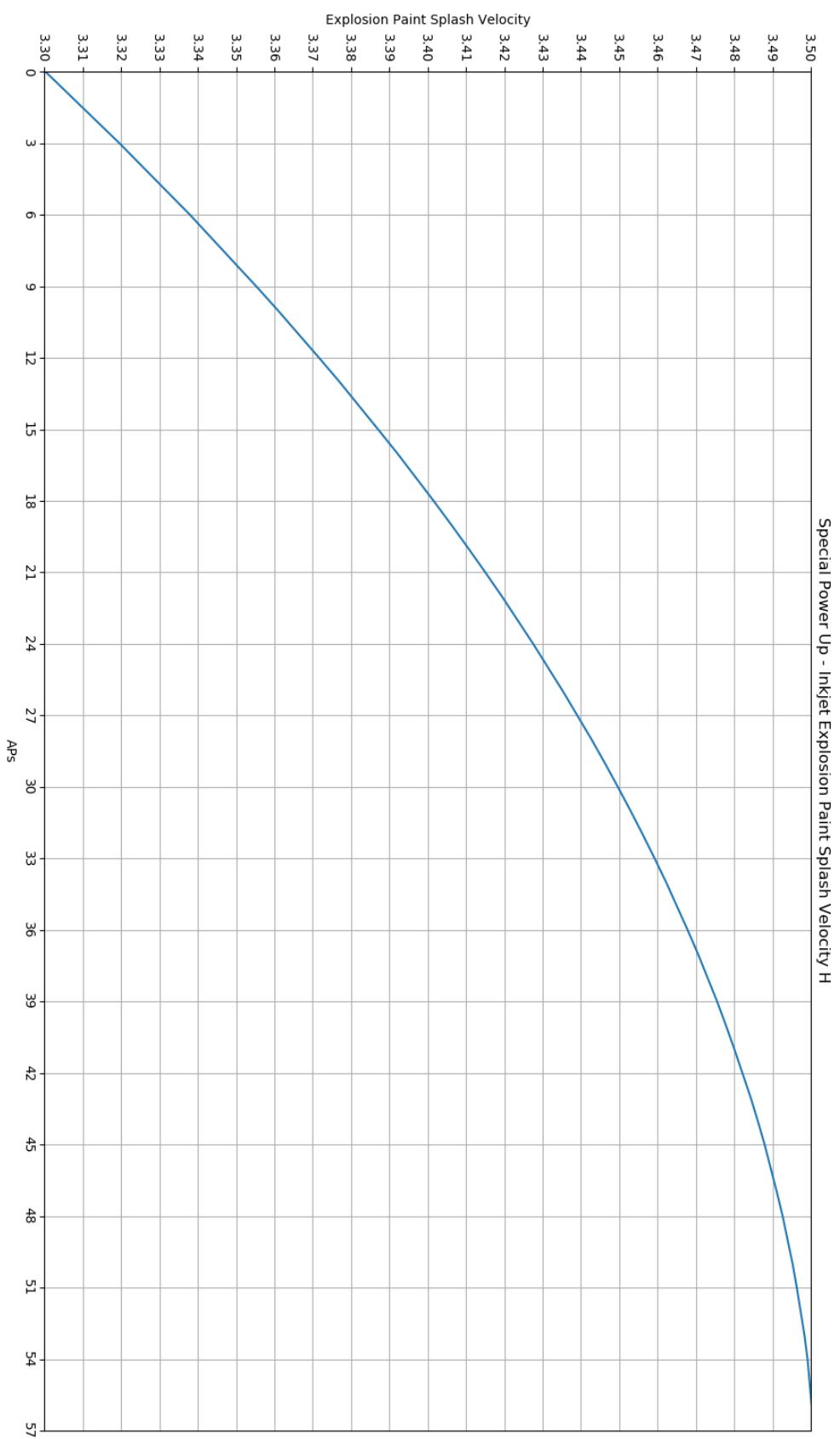
Main	Sub	AP	Effect
0	0	0	4.9
0	1	3	4.929
0	2	6	4.9565
0	3	9	4.9825
1	0	10	4.9909
0	4	12	5.0071
1	1	13	5.015
0	5	15	5.0303
1	2	16	5.0377
0	6	18	5.052
1	3	19	5.0589
2	0	20	5.0656
0	7	21	5.0722
1	4	22	5.0786
2	1	23	5.0849
0	8	24	5.091
1	5	25	5.0969
2	2	26	5.1027
0	9	27	5.1083
1	6	28	5.1137
2	3	29	5.119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

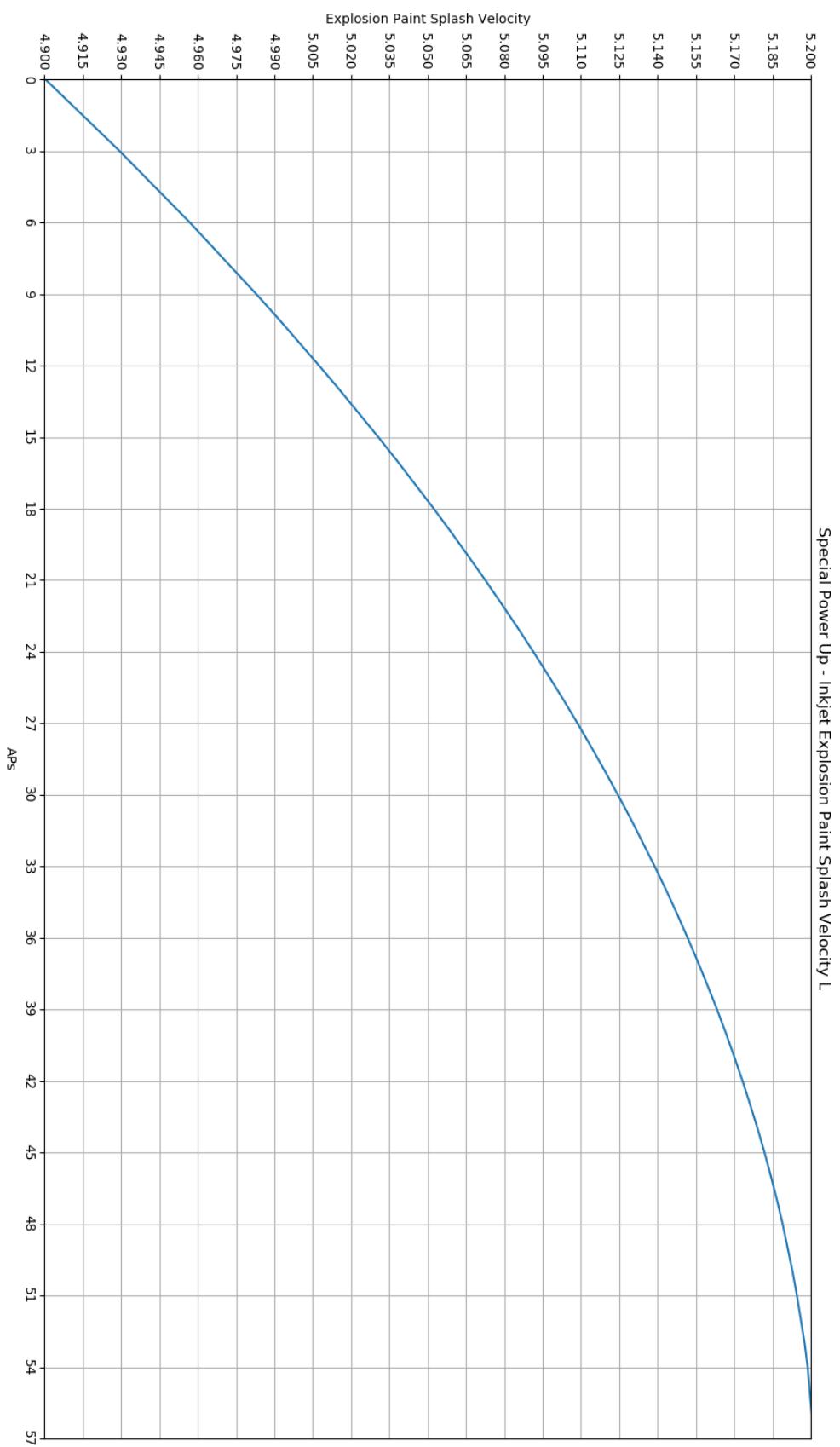
Table 13.7: Special Power Up (Inkjet Explosion Paint Splash Velocity L)







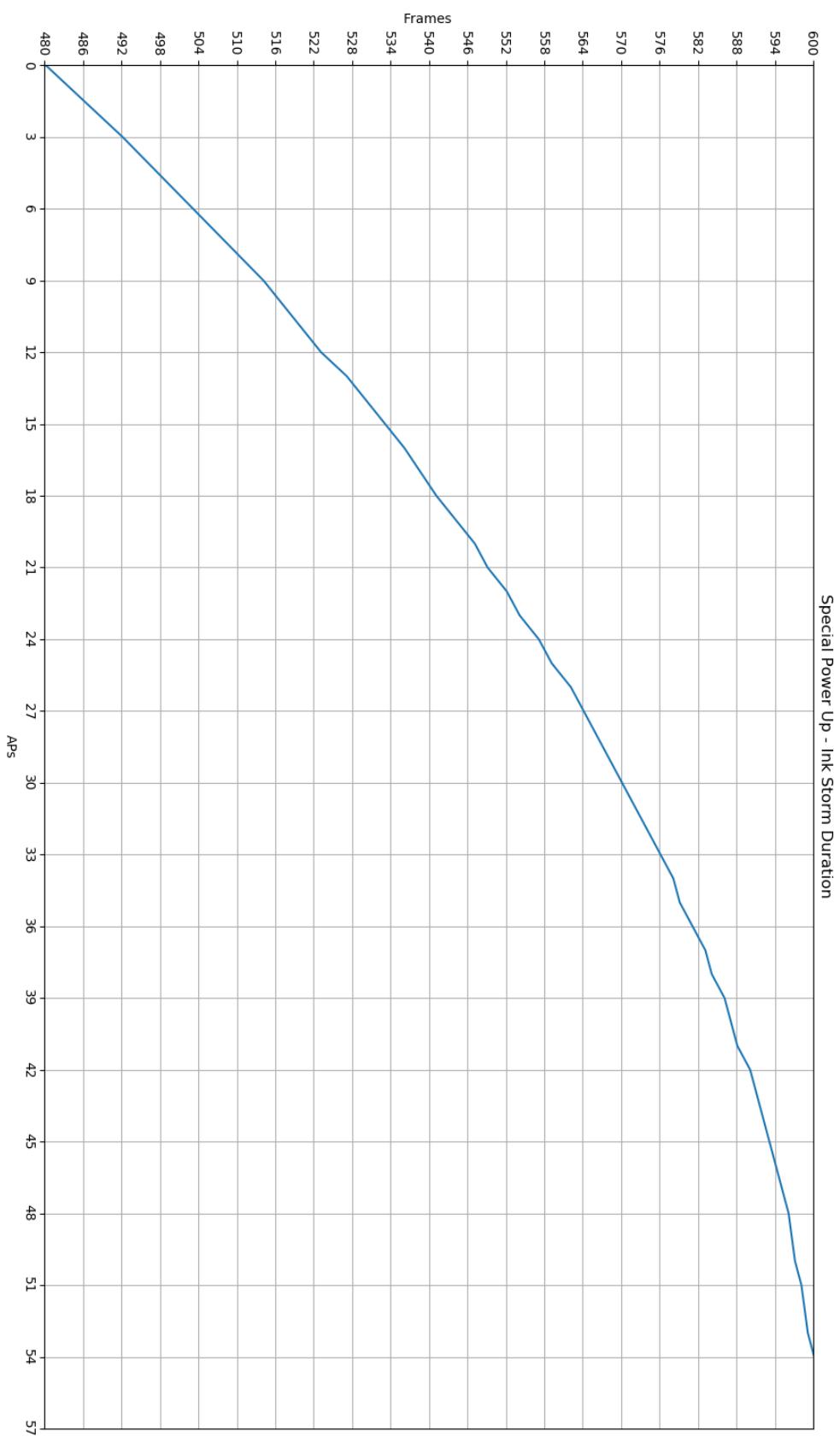




13.8 Ink Storm - Duration

Main	Sub	AP	Effect
0	0	0	480
0	1	3	492
0	2	6	503
0	3	9	514
1	0	10	517
0	4	12	523
1	1	13	527
0	5	15	533
1	2	16	536
0	6	18	541
1	3	19	544
2	0	20	547
0	7	21	549
1	4	22	552
2	1	23	554
0	8	24	557
1	5	25	559
2	2	26	562
0	9	27	564
1	6	28	566
2	3	29	568
3	0	30	570
1	7	31	572
2	4	32	574
3	1	33	576
1	8	34	578
2	5	35	579
3	2	36	581
1	9	37	583
2	6	38	584
3	3	39	586
1	10	40	587
2	7	41	588
3	4	42	590
1	11	43	591
2	8	44	592
3	5	45	593
1	12	46	594
2	9	47	595
3	6	48	596
2	10	50	597
3	7	51	598
2	11	53	599
3	8	54	600
2	12	56	600
3	9	57	600

Table 13.8: Special Power Up (Ink Storm Duration)



13.9 Ink Armor - Wind Up Time

Main	Sub	AP	Effect
0	0	0	90
0	1	3	85
0	2	6	79
0	3	9	74
1	0	10	72
0	4	12	69
1	1	13	67
0	5	15	64
1	2	16	63
0	6	18	60
1	3	19	59
2	0	20	57
0	7	21	56
1	4	22	55
2	1	23	54
0	8	24	52
1	5	25	51
2	2	26	50
0	9	27	49
1	6	28	48
2	3	29	47
3	0	30	46
1	7	31	45
2	4	32	44
3	1	33	43
1	8	34	42
2	5	35	41
3	2	36	40
1	9	37	39
2	6	38	39
3	3	39	38
1	10	40	37
2	7	41	37
3	4	42	36
1	11	43	35
2	8	44	35
3	5	45	34
1	12	46	34
2	9	47	33
3	6	48	33
2	10	50	32
3	7	51	32
2	11	53	31
3	8	54	31
2	12	56	30
3	9	57	30

Table 13.9: Special Power Up (Ink Armor Wind Up Time)

13.10 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

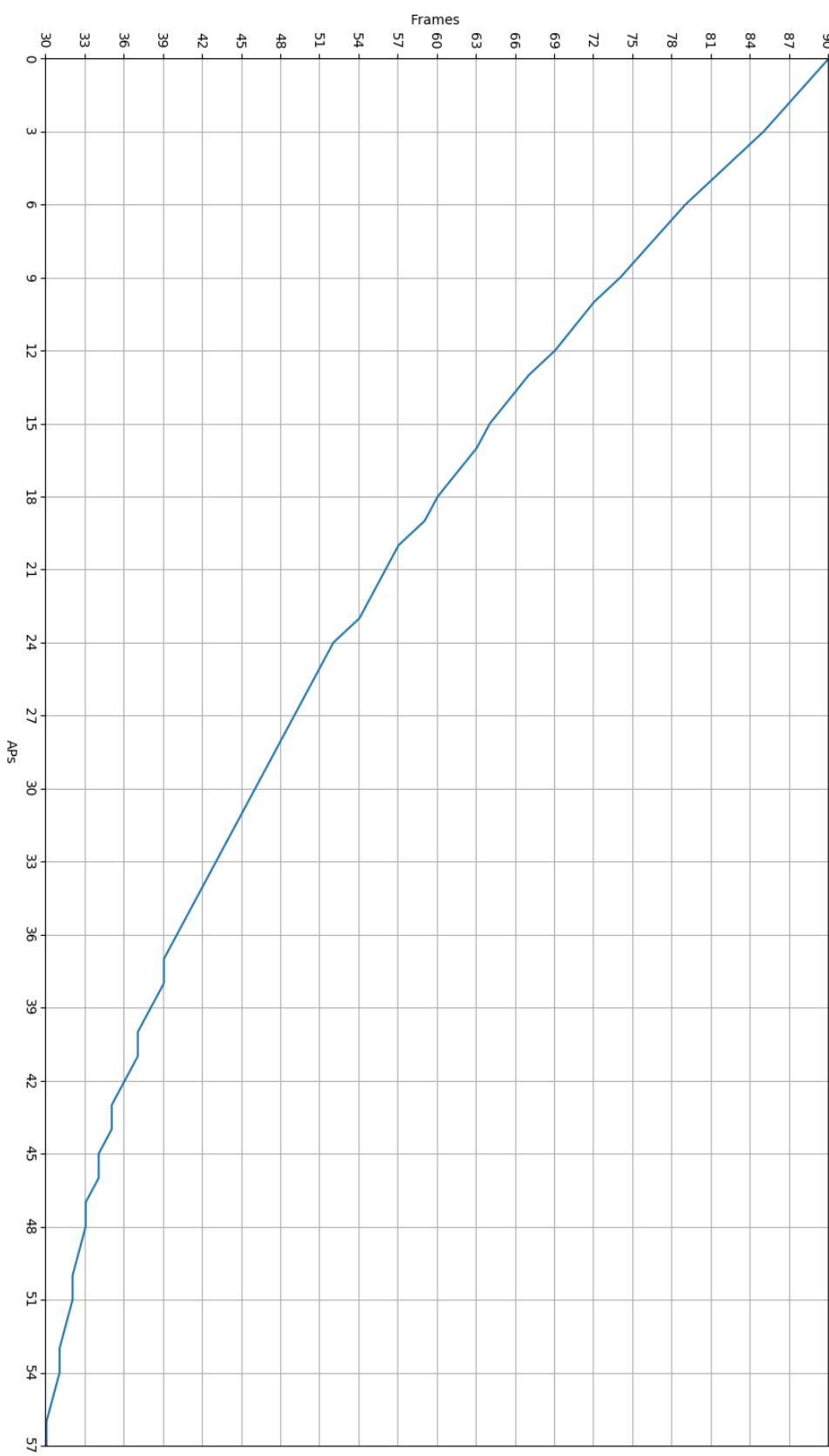
Table 13.10: Special Power Up (Ink Armor Object Shredder Multiplier)

13.11 Ink Armor - Duration

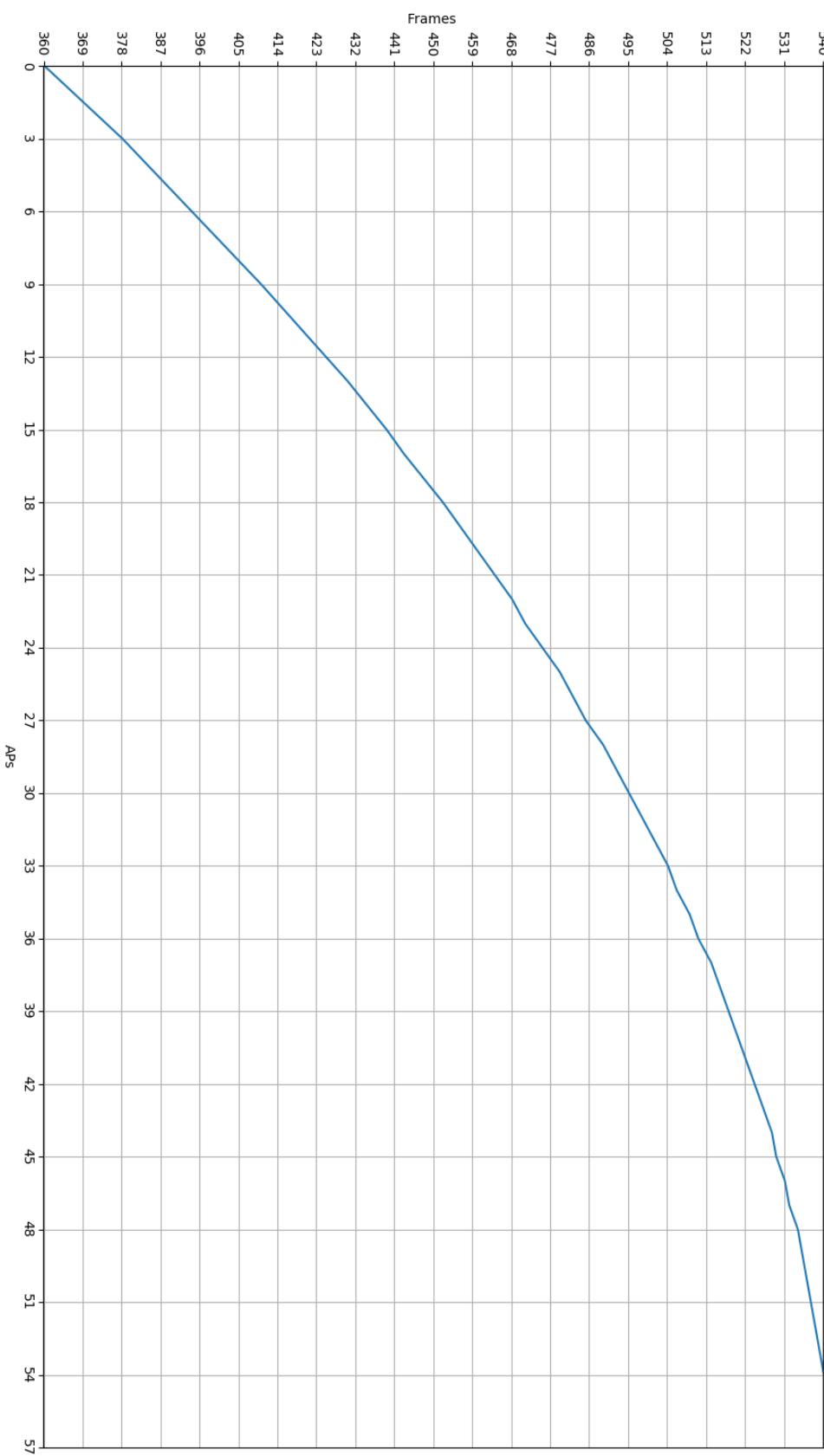
Main	Sub	AP	Effect
0	0	0	360
0	1	3	378
0	2	6	394
0	3	9	410
1	0	10	415
0	4	12	425
1	1	13	430
0	5	15	439
1	2	16	443
0	6	18	452
1	3	19	456
2	0	20	460
0	7	21	464
1	4	22	468
2	1	23	471
0	8	24	475
1	5	25	479
2	2	26	482
0	9	27	485
1	6	28	489
2	3	29	492
3	0	30	495
1	7	31	498
2	4	32	501
3	1	33	504
1	8	34	506
2	5	35	509
3	2	36	511
1	9	37	514
2	6	38	516
3	3	39	518
1	10	40	520
2	7	41	522
3	4	42	524
1	11	43	526
2	8	44	528
3	5	45	529
1	12	46	531
2	9	47	532
3	6	48	534
2	10	50	536
3	7	51	537
2	11	53	539
3	8	54	540
2	12	56	540
3	9	57	540

Table 13.11: Special Power Up (Ink Armor Duration)

Special Power Up - Ink Armor Wind Up Time



Special Power Up - Ink Armor Duration



13.12 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 13.12: Special Power Up (Booyah Ball Auto Charge Increase)

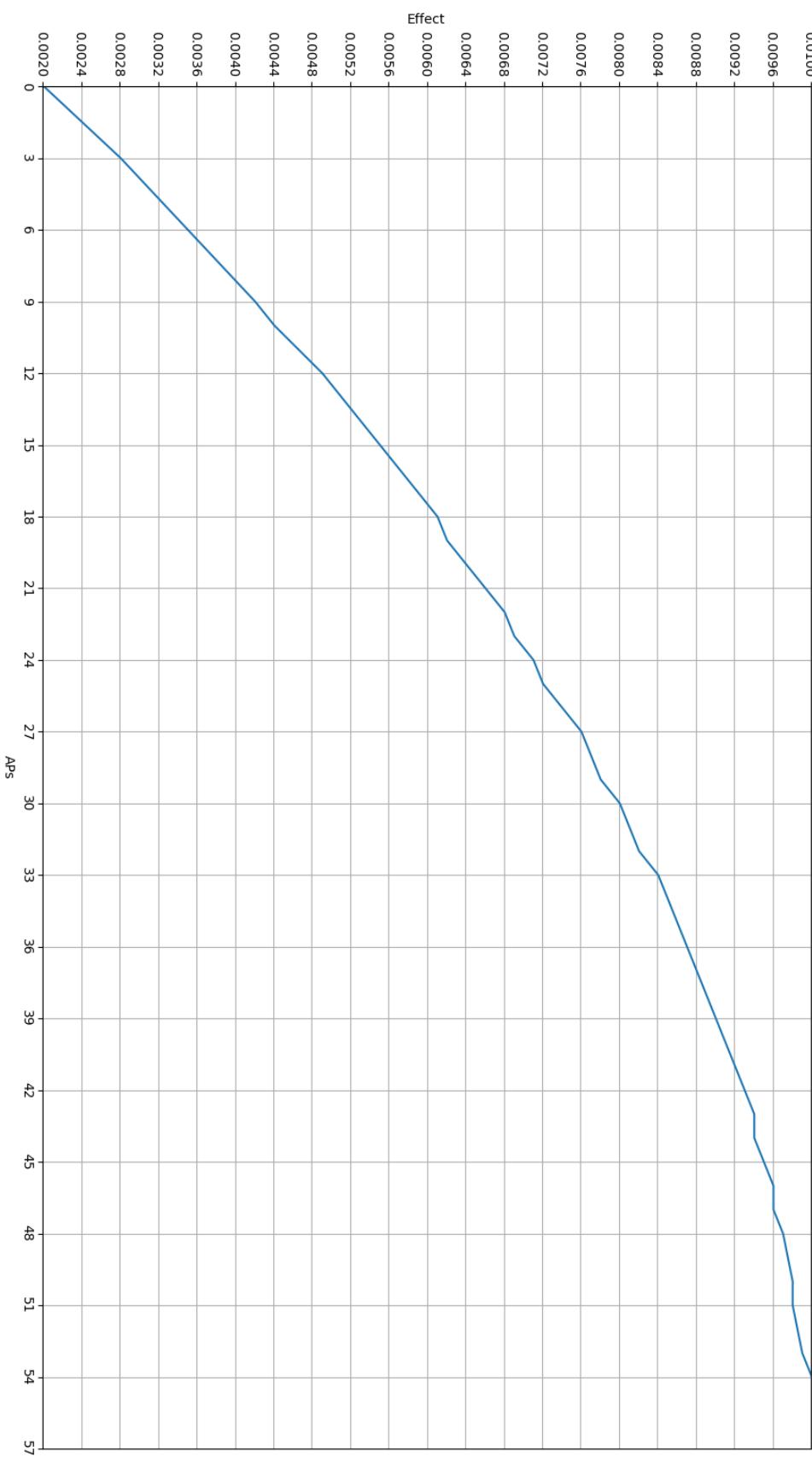
13.13 Booyah Ball- Object Shredder Multiplier

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

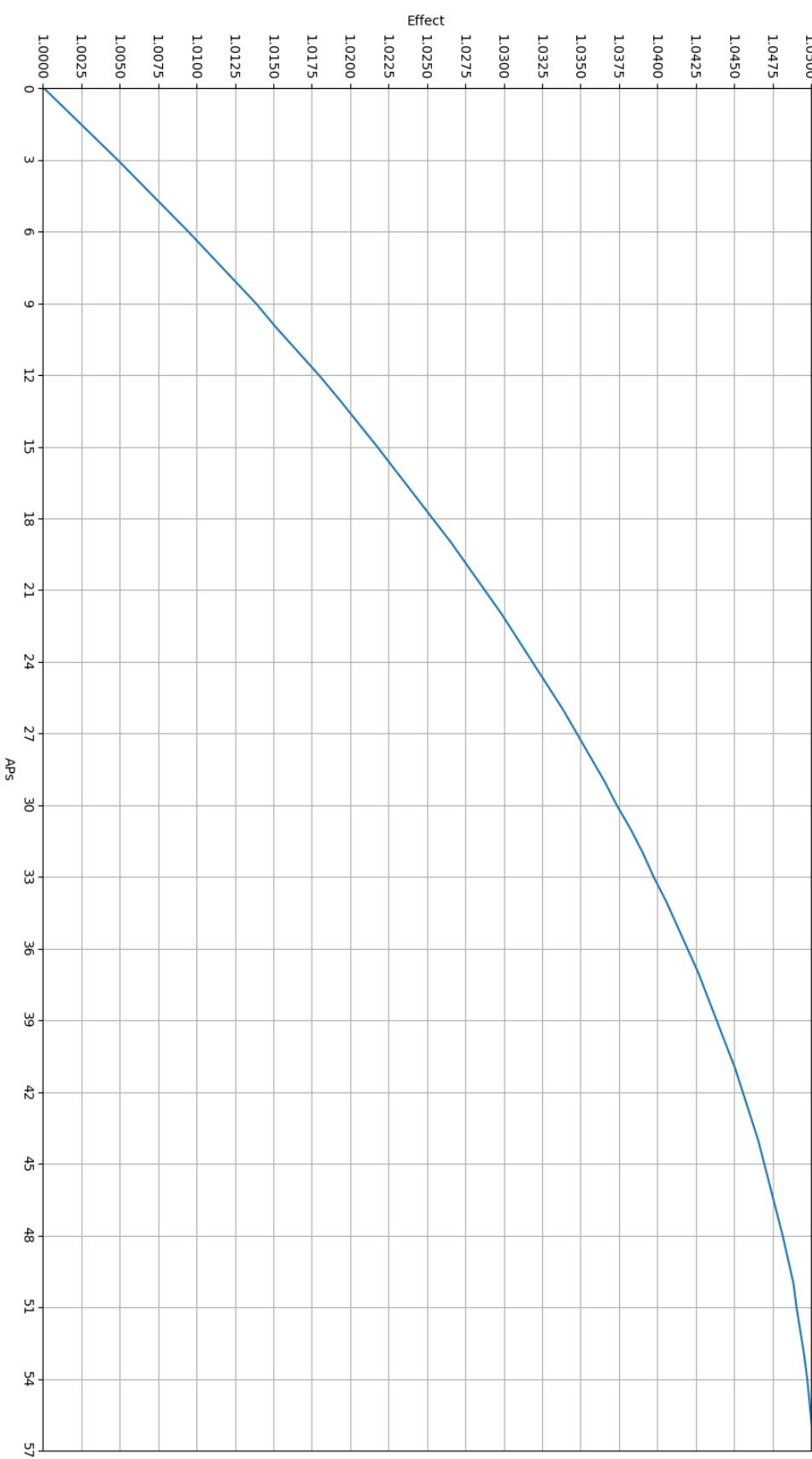
Main	Sub	AP	Effect
0	0	0	1.0
0	1	3	1.0048
0	2	6	1.0094
0	3	9	1.0138
1	0	10	1.0151
0	4	12	1.0179
1	1	13	1.0192
0	5	15	1.0217
1	2	16	1.0229
0	6	18	1.0253
1	3	19	1.0265
2	0	20	1.0276
0	7	21	1.0287
1	4	22	1.0298
2	1	23	1.0308
0	8	24	1.0318
1	5	25	1.0328
2	2	26	1.0338
0	9	27	1.0347
1	6	28	1.0356
2	3	29	1.0365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

Special Power Up - Booyah Ball Auto Charge Increase



Special Power Up - Booyah Ball Object Shredder Multiplier



13.14 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 13.14: Special Power Up (Bubble Blower Bubble Radius Multiplier)

13.15 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 13.15: Special Power Up (Bubble Blower Burst Paint Radius)

13.16 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 13.16: Special Power Up (Bubble Blower Maximum Collision Player Radius)

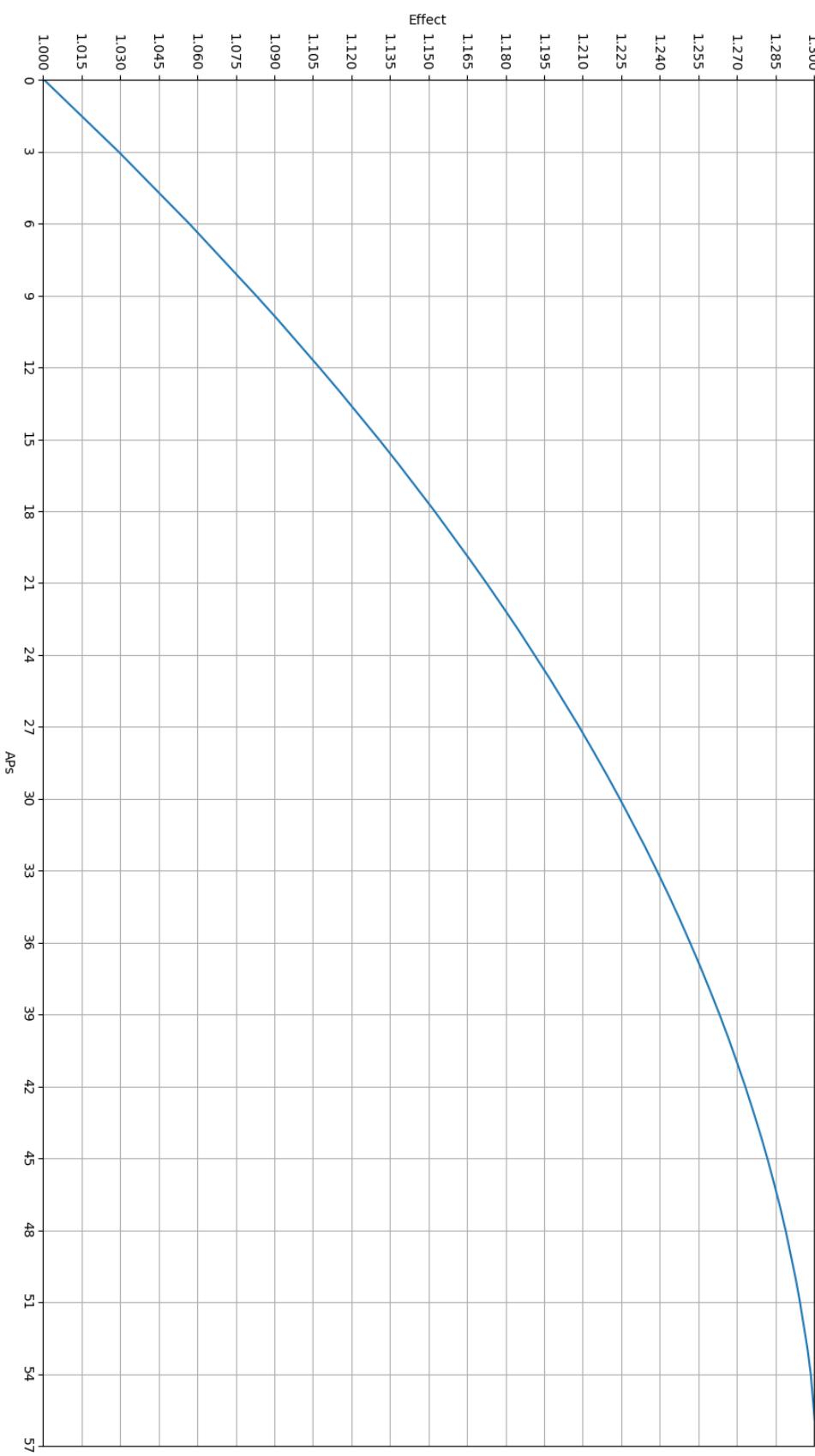
13.17 Bubble Blower - Object Shredder Multiplier

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

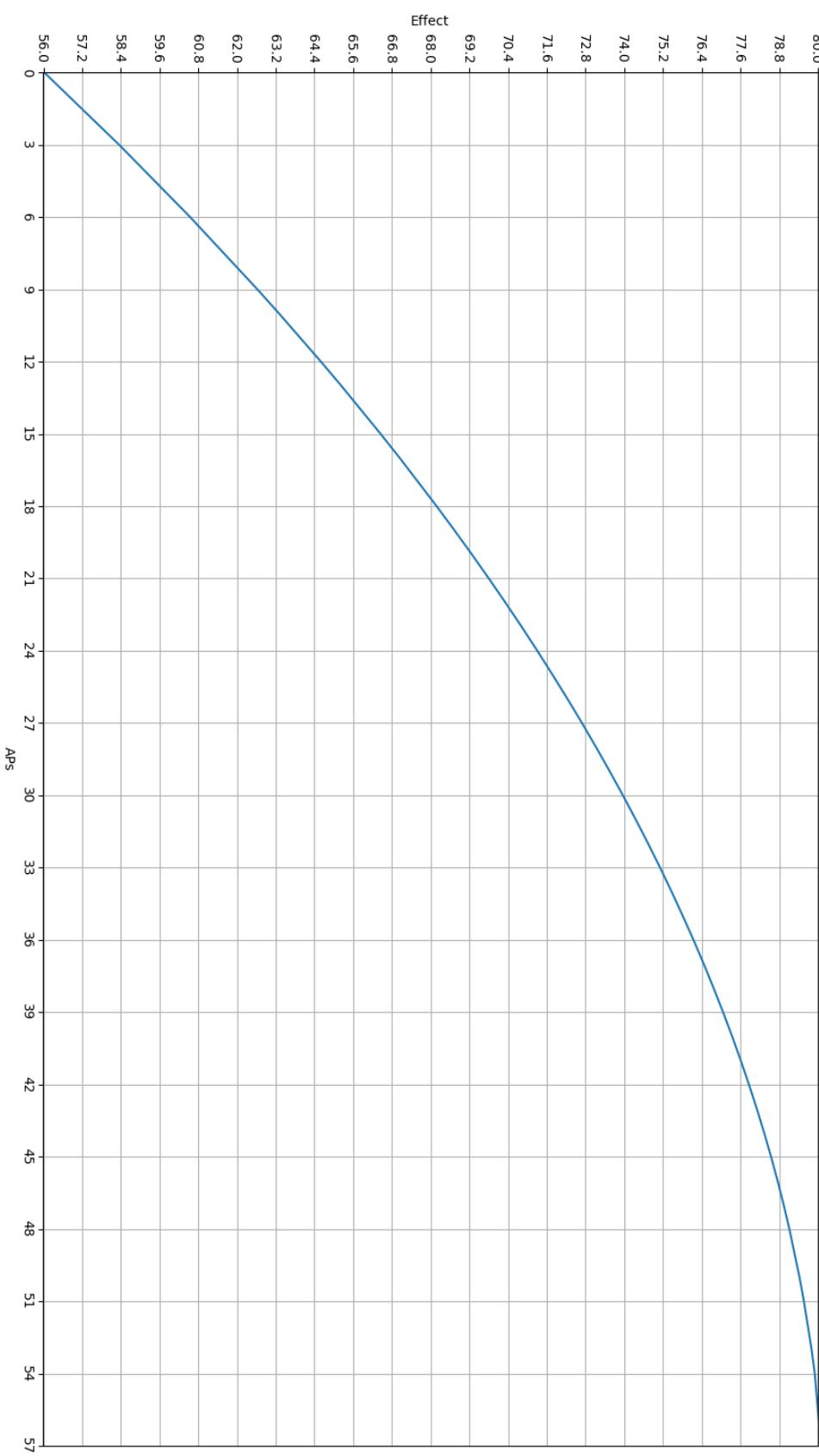
Main	Sub	AP	Effect
0	0	0	1.0
0	1	3	1.3
0	2	6	1.3
0	3	9	1.3
1	0	10	1.3
0	4	12	1.3
1	1	13	1.3
0	5	15	1.3
1	2	16	1.3
0	6	18	1.3
1	3	19	1.3
2	0	20	1.3
0	7	21	1.3
1	4	22	1.3
2	1	23	1.3
0	8	24	1.3
1	5	25	1.3
2	2	26	1.3
0	9	27	1.3
1	6	28	1.3
2	3	29	1.3
3	0	30	1.3
1	7	31	1.3
2	4	32	1.3
3	1	33	1.3
1	8	34	1.3
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 13.17: Special Power Up (Bubble Blower Object Shredder Multiplier)

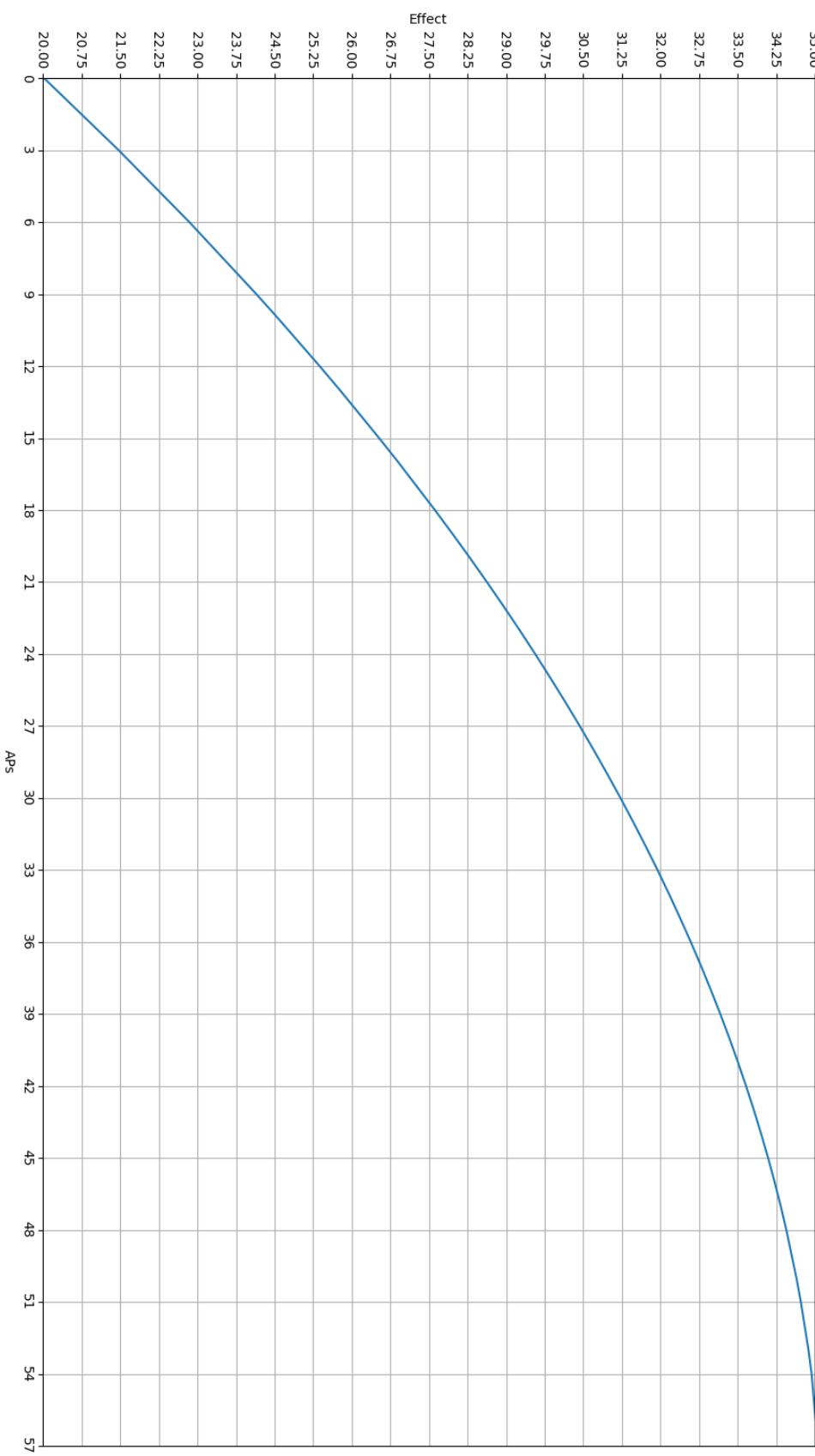
Special Power Up - Bubble Blower Bubble Radius Multiplier



Special Power Up - Bubble Blower Burst Paint Radius



Special Power Up - Bubble Blower Maximum Collision Player Radius



13.18 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 13.18: Special Power Up (Splash Down Jump-In Additional Height)

13.19 Splashdown - Jump-In Additional Height (Super 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 13.19: Special Power Up (Splash Down Jump-In Additional Height (Super Jump))

13.20 Splashdown - Jump-In Additional Height (Super 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 13.20: Special Power Up (Splash Down Jump-In Additional Height (Super Jump))

13.21 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 13.21: Special Power Up (Splash Down Jump-In Additional Height)

13.22 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 13.22: Special Power Up (Splash Down Burst Radius Far)

13.23 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 13.23: Special Power Up (Splash Down Burst Radius Far (Super Jump))

13.24 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 13.24: Special Power Up (Splash Down Burst Radius Middle)

13.25 Splash Down - Burst Radius Midle (Super 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 13.25: Special Power Up (Splash Down Burst Radius Midle (Super Jump))

13.26 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

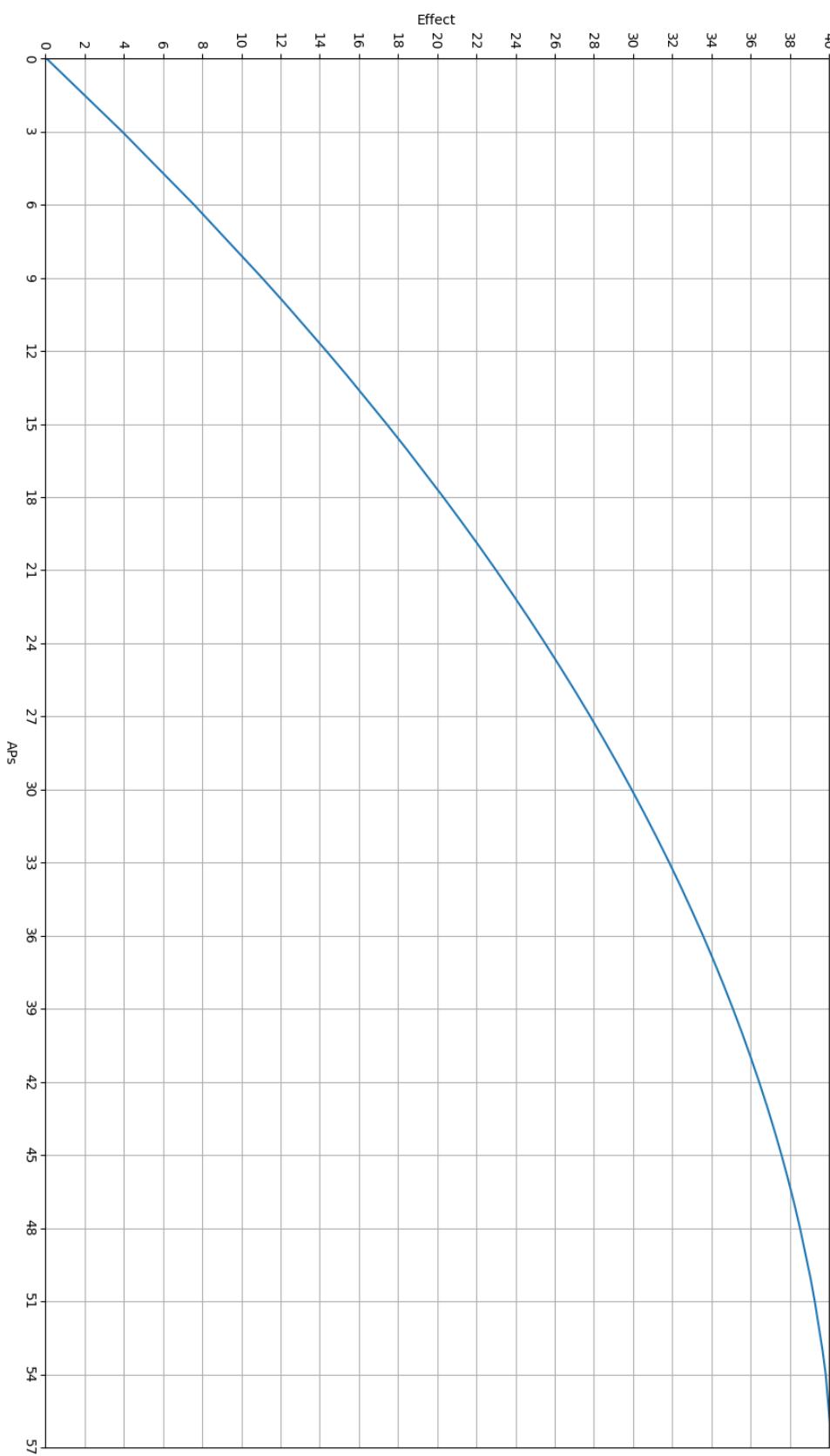
Table 13.26: Special Power Up (Splash Down Burst Radius Close)

13.27 Splash Down - Burst Radius Close (Super Jump)

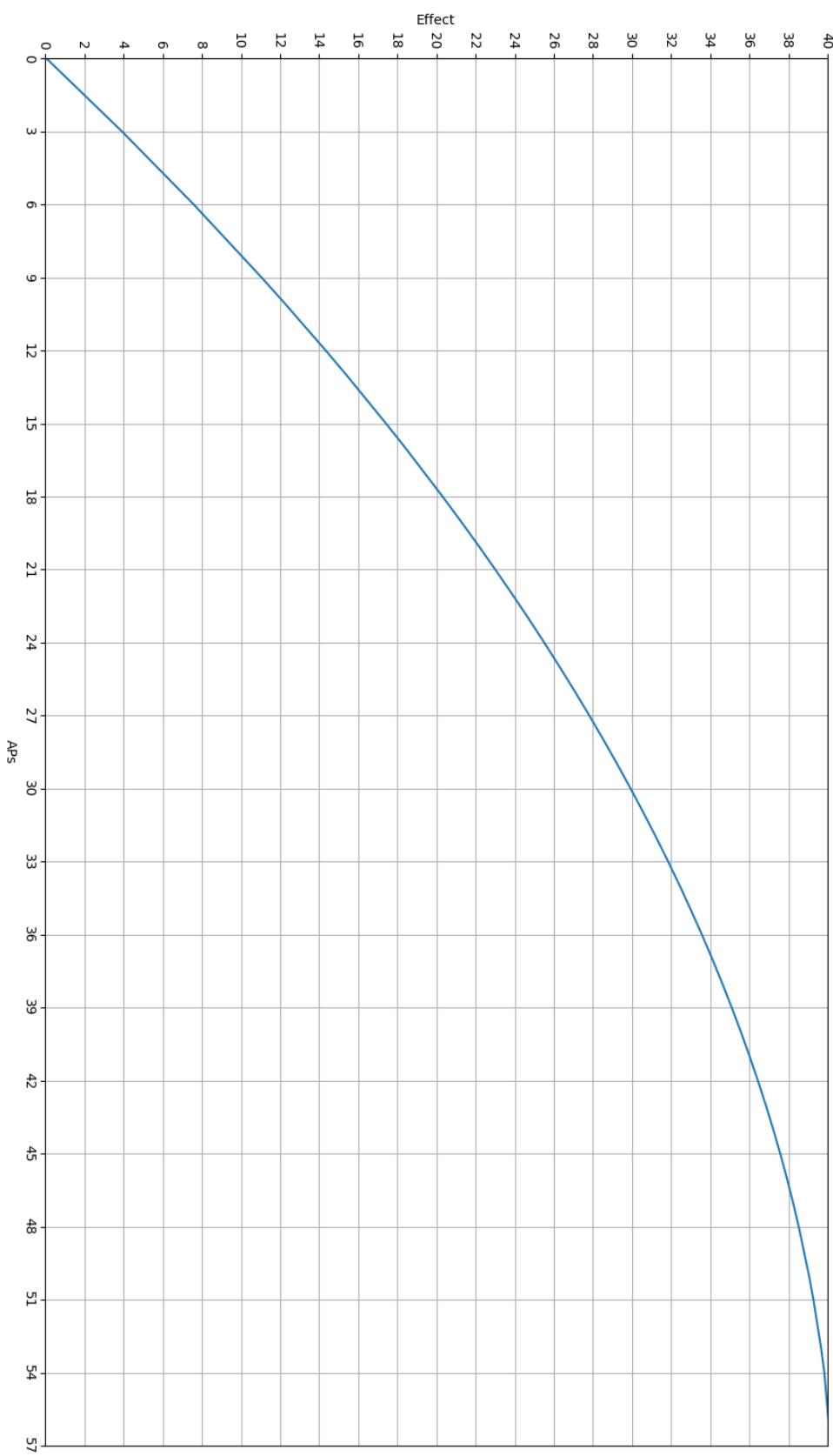
Main	Sub	AP	Effect
0	0	0	90.0
0	1	3	90.0
0	2	6	90.0
0	3	9	90.0
1	0	10	90.0
0	4	12	90.0
1	1	13	90.0
0	5	15	90.0
1	2	16	90.0
0	6	18	90.0
1	3	19	90.0
2	0	20	90.0
0	7	21	90.0
1	4	22	90.0
2	1	23	90.0
0	8	24	90.0
1	5	25	90.0
2	2	26	90.0
0	9	27	90.0
1	6	28	90.0
2	3	29	90.0
3	0	30	90.0
1	7	31	90.0
2	4	32	90.0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

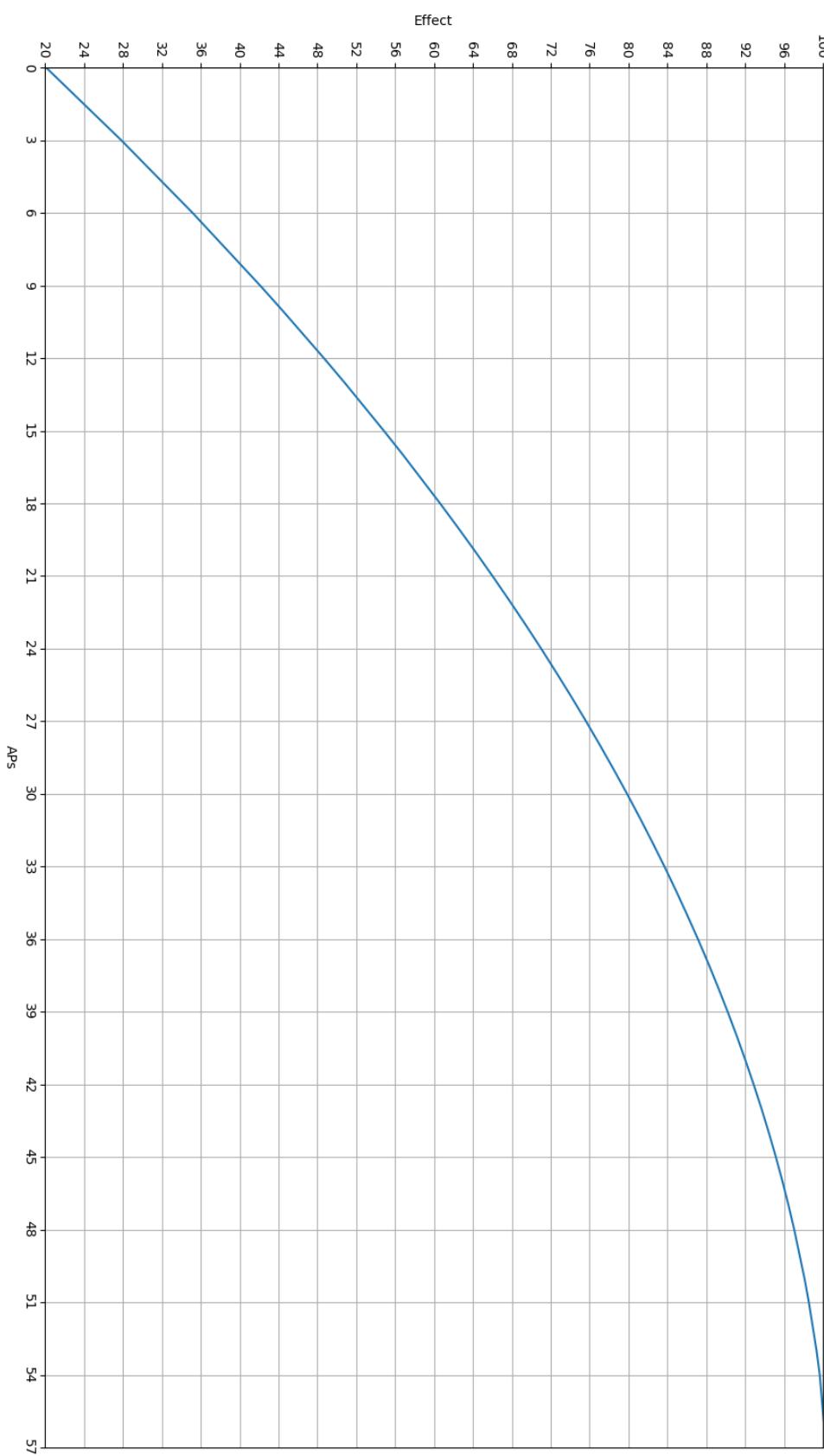
Special Power Up - Splash Down Jump-in Additional Height



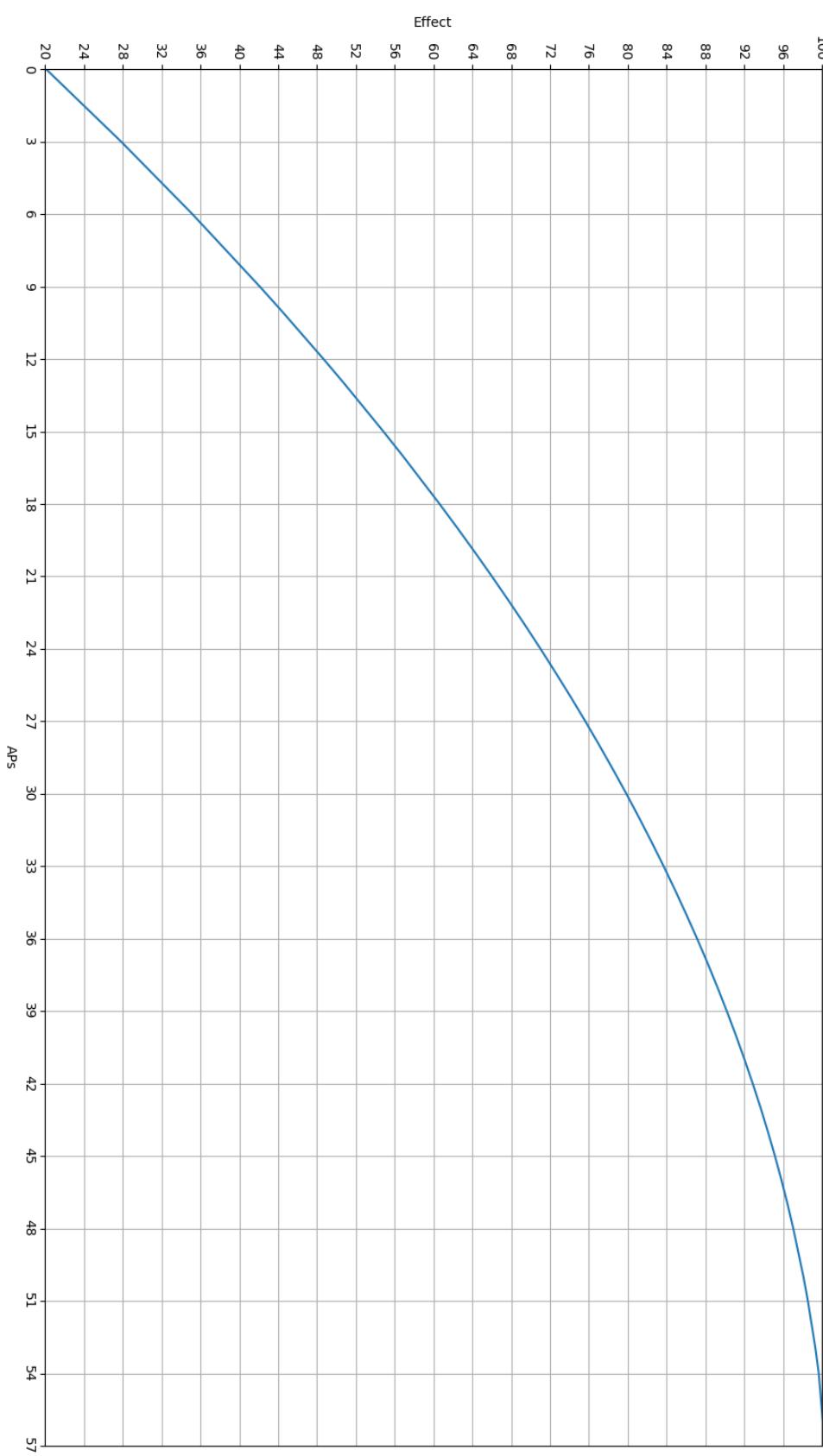
Special Power Up - Splash Down Jump-In Additional Height (Stealth Jump)



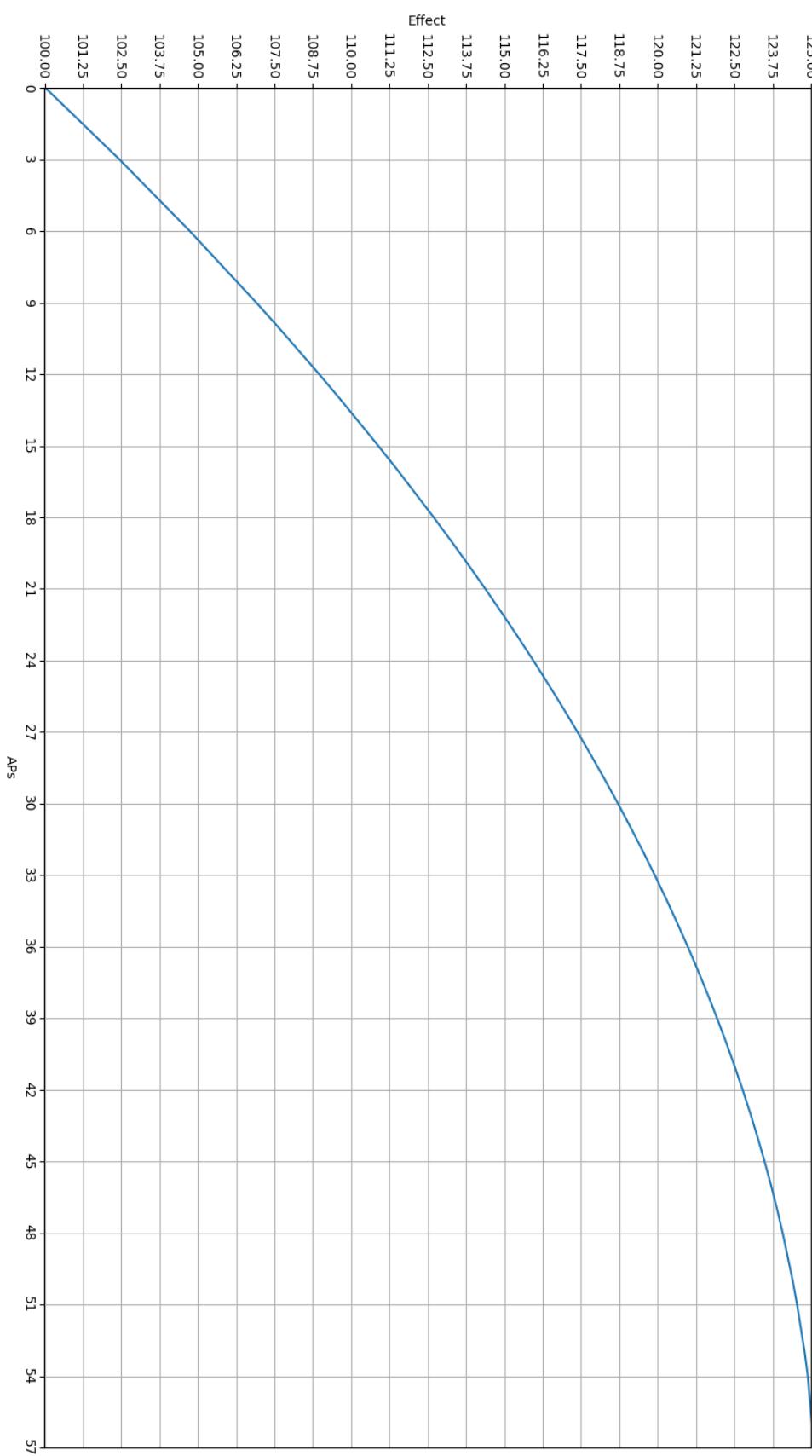
Special Power Up - Splash Down Jump-in Height:



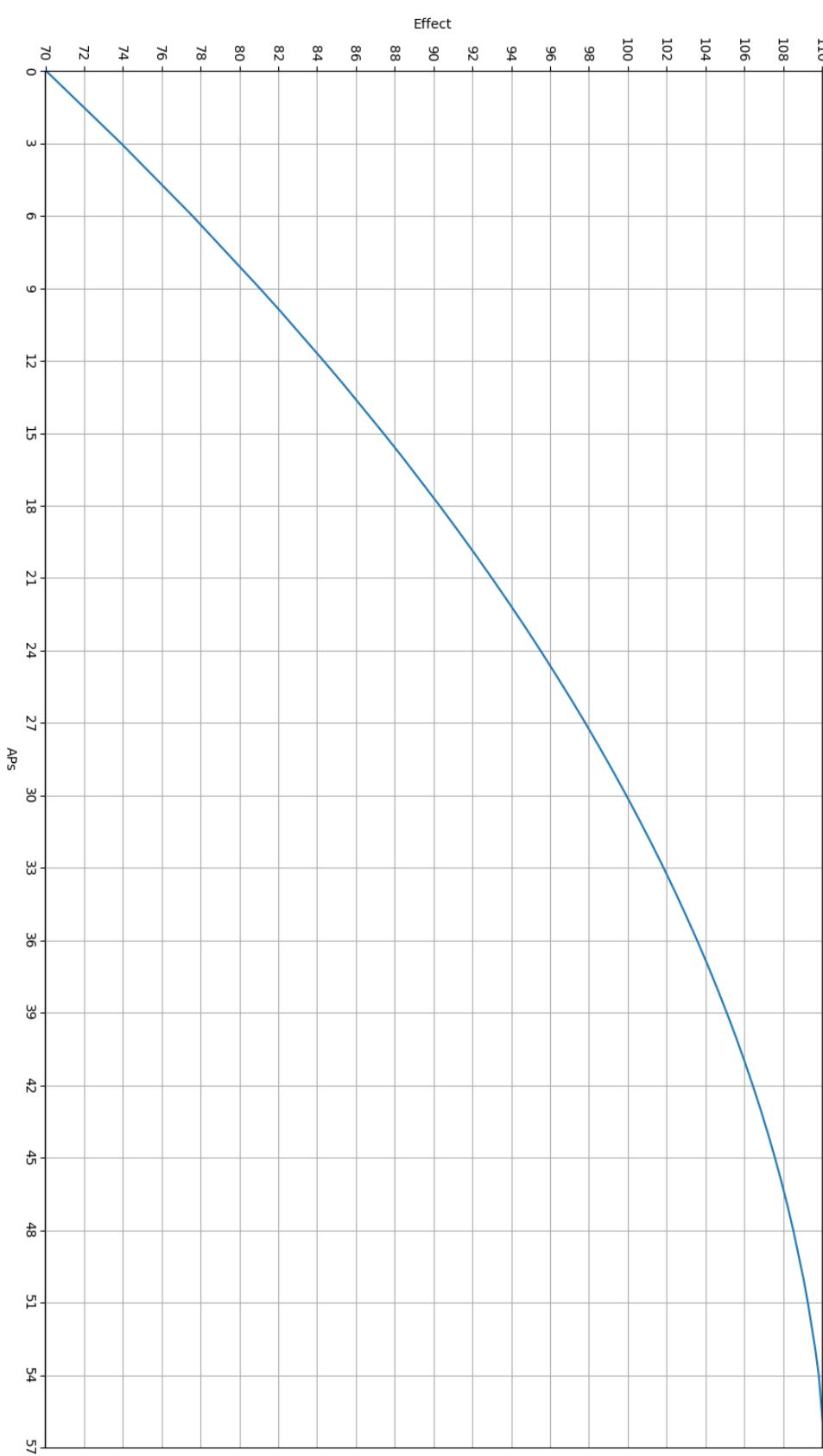
Special Power Up - Splash Down Jump-In Height (Stealth Jump)



Special Power Up - Splash Down Burst Radius Middle



Special Power Up - Splash Down Burst Radius Close



13.28 Tenta Missiles - Paint Radius

Main	Sub	AP	Effect
0	0	0	30.0
0	1	3	30.5796
0	2	6	31.1298
0	3	9	31.6506
1	0	10	31.818
0	4	12	32.1426
1	1	13	32.3004
0	5	15	32.6052
1	2	16	32.7534
0	6	18	33.039
1	3	19	33.177
2	0	20	33.312
0	7	21	33.4434
1	4	22	33.5718
2	1	23	33.6972
0	8	24	33.819
1	5	25	33.9372
2	2	26	34.053
0	9	27	34.1652
1	6	28	34.2738
2	3	29	34.3794
3	0	30	34.482
1	7	31	34.581
2	4	32	34.677
3	1	33	34.77
1	8	34	34.8594
2	5	35	34.9452
3	2	36	35.0286
1	9	37	35.1084
2	6	38	35.1846
3	3	39	35.2578
1	10	40	35.328
2	7	41	35.3946
3	4	42	35.4582
1	11	43	35.5188
2	8	44	35.5758
3	5	45	35.6298
1	12	46	35.6802
2	9	47	35.7276
3	6	48	35.7714
2	10	50	35.85
3	7	51	35.8842
2	11	53	35.9436
3	8	54	35.9682
2	12	56	36.0
3	9	57	36.0

Table 13.28: Special Power Up (Special Power Up - Tenta Missiles Paint Radius)

13.29 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 13.29: Special Power Up (Tenta Missiles Cross Paint Radius)

13.30 Tenta Missiles - Cross Paint Ray Length

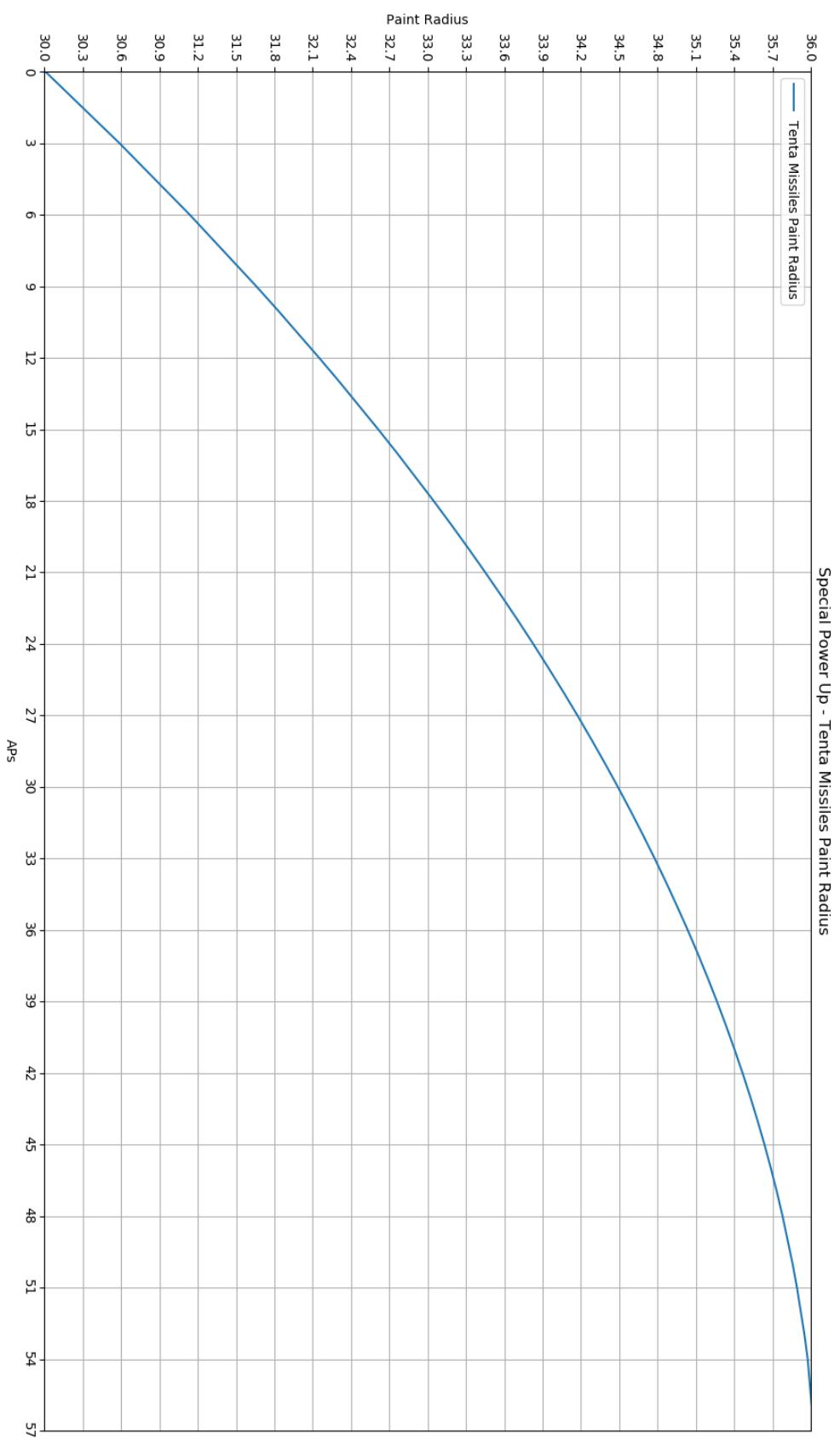
Main	Sub	AP	Effect
0	0	0	30.0
0	1	3	30.0
0	2	6	30.0
0	3	9	30.0
1	0	10	30.0
0	4	12	30.0
1	1	13	30.0
0	5	15	30.0
1	2	16	30.0
0	6	18	30.0
1	3	19	30.0
2	0	20	30.0
0	7	21	30.0
1	4	22	30.0
2	1	23	30.0
0	8	24	30.0
1	5	25	30.0
2	2	26	30.0
0	9	27	30.0
1	6	28	30.0
2	3	29	30.0
3	0	30	30.0
1	7	31	30.0
2	4	32	30.0
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 13.30: Special Power Up (Tenta Missiles Cross Paint Ray Length)

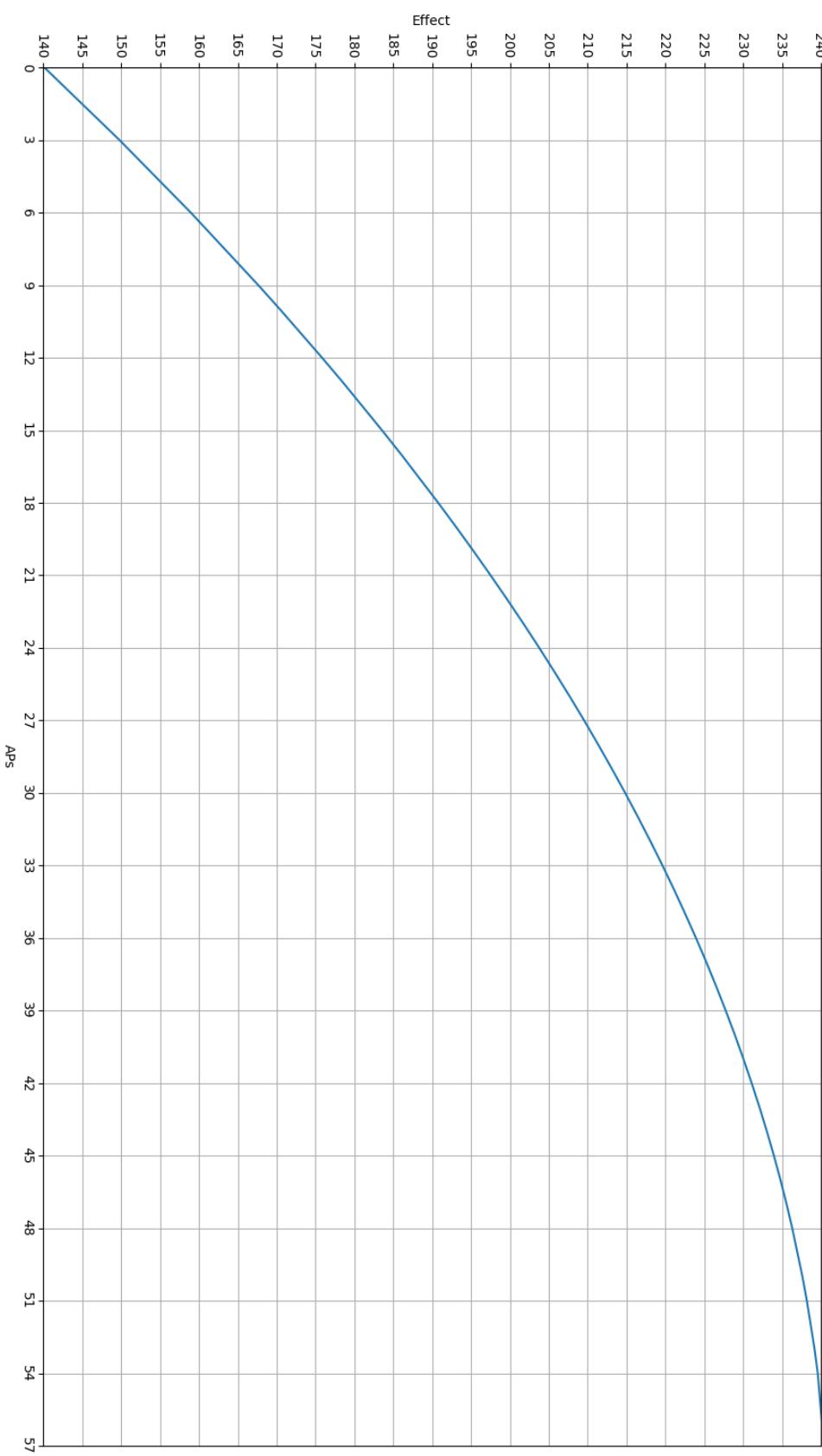
13.31 Tenta Missiles - Target Circle Radius

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 13.31: Special Power Up (Tenta Missiles Target Circle Radius)



Special Power Up - Tenta Missiles Target Circle Radius



13.32 Sting Ray Duration

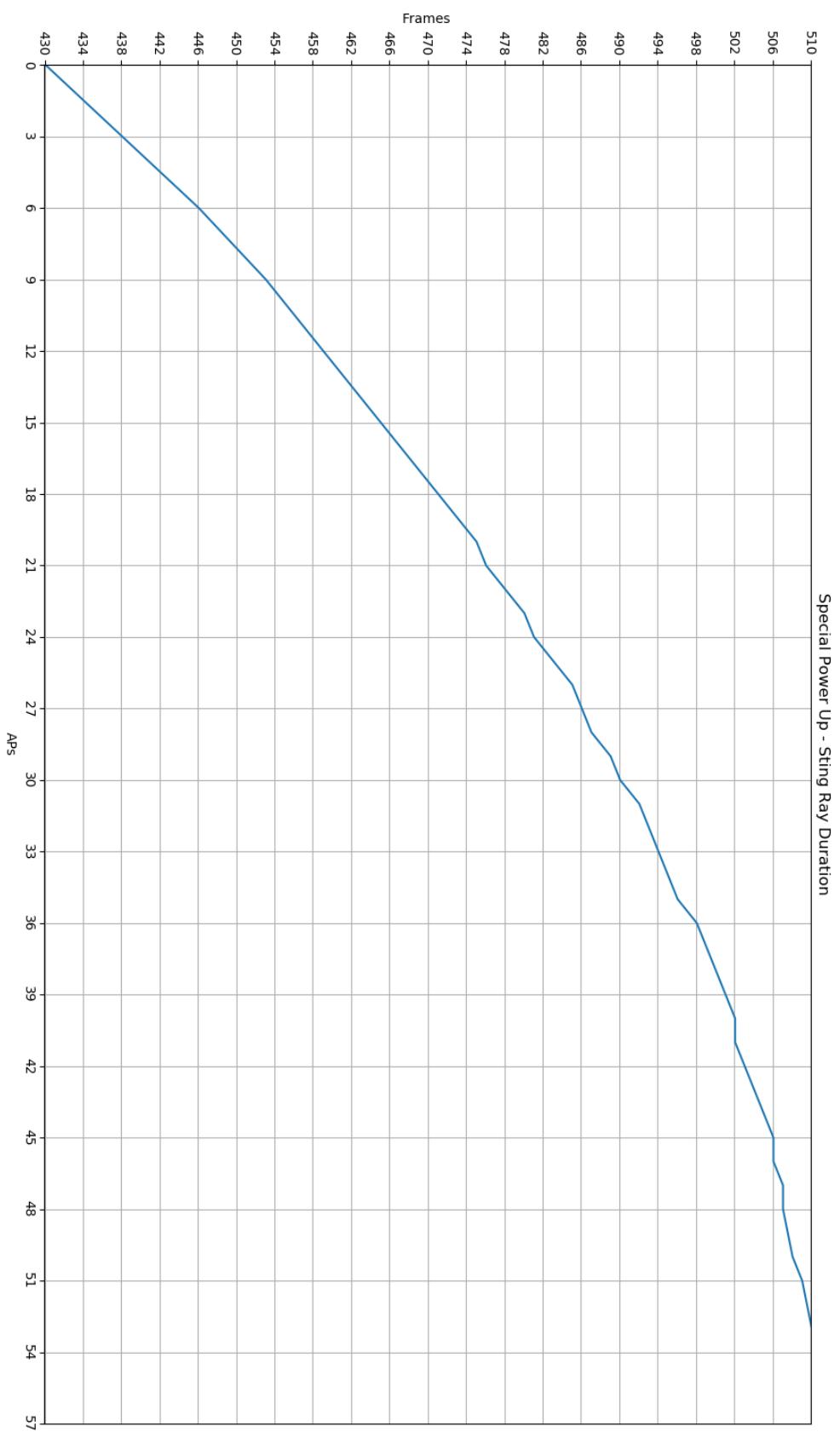
Main	Sub	AP	Effect
0	0	0	430
0	1	3	438
0	2	6	446
0	3	9	453
1	0	10	455
0	4	12	459
1	1	13	461
0	5	15	465
1	2	16	467
0	6	18	471
1	3	19	473
2	0	20	475
0	7	21	476
1	4	22	478
2	1	23	480
0	8	24	481
1	5	25	483
2	2	26	485
0	9	27	486
1	6	28	487
2	3	29	489
3	0	30	490
1	7	31	492
2	4	32	493
3	1	33	494
1	8	34	495
2	5	35	496
3	2	36	498
1	9	37	499
2	6	38	500
3	3	39	501
1	10	40	502
2	7	41	502
3	4	42	503
1	11	43	504
2	8	44	505
3	5	45	506
1	12	46	506
2	9	47	507
3	6	48	507
2	10	50	508
3	7	51	509
2	11	53	510
3	8	54	510
2	12	56	510
3	9	57	510

Table 13.32: Special Power Up (Sting Ray Duration)

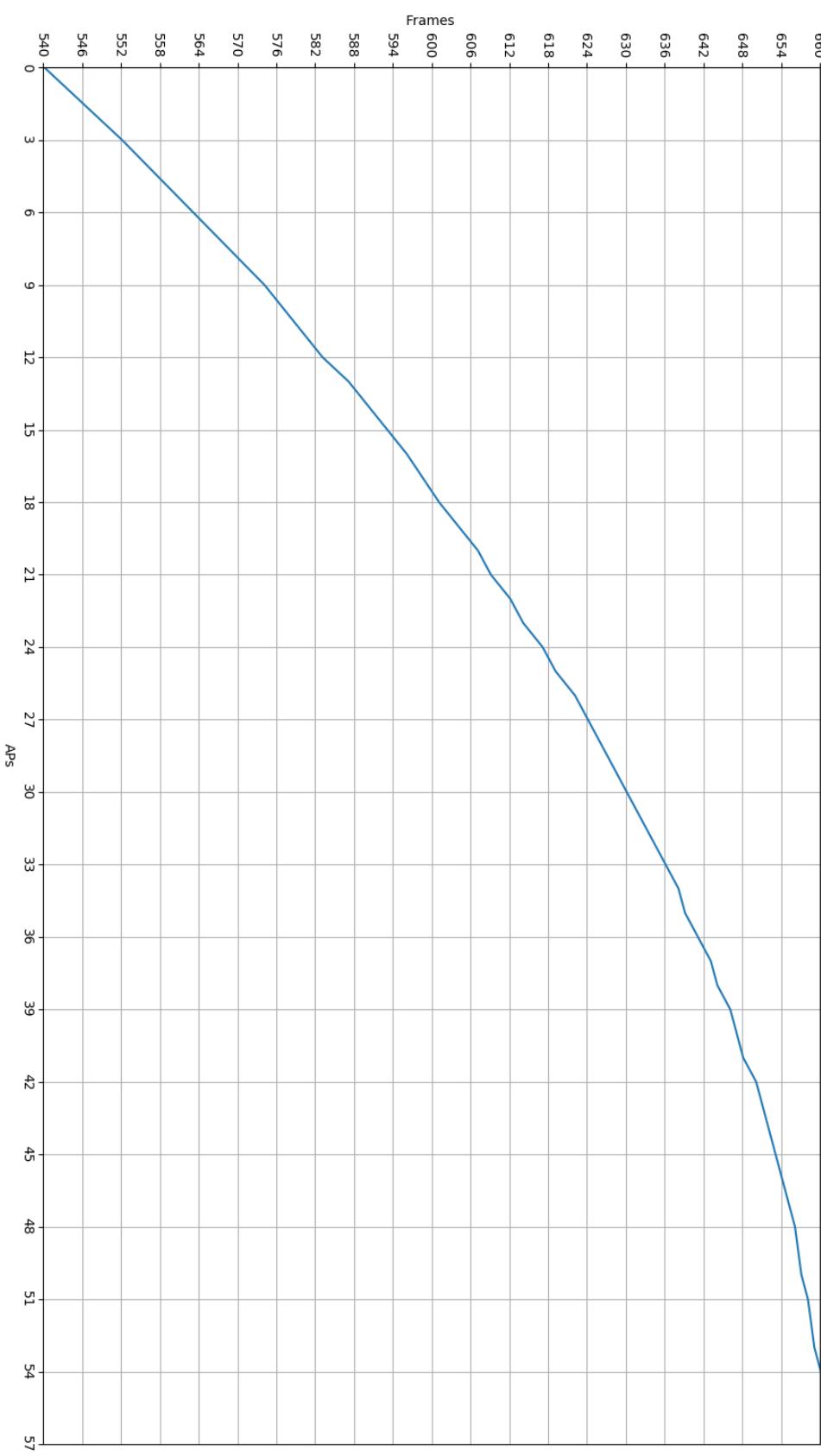
13.33 Special Power Up - Ultra Stamp Duration

Main	Sub	AP	Effect
0	0	0	540
0	1	3	552
0	2	6	563
0	3	9	574
1	0	10	577
0	4	12	583
1	1	13	587
0	5	15	593
1	2	16	596
0	6	18	601
1	3	19	604
2	0	20	607
0	7	21	609
1	4	22	612
2	1	23	614
0	8	24	617
1	5	25	619
2	2	26	622
0	9	27	624
1	6	28	626
2	3	29	628
3	0	30	630
1	7	31	632
2	4	32	634
3	1	33	636
1	8	34	638
2	5	35	639
3	2	36	641
1	9	37	643
2	6	38	644
3	3	39	646
1	10	40	647
2	7	41	648
3	4	42	650
1	11	43	651
2	8	44	652
3	5	45	653
1	12	46	654
2	9	47	655
3	6	48	656
2	10	50	657
3	7	51	658
2	11	53	659
3	8	54	660
2	12	56	660
3	9	57	660

Table 13.33: Special Power Up (Special Power Up - Ultra Stamp Duration)



Special Power Up - Ultra Stamp Duration



14 Sub Power Up

14.1 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 14.1: Sub Power Up (Bomb Toss Velocity Up - Normal Bombs)

14.2 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 14.2: Sub Power Up (Bomb Toss Velocity Up - Fizzy Bombs)

14.3 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 14.3: Sub Power Up (Bomb Toss Velocity Up - Point Sensors)

14.4 Sub Power Up - Point Sensor Mark Time Duration

Main	Sub	AP	Effect
0	0	0	480
0	1	3	527
0	2	6	571
0	3	9	613
1	0	10	626
0	4	12	652
1	1	13	665
0	5	15	689
1	2	16	701
0	6	18	724
1	3	19	735
2	0	20	745
0	7	21	756
1	4	22	766
2	1	23	776
0	8	24	786
1	5	25	795
2	2	26	805
0	9	27	814
1	6	28	822
2	3	29	831
3	0	30	839
1	7	31	847
2	4	32	855
3	1	33	862
1	8	34	869
2	5	35	876
3	2	36	883
1	9	37	889
2	6	38	895
3	3	39	901
1	10	40	907
2	7	41	912
3	4	42	917
1	11	43	922
2	8	44	927
3	5	45	931
1	12	46	935
2	9	47	939
3	6	48	942
2	10	50	948
3	7	51	951
2	11	53	956
3	8	54	958
2	12	56	960
3	9	57	960

Table 14.4: Sub Power Up (Point Sensor Mark Time Duration)

14.5 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 14.5: Sub Power Up (Bomb Toss Velocity Up - Torpedo)

14.6 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 14.6: Sub Power Up (Splash Wall Max HP)

14.7 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 14.7: Sub Power Up (Splash Wall Object Shredder Multiplier)

14.8 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 14.8: Sub Power Up (Beakon Object Shredder Multiplier)

14.9 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 14.9: Sub Power Up (Sprinkler Object Shredder Multiplier)

14.10 Sub Power Up - Sprinkler First Phase Duration

This is the phase that paints the most.

Main	Sub	AP	Effect
0	0	0	300
0	1	3	329
0	2	6	357
0	3	9	383
1	0	10	391
0	4	12	408
1	1	13	416
0	5	15	431
1	2	16	438
0	6	18	452
1	3	19	459
2	0	20	466
0	7	21	473
1	4	22	479
2	1	23	485
0	8	24	491
1	5	25	497
2	2	26	503
0	9	27	509
1	6	28	514
2	3	29	519
3	0	30	525
1	7	31	530
2	4	32	534
3	1	33	539
1	8	34	543
2	5	35	548
3	2	36	552
1	9	37	556
2	6	38	560
3	3	39	563
1	10	40	567
2	7	41	570
3	4	42	573
1	11	43	576
2	8	44	579
3	5	45	582
1	12	46	585
2	9	47	587
3	6	48	589
2	10	50	593
3	7	51	595
2	11	53	598
3	8	54	599
2	12	56	600
3	9	57	600

Table 14.10: Sub Power Up (Sprinkler First Phase Duration)

14.11 Sub Power Up - Sprinkler Second Phase Duration

Main	Sub	AP	Effect
0	0	0	900
0	1	3	912
0	2	6	923
0	3	9	934
1	0	10	937
0	4	12	943
1	1	13	947
0	5	15	953
1	2	16	956
0	6	18	961
1	3	19	964
2	0	20	967
0	7	21	969
1	4	22	972
2	1	23	974
0	8	24	977
1	5	25	979
2	2	26	982
0	9	27	984
1	6	28	986
2	3	29	988
3	0	30	990
1	7	31	992
2	4	32	994
3	1	33	996
1	8	34	998
2	5	35	999
3	2	36	1001
1	9	37	1003
2	6	38	1004
3	3	39	1006
1	10	40	1007
2	7	41	1008
3	4	42	1010
1	11	43	1011
2	8	44	1012
3	5	45	1013
1	12	46	1014
2	9	47	1015
3	6	48	1016
2	10	50	1017
3	7	51	1018
2	11	53	1019
3	8	54	1020
2	12	56	1020
3	9	57	1020

Table 14.11: Sub Power Up (Sprinkler Second Phase Duration)

14.12 Sub Power Up - Ink Mine Mark Radius

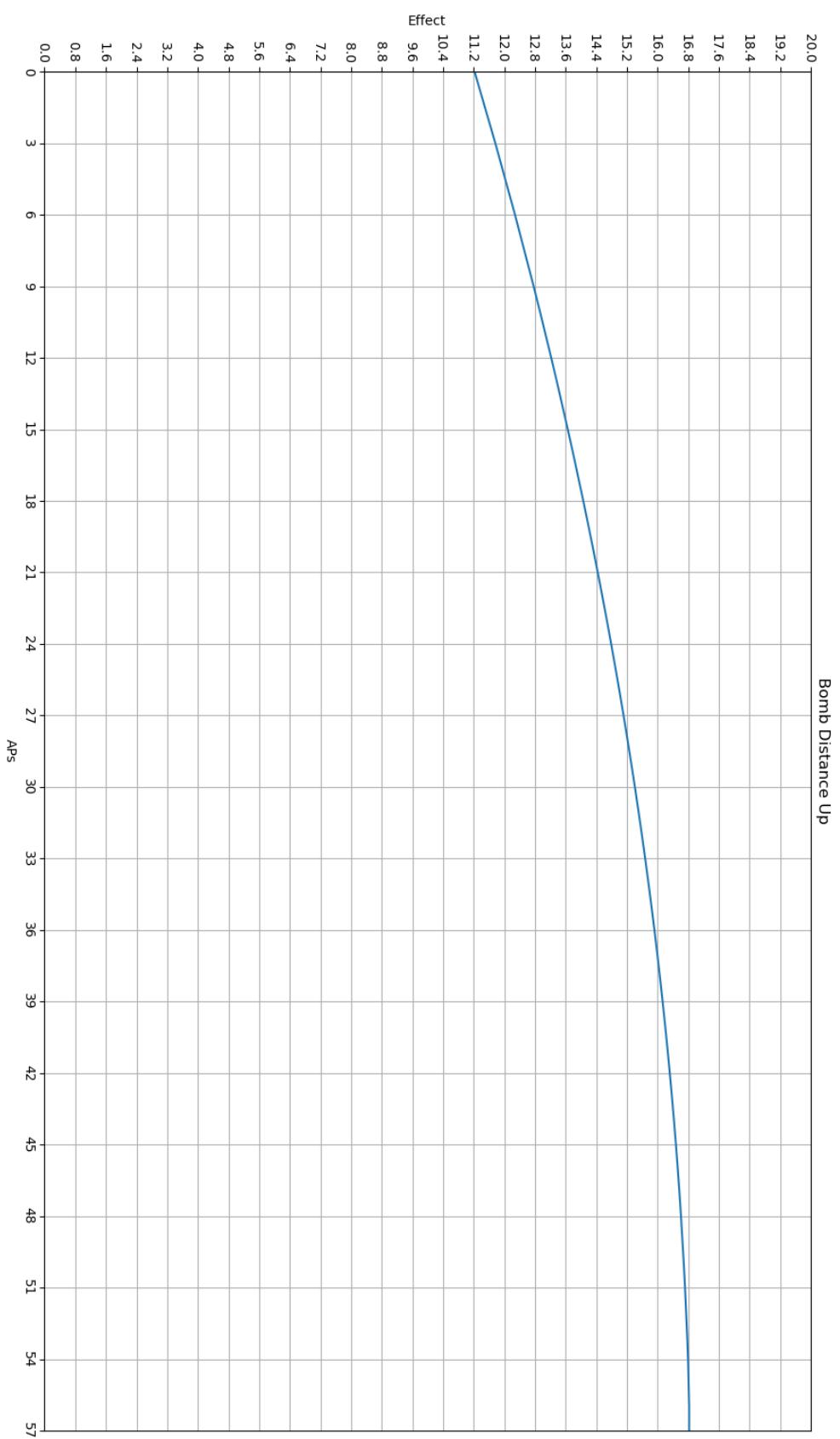
Main	Sub	AP	Effect
0	0	0	1.0
0	1	3	1.0362
0	2	6	1.0706
0	3	9	1.1032
1	0	10	1.1136
0	4	12	1.1339
1	1	13	1.1438
0	5	15	1.1628
1	2	16	1.1721
0	6	18	1.1899
1	3	19	1.1986
2	0	20	1.207
0	7	21	1.2152
1	4	22	1.2232
2	1	23	1.2311
0	8	24	1.2387
1	5	25	1.2461
2	2	26	1.2533
0	9	27	1.2603
1	6	28	1.2671
2	3	29	1.2737
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

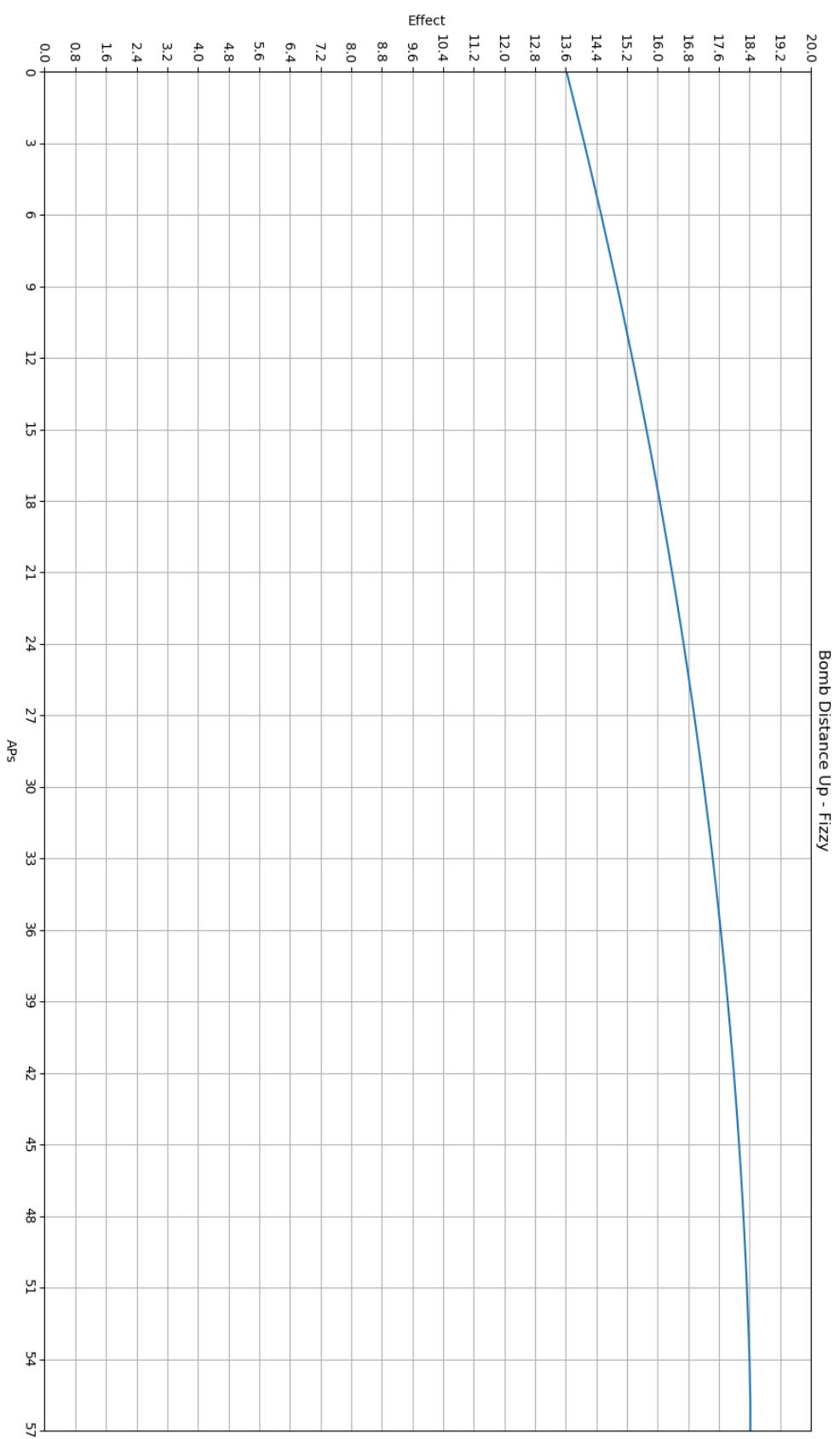
Table 14.12: Sub Power Up (Ink Mine Mark Radius)

14.13 Sub Power Up - Ink Mine Mark Time Duration

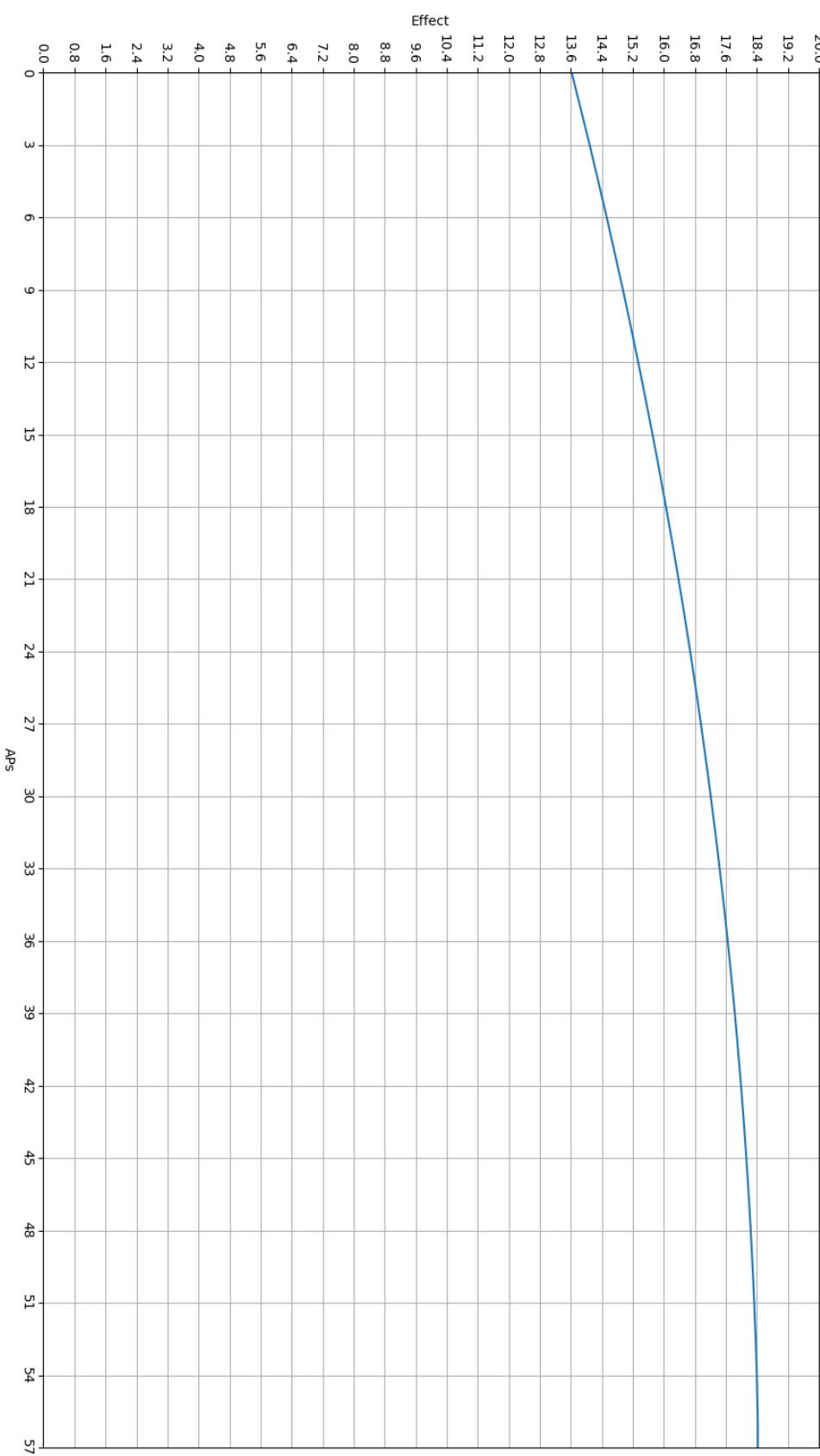
Main	Sub	AP	Effect
0	0	0	300
0	1	3	329
0	2	6	357
0	3	9	383
1	0	10	391
0	4	12	408
1	1	13	416
0	5	15	431
1	2	16	438
0	6	18	452
1	3	19	459
2	0	20	466
0	7	21	473
1	4	22	479
2	1	23	485
0	8	24	491
1	5	25	497
2	2	26	503
0	9	27	509
1	6	28	514
2	3	29	519
3	0	30	525
1	7	31	530
2	4	32	534
3	1	33	539
1	8	34	543
2	5	35	548
3	2	36	552
1	9	37	556
2	6	38	560
3	3	39	563
1	10	40	567
2	7	41	570
3	4	42	573
1	11	43	576
2	8	44	579
3	5	45	582
1	12	46	585
2	9	47	587
3	6	48	589
2	10	50	593
3	7	51	595
2	11	53	598
3	8	54	599
2	12	56	600
3	9	57	600

Table 14.13: Sub Power Up (Ink Mine Mark Time Duration)

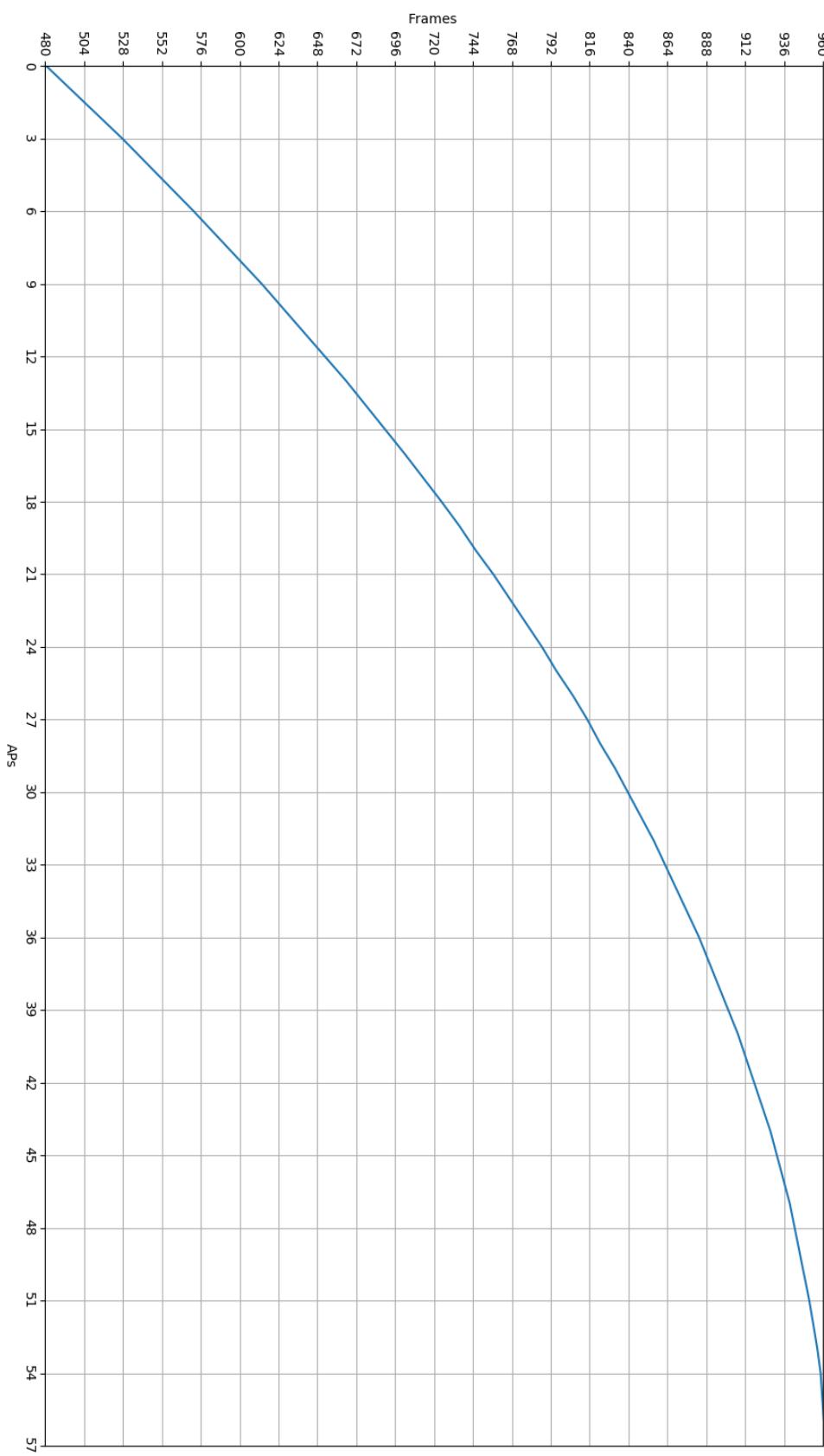




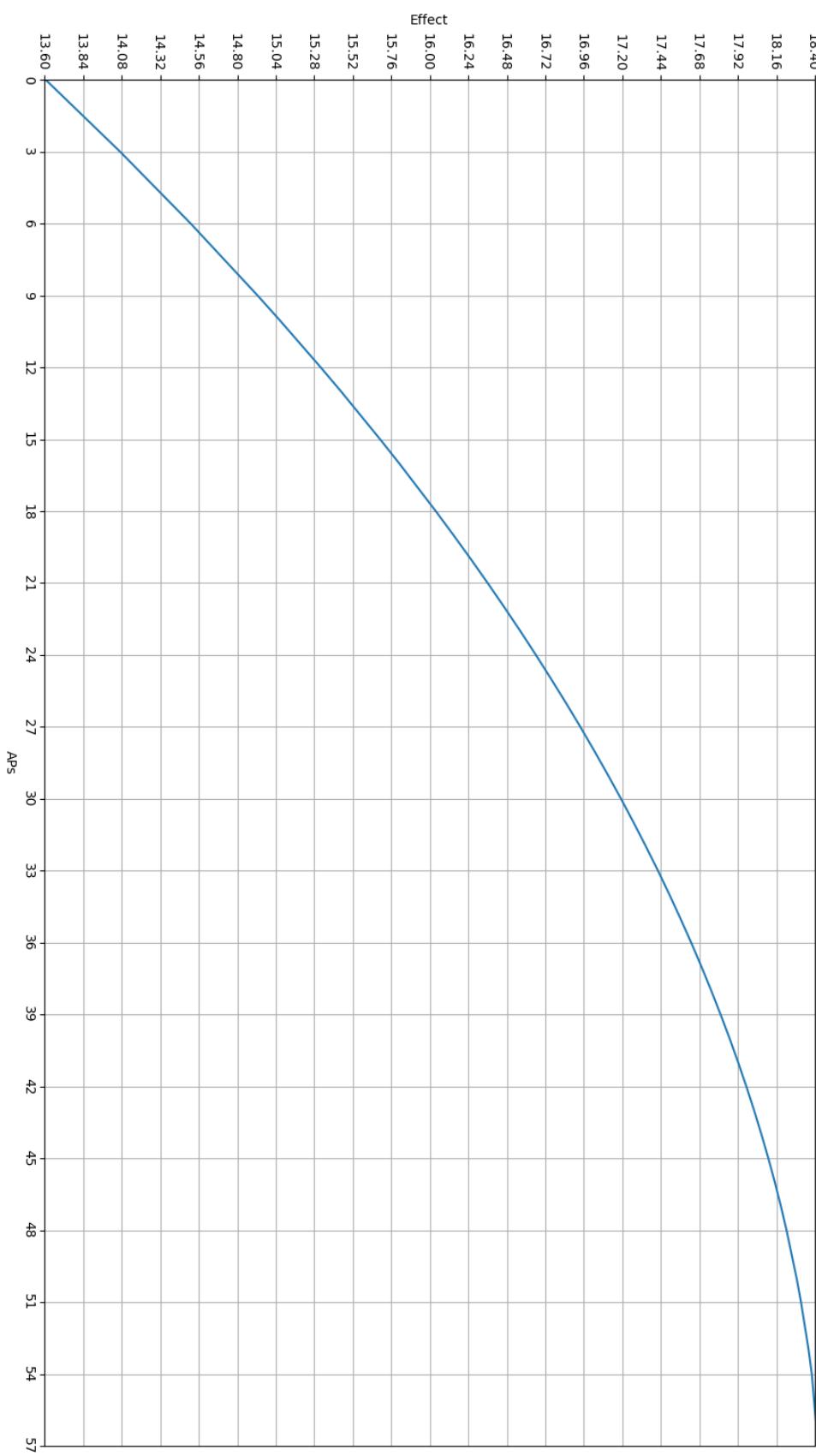
Bomb Distance Up - Point Sensor



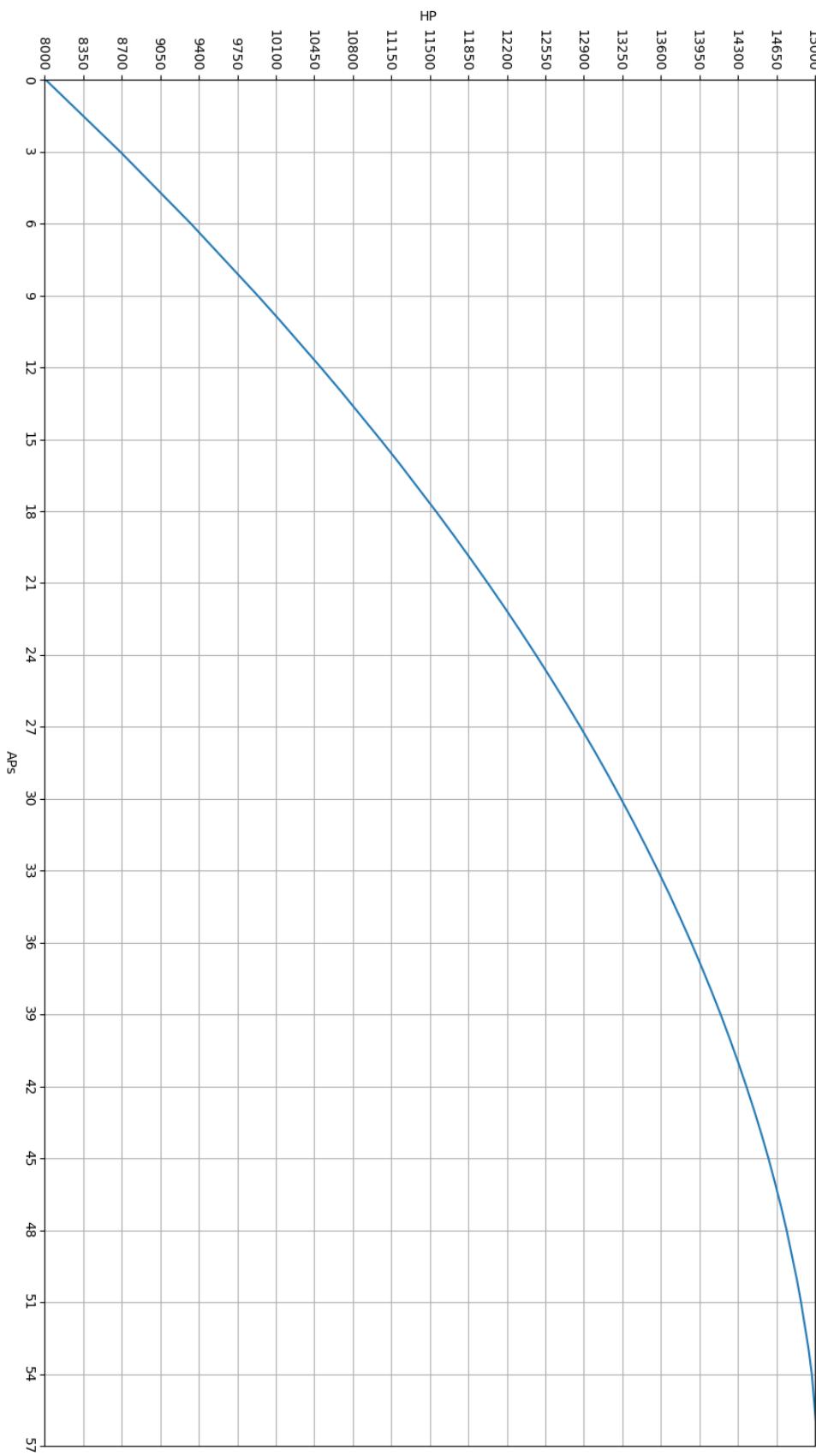
Sub Power Up - Point Sensor Mark Time Duration



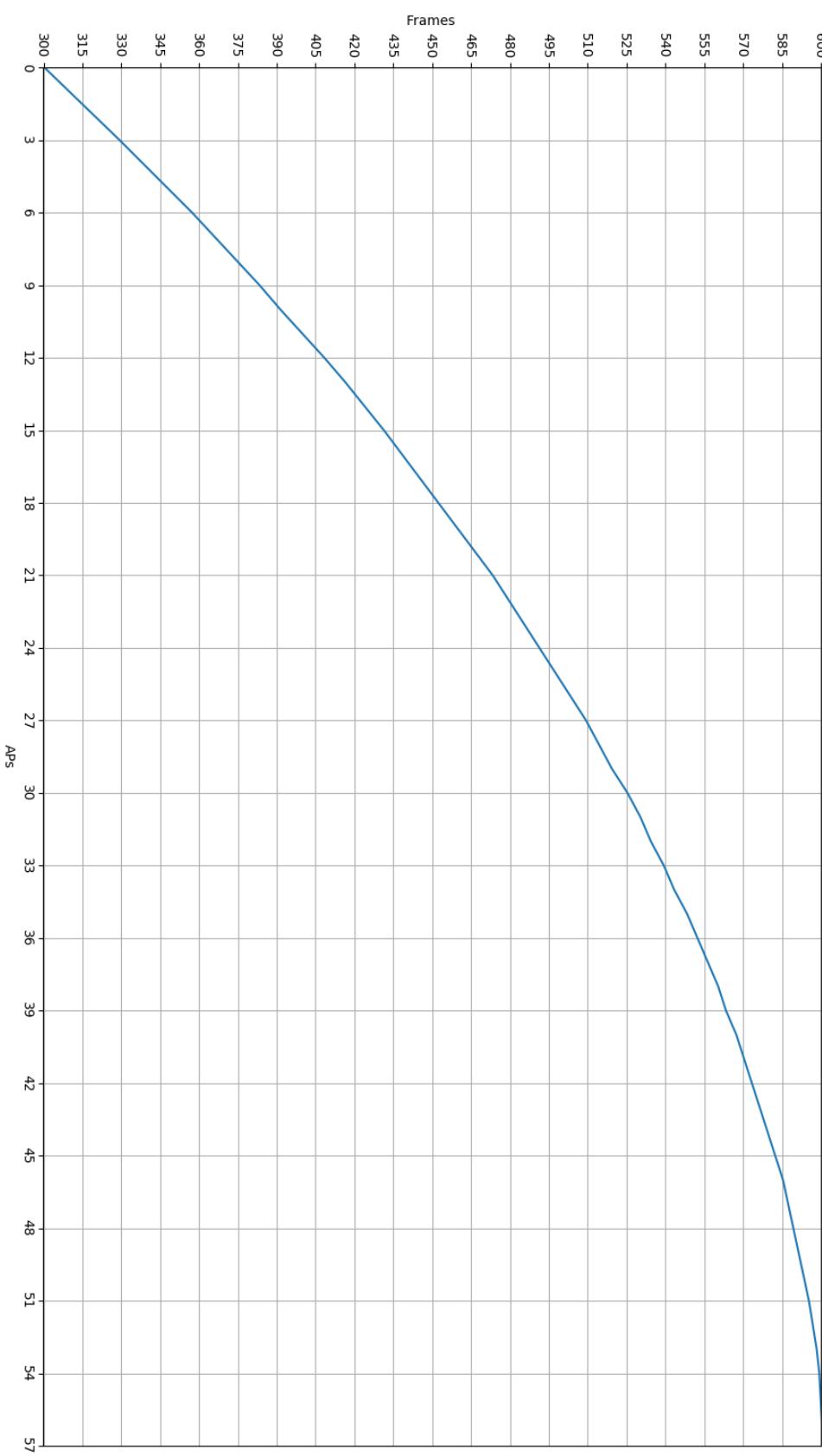
Sub Power Up - Torpedo Distance Up

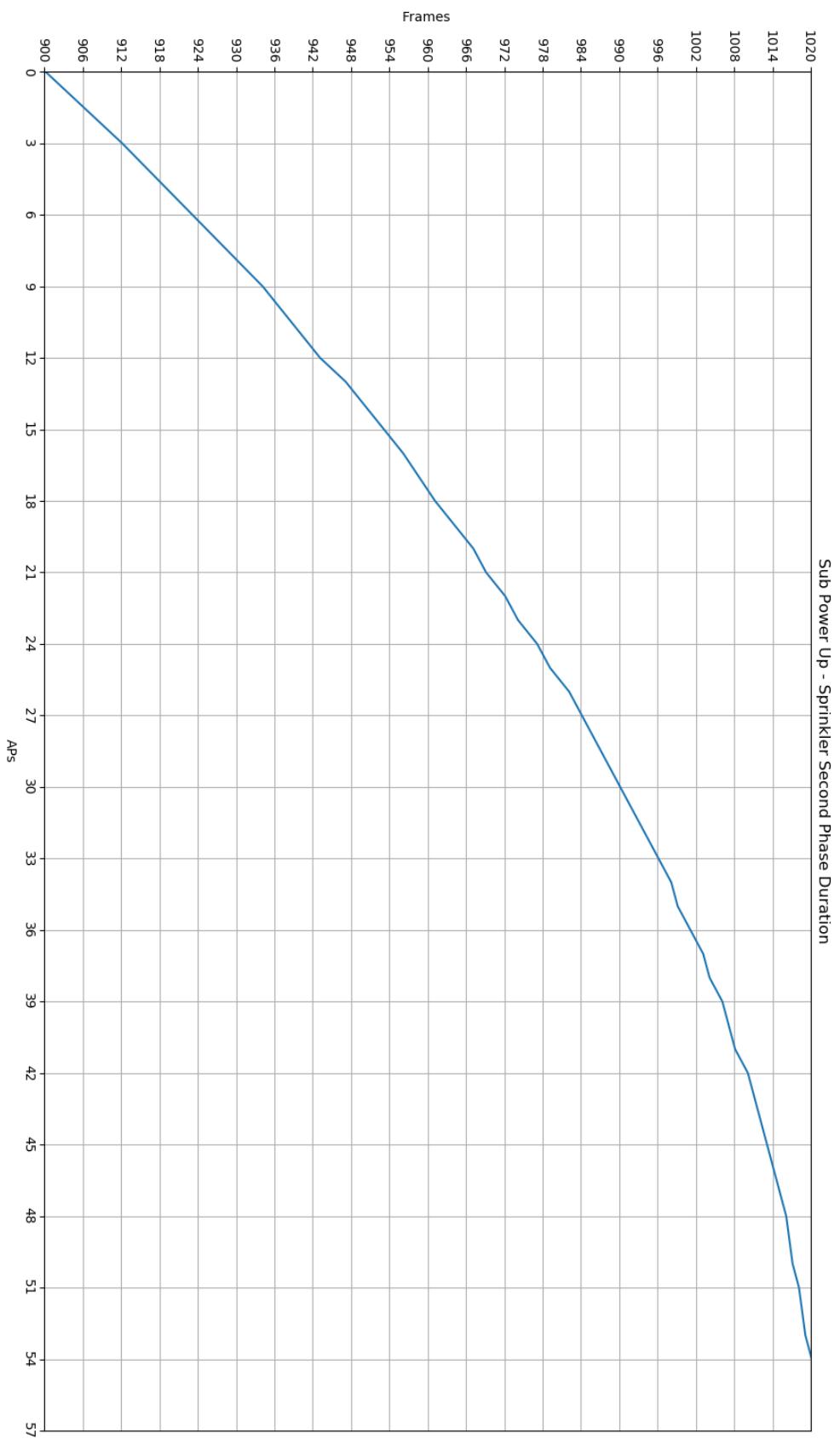


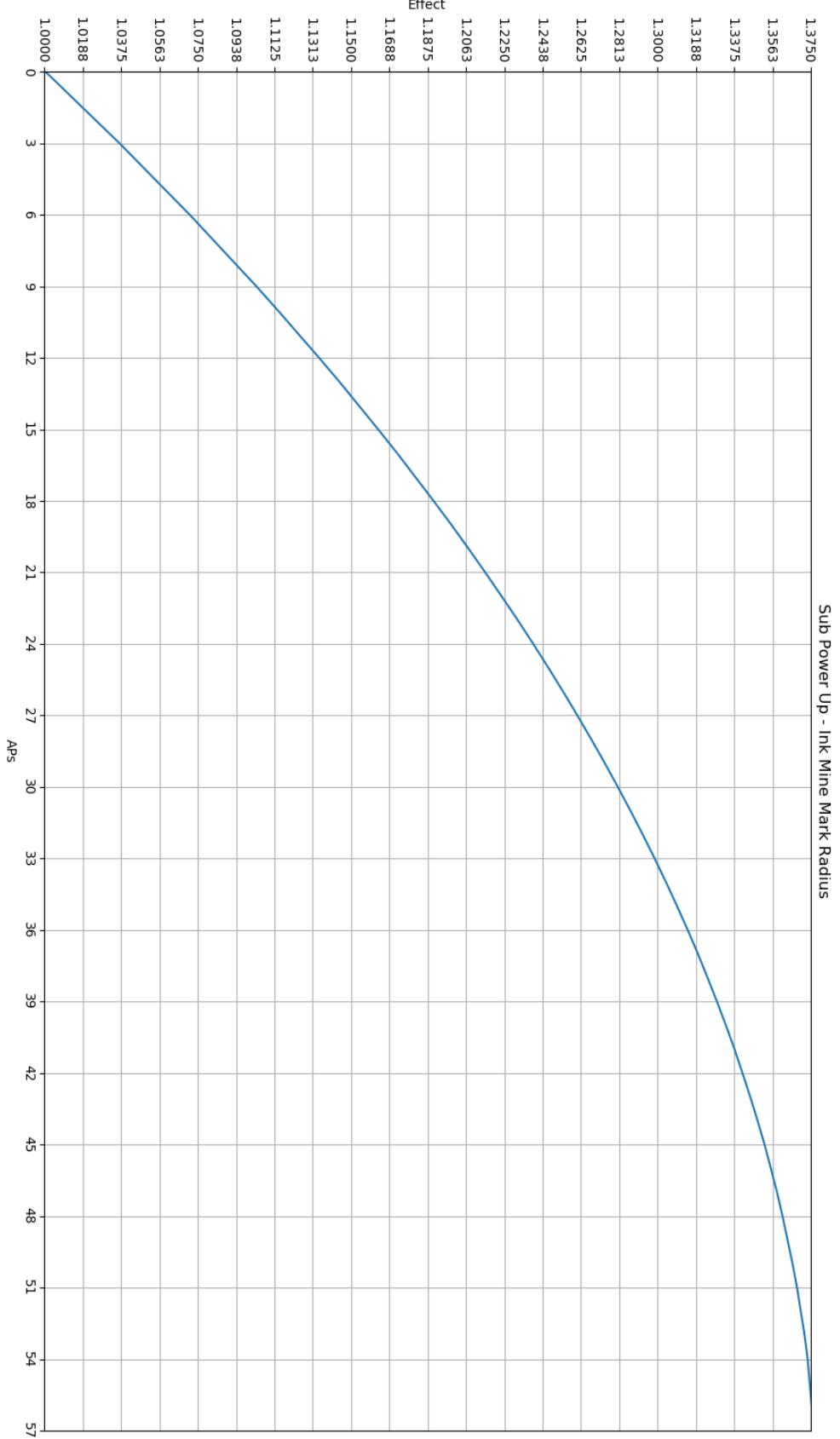
Sub Power Up - Splash Wall Max HP



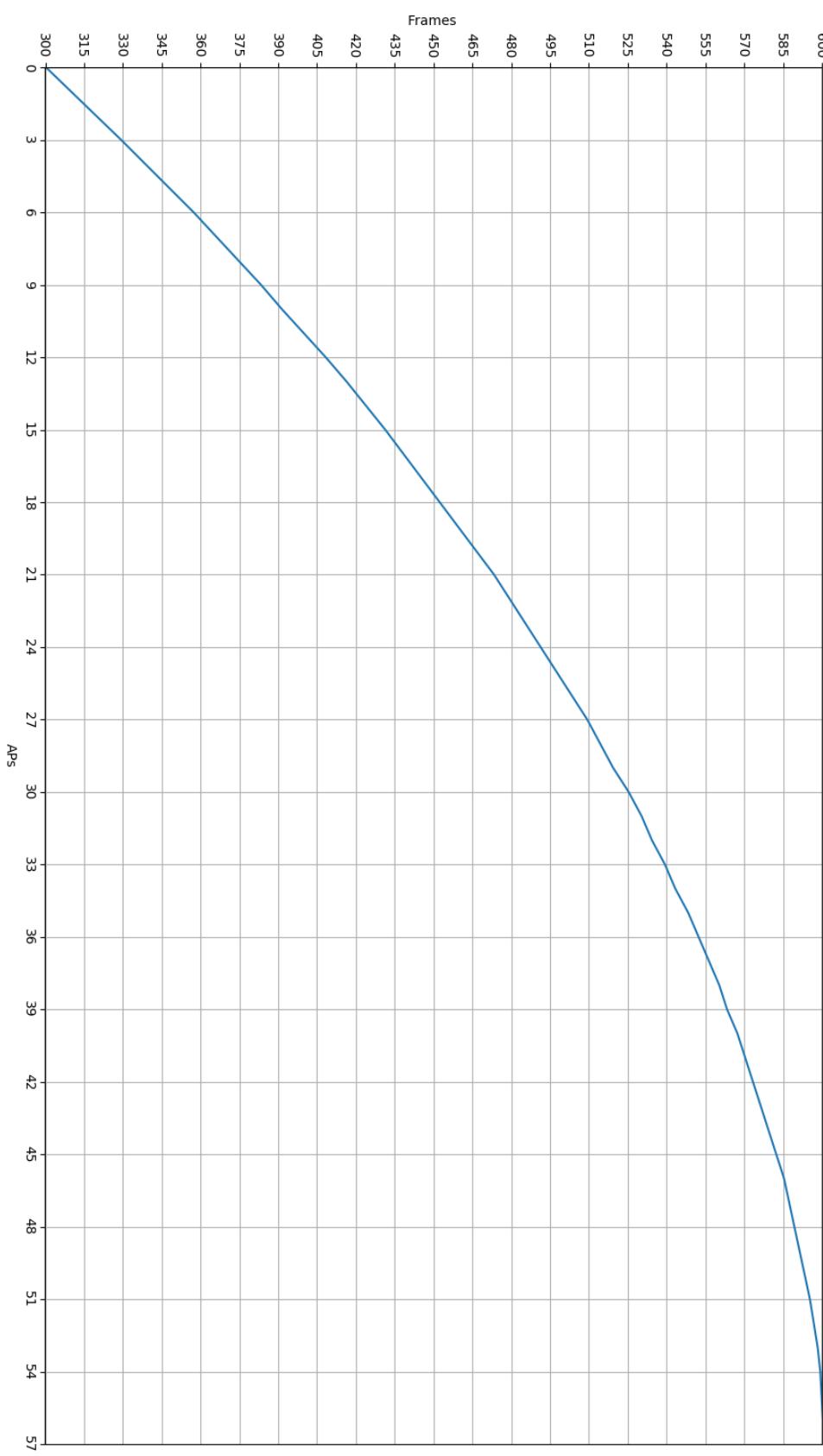
Sub Power Up - Sprinkler First Phase Duration







Sub Power Up - Ink Mine Mark Time Duration



15 Main Power Up

15.1 Splattershot Jr. - Increased Ink Coverage

Main	Sub	AP	Effect
0	0	0	12.9
0	1	3	12.9489
0	2	6	13.052
0	3	9	13.1897
1	0	10	13.2414
0	4	12	13.3514
1	1	13	13.4093
0	5	15	13.5294
1	2	16	13.5914
0	6	18	13.7178
1	3	19	13.7819
2	0	20	13.8466
0	7	21	13.9113
1	4	22	13.9763
2	1	23	14.0413
0	8	24	14.106
1	5	25	14.1702
2	2	26	14.2343
0	9	27	14.2978
1	6	28	14.3603
2	3	29	14.4222
3	0	30	14.4833
1	7	31	14.5432
2	4	32	14.6022
3	1	33	14.6602
1	8	34	14.7166
2	5	35	14.7715
3	2	36	14.8255
1	9	37	14.8778
2	6	38	14.9282
3	3	39	14.9771
1	10	40	15.0245
2	7	41	15.0698
3	4	42	15.1135
1	11	43	15.1555
2	8	44	15.1952
3	5	45	15.2332
1	12	46	15.2688
2	9	47	15.3025
3	6	48	15.3338
2	10	50	15.3904
3	7	51	15.4153
2	11	53	15.4586
3	8	54	15.4766
2	12	56	15.5
3	9	57	15.5

Table 15.1: Main Power Up (Splattershot Jr. - Increased Ink Coverage)

15.2 Aerospray - Increased Ink Coverage

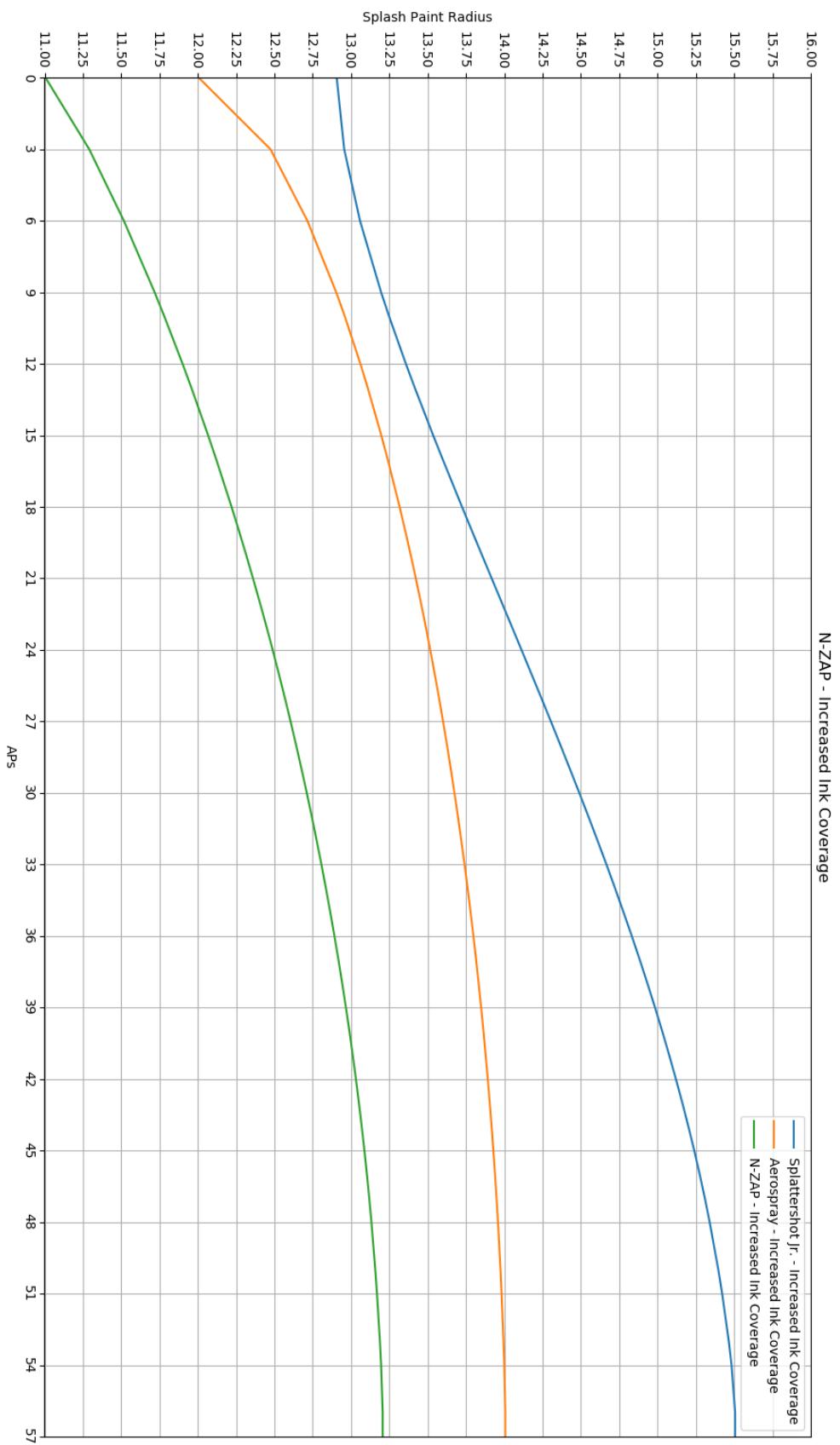
Main	Sub	AP	Effect
0	0	0	12.0
0	1	3	12.468
0	2	6	12.7085
0	3	9	12.8968
1	0	10	12.9523
0	4	12	13.0546
1	1	13	13.1022
0	5	15	13.1909
1	2	16	13.2325
0	6	18	13.3105
1	3	19	13.3471
2	0	20	13.3824
0	7	21	13.4163
1	4	22	13.4489
2	1	23	13.4803
0	8	24	13.5104
1	5	25	13.5393
2	2	26	13.5673
0	9	27	13.5941
1	6	28	13.6198
2	3	29	13.6446
3	0	30	13.6684
1	7	31	13.6912
2	4	32	13.7131
3	1	33	13.7342
1	8	34	13.7544
2	5	35	13.7736
3	2	36	13.7921
1	9	37	13.8097
2	6	38	13.8264
3	3	39	13.8424
1	10	40	13.8577
2	7	41	13.8721
3	4	42	13.8858
1	11	43	13.8987
2	8	44	13.9109
3	5	45	13.9224
1	12	46	13.9331
2	9	47	13.9431
3	6	48	13.9523
2	10	50	13.9688
3	7	51	13.9759
2	11	53	13.9883
3	8	54	13.9934
2	12	56	14.0
3	9	57	14.0

Table 15.2: Main Power Up (Aerospray - Increased Ink Coverage)

15.3 N-ZAP - Increased Ink Coverage

Main	Sub	AP	Effect
0	0	0	11.0
0	1	3	11.2851
0	2	6	11.511
0	3	9	11.7118
1	0	10	11.7745
0	4	12	11.8941
1	1	13	11.9515
0	5	15	12.0608
1	2	16	12.1134
0	6	18	12.2137
1	3	19	12.2618
2	0	20	12.3085
0	7	21	12.3538
1	4	22	12.3979
2	1	23	12.4407
0	8	24	12.4821
1	5	25	12.5221
2	2	26	12.5612
0	9	27	12.5989
1	6	28	12.6353
2	3	29	12.6706
3	0	30	12.7047
1	7	31	12.7376
2	4	32	12.7694
3	1	33	12.8002
1	8	34	12.8296
2	5	35	12.8578
3	2	36	12.8852
1	9	37	12.9113
2	6	38	12.9362
3	3	39	12.9601
1	10	40	12.983
2	7	41	13.0046
3	4	42	13.0253
1	11	43	13.0449
2	8	44	13.0634
3	5	45	13.0808
1	12	46	13.0971
2	9	47	13.1124
3	6	48	13.1265
2	10	50	13.1518
3	7	51	13.1628
2	11	53	13.1819
3	8	54	13.1898
2	12	56	13.2
3	9	57	13.2

Table 15.3: Main Power Up (N-ZAP - Increased Ink Coverage)



15.4 Splattershot Pro - Damage Up

Main	Sub	AP	Effect
0	0	0	21.0-42.0
0	1	3	21.5-43.0
0	2	6	21.9-43.9
0	3	9	22.4-44.8
1	0	10	22.5-45.1
0	4	12	22.8-45.7
1	1	13	23.0-46.0
0	5	15	23.2-46.5
1	2	16	23.4-46.8
0	6	18	23.6-47.3
1	3	19	23.7-47.5
2	0	20	23.8-47.7
0	7	21	24.0-48.0
1	4	22	24.1-48.2
2	1	23	24.2-48.4
0	8	24	24.3-48.6
1	5	25	24.4-48.8
2	2	26	24.5-49.0
0	9	27	24.6-49.2
1	6	28	24.7-49.4
2	3	29	24.8-49.6
3	0	30	24.9-49.8
1	7	31	25.0-49.9
2	4	32	25.0-49.9
3	1	33	25.1-49.9
1	8	34	25.2-49.9
2	5	35	25.3-49.9
3	2	36	25.4-49.9
1	9	37	25.4-49.9
2	6	38	25.5-49.9
3	3	39	25.6-49.9
1	10	40	25.6-49.9
2	7	41	25.7-49.9
3	4	42	25.7-49.9
1	11	43	25.8-49.9
2	8	44	25.8-49.9
3	5	45	25.9-49.9
1	12	46	25.9-49.9
2	9	47	26.0-49.9
3	6	48	26.0-49.9
2	10	50	26.1-49.9
3	7	51	26.1-49.9
2	11	53	26.2-49.9
3	8	54	26.2-49.9
2	12	56	26.2-49.9
3	9	57	26.2-49.9

Table 15.4: Main Power Up (Splattershot Pro - Damage Up)

15.5 Squeezer (Burst Fire Mode/Sploosh-o-matic - Damage Up)

Main	Sub	AP	Effect
0	0	0	19.0-38.0
0	1	3	19.5-39.1
0	2	6	20.0-40.1
0	3	9	20.5-41.1
1	0	10	20.7-41.4
0	4	12	21.0-42.0
1	1	13	21.1-42.3
0	5	15	21.4-42.9
1	2	16	21.6-43.2
0	6	18	21.8-43.7
1	3	19	22.0-44.0
2	0	20	22.1-44.2
0	7	21	22.2-44.5
1	4	22	22.3-44.7
2	1	23	22.5-45.0
0	8	24	22.6-45.2
1	5	25	22.7-45.4
2	2	26	22.8-45.7
0	9	27	22.9-45.9
1	6	28	23.0-46.1
2	3	29	23.1-46.3
3	0	30	23.2-46.5
1	7	31	23.3-46.7
2	4	32	23.4-46.8
3	1	33	23.5-47.0
1	8	34	23.6-47.2
2	5	35	23.6-47.3
3	2	36	23.7-47.5
1	9	37	23.8-47.7
2	6	38	23.9-47.8
3	3	39	23.9-47.9
1	10	40	24.0-48.1
2	7	41	24.1-48.2
3	4	42	24.1-48.3
1	11	43	24.2-48.4
2	8	44	24.2-48.5
3	5	45	24.3-48.6
1	12	46	24.3-48.7
2	9	47	24.4-48.8
3	6	48	24.4-48.9
2	10	50	24.5-49.1
3	7	51	24.5-49.1
2	11	53	24.6-49.2
3	8	54	24.6-49.3
2	12	56	24.7-49.4
3	9	57	24.7-49.4

Table 15.5: Main Power Up (Squeezer (Burst Fire Mode)/Sploosh-o-matic - Damage Up)

15.6 Squeezer (Continues Fire Mode) - Damage Up

Main	Sub	AP	Effect
0	0	0	15.0-30.0
0	1	3	15.2-30.5
0	2	6	15.5-31.1
0	3	9	15.8-31.6
1	0	10	15.9-31.8
0	4	12	16.0-32.1
1	1	13	16.1-32.3
0	5	15	16.3-32.6
1	2	16	16.3-32.7
0	6	18	16.5-33.0
1	3	19	16.5-33.1
2	0	20	16.6-33.3
0	7	21	16.7-33.3
1	4	22	16.7-33.3
2	1	23	16.8-33.3
0	8	24	16.9-33.3
1	5	25	16.9-33.3
2	2	26	17.0-33.3
0	9	27	17.0-33.3
1	6	28	17.1-33.3
2	3	29	17.1-33.3
3	0	30	17.2-33.3
1	7	31	17.2-33.3
2	4	32	17.3-33.3
3	1	33	17.3-33.3
1	8	34	17.4-33.3
2	5	35	17.4-33.3
3	2	36	17.5-33.3
1	9	37	17.5-33.3
2	6	38	17.5-33.3
3	3	39	17.6-33.3
1	10	40	17.6-33.3
2	7	41	17.6-33.3
3	4	42	17.7-33.3
1	11	43	17.7-33.3
2	8	44	17.7-33.3
3	5	45	17.8-33.3
1	12	46	17.8-33.3
2	9	47	17.8-33.3
3	6	48	17.8-33.3
2	10	50	17.9-33.3
3	7	51	17.9-33.3
2	11	53	17.9-33.3
3	8	54	17.9-33.3
2	12	56	18.0-33.3
3	9	57	18.0-33.3

Table 15.6: Main Power Up (Squeezer - (Continues Fire Mode) - Damage Up)

15.7 .96 Gal

Main	Sub	AP	Effect
0	0	0	31.0-62.0
0	1	3	31.7-63.4
0	2	6	32.4-64.9
0	3	9	33.1-66.2
1	0	10	33.3-66.6
0	4	12	33.7-67.5
1	1	13	33.9-67.9
0	5	15	34.3-68.7
1	2	16	34.5-69.1
0	6	18	34.9-69.8
1	3	19	35.1-70.2
2	0	20	35.2-70.5
0	7	21	35.4-70.8
1	4	22	35.6-71.2
2	1	23	35.7-71.5
0	8	24	35.9-71.8
1	5	25	36.0-72.1
2	2	26	36.2-72.4
0	9	27	36.3-72.7
1	6	28	36.5-73.0
2	3	29	36.6-73.3
3	0	30	36.7-73.5
1	7	31	36.9-73.8
2	4	32	37.0-74.0
3	1	33	37.1-74.3
1	8	34	37.2-74.5
2	5	35	37.3-74.7
3	2	36	37.4-74.9
1	9	37	37.5-75.1
2	6	38	37.6-75.3
3	3	39	37.7-75.5
1	10	40	37.8-75.7
2	7	41	37.9-75.9
3	4	42	38.0-76.1
1	11	43	38.1-76.2
2	8	44	38.2-76.4
3	5	45	38.2-76.5
1	12	46	38.3-76.6
2	9	47	38.3-76.7
3	6	48	38.4-76.9
2	10	50	38.5-77.1
3	7	51	38.6-77.2
2	11	53	38.6-77.3
3	8	54	38.7-77.4
2	12	56	38.7-77.5
3	9	57	38.7-77.5

Table 15.7: Main Power Up (.96 Gal)

15.8 Splash-o-matic - Damage Up

Main	Sub	AP	Effect
0	0	0	14.0-28.0
0	1	3	14.3-28.6
0	2	6	14.6-29.3
0	3	9	14.9-29.9
1	0	10	15.0-30.1
0	4	12	15.2-30.4
1	1	13	15.3-30.6
0	5	15	15.5-31.0
1	2	16	15.6-31.2
0	6	18	15.7-31.5
1	3	19	15.8-31.7
2	0	20	15.9-31.8
0	7	21	16.0-32.0
1	4	22	16.0-32.1
2	1	23	16.1-32.3
0	8	24	16.2-32.4
1	5	25	16.2-32.5
2	2	26	16.3-32.7
0	9	27	16.4-32.8
1	6	28	16.4-32.9
2	3	29	16.5-33.1
3	0	30	16.6-33.2
1	7	31	16.6-33.3
2	4	32	16.7-33.3
3	1	33	16.7-33.3
1	8	34	16.8-33.3
2	5	35	16.8-33.3
3	2	36	16.9-33.3
1	9	37	16.9-33.3
2	6	38	17.0-33.3
3	3	39	17.0-33.3
1	10	40	17.1-33.3
2	7	41	17.1-33.3
3	4	42	17.1-33.3
1	11	43	17.2-33.3
2	8	44	17.2-33.3
3	5	45	17.2-33.3
1	12	46	17.3-33.3
2	9	47	17.3-33.3
3	6	48	17.3-33.3
2	10	50	17.4-33.3
3	7	51	17.4-33.3
2	11	53	17.4-33.3
3	8	54	17.4-33.3
2	12	56	17.5-33.3
3	9	57	17.5-33.3

Table 15.8: Main Power Up (Splash-o-matic - Damage Up)

15.9 H-3 Nozzlenose - Damage Up

Main	Sub	AP	Effect
0	0	0	20.5-41.0
0	1	3	20.9-41.9
0	2	6	21.4-42.9
0	3	9	21.9-43.8
1	0	10	22.0-44.1
0	4	12	22.3-44.6
1	1	13	22.4-44.9
0	5	15	22.7-45.4
1	2	16	22.8-45.7
0	6	18	23.0-46.1
1	3	19	23.2-46.4
2	0	20	23.3-46.6
0	7	21	23.4-46.8
1	4	22	23.5-47.1
2	1	23	23.6-47.3
0	8	24	23.7-47.5
1	5	25	23.8-47.7
2	2	26	23.9-47.9
0	9	27	24.0-48.1
1	6	28	24.1-48.3
2	3	29	24.2-48.4
3	0	30	24.3-48.6
1	7	31	24.4-48.8
2	4	32	24.4-48.9
3	1	33	24.5-49.1
1	8	34	24.6-49.3
2	5	35	24.7-49.4
3	2	36	24.7-49.5
1	9	37	24.8-49.7
2	6	38	24.9-49.8
3	3	39	24.9-49.9
1	10	40	25.0-49.9
2	7	41	25.1-49.9
3	4	42	25.1-49.9
1	11	43	25.2-49.9
2	8	44	25.2-49.9
3	5	45	25.3-49.9
1	12	46	25.3-49.9
2	9	47	25.3-49.9
3	6	48	25.4-49.9
2	10	50	25.4-49.9
3	7	51	25.5-49.9
2	11	53	25.5-49.9
3	8	54	25.5-49.9
2	12	56	25.6-49.9
3	9	57	25.6-49.9

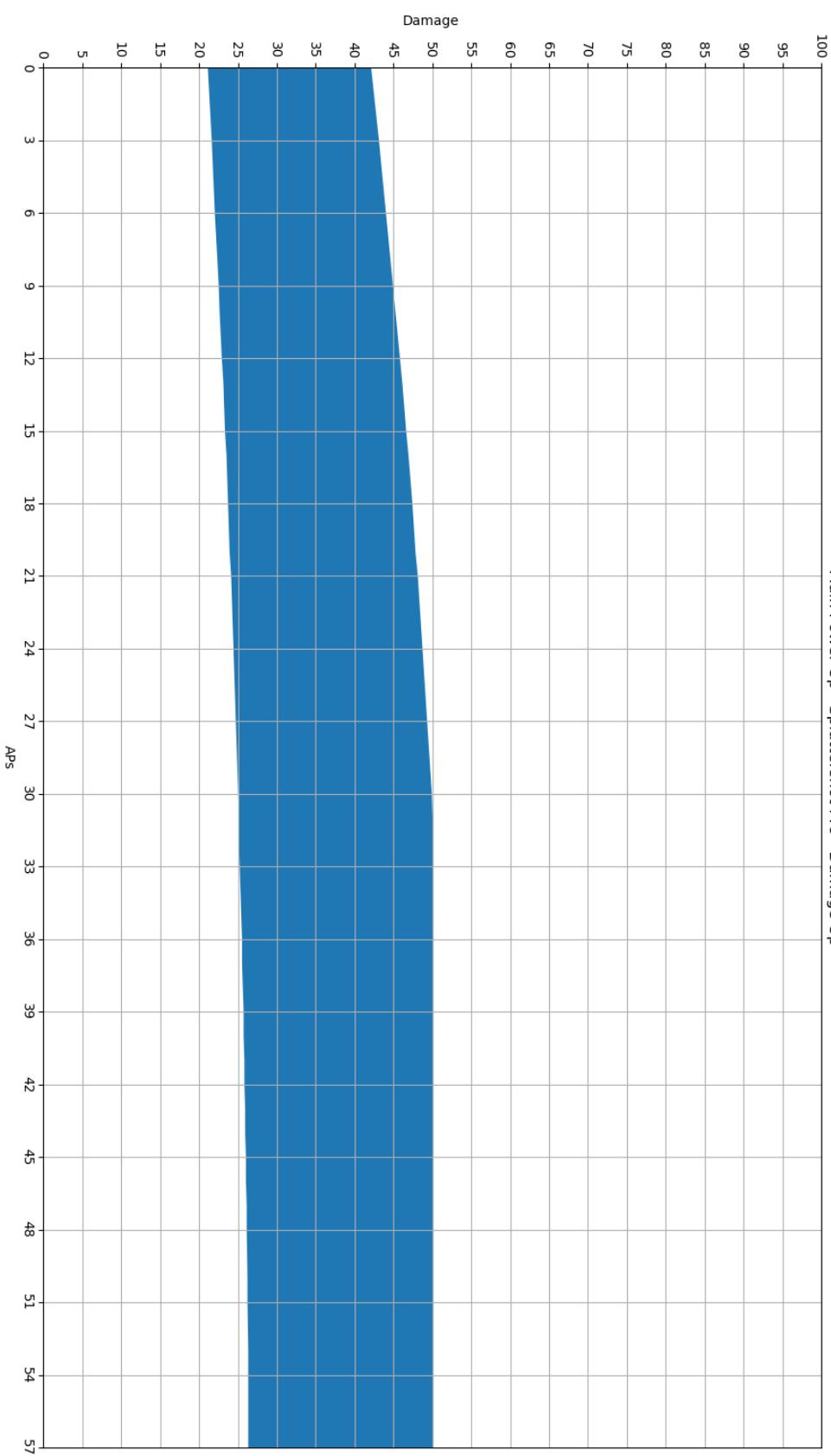
Table 15.9: Main Power Up (H-3 Nozzlenose - Damage Up)

15.10 L-3 Nozzlenose - Damage Up

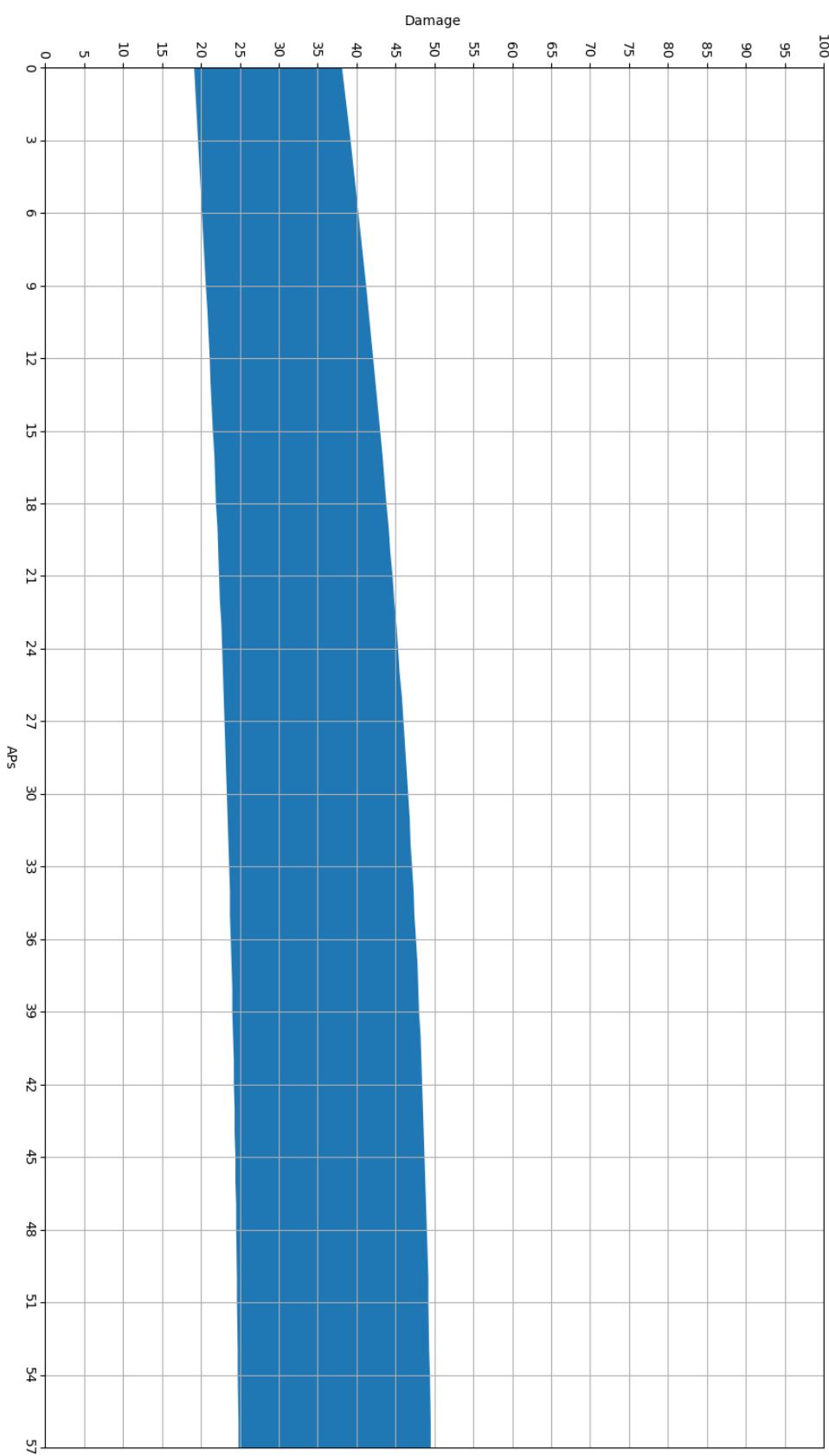
Main	Sub	AP	Effect
0	0	0	14.5-29.0
0	1	3	14.9-29.8
0	2	6	15.3-30.6
0	3	9	15.6-31.3
1	0	10	15.8-31.6
0	4	12	16.0-32.1
1	1	13	16.1-32.3
0	5	15	16.3-32.7
1	2	16	16.4-32.9
0	6	18	16.7-33.3
1	3	19	16.8-33.3
2	0	20	16.9-33.3
0	7	21	16.9-33.3
1	4	22	17.0-33.3
2	1	23	17.1-33.3
0	8	24	17.2-33.3
1	5	25	17.3-33.3
2	2	26	17.4-33.3
0	9	27	17.5-33.3
1	6	28	17.5-33.3
2	3	29	17.6-33.3
3	0	30	17.7-33.3
1	7	31	17.8-33.3
2	4	32	17.8-33.3
3	1	33	17.9-33.3
1	8	34	18.0-33.3
2	5	35	18.0-33.3
3	2	36	18.1-33.3
1	9	37	18.2-33.3
2	6	38	18.2-33.3
3	3	39	18.3-33.3
1	10	40	18.3-33.3
2	7	41	18.4-33.3
3	4	42	18.4-33.3
1	11	43	18.5-33.3
2	8	44	18.5-33.3
3	5	45	18.5-33.3
1	12	46	18.6-33.3
2	9	47	18.6-33.3
3	6	48	18.6-33.3
2	10	50	18.7-33.3
3	7	51	18.7-33.3
2	11	53	18.8-33.3
3	8	54	18.8-33.3
2	12	56	18.8-33.3
3	9	57	18.8-33.3

Table 15.10: Main Power Up (L-3 Nozzlenose - Damage Up)

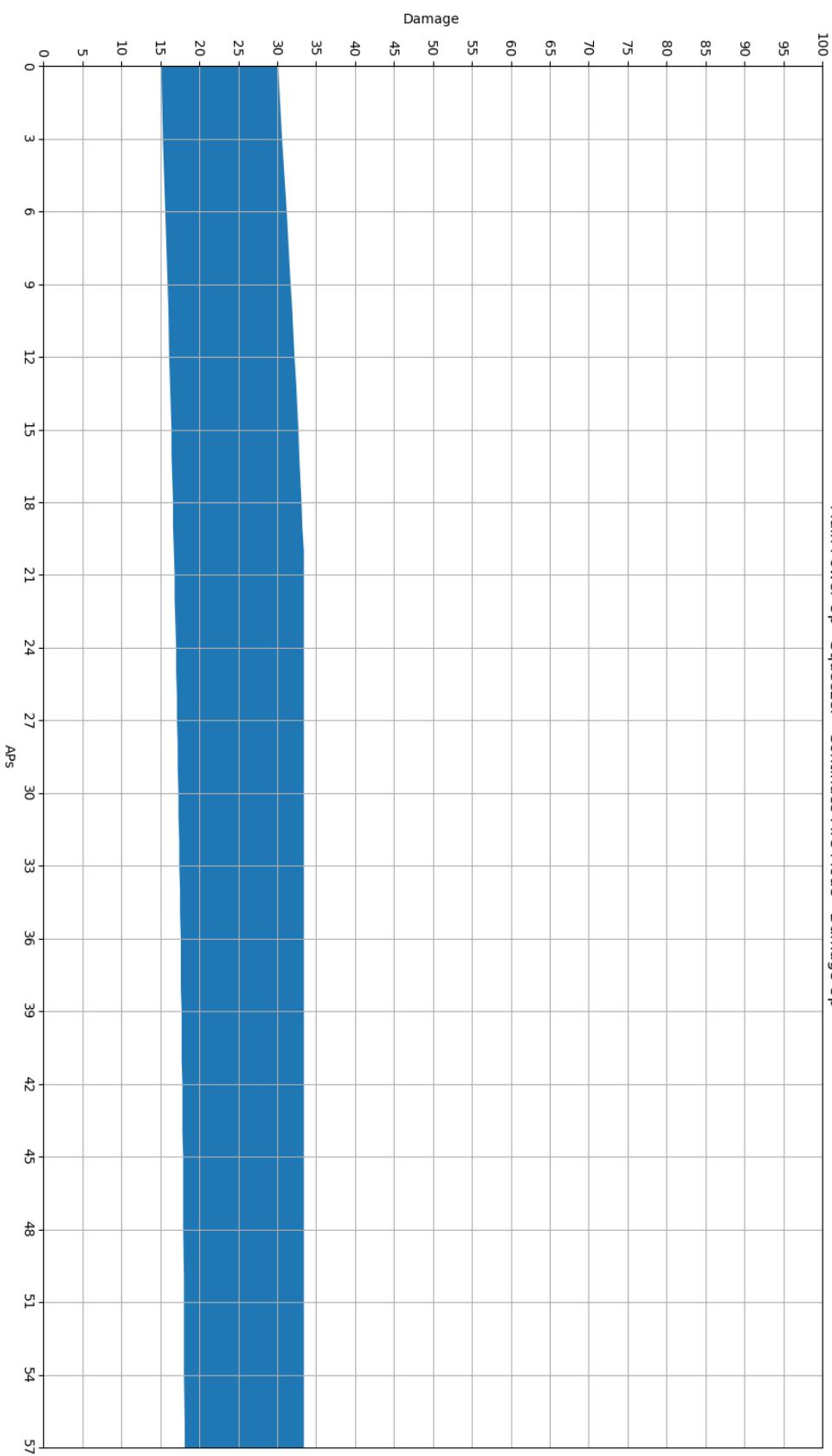
Main Power Up - Splattershot Pro - Damage Up

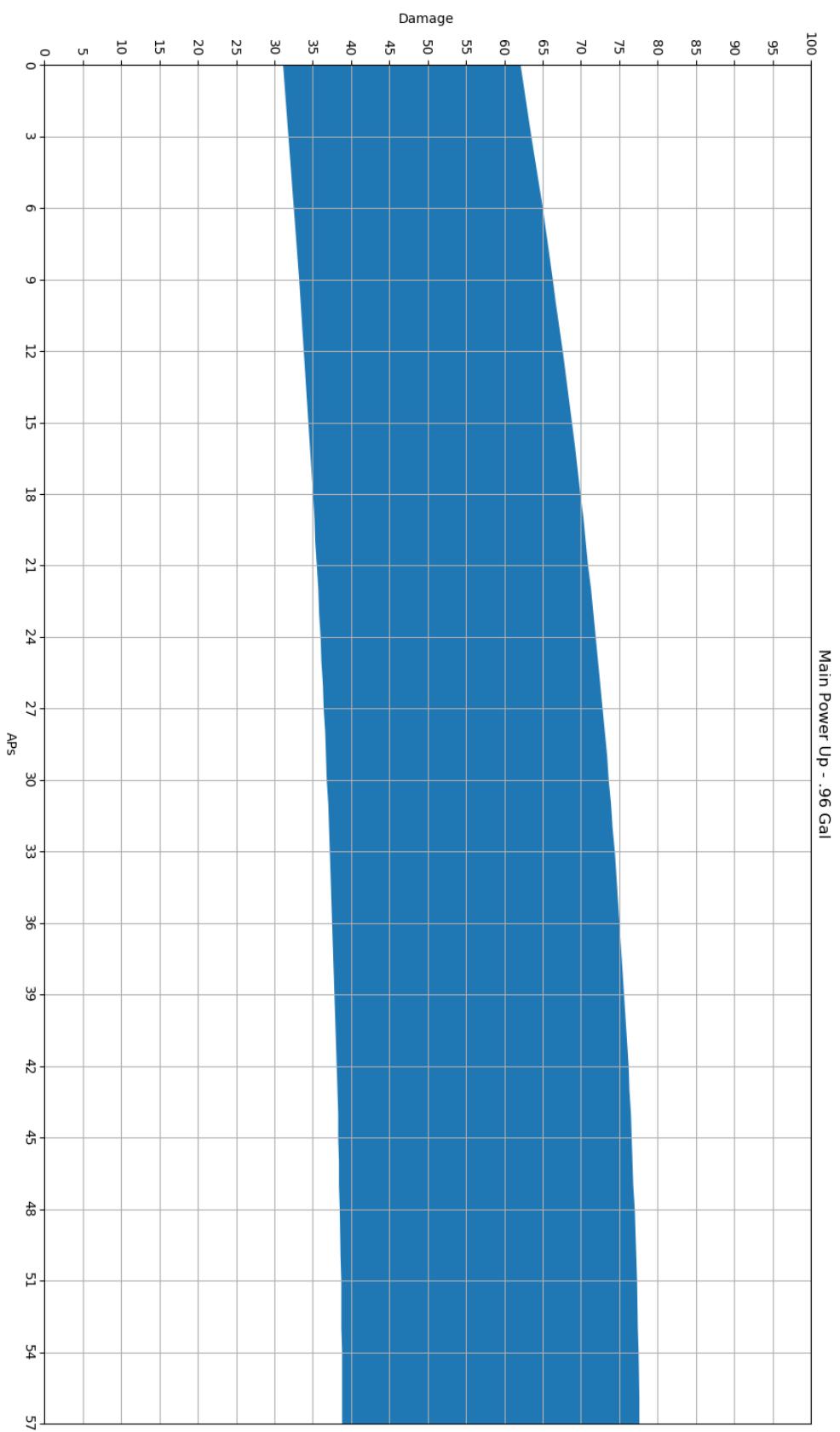


Main Power Up - Squeezzer Burst Fire Mode - Sploosh-o-matic - Damage Up

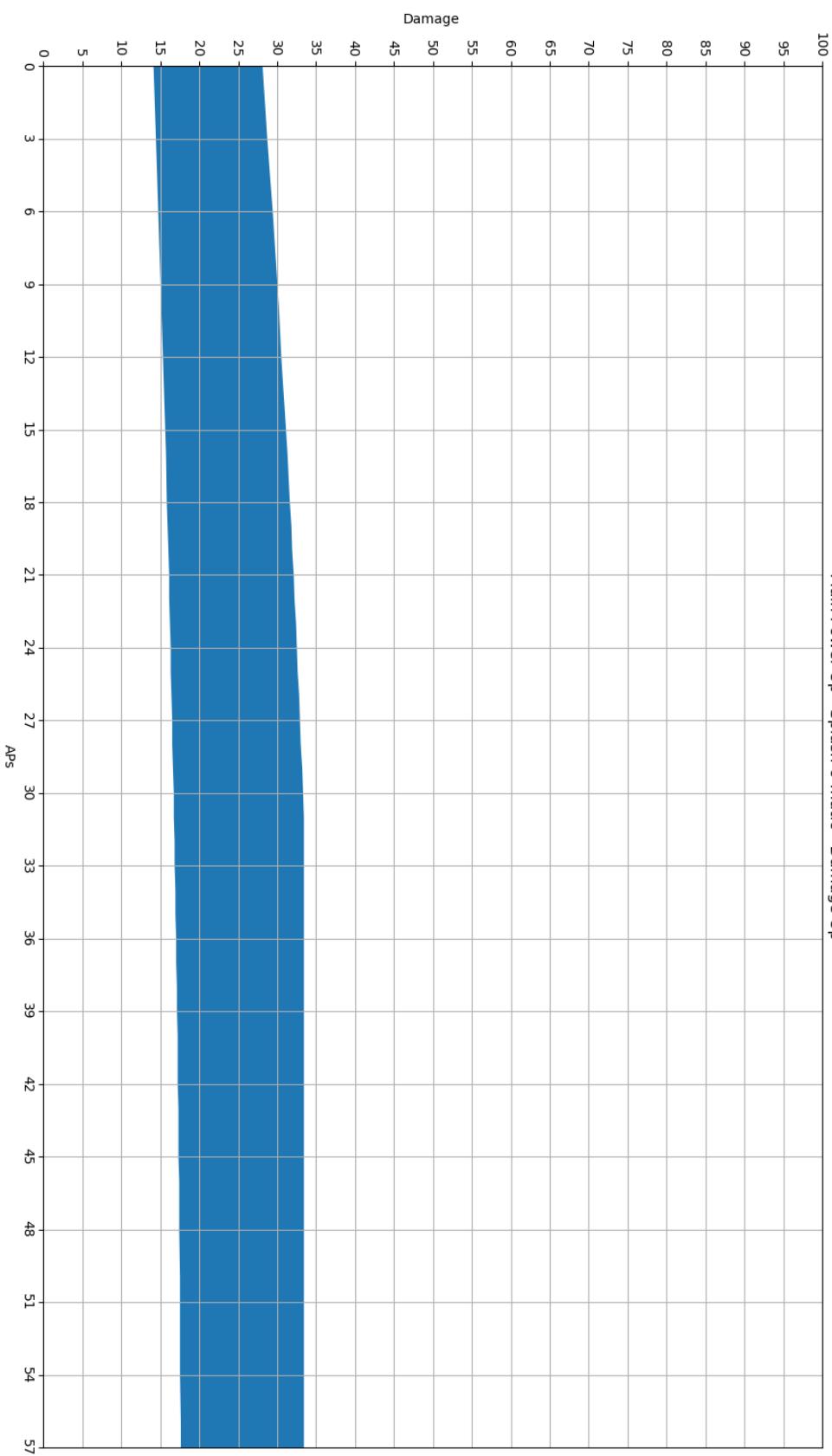


Main Power Up - Squeezzer - Continues Fire Mode - Damage Up

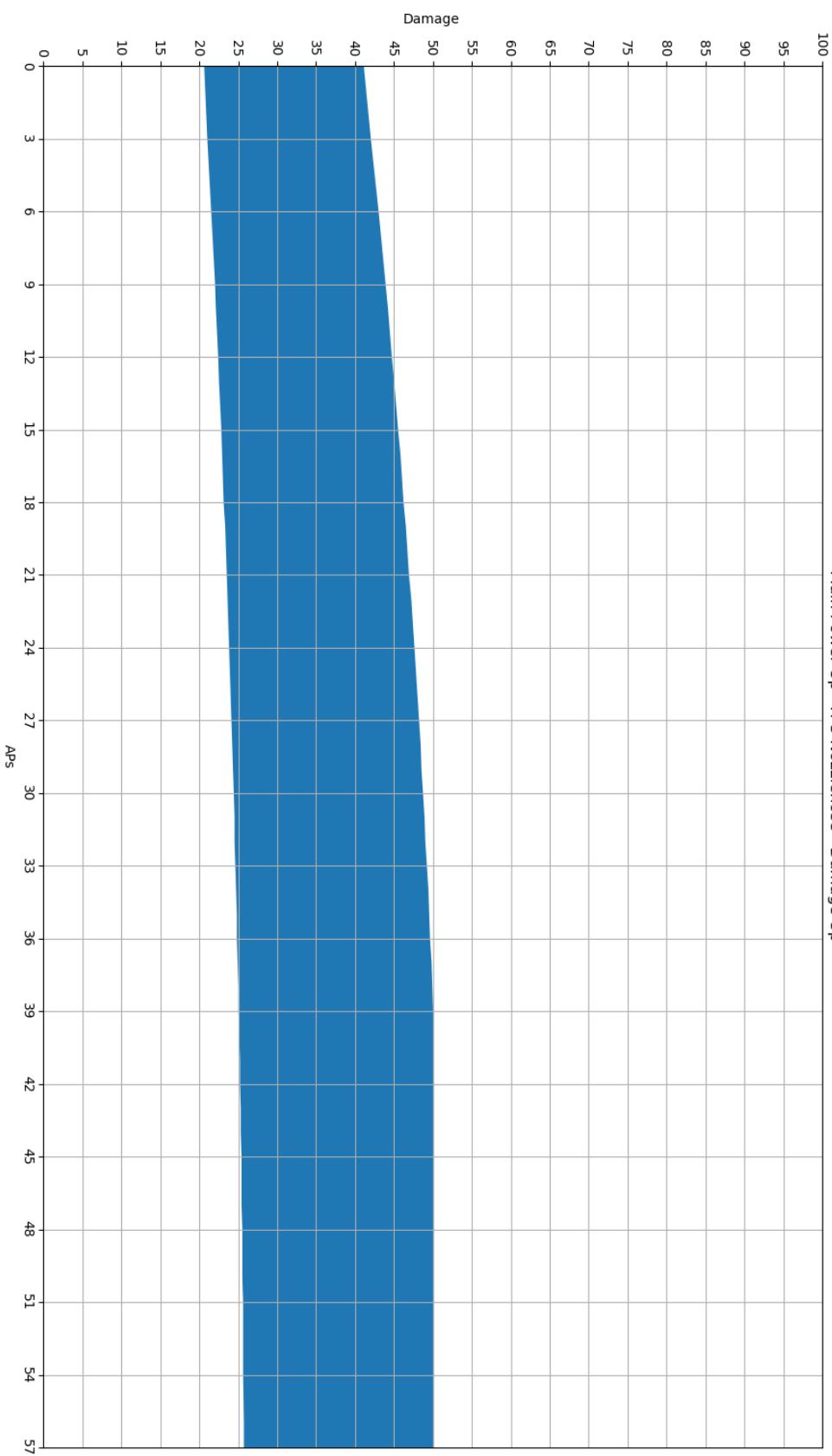




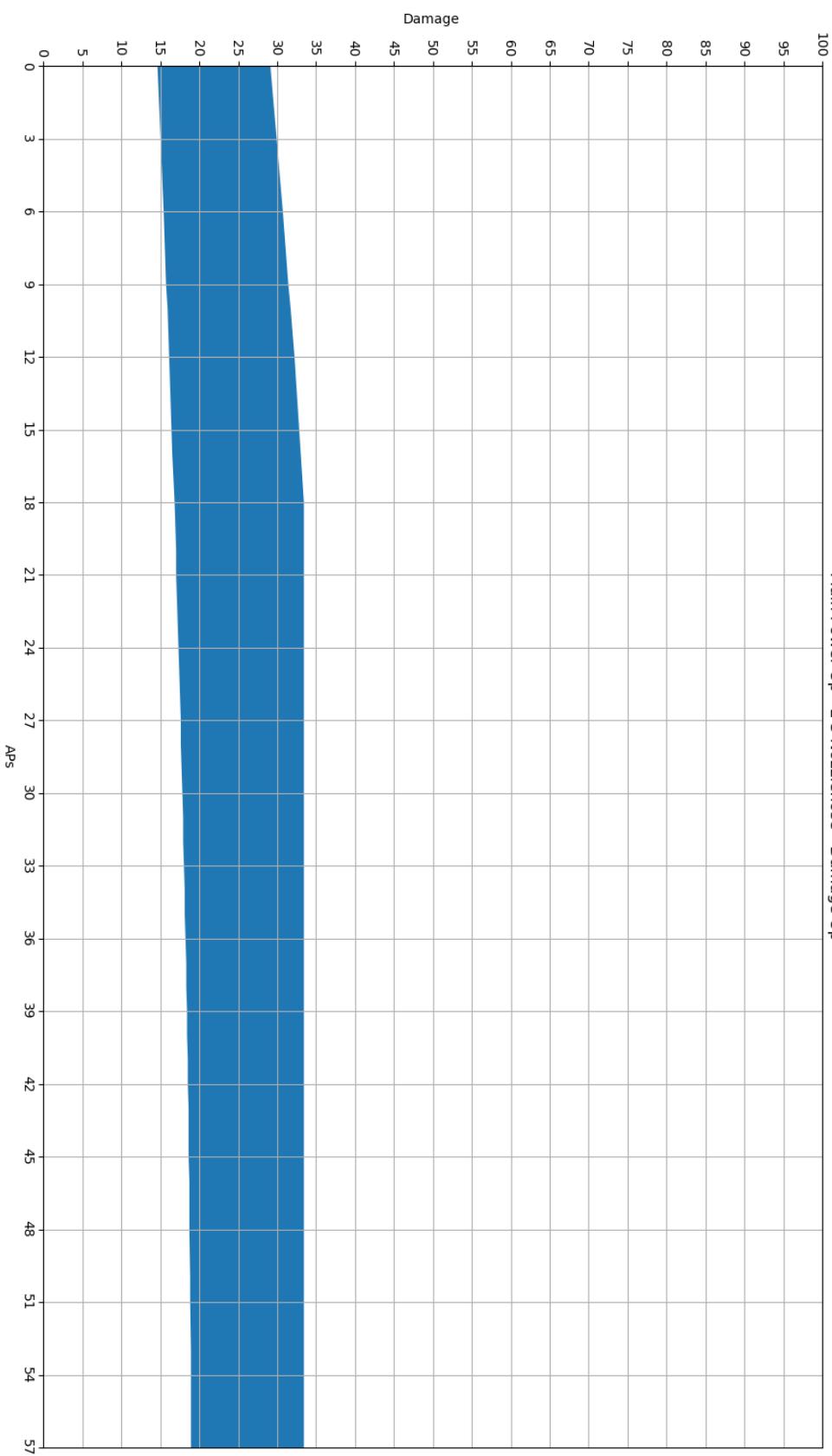
Main Power Up - Splash-o-matic - Damage Up



Main Power Up - H-3 Nozzlenose - Damage Up



Main Power Up - L-3 Nozzlenose - Damage Up



15.11 .52 Gal/Splattershot - Jump Bias

Main	Sub	AP	Effect
0	0	0	12.0
0	1	3	10.4708
0	2	6	9.7405
0	3	9	9.1796
1	0	10	9.0156
0	4	12	8.7146
1	1	13	8.5752
0	5	15	8.3167
1	2	16	8.1955
0	6	18	7.9695
1	3	19	7.8634
2	0	20	7.7615
0	7	21	7.6639
1	4	22	7.5701
2	1	23	7.4798
0	8	24	7.3932
1	5	25	7.3104
2	2	26	7.2302
0	9	27	7.1534
1	6	28	7.0799
2	3	29	7.0091
3	0	30	6.9411
1	7	31	6.876
2	4	32	6.8135
3	1	33	6.7534
1	8	34	6.6961
2	5	35	6.6415
3	2	36	6.5889
1	9	37	6.5388
2	6	38	6.4913
3	3	39	6.446
1	10	40	6.4027
2	7	41	6.3619
3	4	42	6.3231
1	11	43	6.2863
2	8	44	6.2519
3	5	45	6.2194
1	12	46	6.1892
2	9	47	6.1609
3	6	48	6.1348
2	10	50	6.0882
3	7	51	6.068
2	11	53	6.0331
3	8	54	6.0186
2	12	56	6.0
3	9	57	6.0

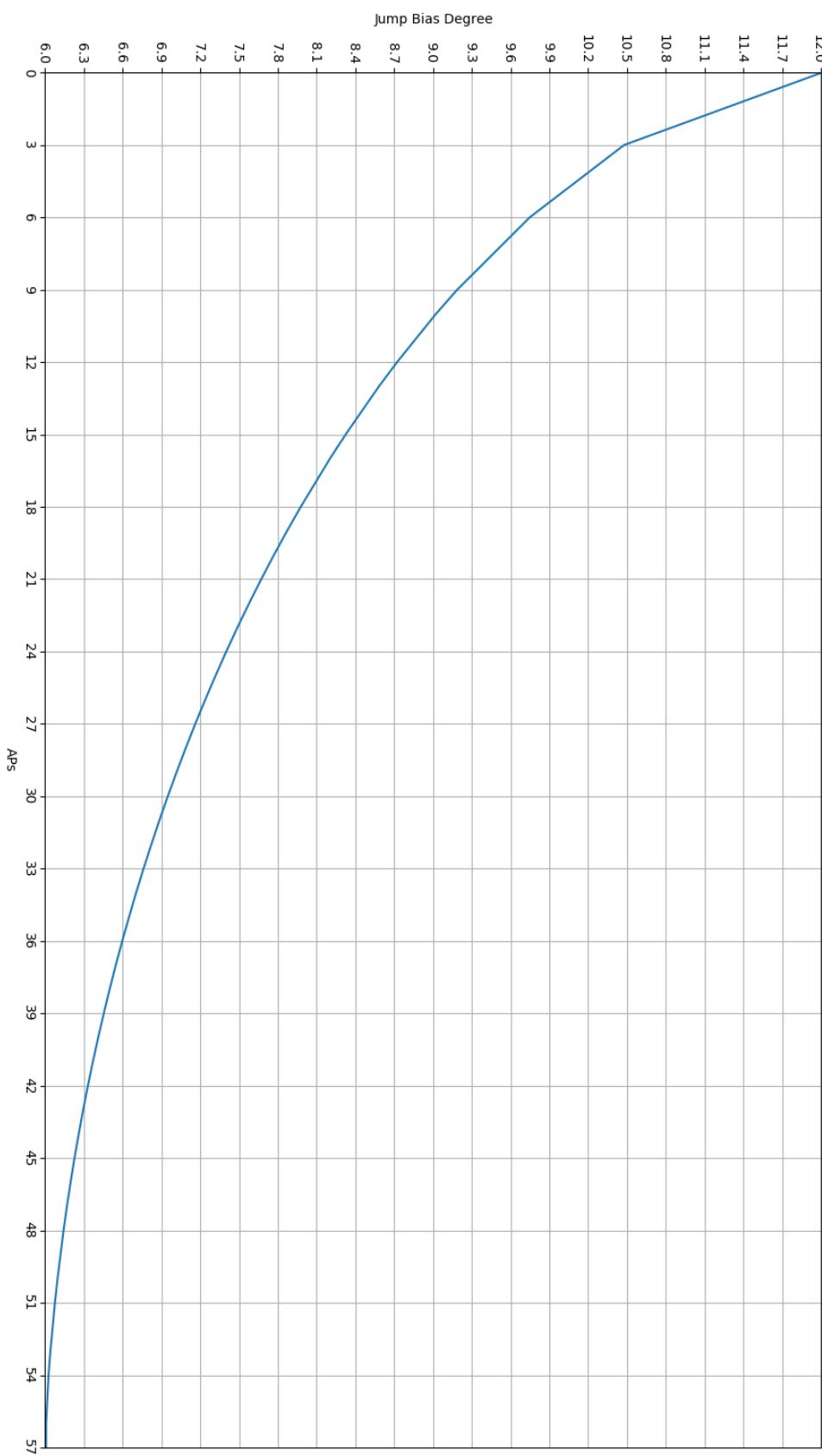
Table 15.11: Main Power Up (.52 Gal/Splattershot - Jump Bias)

15.12 .52 Gal/Splattershot - Jump Bias Interpolation Rate

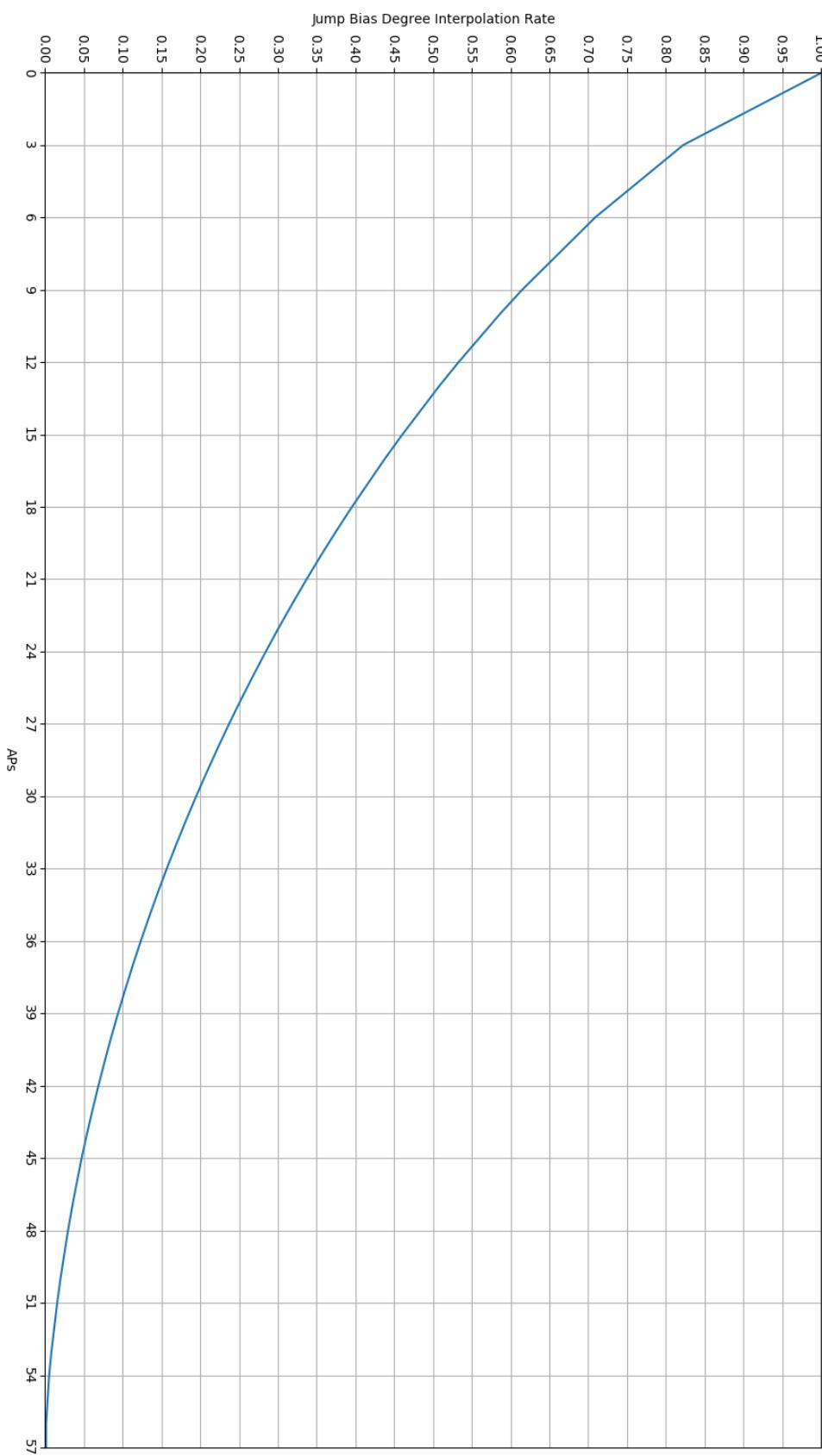
Main	Sub	AP	Effect
0	0	0	1.0
0	1	3	0.8214
0	2	6	0.7079
0	3	9	0.6137
1	0	10	0.5852
0	4	12	0.5318
1	1	13	0.5066
0	5	15	0.4593
1	2	16	0.4368
0	6	18	0.3943
1	3	19	0.3741
2	0	20	0.3546
0	7	21	0.3358
1	4	22	0.3177
2	1	23	0.3001
0	8	24	0.2832
1	5	25	0.2669
2	2	26	0.2511
0	9	27	0.2358
1	6	28	0.2212
2	3	29	0.2071
3	0	30	0.1934
1	7	31	0.1803
2	4	32	0.1677
3	1	33	0.1555
1	8	34	0.1439
2	5	35	0.1328
3	2	36	0.122
1	9	37	0.1118
2	6	38	0.1021
3	3	39	0.0927
1	10	40	0.0838
2	7	41	0.0754
3	4	42	0.0674
1	11	43	0.0598
2	8	44	0.0526
3	5	45	0.0458
1	12	46	0.0396
2	9	47	0.0337
3	6	48	0.0282
2	10	50	0.0185
3	7	51	0.0143
2	11	53	0.0069
3	8	54	0.0039
2	12	56	0.0
3	9	57	0.0

Table 15.12: Main Power Up (.52 Gall/Splattershot - Jump Bias Interpolation Rate)

Main Power Up - Shooter - Jump Bias



Main Power Up - Shooter - Jump Bias Interpolation Rate

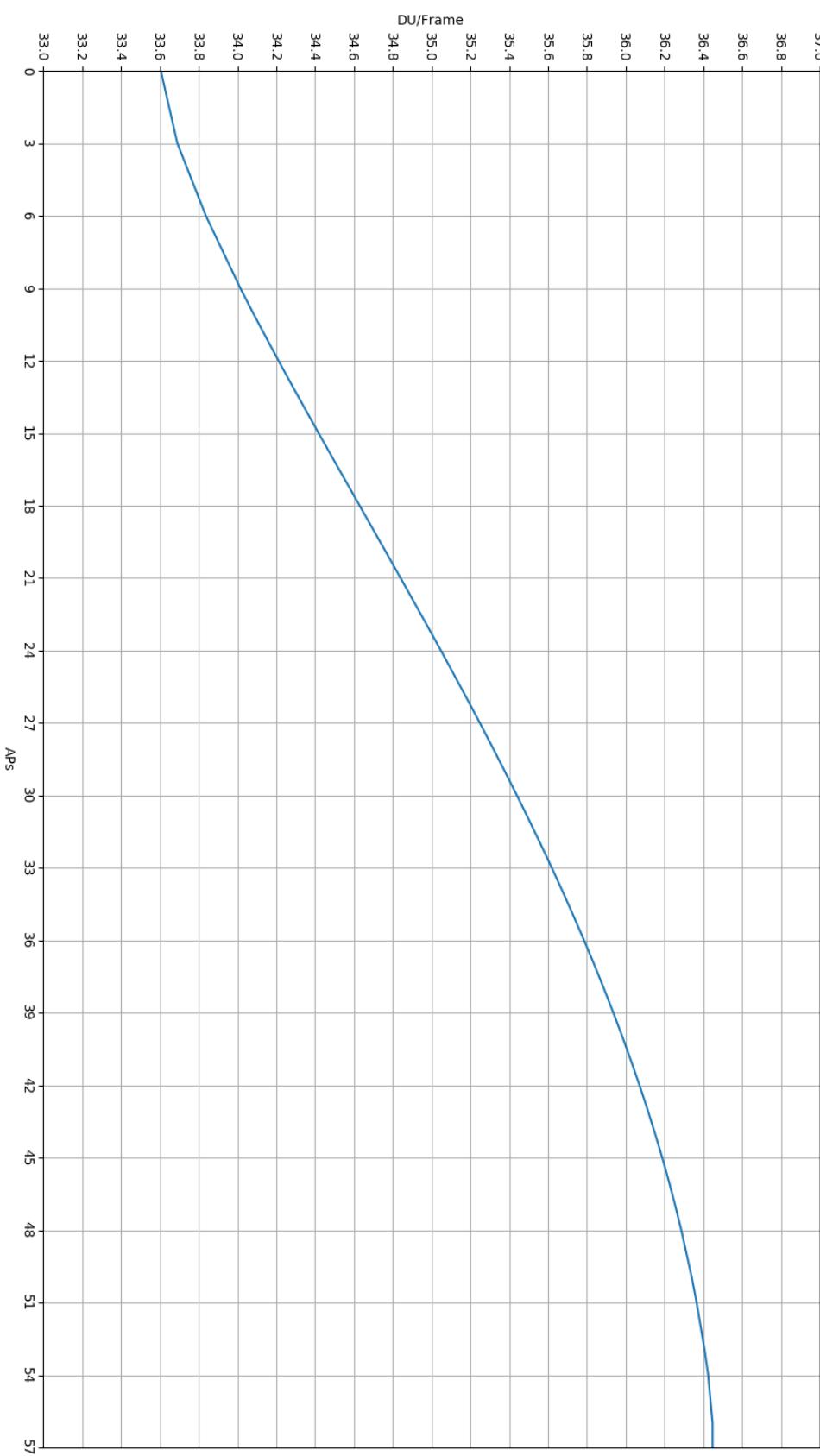


15.13 Jet Squelcher - Bullet Velocity Multiplier

Main	Sub	AP	Effect
0	0	0	33.6
0	1	3	33.6852
0	2	6	33.832
0	3	9	34.0098
1	0	10	34.0737
0	4	12	34.2062
1	1	13	34.2744
0	5	15	34.4129
1	2	16	34.4832
0	6	18	34.6242
1	3	19	34.6948
2	0	20	34.7654
0	7	21	34.8354
1	4	22	34.9052
2	1	23	34.9745
0	8	24	35.0431
1	5	25	35.1106
2	2	26	35.1778
0	9	27	35.2438
1	6	28	35.3085
2	3	29	35.3722
3	0	30	35.4349
1	7	31	35.4961
2	4	32	35.556
3	1	33	35.6146
1	8	34	35.6716
2	5	35	35.7267
3	2	36	35.7807
1	9	37	35.8329
2	6	38	35.8831
3	3	39	35.9316
1	10	40	35.9785
2	7	41	36.0232
3	4	42	36.0662
1	11	43	36.1074
2	8	44	36.1464
3	5	45	36.1835
1	12	46	36.2183
2	9	47	36.2511
3	6	48	36.2816
2	10	50	36.3366
3	7	51	36.3606
2	11	53	36.4026
3	8	54	36.42
2	12	56	36.4426
3	9	57	36.4426

Table 15.13: Main Power Up (Jet Squelcher - Bullet Velocity Multiplier)

Main Power Up - Shooter - Bullet Velocity

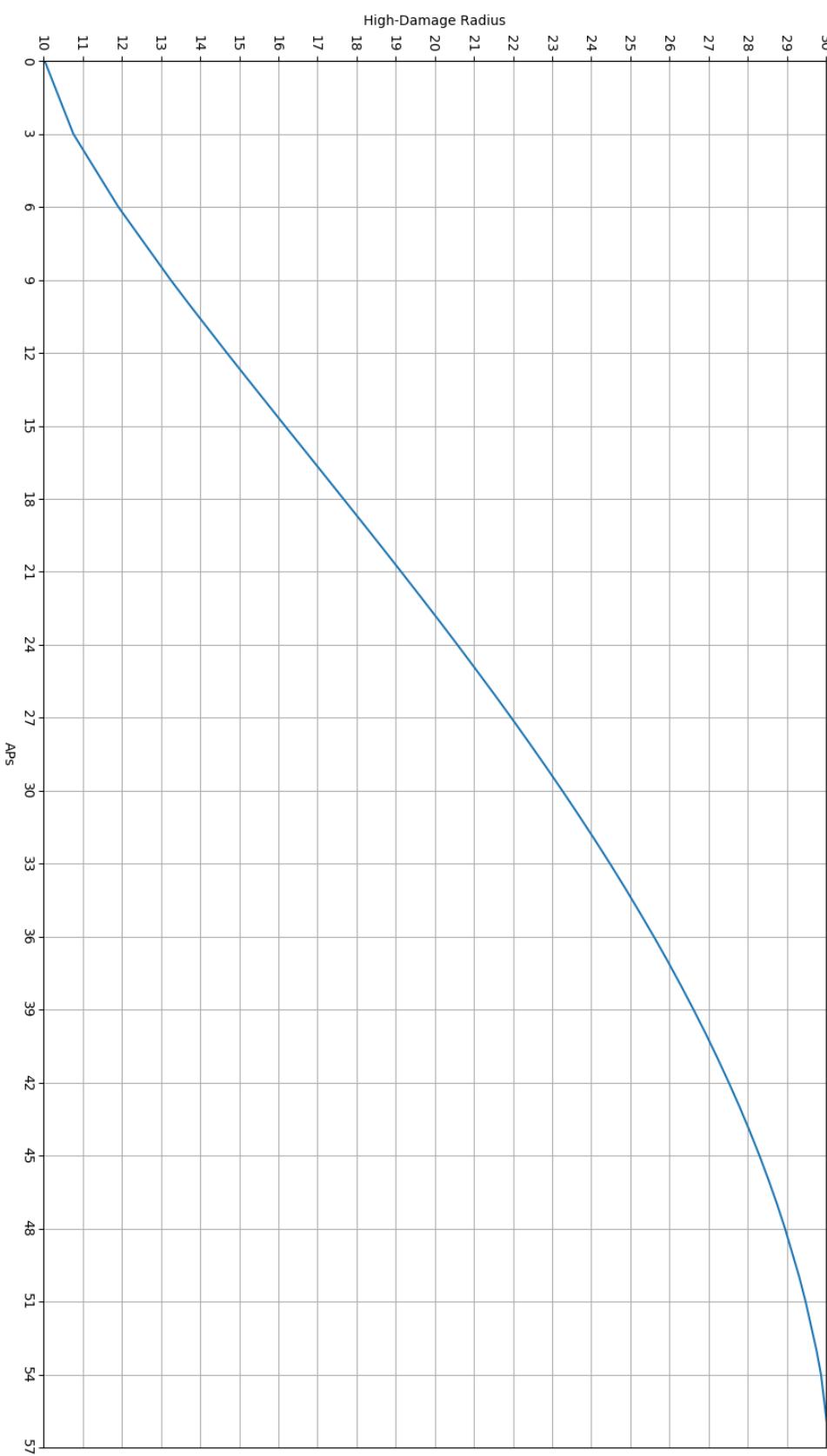


15.14 Luna Blaster - Increased High-Damage Radius

Main	Sub	AP	Effect
0	0	0	10.0
0	1	3	10.7324
0	2	6	11.8833
0	3	9	13.2202
1	0	10	13.6919
0	4	12	14.6581
1	1	13	15.1509
0	5	15	16.1425
1	2	16	16.6428
0	6	18	17.6383
1	3	19	18.1337
2	0	20	18.6271
0	7	21	19.1154
1	4	22	19.6
2	1	23	20.0804
0	8	24	20.5535
1	5	25	21.0187
2	2	26	21.48
0	9	27	21.9323
1	6	28	22.3749
2	3	29	22.8098
3	0	30	23.2365
1	7	31	23.6521
2	4	32	24.0587
3	1	33	24.4559
1	8	34	24.8408
2	5	35	25.2129
3	2	36	25.5772
1	9	37	25.9282
2	6	38	26.2654
3	3	39	26.5913
1	10	40	26.9057
2	7	41	27.2055
3	4	42	27.4932
1	11	43	27.7687
2	8	44	28.0289
3	5	45	28.2765
1	12	46	28.5084
2	9	47	28.7274
3	6	48	28.9303
2	10	50	29.2962
3	7	51	29.456
2	11	53	29.7345
3	8	54	29.8502
2	12	56	30.0
3	9	57	30.0

Table 15.14: Main Power Up (Luna Blaster - Increased High-Damage Radius)

Main Power Up - Blaster - Increased High-Damage Radius



15.15 Clash Blaster - Increased Shot Accuracy

Main	Sub	AP	Effect
0	0	0	8.0
0	1	3	7.6136
0	2	6	7.2468
0	3	9	6.8996
1	0	10	6.788
0	4	12	6.5716
1	1	13	6.4664
0	5	15	6.2632
1	2	16	6.1644
0	6	18	5.974
1	3	19	5.882
2	0	20	5.792
0	7	21	5.7044
1	4	22	5.6188
2	1	23	5.5352
0	8	24	5.454
1	5	25	5.3752
2	2	26	5.298
0	9	27	5.2232
1	6	28	5.1508
2	3	29	5.0804
3	0	30	5.012
1	7	31	4.946
2	4	32	4.882
3	1	33	4.82
1	8	34	4.7604
2	5	35	4.7032
3	2	36	4.6476
1	9	37	4.5944
2	6	38	4.5436
3	3	39	4.4948
1	10	40	4.448
2	7	41	4.4036
3	4	42	4.3612
1	11	43	4.3208
2	8	44	4.2828
3	5	45	4.2468
1	12	46	4.2132
2	9	47	4.1816
3	6	48	4.1524
2	10	50	4.1
3	7	51	4.0772
2	11	53	4.0376
3	8	54	4.0212
2	12	56	4.0
3	9	57	4.0

Table 15.15: Main Power Up (Clash Blaster - Increased Shot Accuracy)

15.16 Blaster - Increased Shot Accuracy

Main	Sub	AP	Effect
0	0	0	10.0
0	1	3	9.6136
0	2	6	9.2468
0	3	9	8.8996
1	0	10	8.788
0	4	12	8.5716
1	1	13	8.4664
0	5	15	8.2632
1	2	16	8.1644
0	6	18	7.974
1	3	19	7.882
2	0	20	7.792
0	7	21	7.7044
1	4	22	7.6188
2	1	23	7.5352
0	8	24	7.454
1	5	25	7.3752
2	2	26	7.298
0	9	27	7.2232
1	6	28	7.1508
2	3	29	7.0804
3	0	30	7.012
1	7	31	6.946
2	4	32	6.882
3	1	33	6.82
1	8	34	6.7604
2	5	35	6.7032
3	2	36	6.6476
1	9	37	6.5944
2	6	38	6.5436
3	3	39	6.4948
1	10	40	6.448
2	7	41	6.4036
3	4	42	6.3612
1	11	43	6.3208
2	8	44	6.2828
3	5	45	6.2468
1	12	46	6.2132
2	9	47	6.1816
3	6	48	6.1524
2	10	50	6.1
3	7	51	6.0772
2	11	53	6.0376
3	8	54	6.0212
2	12	56	6.0
3	9	57	6.0

Table 15.16: Main Power Up (Blaster - Increased Shot Accuracy)

15.17 Range Blaster - Increased Shot Accuracy

Main	Sub	AP	Effect
0	0	0	8.0
0	1	3	7.7102
0	2	6	7.4351
0	3	9	7.1747
1	0	10	7.091
0	4	12	6.9287
1	1	13	6.8498
0	5	15	6.6974
1	2	16	6.6233
0	6	18	6.4805
1	3	19	6.4115
2	0	20	6.344
0	7	21	6.2783
1	4	22	6.2141
2	1	23	6.1514
0	8	24	6.0905
1	5	25	6.0314
2	2	26	5.9735
0	9	27	5.9174
1	6	28	5.8631
2	3	29	5.8103
3	0	30	5.759
1	7	31	5.7095
2	4	32	5.6615
3	1	33	5.615
1	8	34	5.5703
2	5	35	5.5274
3	2	36	5.4857
1	9	37	5.4458
2	6	38	5.4077
3	3	39	5.3711
1	10	40	5.336
2	7	41	5.3027
3	4	42	5.2709
1	11	43	5.2406
2	8	44	5.2121
3	5	45	5.1851
1	12	46	5.1599
2	9	47	5.1362
3	6	48	5.1143
2	10	50	5.075
3	7	51	5.0579
2	11	53	5.0282
3	8	54	5.0159
2	12	56	5.0
3	9	57	5.0

Table 15.17: Main Power Up (Range Blaster - Increased Shot Accuracy)

15.18 Rapid Blaster - Increased Shot Accuracy

Main	Sub	AP	Effect
0	0	0	8.0
0	1	3	7.6136
0	2	6	7.2468
0	3	9	6.8996
1	0	10	6.788
0	4	12	6.5716
1	1	13	6.4664
0	5	15	6.2632
1	2	16	6.1644
0	6	18	5.974
1	3	19	5.882
2	0	20	5.792
0	7	21	5.7044
1	4	22	5.6188
2	1	23	5.5352
0	8	24	5.454
1	5	25	5.3752
2	2	26	5.298
0	9	27	5.2232
1	6	28	5.1508
2	3	29	5.0804
3	0	30	5.012
1	7	31	4.946
2	4	32	4.882
3	1	33	4.82
1	8	34	4.7604
2	5	35	4.7032
3	2	36	4.6476
1	9	37	4.5944
2	6	38	4.5436
3	3	39	4.4948
1	10	40	4.448
2	7	41	4.4036
3	4	42	4.3612
1	11	43	4.3208
2	8	44	4.2828
3	5	45	4.2468
1	12	46	4.2132
2	9	47	4.1816
3	6	48	4.1524
2	10	50	4.1
3	7	51	4.0772
2	11	53	4.0376
3	8	54	4.0212
2	12	56	4.0
3	9	57	4.0

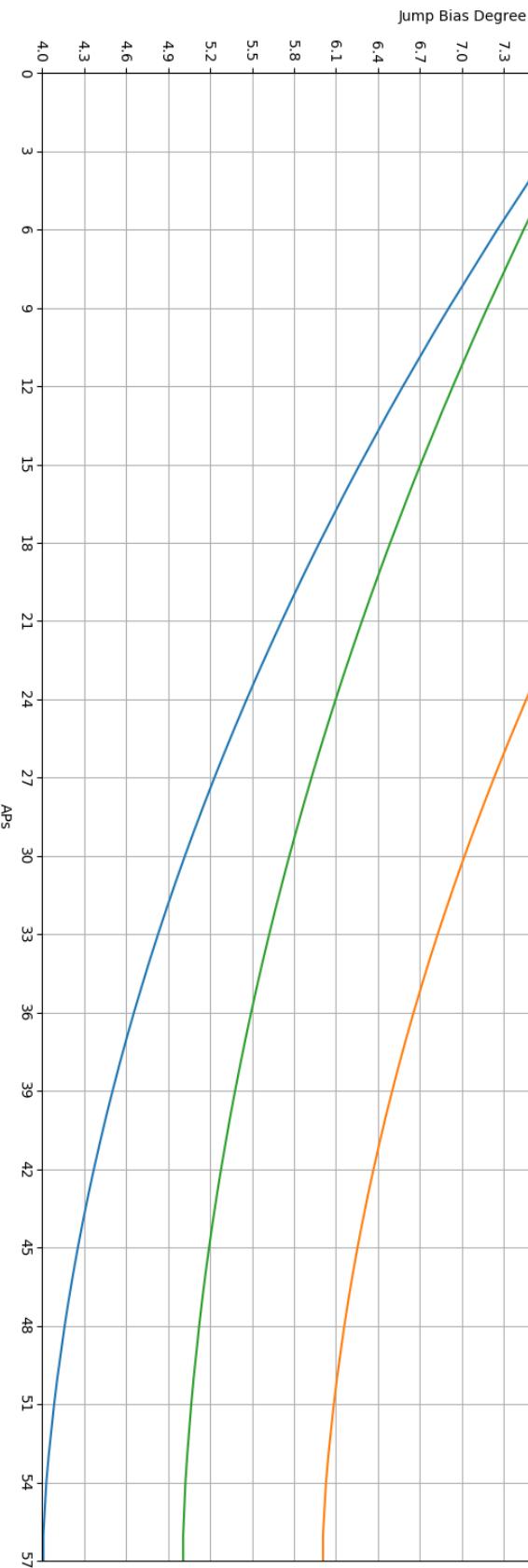
Table 15.18: Main Power Up (Rapid Blaster - Increased Shot Accuracy)

15.19 Rapid Blaster Pro - Increased Shot Accuracy

Main	Sub	AP	Effect
0	0	0	8.0
0	1	3	7.6136
0	2	6	7.2468
0	3	9	6.8996
1	0	10	6.788
0	4	12	6.5716
1	1	13	6.4664
0	5	15	6.2632
1	2	16	6.1644
0	6	18	5.974
1	3	19	5.882
2	0	20	5.792
0	7	21	5.7044
1	4	22	5.6188
2	1	23	5.5352
0	8	24	5.454
1	5	25	5.3752
2	2	26	5.298
0	9	27	5.2232
1	6	28	5.1508
2	3	29	5.0804
3	0	30	5.012
1	7	31	4.946
2	4	32	4.882
3	1	33	4.82
1	8	34	4.7604
2	5	35	4.7032
3	2	36	4.6476
1	9	37	4.5944
2	6	38	4.5436
3	3	39	4.4948
1	10	40	4.448
2	7	41	4.4036
3	4	42	4.3612
1	11	43	4.3208
2	8	44	4.2828
3	5	45	4.2468
1	12	46	4.2132
2	9	47	4.1816
3	6	48	4.1524
2	10	50	4.1
3	7	51	4.0772
2	11	53	4.0376
3	8	54	4.0212
2	12	56	4.0
3	9	57	4.0

Table 15.19: Main Power Up (Rapid Blaster Pro - Increased Shot Accuracy)

Main Power Up - Blaster - Increased Shot Accuracy



15.20 Blobblobber - Increased Ink Coverage

Main	Sub	AP	Effect
0	0	0	1.0
0	1	3	1.0193
0	2	6	1.0377
0	3	9	1.055
1	0	10	1.0606
0	4	12	1.0714
1	1	13	1.0767
0	5	15	1.0868
1	2	16	1.0918
0	6	18	1.1013
1	3	19	1.1059
2	0	20	1.1104
0	7	21	1.1148
1	4	22	1.1191
2	1	23	1.1232
0	8	24	1.1273
1	5	25	1.1312
2	2	26	1.1351
0	9	27	1.1388
1	6	28	1.1425
2	3	29	1.146
3	0	30	1.1494
1	7	31	1.1527
2	4	32	1.1559
3	1	33	1.159
1	8	34	1.162
2	5	35	1.1648
3	2	36	1.1676
1	9	37	1.1703
2	6	38	1.1728
3	3	39	1.1753
1	10	40	1.1776
2	7	41	1.1798
3	4	42	1.1819
1	11	43	1.184
2	8	44	1.1859
3	5	45	1.1877
1	12	46	1.1893
2	9	47	1.1909
3	6	48	1.1924
2	10	50	1.195
3	7	51	1.1961
2	11	53	1.1981
3	8	54	1.1989
2	12	56	1.2
3	9	57	1.2

Table 15.20: Main Power Up (Blobblobber - Increased Ink Coverage)

15.21 Sloshing Machine - Increased Ink Coverage

Main	Sub	AP	Effect
0	0	0	1.0
0	1	3	1.0145
0	2	6	1.0282
0	3	9	1.0413
1	0	10	1.0454
0	4	12	1.0536
1	1	13	1.0575
0	5	15	1.0651
1	2	16	1.0688
0	6	18	1.076
1	3	19	1.0794
2	0	20	1.0828
0	7	21	1.0861
1	4	22	1.0893
2	1	23	1.0924
0	8	24	1.0955
1	5	25	1.0984
2	2	26	1.1013
0	9	27	1.1041
1	6	28	1.1068
2	3	29	1.1095
3	0	30	1.112
1	7	31	1.1145
2	4	32	1.1169
3	1	33	1.1192
1	8	34	1.1215
2	5	35	1.1236
3	2	36	1.1257
1	9	37	1.1277
2	6	38	1.1296
3	3	39	1.1314
1	10	40	1.1332
2	7	41	1.1349
3	4	42	1.1365
1	11	43	1.138
2	8	44	1.1394
3	5	45	1.1407
1	12	46	1.142
2	9	47	1.1432
3	6	48	1.1443
2	10	50	1.1462
3	7	51	1.1471
2	11	53	1.1486
3	8	54	1.1492
2	12	56	1.15
3	9	57	1.15

Table 15.21: Main Power Up (Sloshing Machine - Increased Ink Coverage)

15.22 Tri-Slosher - Increased Ink Coverage

Main	Sub	AP	Effect
0	0	0	1.0
0	1	3	1.0097
0	2	6	1.0188
0	3	9	1.0275
1	0	10	1.0303
0	4	12	1.0357
1	1	13	1.0383
0	5	15	1.0434
1	2	16	1.0459
0	6	18	1.0507
1	3	19	1.053
2	0	20	1.0552
0	7	21	1.0574
1	4	22	1.0595
2	1	23	1.0616
0	8	24	1.0636
1	5	25	1.0656
2	2	26	1.0675
0	9	27	1.0694
1	6	28	1.0712
2	3	29	1.073
3	0	30	1.0747
1	7	31	1.0764
2	4	32	1.0779
3	1	33	1.0795
1	8	34	1.081
2	5	35	1.0824
3	2	36	1.0838
1	9	37	1.0851
2	6	38	1.0864
3	3	39	1.0876
1	10	40	1.0888
2	7	41	1.0899
3	4	42	1.091
1	11	43	1.092
2	8	44	1.0929
3	5	45	1.0938
1	12	46	1.0947
2	9	47	1.0955
3	6	48	1.0962
2	10	50	1.0975
3	7	51	1.0981
2	11	53	1.0991
3	8	54	1.0995
2	12	56	1.1
3	9	57	1.1

Table 15.22: Main Power Up (Tri-Slosher - Increased Ink Coverage)

15.23 Tri-Slosher - Increased Middle Bullet Ink Coverage

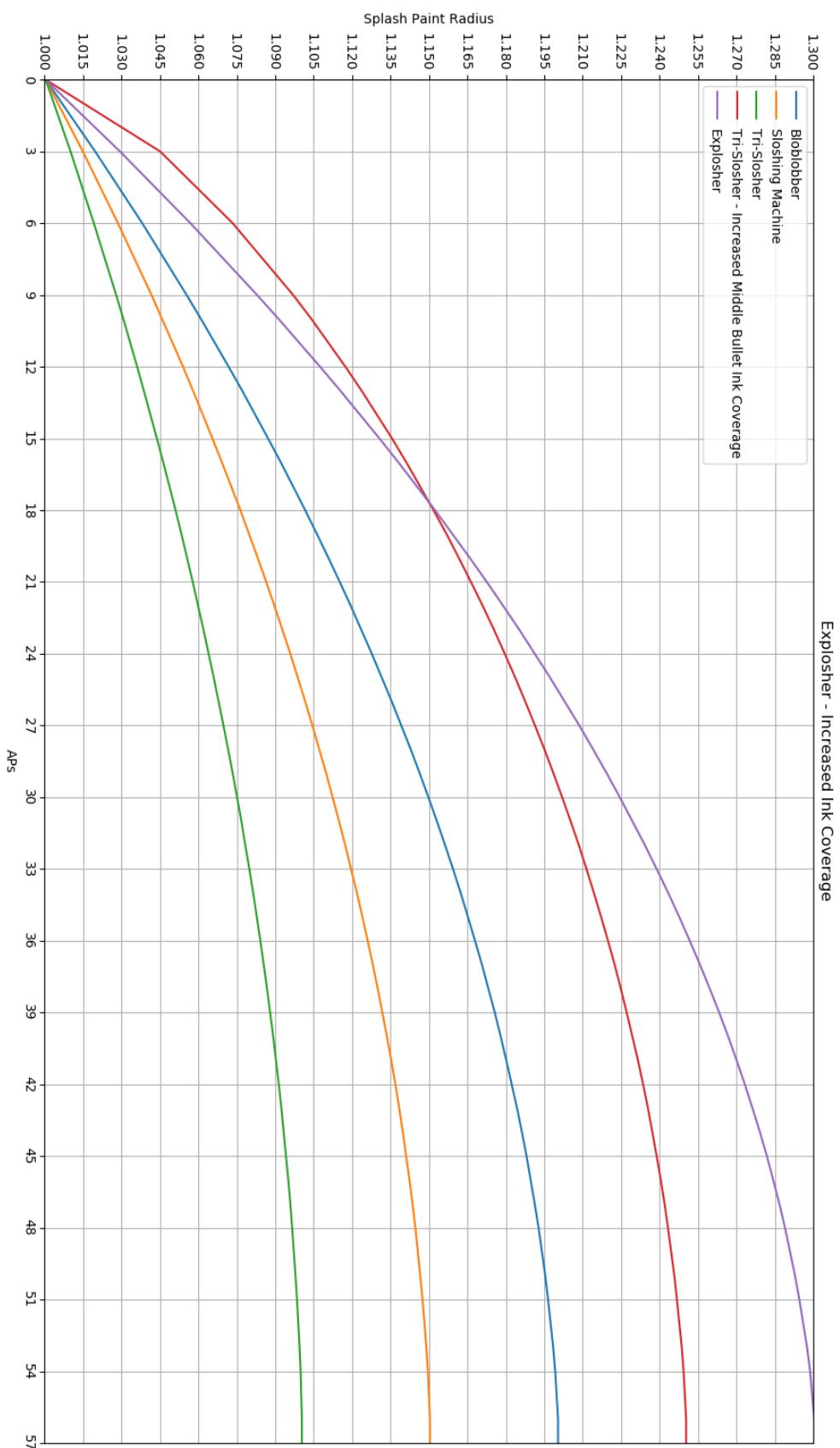
Main	Sub	AP	Effect
0	0	0	1.0
0	1	3	1.0447
0	2	6	1.073
0	3	9	1.0966
1	0	10	1.1037
0	4	12	1.117
1	1	13	1.1233
0	5	15	1.1352
1	2	16	1.1408
0	6	18	1.1514
1	3	19	1.1565
2	0	20	1.1613
0	7	21	1.166
1	4	22	1.1706
2	1	23	1.175
0	8	24	1.1792
1	5	25	1.1833
2	2	26	1.1872
0	9	27	1.191
1	6	28	1.1947
2	3	29	1.1982
3	0	30	1.2016
1	7	31	1.2049
2	4	32	1.2081
3	1	33	1.2111
1	8	34	1.214
2	5	35	1.2168
3	2	36	1.2195
1	9	37	1.2221
2	6	38	1.2245
3	3	39	1.2268
1	10	40	1.229
2	7	41	1.2312
3	4	42	1.2332
1	11	43	1.2351
2	8	44	1.2368
3	5	45	1.2385
1	12	46	1.2401
2	9	47	1.2416
3	6	48	1.2429
2	10	50	1.2454
3	7	51	1.2464
2	11	53	1.2483
3	8	54	1.249
2	12	56	1.25
3	9	57	1.25

Table 15.23: Main Power Up (Tri-Slosher - Increased Middle Bullet Ink Coverage)

15.24 Explosher - Increased Ink Coverage

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 15.24: Main Power Up (Explosher - Increased Ink Coverage)



15.25 Slosher - Max Damage Range

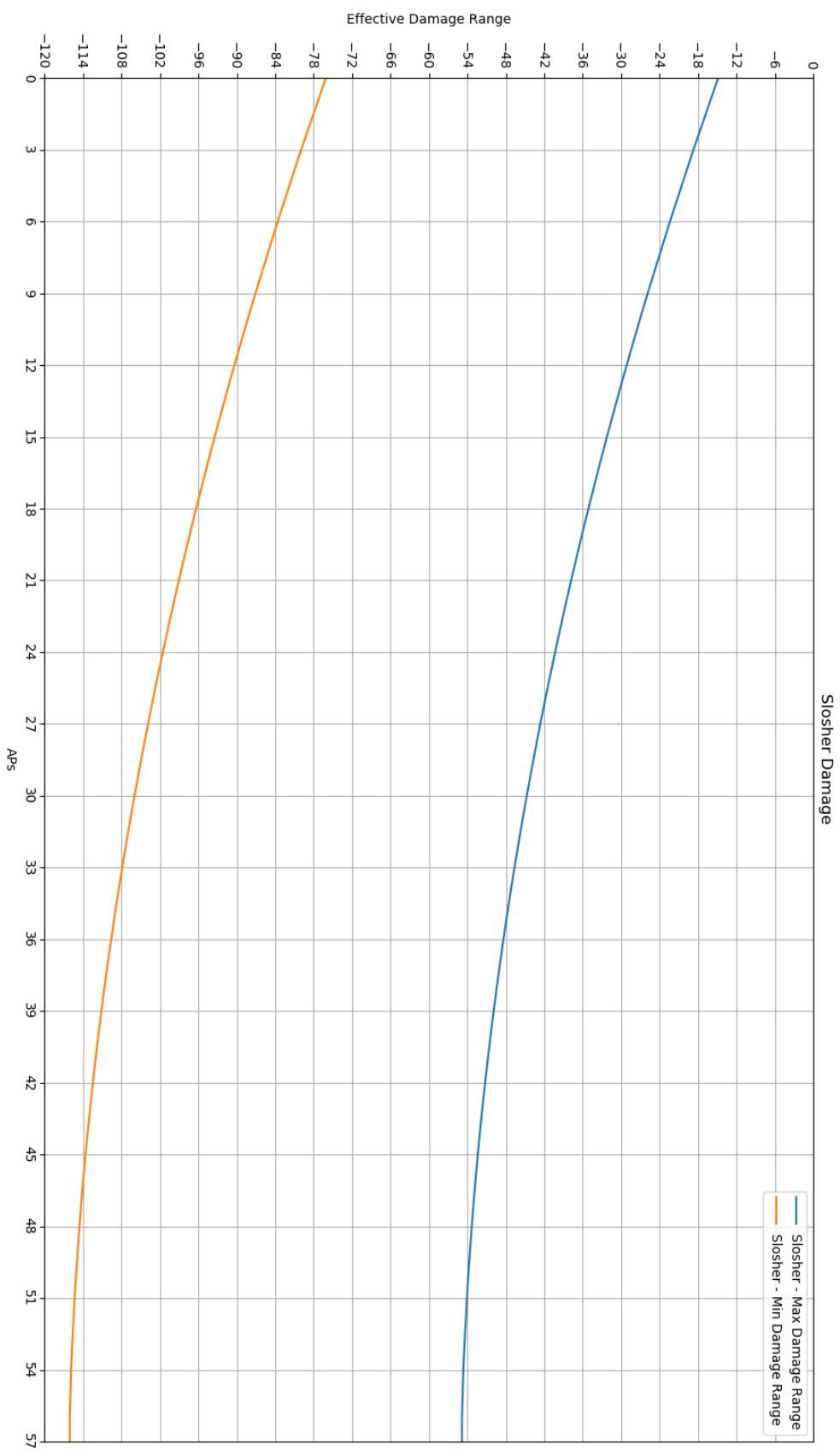
Main	Sub	AP	Effect
0	0	0	-15.0
0	1	3	-18.864
0	2	6	-22.532
0	3	9	-26.004
1	0	10	-27.12
0	4	12	-29.284
1	1	13	-30.336
0	5	15	-32.368
1	2	16	-33.356
0	6	18	-35.26
1	3	19	-36.18
2	0	20	-37.08
0	7	21	-37.956
1	4	22	-38.812
2	1	23	-39.648
0	8	24	-40.46
1	5	25	-41.248
2	2	26	-42.02
0	9	27	-42.768
1	6	28	-43.492
2	3	29	-44.196
3	0	30	-44.88
1	7	31	-45.54
2	4	32	-46.18
3	1	33	-46.8
1	8	34	-47.396
2	5	35	-47.968
3	2	36	-48.524
1	9	37	-49.056
2	6	38	-49.564
3	3	39	-50.052
1	10	40	-50.52
2	7	41	-50.964
3	4	42	-51.388
1	11	43	-51.792
2	8	44	-52.172
3	5	45	-52.532
1	12	46	-52.868
2	9	47	-53.184
3	6	48	-53.476
2	10	50	-54.0
3	7	51	-54.228
2	11	53	-54.624
3	8	54	-54.788
2	12	56	-55.0
3	9	57	-55.0

Table 15.25: Main Power Up (Slosher - Max Damage Range)

15.26 Slosher - Min Damage Range

Main	Sub	AP	Effect
0	0	0	-76.25
0	1	3	-80.114
0	2	6	-83.782
0	3	9	-87.254
1	0	10	-88.37
0	4	12	-90.534
1	1	13	-91.586
0	5	15	-93.618
1	2	16	-94.606
0	6	18	-96.51
1	3	19	-97.43
2	0	20	-98.33
0	7	21	-99.206
1	4	22	-100.062
2	1	23	-100.898
0	8	24	-101.71
1	5	25	-102.498
2	2	26	-103.27
0	9	27	-104.018
1	6	28	-104.742
2	3	29	-105.446
3	0	30	-106.13
1	7	31	-106.79
2	4	32	-107.43
3	1	33	-108.05
1	8	34	-108.646
2	5	35	-109.218
3	2	36	-109.774
1	9	37	-110.306
2	6	38	-110.814
3	3	39	-111.302
1	10	40	-111.77
2	7	41	-112.214
3	4	42	-112.638
1	11	43	-113.042
2	8	44	-113.422
3	5	45	-113.782
1	12	46	-114.118
2	9	47	-114.434
3	6	48	-114.726
2	10	50	-115.25
3	7	51	-115.478
2	11	53	-115.874
3	8	54	-116.038
2	12	56	-116.25
3	9	57	-116.25

Table 15.26: Main Power Up (Slosher - Min Damage Range)



15.27 Inkbrush - Runspeed

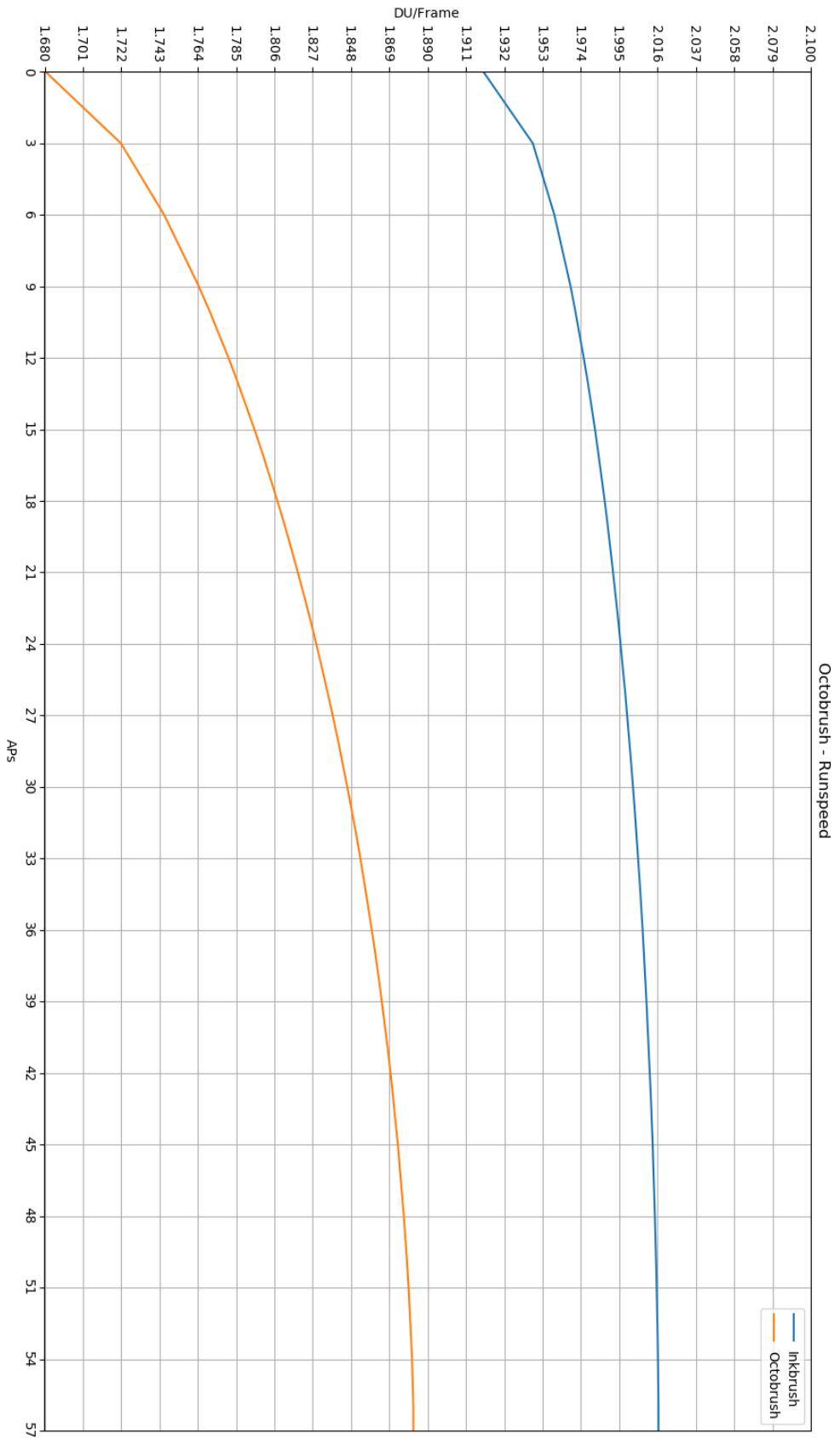
Main	Sub	AP	Effect
0	0	0	1.92
0	1	3	1.9471
0	2	6	1.9589
0	3	9	1.9678
1	0	10	1.9703
0	4	12	1.975
1	1	13	1.9772
0	5	15	1.9812
1	2	16	1.983
0	6	18	1.9865
1	3	19	1.9881
2	0	20	1.9896
0	7	21	1.9911
1	4	22	1.9925
2	1	23	1.9939
0	8	24	1.9952
1	5	25	1.9964
2	2	26	1.9977
0	9	27	1.9988
1	6	28	1.9999
2	3	29	2.001
3	0	30	2.002
1	7	31	2.003
2	4	32	2.0039
3	1	33	2.0048
1	8	34	2.0057
2	5	35	2.0065
3	2	36	2.0073
1	9	37	2.008
2	6	38	2.0087
3	3	39	2.0094
1	10	40	2.01
2	7	41	2.0106
3	4	42	2.0112
1	11	43	2.0118
2	8	44	2.0123
3	5	45	2.0128
1	12	46	2.0132
2	9	47	2.0136
3	6	48	2.014
2	10	50	2.0147
3	7	51	2.015
2	11	53	2.0155
3	8	54	2.0157
2	12	56	2.016
3	9	57	2.016

Table 15.27: Main Power Up (Inkbrush - Runspeed)

15.28 Octobrush - Runspeed

Main	Sub	AP	Effect
0	0	0	1.68
0	1	3	1.7213
0	2	6	1.745
0	3	9	1.764
1	0	10	1.7697
0	4	12	1.7803
1	1	13	1.7852
0	5	15	1.7945
1	2	16	1.7989
0	6	18	1.8071
1	3	19	1.811
2	0	20	1.8147
0	7	21	1.8183
1	4	22	1.8218
2	1	23	1.8252
0	8	24	1.8284
1	5	25	1.8315
2	2	26	1.8345
0	9	27	1.8374
1	6	28	1.8402
2	3	29	1.8428
3	0	30	1.8454
1	7	31	1.8479
2	4	32	1.8503
3	1	33	1.8526
1	8	34	1.8547
2	5	35	1.8568
3	2	36	1.8588
1	9	37	1.8608
2	6	38	1.8626
3	3	39	1.8643
1	10	40	1.866
2	7	41	1.8676
3	4	42	1.8691
1	11	43	1.8705
2	8	44	1.8718
3	5	45	1.8731
1	12	46	1.8742
2	9	47	1.8753
3	6	48	1.8764
2	10	50	1.8782
3	7	51	1.879
2	11	53	1.8803
3	8	54	1.8809
2	12	56	1.8816
3	9	57	1.8816

Table 15.28: Main Power Up (Octobrush - Runspeed)



15.29 Splat Roller Rolling - Damage Up

Main	Sub	AP	Effect
0	0	0	125.0
0	1	3	129.7
0	2	6	132.0
0	3	9	133.8
1	0	10	134.3
0	4	12	135.2
1	1	13	135.7
0	5	15	136.5
1	2	16	136.8
0	6	18	137.5
1	3	19	137.9
2	0	20	138.2
0	7	21	138.5
1	4	22	138.8
2	1	23	139.1
0	8	24	139.3
1	5	25	139.6
2	2	26	139.9
0	9	27	140.1
1	6	28	140.3
2	3	29	140.5
3	0	30	140.8
1	7	31	141.0
2	4	32	141.2
3	1	33	141.3
1	8	34	141.5
2	5	35	141.7
3	2	36	141.9
1	9	37	142.0
2	6	38	142.2
3	3	39	142.3
1	10	40	142.4
2	7	41	142.6
3	4	42	142.7
1	11	43	142.8
2	8	44	142.9
3	5	45	143.0
1	12	46	143.1
2	9	47	143.2
3	6	48	143.3
2	10	50	143.4
3	7	51	143.5
2	11	53	143.6
3	8	54	143.6
2	12	56	143.7
3	9	57	143.7

Table 15.29: Main Power Up (Splat Roller Rolling - Damage Up)

15.30 Splat Roller Vertical Flick - Damage Up

Main	Sub	AP	Effect
0	0	0	40.0-180.0
0	1	3	41.5-186.8
0	2	6	42.2-190.1
0	3	9	42.8-192.6
1	0	10	42.9-193.4
0	4	12	43.2-194.7
1	1	13	43.4-195.4
0	5	15	43.6-196.5
1	2	16	43.8-197.1
0	6	18	44.0-198.1
1	3	19	44.1-198.6
2	0	20	44.2-199.0
0	7	21	44.3-199.5
1	4	22	44.4-199.9
2	1	23	44.5-200.3
0	8	24	44.6-200.7
1	5	25	44.6-201.1
2	2	26	44.7-201.4
0	9	27	44.8-201.8
1	6	28	44.9-202.1
2	3	29	44.9-202.4
3	0	30	45.0-202.7
1	7	31	45.1-203.0
2	4	32	45.1-203.3
3	1	33	45.2-203.6
1	8	34	45.3-203.8
2	5	35	45.3-204.1
3	2	36	45.4-204.3
1	9	37	45.4-204.5
2	6	38	45.5-204.7
3	3	39	45.5-204.9
1	10	40	45.5-205.1
2	7	41	45.6-205.3
3	4	42	45.6-205.5
1	11	43	45.7-205.7
2	8	44	45.7-205.8
3	5	45	45.7-206.0
1	12	46	45.8-206.1
2	9	47	45.8-206.2
3	6	48	45.8-206.3
2	10	50	45.9-206.6
3	7	51	45.9-206.6
2	11	53	45.9-206.8
3	8	54	45.9-206.9
2	12	56	45.9-207.0
3	9	57	45.9-207.0

Table 15.30: Main Power Up (Splat Roller Vertical Flick - Damage Up)

15.31 Splat Roller Horizontal Flick - Damage Up

Main	Sub	AP	Effect
0	0	0	35.0-150.0
0	1	3	36.3-155.7
0	2	6	36.9-158.4
0	3	9	37.4-160.5
1	0	10	37.6-161.1
0	4	12	37.8-162.3
1	1	13	37.9-162.8
0	5	15	38.2-163.8
1	2	16	38.3-164.2
0	6	18	38.5-165.1
1	3	19	38.6-165.5
2	0	20	38.7-165.8
0	7	21	38.7-166.2
1	4	22	38.8-166.6
2	1	23	38.9-166.9
0	8	24	39.0-167.2
1	5	25	39.1-167.5
2	2	26	39.1-167.8
0	9	27	39.2-168.1
1	6	28	39.3-168.4
2	3	29	39.3-168.7
3	0	30	39.4-168.9
1	7	31	39.4-169.2
2	4	32	39.5-169.4
3	1	33	39.5-169.6
1	8	34	39.6-169.8
2	5	35	39.6-170.0
3	2	36	39.7-170.2
1	9	37	39.7-170.4
2	6	38	39.8-170.6
3	3	39	39.8-170.8
1	10	40	39.8-170.9
2	7	41	39.9-171.1
3	4	42	39.9-171.2
1	11	43	39.9-171.4
2	8	44	40.0-171.5
3	5	45	40.0-171.6
1	12	46	40.0-171.7
2	9	47	40.1-171.8
3	6	48	40.1-171.9
2	10	50	40.1-172.1
3	7	51	40.1-172.2
2	11	53	40.2-172.3
3	8	54	40.2-172.4
2	12	56	40.2-172.4
3	9	57	40.2-172.4

Table 15.31: Main Power Up (Splat Roller Horizontal Flick - Damage Up)

15.32 Carbon Roller Rolling - Damage Up

Main	Sub	AP	Effect
0	0	0	70.0
0	1	3	71.0
0	2	6	71.9
0	3	9	72.8
1	0	10	73.1
0	4	12	73.7
1	1	13	74.0
0	5	15	74.5
1	2	16	74.8
0	6	18	75.3
1	3	19	75.5
2	0	20	75.7
0	7	21	76.0
1	4	22	76.2
2	1	23	76.4
0	8	24	76.6
1	5	25	76.8
2	2	26	77.0
0	9	27	77.2
1	6	28	77.4
2	3	29	77.6
3	0	30	77.8
1	7	31	78.0
2	4	32	78.1
3	1	33	78.3
1	8	34	78.5
2	5	35	78.6
3	2	36	78.8
1	9	37	78.9
2	6	38	79.0
3	3	39	79.2
1	10	40	79.3
2	7	41	79.4
3	4	42	79.5
1	11	43	79.6
2	8	44	79.7
3	5	45	79.8
1	12	46	79.9
2	9	47	80.0
3	6	48	80.0
2	10	50	80.2
3	7	51	80.2
2	11	53	80.4
3	8	54	80.4
2	12	56	80.4
3	9	57	80.4

Table 15.32: Main Power Up (Carbon Roller Rolling - Damage Up)

15.33 Carbon Roller Vertical Flick - Damage Up

Main	Sub	AP	Effect
0	0	0	35.0-120.0
0	1	3	35.5-121.7
0	2	6	35.9-123.3
0	3	9	36.4-124.9
1	0	10	36.5-125.4
0	4	12	36.8-126.4
1	1	13	37.0-126.9
0	5	15	37.2-127.8
1	2	16	37.4-128.2
0	6	18	37.6-129.1
1	3	19	37.7-129.5
2	0	20	37.8-129.9
0	7	21	38.0-130.3
1	4	22	38.1-130.7
2	1	23	38.2-131.0
0	8	24	38.3-131.4
1	5	25	38.4-131.8
2	2	26	38.5-132.1
0	9	27	38.6-132.4
1	6	28	38.7-132.8
2	3	29	38.8-133.1
3	0	30	38.9-133.4
1	7	31	39.0-133.7
2	4	32	39.0-134.0
3	1	33	39.1-134.3
1	8	34	39.2-134.5
2	5	35	39.3-134.8
3	2	36	39.4-135.0
1	9	37	39.4-135.3
2	6	38	39.5-135.5
3	3	39	39.6-135.7
1	10	40	39.6-135.9
2	7	41	39.7-136.1
3	4	42	39.7-136.3
1	11	43	39.8-136.5
2	8	44	39.8-136.7
3	5	45	39.9-136.8
1	12	46	39.9-137.0
2	9	47	40.0-137.1
3	6	48	40.0-137.3
2	10	50	40.1-137.5
3	7	51	40.1-137.6
2	11	53	40.2-137.8
3	8	54	40.2-137.9
2	12	56	40.2-138.0
3	9	57	40.2-138.0

Table 15.33: Main Power Up (Carbon Roller Vertical Flick - Damage Up)

15.34 Carbon Roller Horizontal Flick - Damage Up

Main	Sub	AP	Effect
0	0	0	25.0-100.0
0	1	3	25.3-101.4
0	2	6	25.7-102.8
0	3	9	26.0-104.1
1	0	10	26.1-104.5
0	4	12	26.3-105.3
1	1	13	26.4-105.7
0	5	15	26.6-106.5
1	2	16	26.7-106.8
0	6	18	26.8-107.5
1	3	19	26.9-107.9
2	0	20	27.0-108.2
0	7	21	27.1-108.6
1	4	22	27.2-108.9
2	1	23	27.3-109.2
0	8	24	27.3-109.5
1	5	25	27.4-109.8
2	2	26	27.5-110.1
0	9	27	27.6-110.4
1	6	28	27.6-110.6
2	3	29	27.7-110.9
3	0	30	27.8-111.2
1	7	31	27.8-111.4
2	4	32	27.9-111.6
3	1	33	27.9-111.9
1	8	34	28.0-112.1
2	5	35	28.0-112.3
3	2	36	28.1-112.5
1	9	37	28.1-112.7
2	6	38	28.2-112.9
3	3	39	28.2-113.1
1	10	40	28.3-113.3
2	7	41	28.3-113.4
3	4	42	28.4-113.6
1	11	43	28.4-113.7
2	8	44	28.4-113.9
3	5	45	28.5-114.0
1	12	46	28.5-114.2
2	9	47	28.5-114.3
3	6	48	28.6-114.4
2	10	50	28.6-114.6
3	7	51	28.6-114.7
2	11	53	28.7-114.8
3	8	54	28.7-114.9
2	12	56	28.7-115.0
3	9	57	28.7-115.0

Table 15.34: Main Power Up (Carbon Roller Horizontal Flick - Damage Up)

15.35 Dynamo Roller Rolling - Damage Up

Main	Sub	AP	Effect
0	0	0	125.0
0	1	3	126.8
0	2	6	128.5
0	3	9	130.1
1	0	10	130.6
0	4	12	131.6
1	1	13	132.1
0	5	15	133.1
1	2	16	133.6
0	6	18	134.4
1	3	19	134.9
2	0	20	135.3
0	7	21	135.7
1	4	22	136.1
2	1	23	136.5
0	8	24	136.9
1	5	25	137.3
2	2	26	137.6
0	9	27	138.0
1	6	28	138.3
2	3	29	138.6
3	0	30	139.0
1	7	31	139.3
2	4	32	139.6
3	1	33	139.9
1	8	34	140.1
2	5	35	140.4
3	2	36	140.7
1	9	37	140.9
2	6	38	141.2
3	3	39	141.4
1	10	40	141.6
2	7	41	141.8
3	4	42	142.0
1	11	43	142.2
2	8	44	142.4
3	5	45	142.5
1	12	46	142.7
2	9	47	142.8
3	6	48	143.0
2	10	50	143.2
3	7	51	143.3
2	11	53	143.5
3	8	54	143.6
2	12	56	143.7
3	9	57	143.7

Table 15.35: Main Power Up (Dynamo Roller Rolling - Damage Up)

15.36 Dynamo Roller Vertical Flick - Damage Up

Main	Sub	AP	Effect
0	0	0	40.0-180.0
0	1	3	40.5-182.6
0	2	6	41.1-185.0
0	3	9	41.6-187.4
1	0	10	41.8-188.1
0	4	12	42.1-189.6
1	1	13	42.3-190.3
0	5	15	42.6-191.7
1	2	16	42.7-192.3
0	6	18	43.0-193.6
1	3	19	43.1-194.2
2	0	20	43.3-194.9
0	7	21	43.4-195.4
1	4	22	43.5-196.0
2	1	23	43.6-196.6
0	8	24	43.8-197.1
1	5	25	43.9-197.7
2	2	26	44.0-198.2
0	9	27	44.1-198.7
1	6	28	44.2-199.2
2	3	29	44.3-199.7
3	0	30	44.4-200.1
1	7	31	44.5-200.6
2	4	32	44.6-201.0
3	1	33	44.7-201.4
1	8	34	44.8-201.8
2	5	35	44.9-202.2
3	2	36	45.0-202.6
1	9	37	45.1-202.9
2	6	38	45.1-203.3
3	3	39	45.2-203.6
1	10	40	45.3-203.9
2	7	41	45.3-204.2
3	4	42	45.4-204.5
1	11	43	45.5-204.8
2	8	44	45.5-205.0
3	5	45	45.6-205.3
1	12	46	45.6-205.5
2	9	47	45.7-205.7
3	6	48	45.7-205.9
2	10	50	45.8-206.3
3	7	51	45.8-206.4
2	11	53	45.9-206.7
3	8	54	45.9-206.8
2	12	56	45.9-207.0
3	9	57	45.9-207.0

Table 15.36: Main Power Up (Dynamo Roller Vertical Flick - Damage Up)

15.37 Dynamo Roller Horizontal Flick - Damage Up

Main	Sub	AP	Effect
0	0	0	40.0-180.0
0	1	3	40.5-182.6
0	2	6	41.1-185.0
0	3	9	41.6-187.4
1	0	10	41.8-188.1
0	4	12	42.1-189.6
1	1	13	42.3-190.3
0	5	15	42.6-191.7
1	2	16	42.7-192.3
0	6	18	43.0-193.6
1	3	19	43.1-194.2
2	0	20	43.3-194.9
0	7	21	43.4-195.4
1	4	22	43.5-196.0
2	1	23	43.6-196.6
0	8	24	43.8-197.1
1	5	25	43.9-197.7
2	2	26	44.0-198.2
0	9	27	44.1-198.7
1	6	28	44.2-199.2
2	3	29	44.3-199.7
3	0	30	44.4-200.1
1	7	31	44.5-200.6
2	4	32	44.6-201.0
3	1	33	44.7-201.4
1	8	34	44.8-201.8
2	5	35	44.9-202.2
3	2	36	45.0-202.6
1	9	37	45.1-202.9
2	6	38	45.1-203.3
3	3	39	45.2-203.6
1	10	40	45.3-203.9
2	7	41	45.3-204.2
3	4	42	45.4-204.5
1	11	43	45.5-204.8
2	8	44	45.5-205.0
3	5	45	45.6-205.3
1	12	46	45.6-205.5
2	9	47	45.7-205.7
3	6	48	45.7-205.9
2	10	50	45.8-206.3
3	7	51	45.8-206.4
2	11	53	45.9-206.7
3	8	54	45.9-206.8
2	12	56	45.9-207.0
3	9	57	45.9-207.0

Table 15.37: Main Power Up (Dynamo Roller Horizontal Flick - Damage Up)

15.38 Flingza Roller Rolling - Damage Up

Main	Sub	AP	Effect
0	0	0	125.0
0	1	3	129.7
0	2	6	132.0
0	3	9	133.8
1	0	10	134.3
0	4	12	135.2
1	1	13	135.7
0	5	15	136.5
1	2	16	136.8
0	6	18	137.5
1	3	19	137.9
2	0	20	138.2
0	7	21	138.5
1	4	22	138.8
2	1	23	139.1
0	8	24	139.3
1	5	25	139.6
2	2	26	139.9
0	9	27	140.1
1	6	28	140.3
2	3	29	140.5
3	0	30	140.8
1	7	31	141.0
2	4	32	141.2
3	1	33	141.3
1	8	34	141.5
2	5	35	141.7
3	2	36	141.9
1	9	37	142.0
2	6	38	142.2
3	3	39	142.3
1	10	40	142.4
2	7	41	142.6
3	4	42	142.7
1	11	43	142.8
2	8	44	142.9
3	5	45	143.0
1	12	46	143.1
2	9	47	143.2
3	6	48	143.3
2	10	50	143.4
3	7	51	143.5
2	11	53	143.6
3	8	54	143.6
2	12	56	143.7
3	9	57	143.7

Table 15.38: Main Power Up (Flingza Roller Rolling - Damage Up)

15.39 Flingza Roller Vertical Flick - Damage Up

Main	Sub	AP	Effect
0	0	0	40.0-150.0
0	1	3	41.5-155.7
0	2	6	42.2-158.4
0	3	9	42.8-160.5
1	0	10	42.9-161.1
0	4	12	43.2-162.3
1	1	13	43.4-162.8
0	5	15	43.6-163.8
1	2	16	43.8-164.2
0	6	18	44.0-165.1
1	3	19	44.1-165.5
2	0	20	44.2-165.8
0	7	21	44.3-166.2
1	4	22	44.4-166.6
2	1	23	44.5-166.9
0	8	24	44.6-167.2
1	5	25	44.6-167.5
2	2	26	44.7-167.8
0	9	27	44.8-168.1
1	6	28	44.9-168.4
2	3	29	44.9-168.7
3	0	30	45.0-168.9
1	7	31	45.1-169.2
2	4	32	45.1-169.4
3	1	33	45.2-169.6
1	8	34	45.3-169.8
2	5	35	45.3-170.0
3	2	36	45.4-170.2
1	9	37	45.4-170.4
2	6	38	45.5-170.6
3	3	39	45.5-170.8
1	10	40	45.5-170.9
2	7	41	45.6-171.1
3	4	42	45.6-171.2
1	11	43	45.7-171.4
2	8	44	45.7-171.5
3	5	45	45.7-171.6
1	12	46	45.8-171.7
2	9	47	45.8-171.8
3	6	48	45.8-171.9
2	10	50	45.9-172.1
3	7	51	45.9-172.2
2	11	53	45.9-172.3
3	8	54	45.9-172.4
2	12	56	45.9-172.4
3	9	57	45.9-172.4

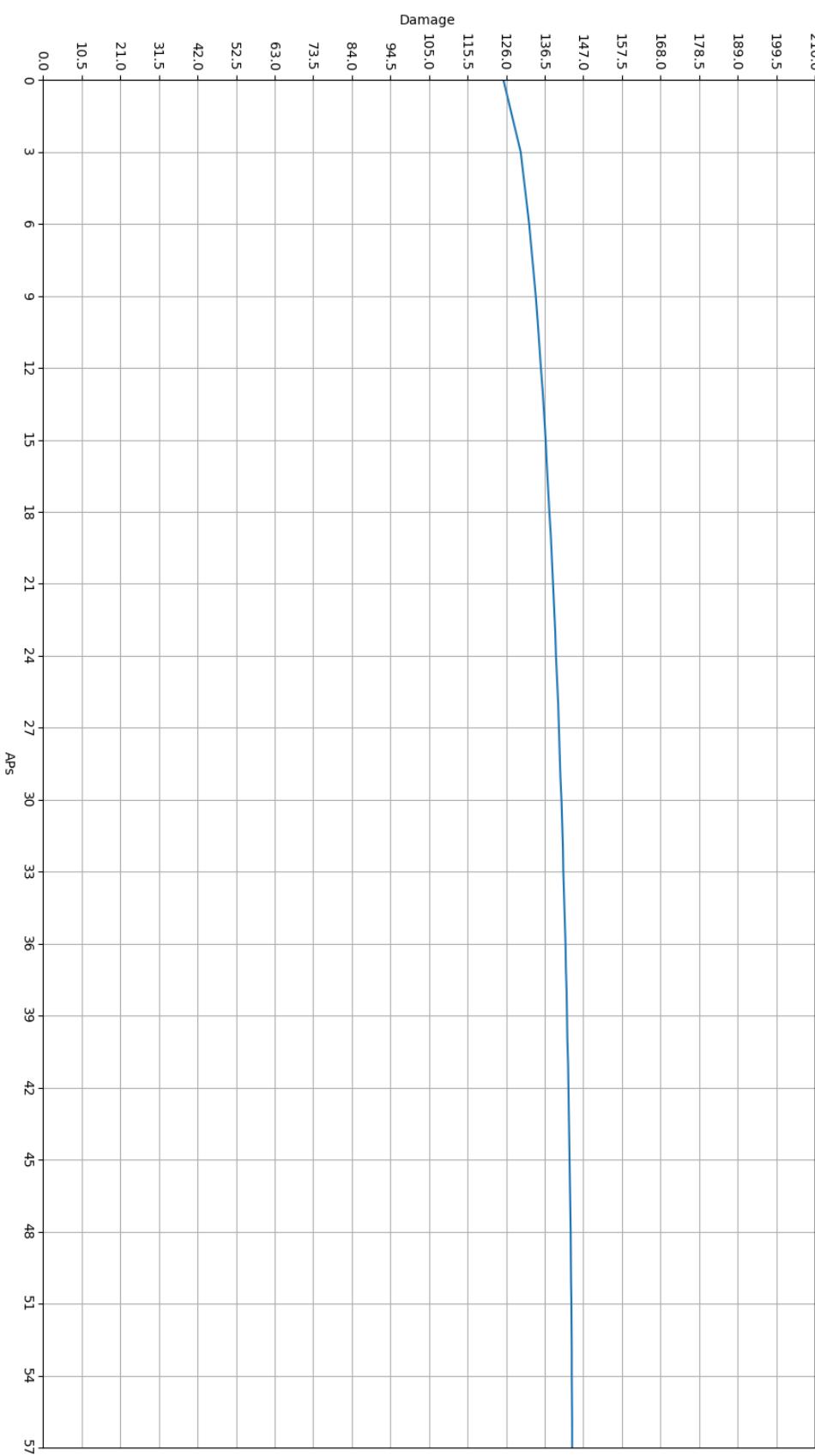
Table 15.39: Main Power Up (Flingza Roller Vertical Flick - Damage Up)

15.40 Flingza Roller Horizontal Flick - Damage Up

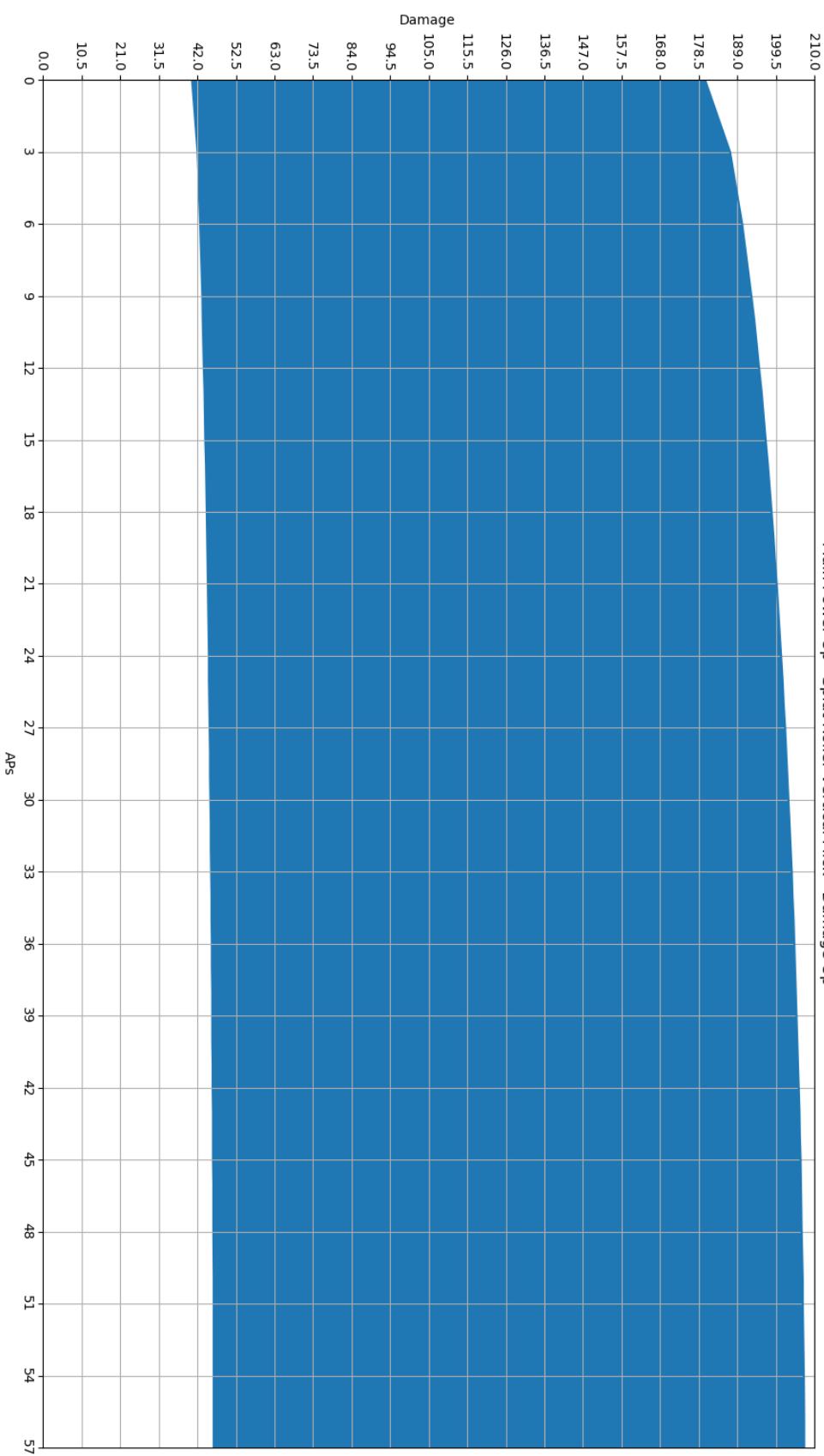
Main	Sub	AP	Effect
0	0	0	30.0-150.0
0	1	3	31.1-155.7
0	2	6	31.6-158.4
0	3	9	32.1-160.5
1	0	10	32.2-161.1
0	4	12	32.4-162.3
1	1	13	32.5-162.8
0	5	15	32.7-163.8
1	2	16	32.8-164.2
0	6	18	33.0-165.1
1	3	19	33.1-165.5
2	0	20	33.1-165.8
0	7	21	33.2-166.2
1	4	22	33.3-166.6
2	1	23	33.3-166.9
0	8	24	33.4-167.2
1	5	25	33.5-167.5
2	2	26	33.5-167.8
0	9	27	33.6-168.1
1	6	28	33.6-168.4
2	3	29	33.7-168.7
3	0	30	33.7-168.9
1	7	31	33.8-169.2
2	4	32	33.8-169.4
3	1	33	33.9-169.6
1	8	34	33.9-169.8
2	5	35	34.0-170.0
3	2	36	34.0-170.2
1	9	37	34.0-170.4
2	6	38	34.1-170.6
3	3	39	34.1-170.8
1	10	40	34.1-170.9
2	7	41	34.2-171.1
3	4	42	34.2-171.2
1	11	43	34.2-171.4
2	8	44	34.3-171.5
3	5	45	34.3-171.6
1	12	46	34.3-171.7
2	9	47	34.3-171.8
3	6	48	34.3-171.9
2	10	50	34.4-172.1
3	7	51	34.4-172.2
2	11	53	34.4-172.3
3	8	54	34.4-172.4
2	12	56	34.5-172.4
3	9	57	34.5-172.4

Table 15.40: Main Power Up (Flingza Roller Horizontal Flick - Damage Up)

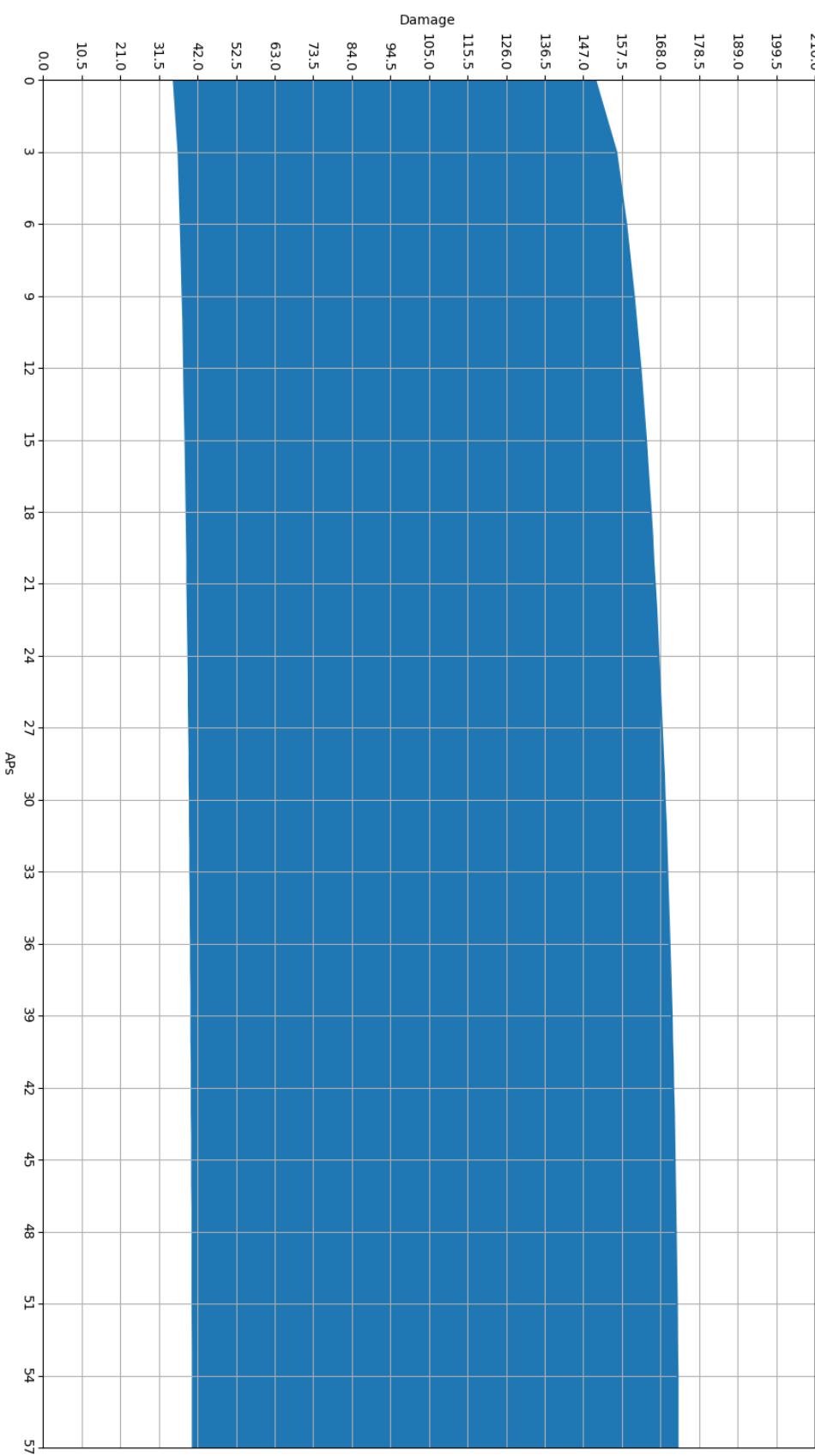
Main Power Up - Splat Roller Rolling - Damage Up



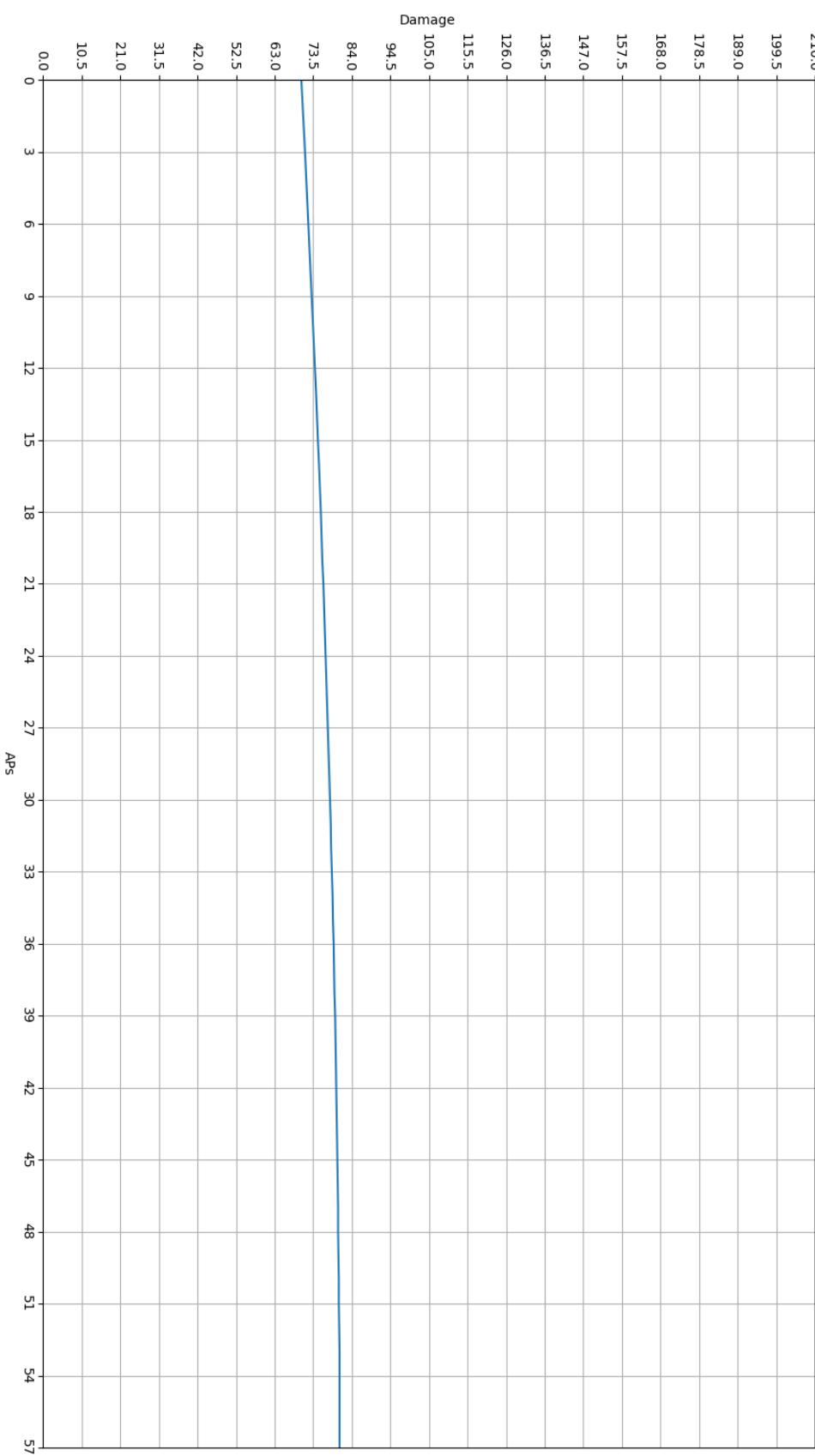
Main Power Up - Splat Roller Vertical Flick - Damage Up



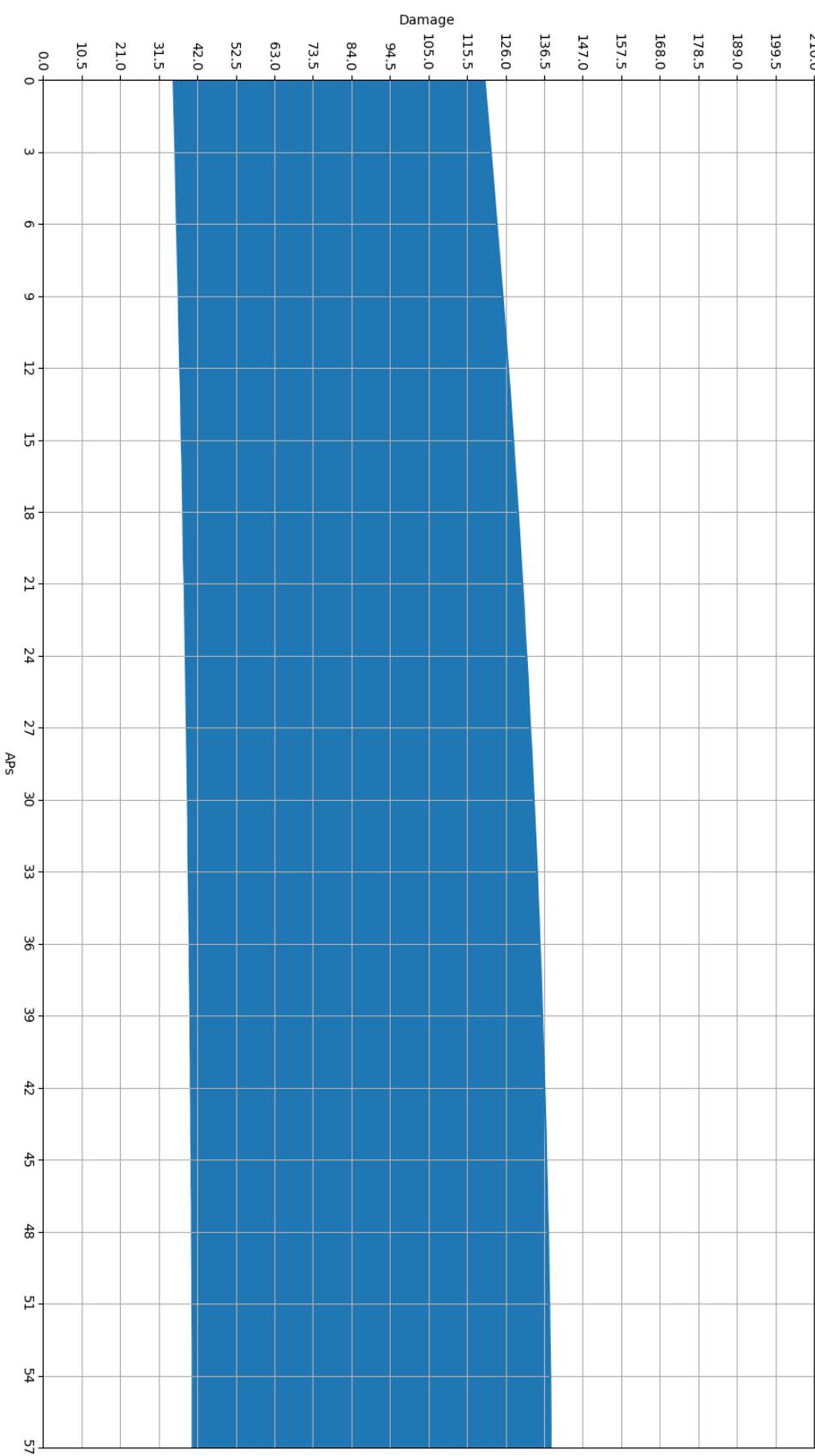
Main Power Up - Splat Roller Horizontal Flick - Damage Up



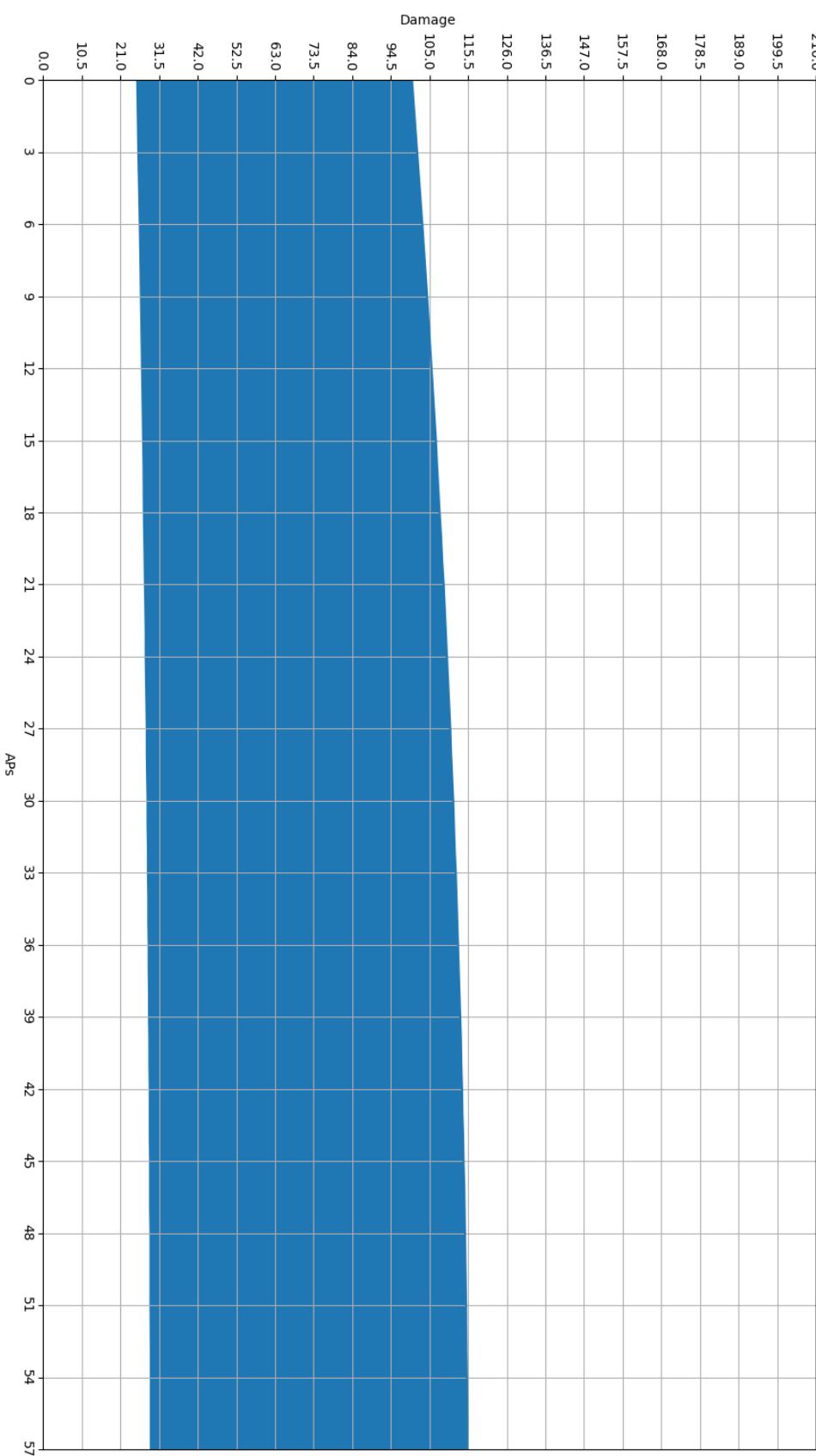
Main Power Up - Carbon Roller Rolling - Damage Up



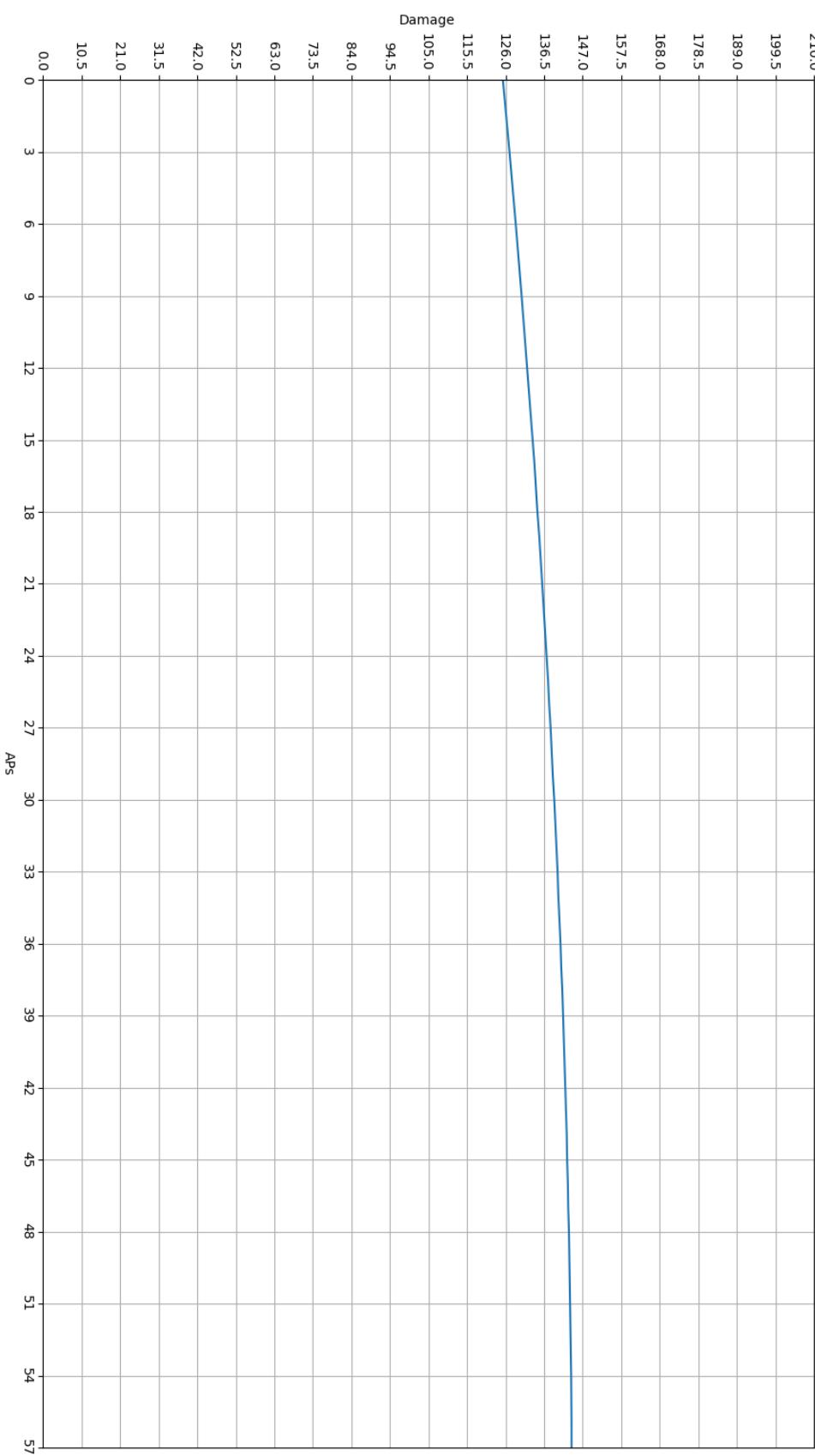
Main Power Up - Carbon Roller Vertical Flick - Damage Up



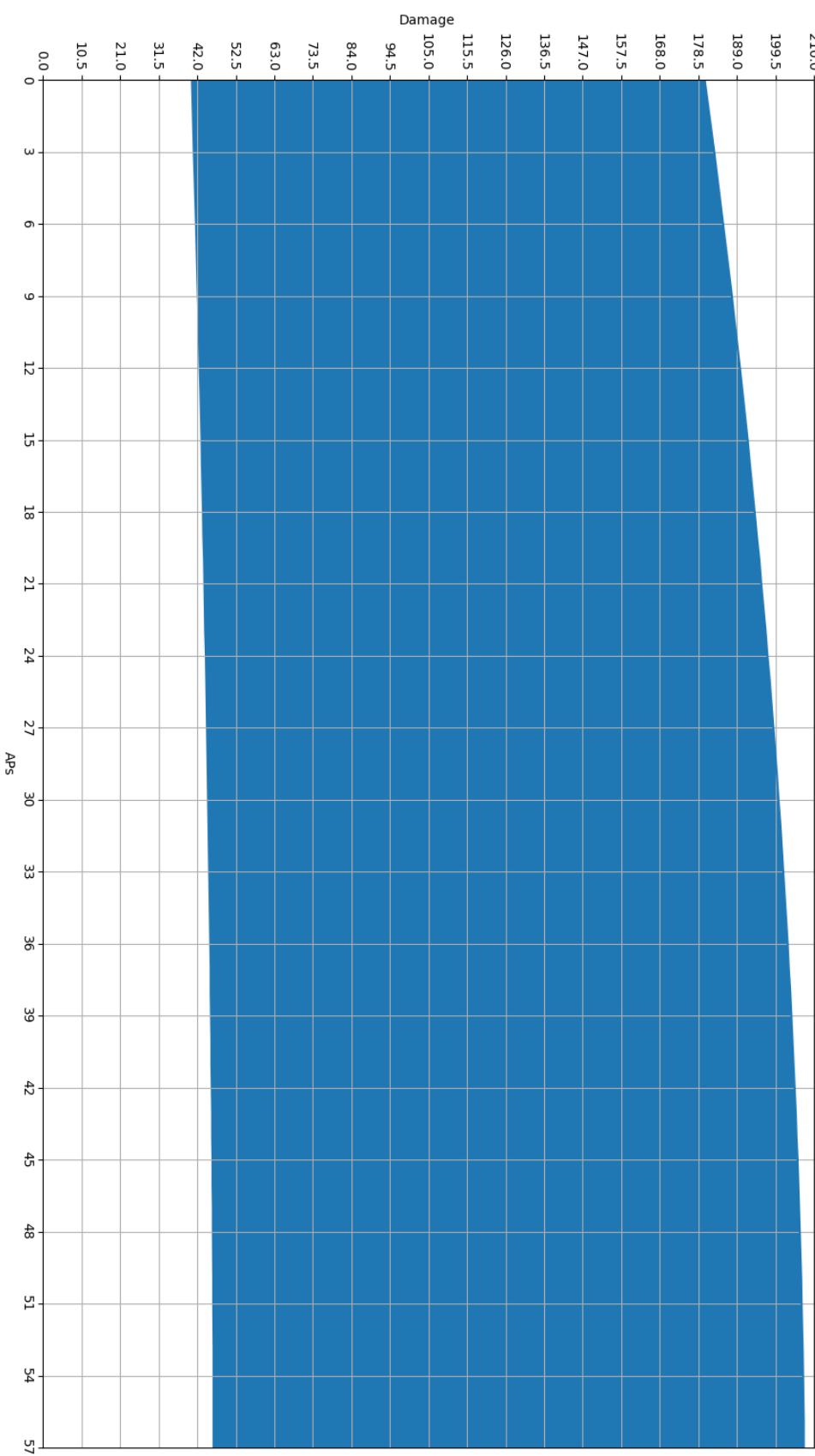
Main Power Up - Carbon Roller Horizontal Flick - Damage Up



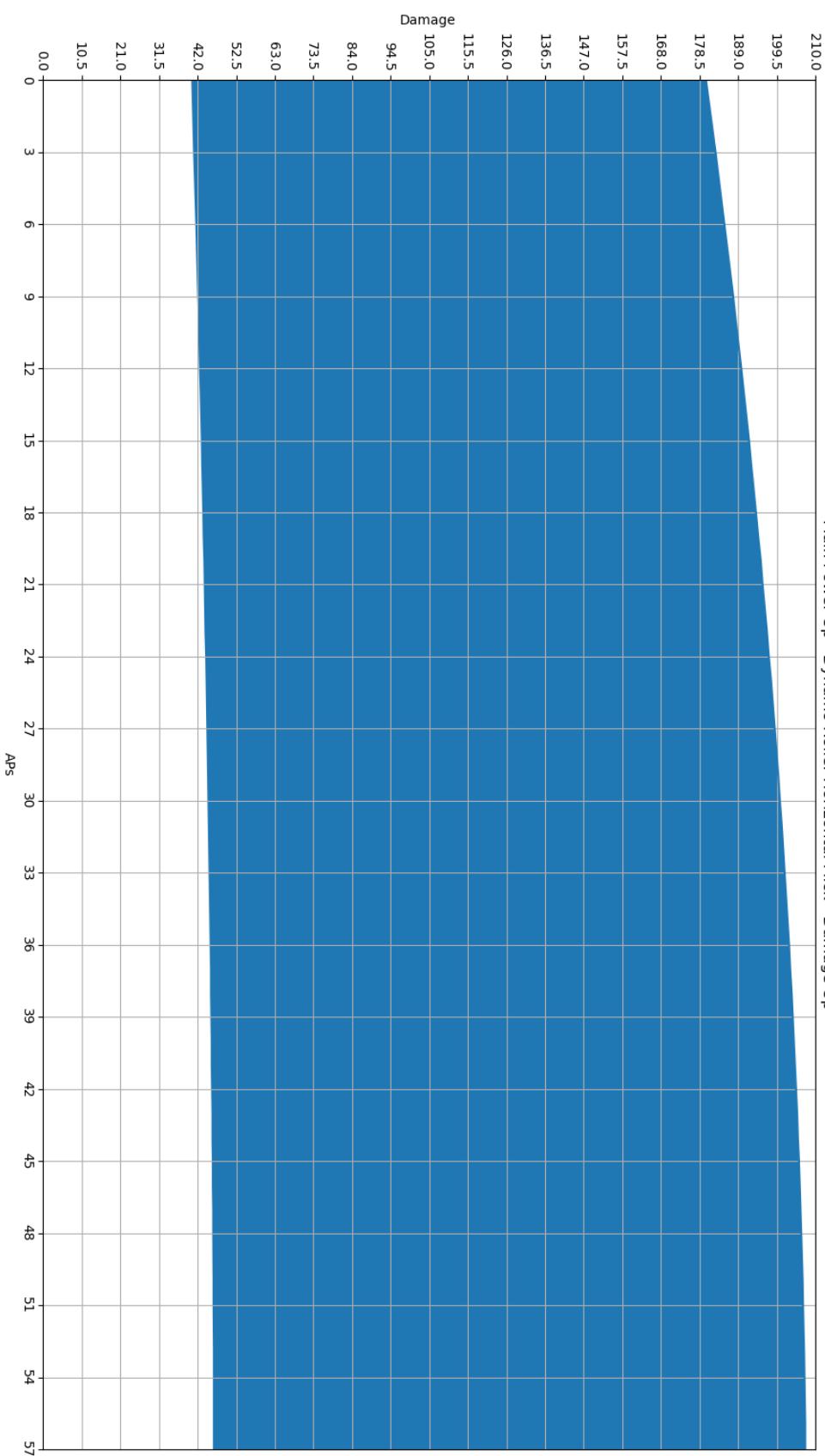
Main Power Up - Dynamo Roller Rolling - Damage Up



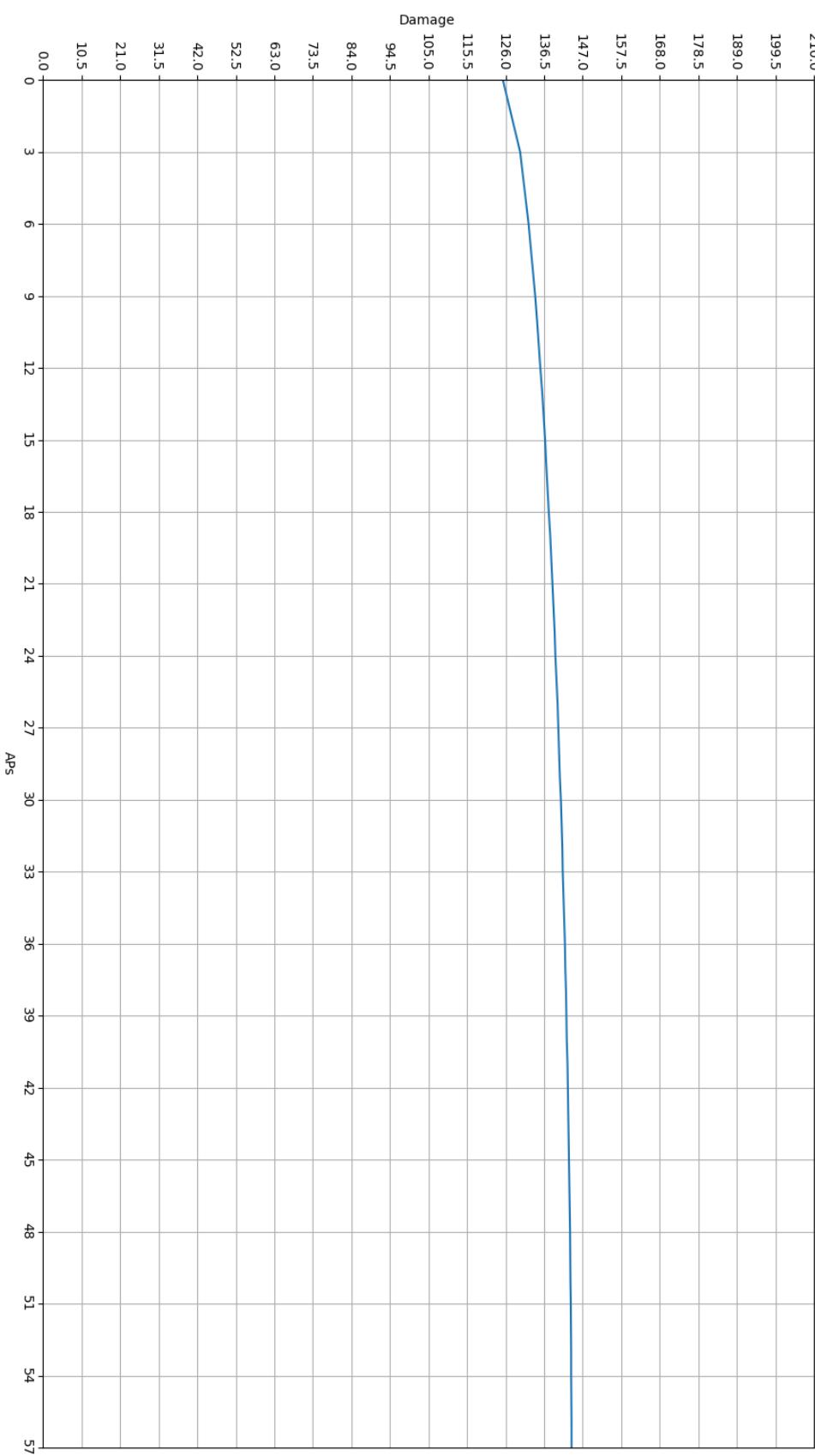
Main Power Up - Dynamo Roller Vertical Flick - Damage Up



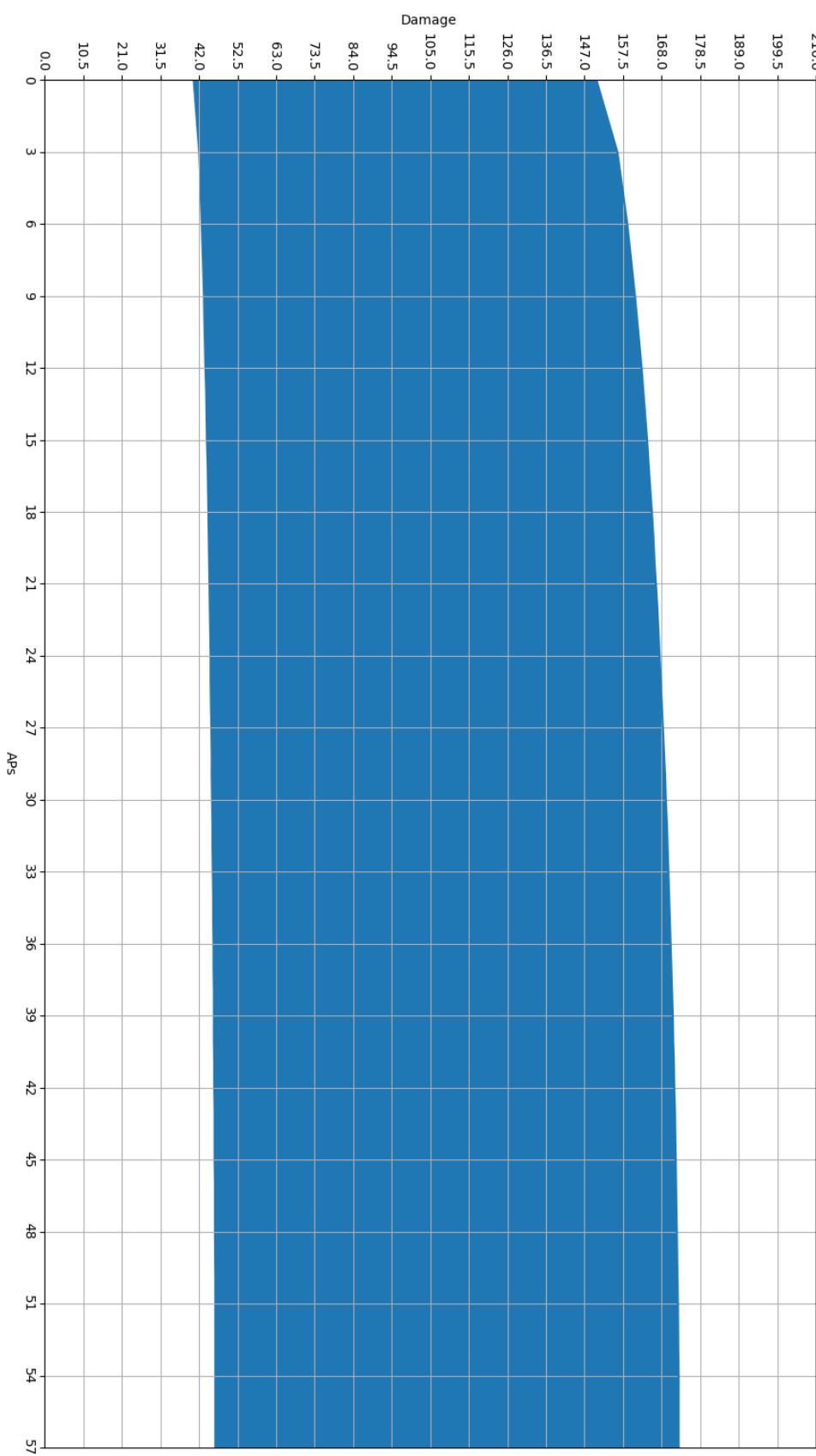
Main Power Up - Dynamo Roller Horizontal Flick - Damage Up



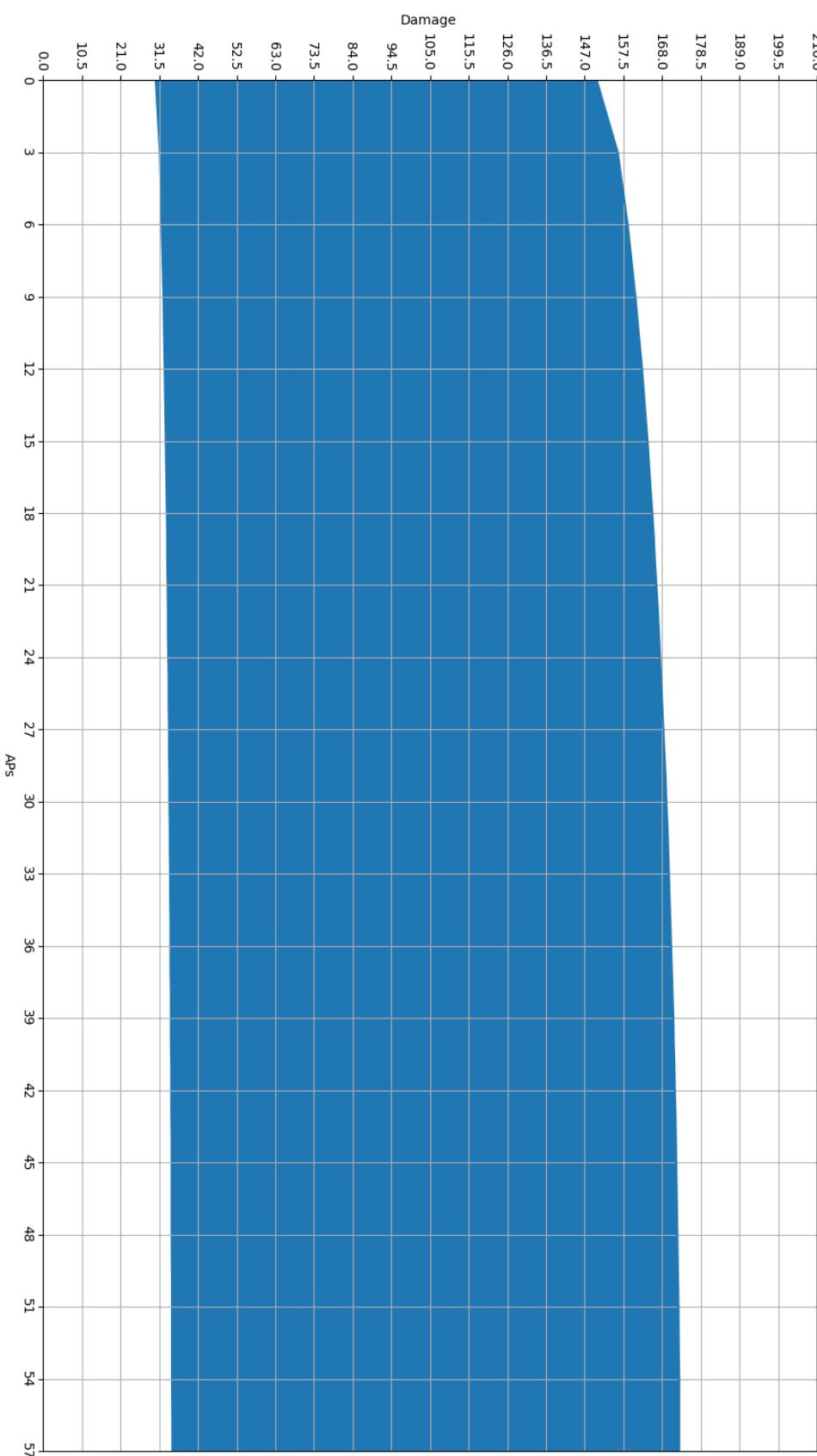
Main Power Up - Flingza Roller Rolling - Damage Up



Main Power Up - Flingza Roller Vertical Flick - Damage Up



Main Power Up - Flingza Roller Horizontal Flick - Damage Up



15.41 Undercover Brella - Canopy Restore Time

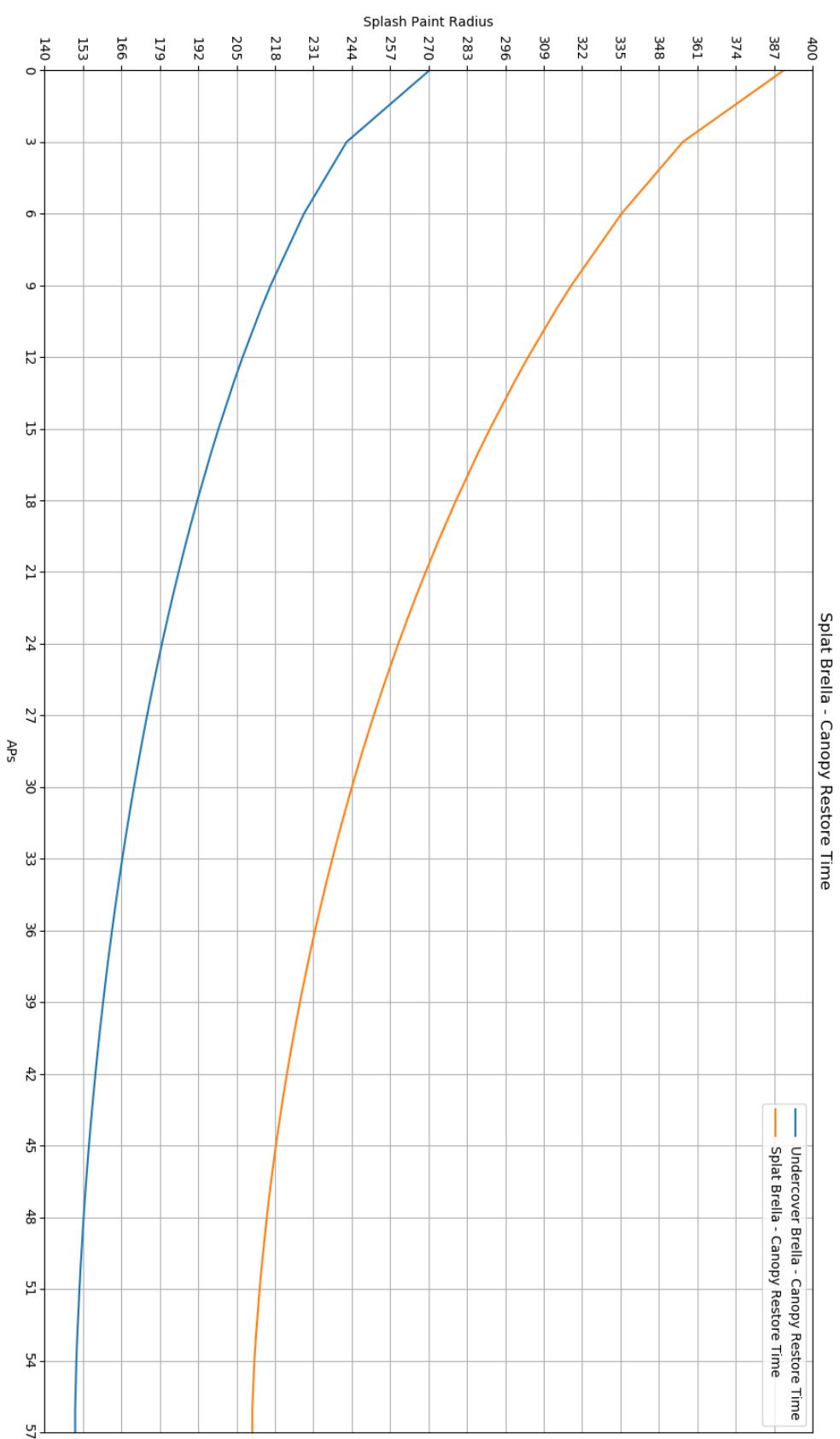
Main	Sub	AP	Effect
0	0	0	270.0
0	1	3	241.9226
0	2	6	227.4882
0	3	9	216.1939
1	0	10	212.8648
0	4	12	206.7231
1	1	13	203.8658
0	5	15	198.5488
1	2	16	196.0492
0	6	18	191.3714
1	3	19	189.171
2	0	20	187.0532
0	7	21	185.0231
1	4	22	183.0675
2	1	23	181.1831
0	8	24	179.3758
1	5	25	177.6427
2	2	26	175.9637
0	9	27	174.3542
1	6	28	172.8119
2	3	29	171.3264
3	0	30	169.896
1	7	31	168.5275
2	4	32	167.2111
3	1	33	165.9456
1	8	34	164.7378
2	5	35	163.5866
3	2	36	162.4747
1	9	37	161.4174
2	6	38	160.4136
3	3	39	159.4546
1	10	40	158.5396
2	7	41	157.6758
3	4	42	156.8546
1	11	43	156.0755
2	8	44	155.3457
3	5	45	154.6568
1	12	46	154.0162
2	9	47	153.4156
3	6	48	152.8623
2	10	50	151.8734
3	7	51	151.4447
2	11	53	150.7023
3	8	54	150.3957
2	12	56	150.0
3	9	57	150.0

Table 15.41: Main Power Up (Undercover Brella - Canopy Restore Time)

15.42 Splat Brella - Canopy Restore Time

Main	Sub	AP	Effect
0	0	0	390.0
0	1	3	355.7958
0	2	6	335.0409
0	3	9	318.0519
1	0	10	312.9403
0	4	12	303.3994
1	1	13	298.9145
0	5	15	290.4952
1	2	16	286.5057
0	6	18	278.9879
1	3	19	275.4292
2	0	20	271.991
0	7	21	268.6832
1	4	22	265.4861
2	1	23	262.3956
0	8	24	259.4228
1	5	25	256.564
2	2	26	253.7872
0	9	27	251.1186
1	6	28	248.5553
2	3	29	246.0809
3	0	30	243.6933
1	7	31	241.4044
2	4	32	239.1985
3	1	33	237.074
1	8	34	235.043
2	5	35	233.1039
3	2	36	231.2284
1	9	37	229.4423
2	6	38	227.7443
3	3	39	226.1199
1	10	40	224.5682
2	7	41	223.1016
3	4	42	221.7059
1	11	43	220.3804
2	8	44	219.1375
3	5	45	217.9634
1	12	46	216.8706
2	9	47	215.8453
3	6	48	214.9001
2	10	50	213.209
3	7	51	212.4753
2	11	53	211.2038
3	8	54	210.6784
2	12	56	210.0
3	9	57	210.0

Table 15.42: Main Power Up (Splat Brella - Canopy Restore Time)



Undercover Brella - Canopy Restore Time
Splat Brella - Canopy Restore Time

Splat Brella - Canopy Restore Time

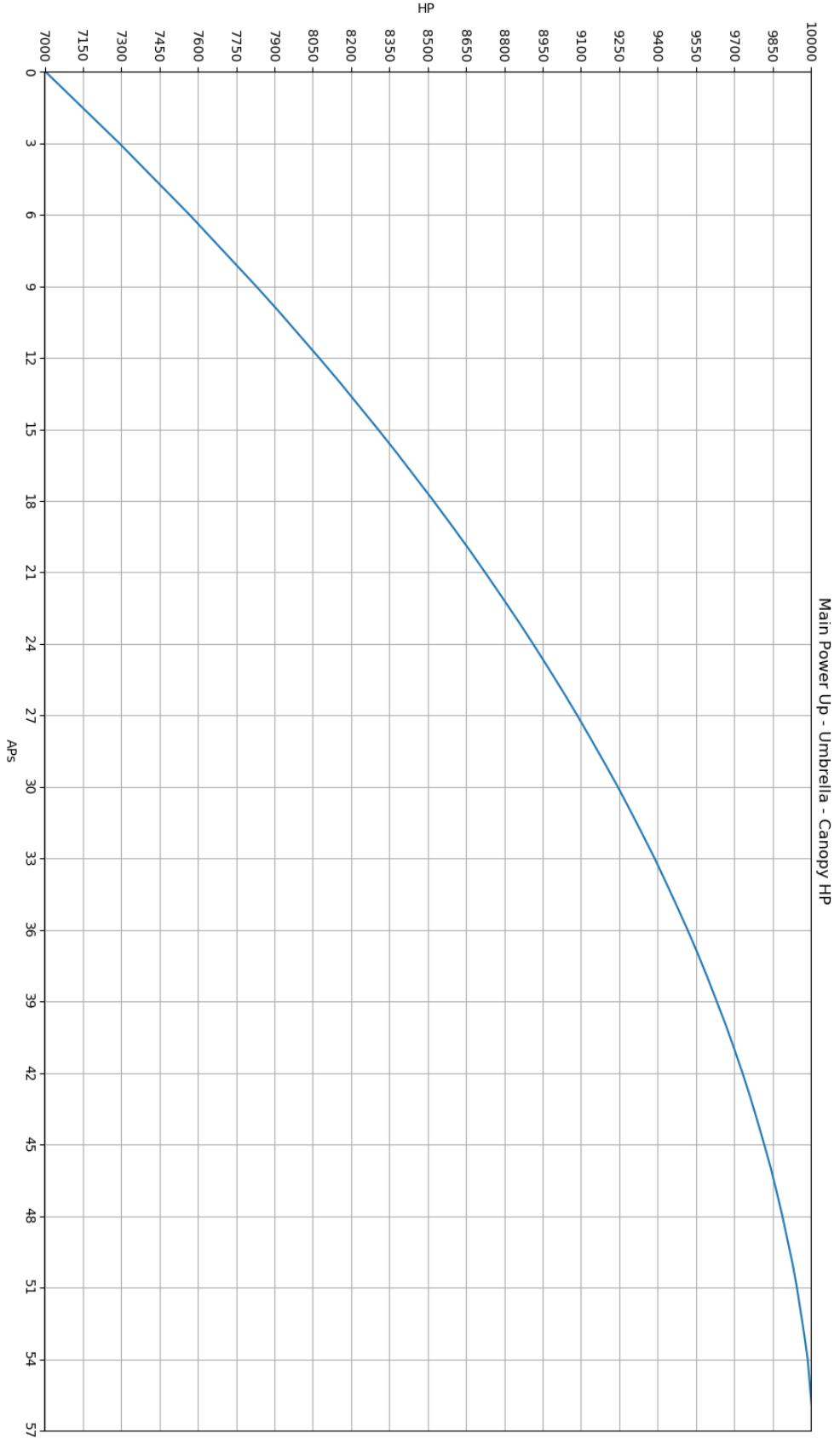
Undercover Brella - Canopy Restore Time

Splat Brella - Canopy Restore Time

15.43 Tenta Brella - Canopy HP

Main	Sub	AP	Effect
0	0	0	7000
0	1	3	7289
0	2	6	7564
0	3	9	7825
1	0	10	7909
0	4	12	8071
1	1	13	8150
0	5	15	8302
1	2	16	8376
0	6	18	8519
1	3	19	8588
2	0	20	8656
0	7	21	8721
1	4	22	8785
2	1	23	8848
0	8	24	8909
1	5	25	8968
2	2	26	9026
0	9	27	9082
1	6	28	9136
2	3	29	9189
3	0	30	9241
1	7	31	9290
2	4	32	9338
3	1	33	9385
1	8	34	9429
2	5	35	9472
3	2	36	9514
1	9	37	9554
2	6	38	9592
3	3	39	9628
1	10	40	9664
2	7	41	9697
3	4	42	9729
1	11	43	9759
2	8	44	9787
3	5	45	9814
1	12	46	9840
2	9	47	9863
3	6	48	9885
2	10	50	9925
3	7	51	9942
2	11	53	9971
3	8	54	9984
2	12	56	10000
3	9	57	10000

Table 15.43: Main Power Up (Tenta Brella - Canopy HP)



15.44 Mini Splatting - Burst Duration

Main	Sub	AP	Effect
0	0	0	72
0	1	3	78
0	2	6	81
0	3	9	83
1	0	10	83
0	4	12	84
1	1	13	85
0	5	15	86
1	2	16	86
0	6	18	87
1	3	19	87
2	0	20	88
0	7	21	88
1	4	22	88
2	1	23	89
0	8	24	89
1	5	25	89
2	2	26	90
0	9	27	90
1	6	28	90
2	3	29	90
3	0	30	91
1	7	31	91
2	4	32	91
3	1	33	91
1	8	34	92
2	5	35	92
3	2	36	92
1	9	37	92
2	6	38	92
3	3	39	92
1	10	40	93
2	7	41	93
3	4	42	93
1	11	43	93
2	8	44	93
3	5	45	93
1	12	46	93
2	9	47	94
3	6	48	94
2	10	50	94
3	7	51	94
2	11	53	94
3	8	54	94
2	12	56	94
3	9	57	94

Table 15.44: Main Power Up (Mini Splatting - Burst Duration)

15.45 Nautilus - Burst Duration

Main	Sub	AP	Effect
0	0	0	104
0	1	3	112
0	2	6	116
0	3	9	119
1	0	10	120
0	4	12	122
1	1	13	122
0	5	15	124
1	2	16	124
0	6	18	125
1	3	19	126
2	0	20	127
0	7	21	127
1	4	22	128
2	1	23	128
0	8	24	128
1	5	25	129
2	2	26	129
0	9	27	130
1	6	28	130
2	3	29	130
3	0	30	131
1	7	31	131
2	4	32	131
3	1	33	132
1	8	34	132
2	5	35	132
3	2	36	133
1	9	37	133
2	6	38	133
3	3	39	133
1	10	40	134
2	7	41	134
3	4	42	134
1	11	43	134
2	8	44	134
3	5	45	135
1	12	46	135
2	9	47	135
3	6	48	135
2	10	50	135
3	7	51	135
2	11	53	136
3	8	54	136
2	12	56	136
3	9	57	136

Table 15.45: Main Power Up (Nautilus - Burst Duration)

15.46 Heavy Splatting - Burst Duration

Main	Sub	AP	Effect
0	0	0	144
0	1	3	148
0	2	6	151
0	3	9	154
1	0	10	155
0	4	12	157
1	1	13	158
0	5	15	160
1	2	16	160
0	6	18	162
1	3	19	163
2	0	20	164
0	7	21	164
1	4	22	165
2	1	23	166
0	8	24	166
1	5	25	167
2	2	26	168
0	9	27	168
1	6	28	169
2	3	29	170
3	0	30	170
1	7	31	171
2	4	32	171
3	1	33	172
1	8	34	172
2	5	35	173
3	2	36	173
1	9	37	174
2	6	38	174
3	3	39	175
1	10	40	175
2	7	41	176
3	4	42	176
1	11	43	176
2	8	44	177
3	5	45	177
1	12	46	177
2	9	47	177
3	6	48	178
2	10	50	178
3	7	51	178
2	11	53	179
3	8	54	179
2	12	56	179
3	9	57	179

Table 15.46: Main Power Up (Heavy Splatting - Burst Duration)

15.47 Ballpoint Splatting - Damage Up

Main	Sub	AP	Effect
0	0	0	16.0-32.0
0	1	3	16.1-32.3
0	2	6	16.3-32.6
0	3	9	16.4-32.8
1	0	10	16.4-32.9
0	4	12	16.5-33.1
1	1	13	16.6-33.2
0	5	15	16.6-33.3
1	2	16	16.7-33.3
0	6	18	16.8-33.3
1	3	19	16.8-33.3
2	0	20	16.8-33.3
0	7	21	16.9-33.3
1	4	22	16.9-33.3
2	1	23	16.9-33.3
0	8	24	17.0-33.3
1	5	25	17.0-33.3
2	2	26	17.0-33.3
0	9	27	17.1-33.3
1	6	28	17.1-33.3
2	3	29	17.1-33.3
3	0	30	17.1-33.3
1	7	31	17.2-33.3
2	4	32	17.2-33.3
3	1	33	17.2-33.3
1	8	34	17.2-33.3
2	5	35	17.3-33.3
3	2	36	17.3-33.3
1	9	37	17.3-33.3
2	6	38	17.3-33.3
3	3	39	17.4-33.3
1	10	40	17.4-33.3
2	7	41	17.4-33.3
3	4	42	17.4-33.3
1	11	43	17.4-33.3
2	8	44	17.4-33.3
3	5	45	17.5-33.3
1	12	46	17.5-33.3
2	9	47	17.5-33.3
3	6	48	17.5-33.3
2	10	50	17.5-33.3
3	7	51	17.5-33.3
2	11	53	17.5-33.3
3	8	54	17.5-33.3
2	12	56	17.6-33.3
3	9	57	17.6-33.3

Table 15.47: Main Power Up (Ballpoint Splatting - Damage Up)

15.48 Hydra Splatting - Damage Up

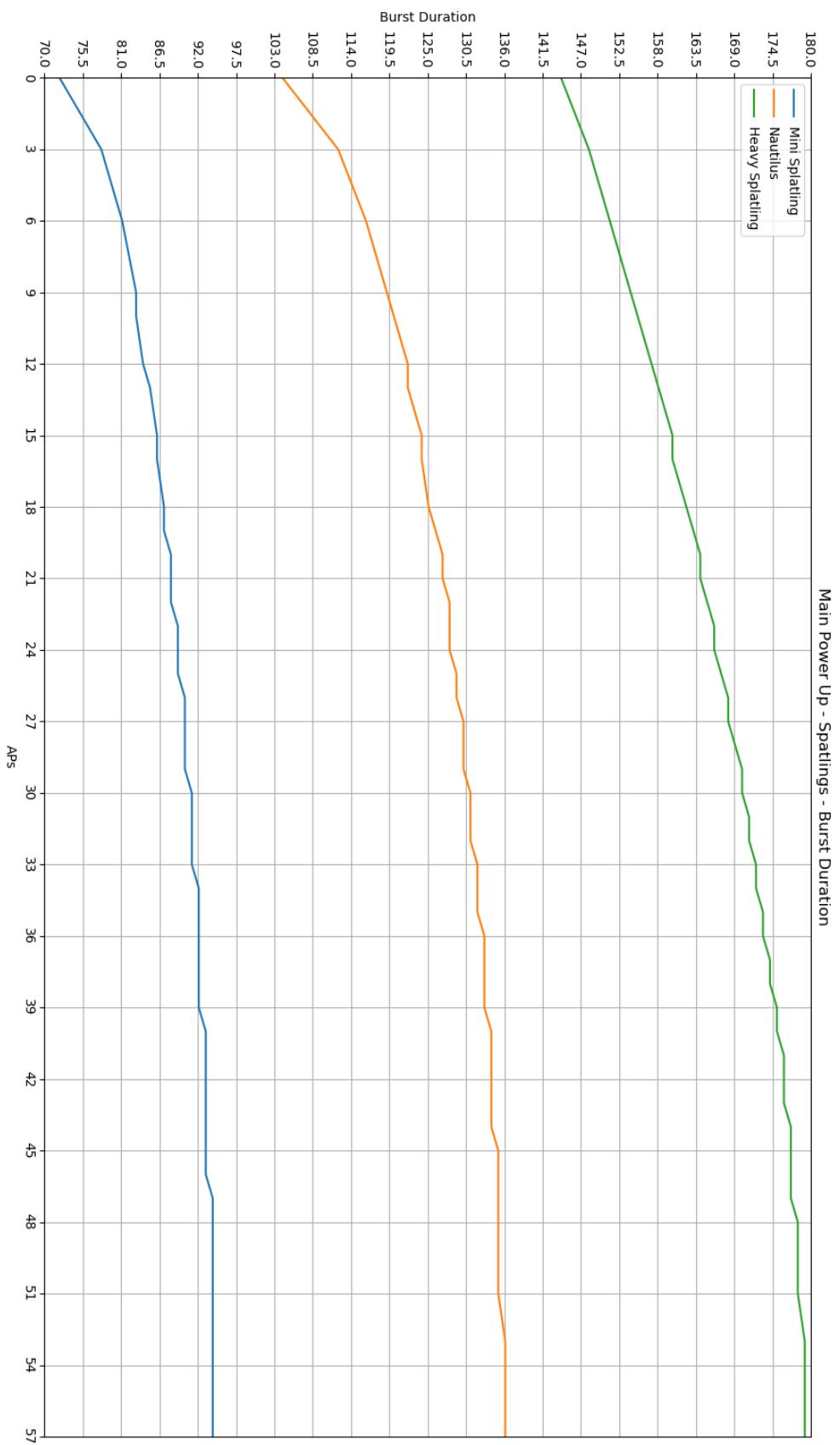
Main	Sub	AP	Effect
0	0	0	16.0-32.0
0	1	3	16.1-32.3
0	2	6	16.3-32.6
0	3	9	16.4-32.8
1	0	10	16.4-32.9
0	4	12	16.5-33.1
1	1	13	16.6-33.2
0	5	15	16.6-33.3
1	2	16	16.7-33.3
0	6	18	16.8-33.3
1	3	19	16.8-33.3
2	0	20	16.8-33.3
0	7	21	16.9-33.3
1	4	22	16.9-33.3
2	1	23	16.9-33.3
0	8	24	17.0-33.3
1	5	25	17.0-33.3
2	2	26	17.0-33.3
0	9	27	17.1-33.3
1	6	28	17.1-33.3
2	3	29	17.1-33.3
3	0	30	17.1-33.3
1	7	31	17.2-33.3
2	4	32	17.2-33.3
3	1	33	17.2-33.3
1	8	34	17.2-33.3
2	5	35	17.3-33.3
3	2	36	17.3-33.3
1	9	37	17.3-33.3
2	6	38	17.3-33.3
3	3	39	17.4-33.3
1	10	40	17.4-33.3
2	7	41	17.4-33.3
3	4	42	17.4-33.3
1	11	43	17.4-33.3
2	8	44	17.4-33.3
3	5	45	17.5-33.3
1	12	46	17.5-33.3
2	9	47	17.5-33.3
3	6	48	17.5-33.3
2	10	50	17.5-33.3
3	7	51	17.5-33.3
2	11	53	17.5-33.3
3	8	54	17.5-33.3
2	12	56	17.6-33.3
3	9	57	17.6-33.3

Table 15.48: Main Power Up (Hydra Splatting - Damage Up)

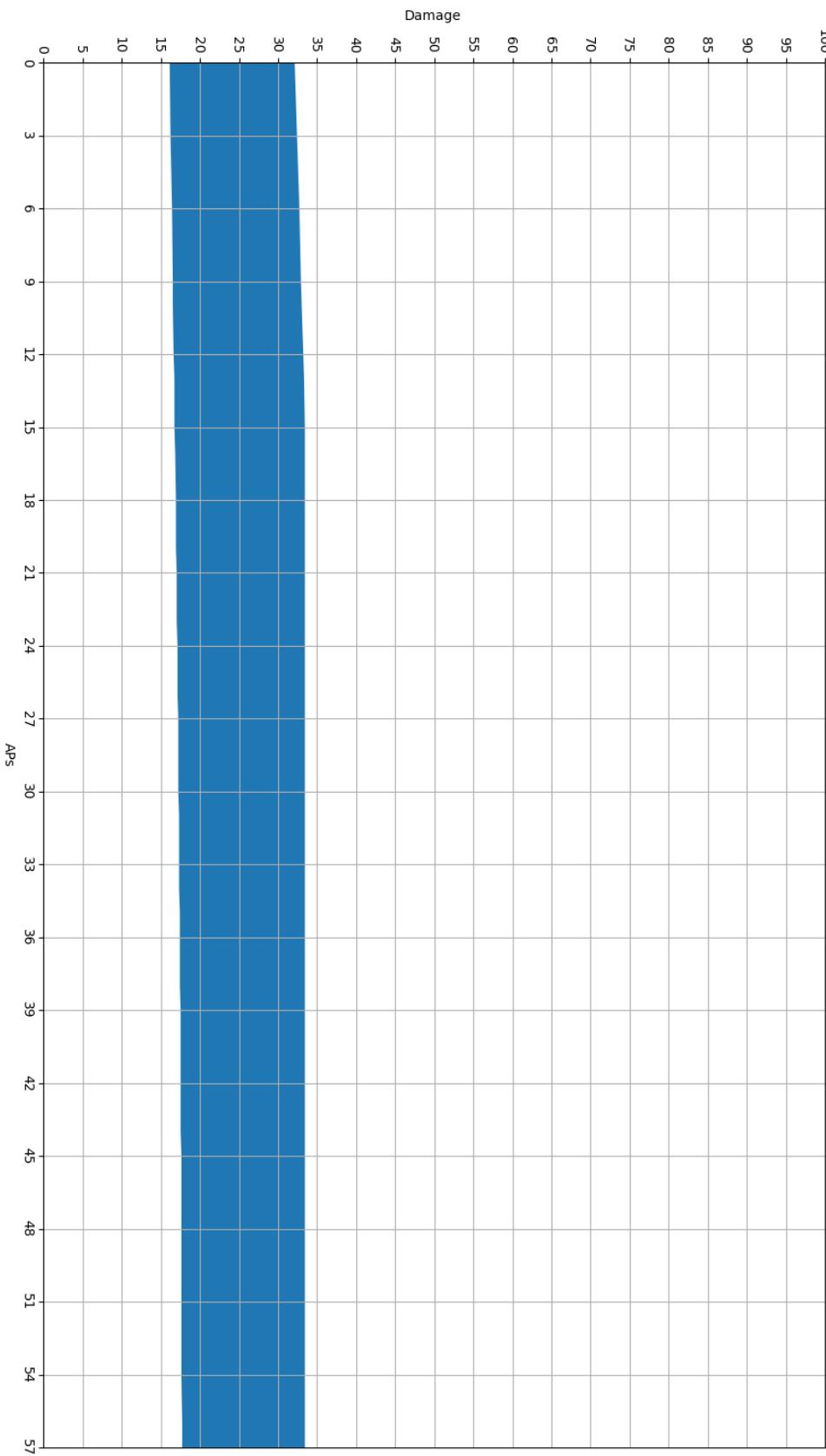
15.49 Hydra Splatting (Full Charge) - Damage Up

Main	Sub	AP	Effect
0	0	0	16.0-40.0
0	1	3	16.3-40.7
0	2	6	16.6-41.5
0	3	9	16.8-42.2
1	0	10	16.9-42.4
0	4	12	17.1-42.8
1	1	13	17.2-43.0
0	5	15	17.3-43.4
1	2	16	17.4-43.6
0	6	18	17.6-44.0
1	3	19	17.6-44.2
2	0	20	17.7-44.4
0	7	21	17.8-44.5
1	4	22	17.9-44.7
2	1	23	17.9-44.9
0	8	24	18.0-45.0
1	5	25	18.0-45.2
2	2	26	18.1-45.4
0	9	27	18.2-45.5
1	6	28	18.2-45.6
2	3	29	18.3-45.8
3	0	30	18.3-45.9
1	7	31	18.4-46.1
2	4	32	18.4-46.2
3	1	33	18.5-46.3
1	8	34	18.5-46.4
2	5	35	18.6-46.5
3	2	36	18.6-46.7
1	9	37	18.7-46.8
2	6	38	18.7-46.9
3	3	39	18.8-47.0
1	10	40	18.8-47.1
2	7	41	18.8-47.1
3	4	42	18.9-47.2
1	11	43	18.9-47.3
2	8	44	18.9-47.4
3	5	45	19.0-47.5
1	12	46	19.0-47.5
2	9	47	19.0-47.6
3	6	48	19.0-47.6
2	10	50	19.1-47.7
3	7	51	19.1-47.8
2	11	53	19.1-47.9
3	8	54	19.1-47.9
2	12	56	19.2-48.0
3	9	57	19.2-48.0

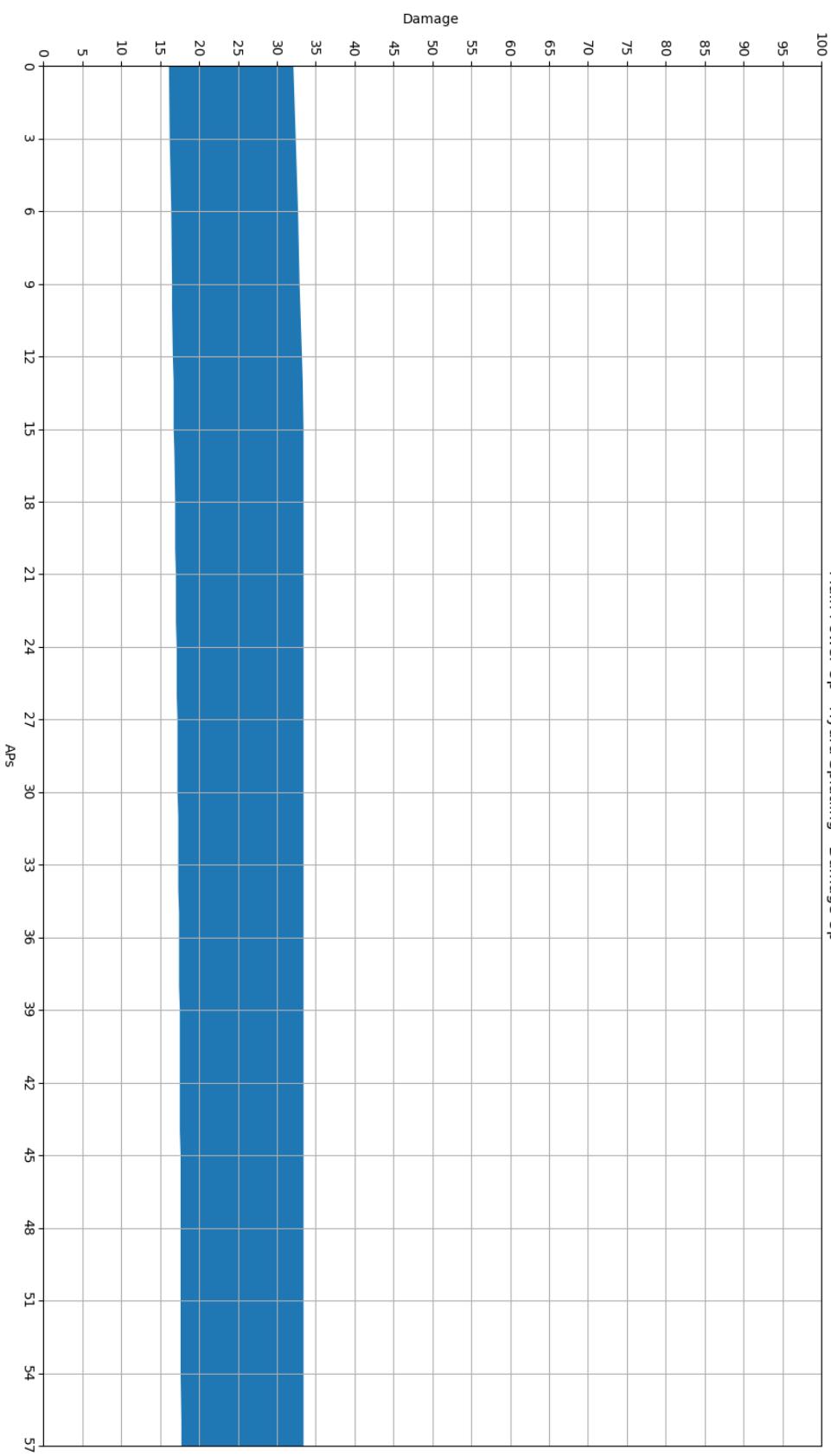
Table 15.49: Main Power Up (Hydra Splatting (Full Charge) - Damage Up)



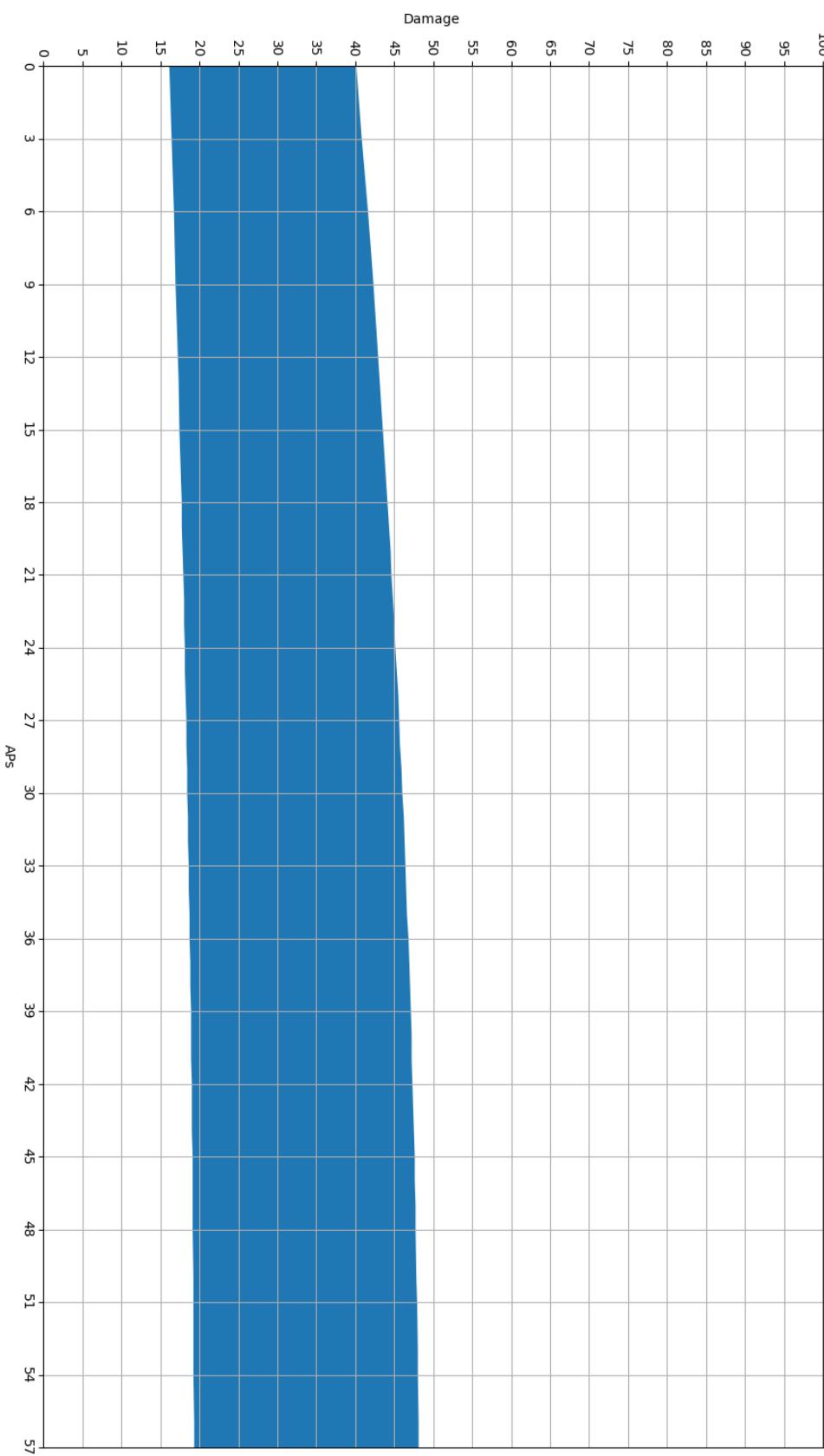
Main Power Up - Ballpoint Splatting - Damage Up



Main Power Up - Hydra Splatling - Damage Up



Main Power Up - Hydra Splatting (Full Charge) - Damage Up



15.50 Splat Dualies - Damage Up

Main	Sub	AP	Effect
0	0	0	15.0-30.0
0	1	3	15.0-30.1
0	2	6	15.2-30.4
0	3	9	15.3-30.7
1	0	10	15.4-30.8
0	4	12	15.5-31.1
1	1	13	15.6-31.2
0	5	15	15.7-31.4
1	2	16	15.7-31.5
0	6	18	15.9-31.8
1	3	19	15.9-31.9
2	0	20	16.0-32.0
0	7	21	16.0-32.1
1	4	22	16.1-32.3
2	1	23	16.2-32.4
0	8	24	16.2-32.5
1	5	25	16.3-32.6
2	2	26	16.3-32.7
0	9	27	16.4-32.8
1	6	28	16.4-32.9
2	3	29	16.5-33.0
3	0	30	16.5-33.1
1	7	31	16.6-33.2
2	4	32	16.6-33.3
3	1	33	16.7-33.3
1	8	34	16.7-33.3
2	5	35	16.8-33.3
3	2	36	16.8-33.3
1	9	37	16.9-33.3
2	6	38	16.9-33.3
3	3	39	16.9-33.3
1	10	40	17.0-33.3
2	7	41	17.0-33.3
3	4	42	17.0-33.3
1	11	43	17.1-33.3
2	8	44	17.1-33.3
3	5	45	17.1-33.3
1	12	46	17.2-33.3
2	9	47	17.2-33.3
3	6	48	17.2-33.3
2	10	50	17.3-33.3
3	7	51	17.3-33.3
2	11	53	17.3-33.3
3	8	54	17.3-33.3
2	12	56	17.4-33.3
3	9	57	17.4-33.3

Table 15.50: Main Power Up (Splat Dualies - Damage Up)

15.51 Dualie Squelchers - Damage Up

Main	Sub	AP	Effect
0	0	0	14.0-28.0
0	1	3	14.2-28.5
0	2	6	14.5-29.0
0	3	9	14.7-29.5
1	0	10	14.8-29.6
0	4	12	14.9-29.9
1	1	13	15.0-30.1
0	5	15	15.2-30.4
1	2	16	15.2-30.5
0	6	18	15.4-30.8
1	3	19	15.4-30.9
2	0	20	15.5-31.0
0	7	21	15.6-31.2
1	4	22	15.6-31.3
2	1	23	15.7-31.4
0	8	24	15.7-31.5
1	5	25	15.8-31.6
2	2	26	15.8-31.7
0	9	27	15.9-31.8
1	6	28	15.9-31.9
2	3	29	16.0-32.0
3	0	30	16.0-32.1
1	7	31	16.1-32.2
2	4	32	16.1-32.3
3	1	33	16.2-32.4
1	8	34	16.2-32.5
2	5	35	16.3-32.6
3	2	36	16.3-32.6
1	9	37	16.3-32.7
2	6	38	16.4-32.8
3	3	39	16.4-32.9
1	10	40	16.4-32.9
2	7	41	16.5-33.0
3	4	42	16.5-33.0
1	11	43	16.5-33.1
2	8	44	16.6-33.2
3	5	45	16.6-33.2
1	12	46	16.6-33.3
2	9	47	16.6-33.3
3	6	48	16.6-33.3
2	10	50	16.7-33.3
3	7	51	16.7-33.3
2	11	53	16.7-33.3
3	8	54	16.7-33.3
2	12	56	16.8-33.3
3	9	57	16.8-33.3

Table 15.51: Main Power Up (Dualie Squelchers - Damage Up)

15.52 Tetra Dualies - Damage Up

Main	Sub	AP	Effect
0	0	0	14.0-28.0
0	1	3	14.2-28.5
0	2	6	14.5-29.0
0	3	9	14.7-29.5
1	0	10	14.8-29.6
0	4	12	14.9-29.9
1	1	13	15.0-30.1
0	5	15	15.2-30.4
1	2	16	15.2-30.5
0	6	18	15.4-30.8
1	3	19	15.4-30.9
2	0	20	15.5-31.0
0	7	21	15.6-31.2
1	4	22	15.6-31.3
2	1	23	15.7-31.4
0	8	24	15.7-31.5
1	5	25	15.8-31.6
2	2	26	15.8-31.7
0	9	27	15.9-31.8
1	6	28	15.9-31.9
2	3	29	16.0-32.0
3	0	30	16.0-32.1
1	7	31	16.1-32.2
2	4	32	16.1-32.3
3	1	33	16.2-32.4
1	8	34	16.2-32.5
2	5	35	16.3-32.6
3	2	36	16.3-32.6
1	9	37	16.3-32.7
2	6	38	16.4-32.8
3	3	39	16.4-32.9
1	10	40	16.4-32.9
2	7	41	16.5-33.0
3	4	42	16.5-33.0
1	11	43	16.5-33.1
2	8	44	16.6-33.2
3	5	45	16.6-33.2
1	12	46	16.6-33.3
2	9	47	16.6-33.3
3	6	48	16.6-33.3
2	10	50	16.7-33.3
3	7	51	16.7-33.3
2	11	53	16.7-33.3
3	8	54	16.7-33.3
2	12	56	16.8-33.3
3	9	57	16.8-33.3

Table 15.52: Main Power Up (Tetra Dualies - Damage Up)

15.53 Glooga Dualies - Damage Up

Main	Sub	AP	Effect
0	0	0	18.0-36.0
0	1	3	18.3-36.6
0	2	6	18.6-37.3
0	3	9	18.9-37.9
1	0	10	19.0-38.1
0	4	12	19.2-38.5
1	1	13	19.3-38.7
0	5	15	19.5-39.1
1	2	16	19.6-39.3
0	6	18	19.8-39.6
1	3	19	19.9-39.8
2	0	20	19.9-39.9
0	7	21	20.0-40.1
1	4	22	20.1-40.2
2	1	23	20.2-40.4
0	8	24	20.2-40.5
1	5	25	20.3-40.7
2	2	26	20.4-40.8
0	9	27	20.4-40.9
1	6	28	20.5-41.1
2	3	29	20.6-41.2
3	0	30	20.6-41.3
1	7	31	20.7-41.4
2	4	32	20.8-41.6
3	1	33	20.8-41.7
1	8	34	20.9-41.8
2	5	35	20.9-41.9
3	2	36	21.0-42.0
1	9	37	21.0-42.1
2	6	38	21.1-42.2
3	3	39	21.1-42.3
1	10	40	21.1-42.3
2	7	41	21.2-42.4
3	4	42	21.2-42.5
1	11	43	21.3-42.6
2	8	44	21.3-42.6
3	5	45	21.3-42.7
1	12	46	21.4-42.8
2	9	47	21.4-42.8
3	6	48	21.4-42.9
2	10	50	21.5-43.0
3	7	51	21.5-43.0
2	11	53	21.5-43.1
3	8	54	21.5-43.1
2	12	56	21.6-43.2
3	9	57	21.6-43.2

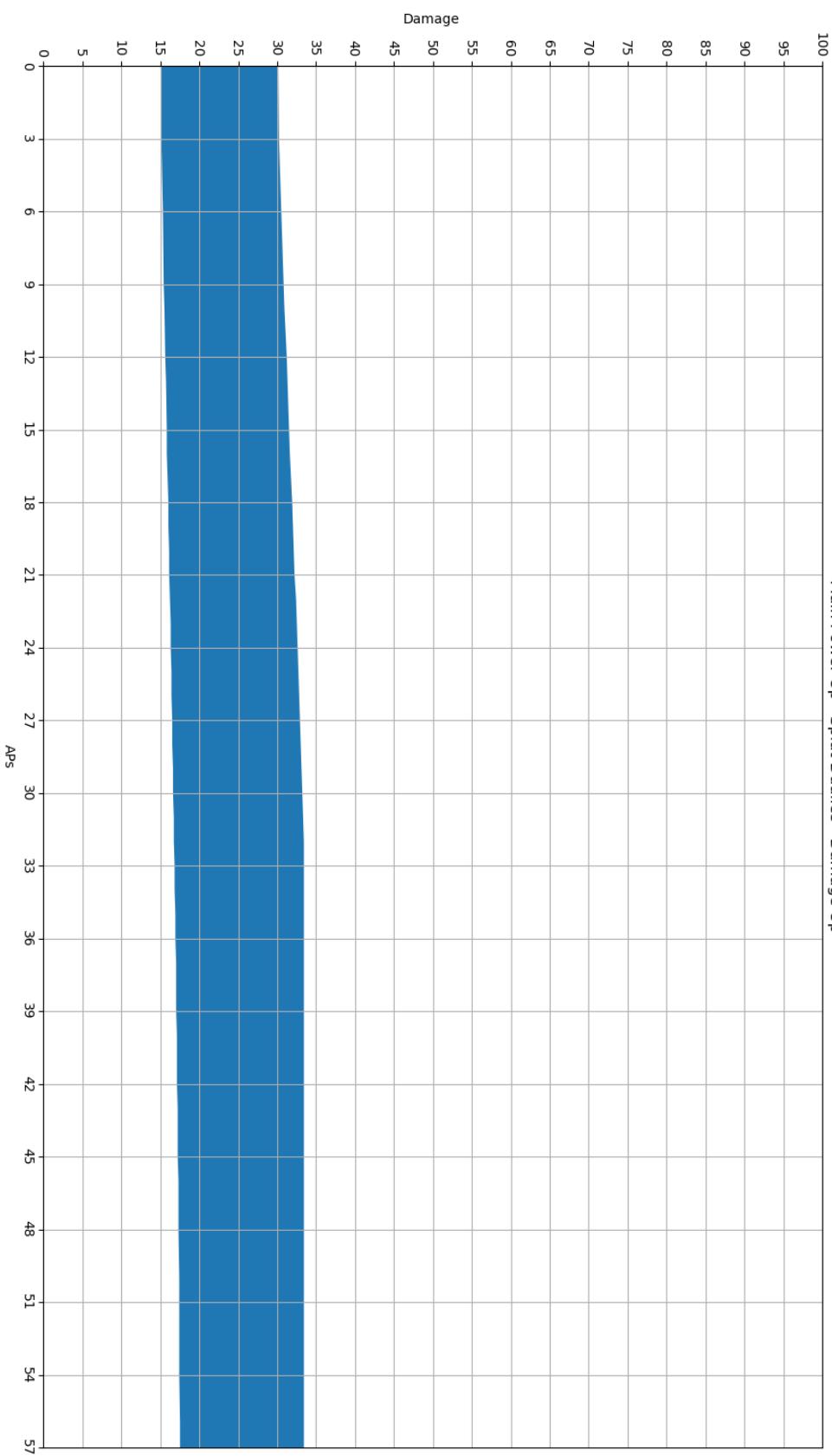
Table 15.53: Main Power Up (Glooga Dualies - Damage Up)

15.54 Dapple Dualies - Damage Up

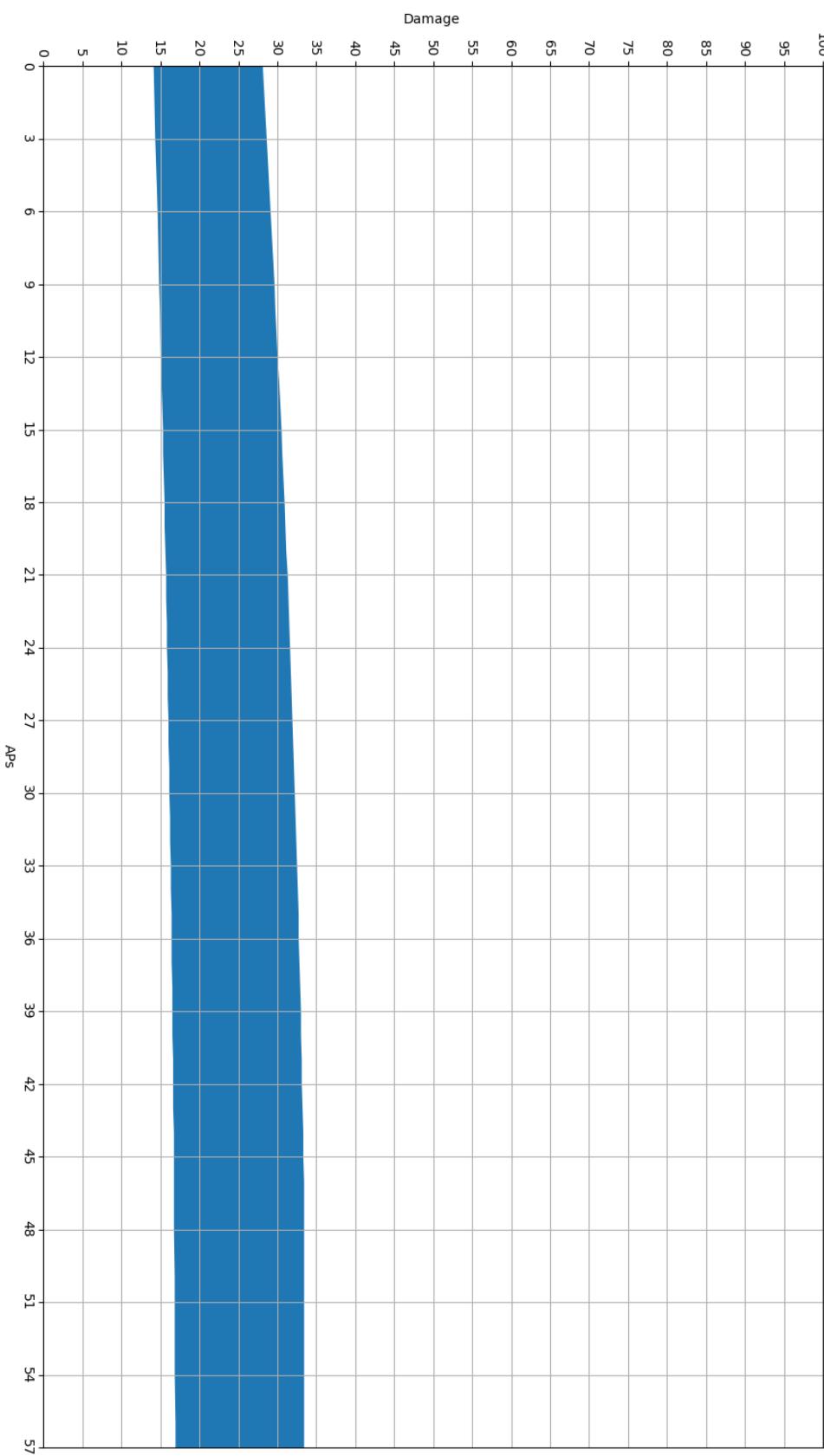
Main	Sub	AP	Effect
0	0	0	18.0-36.0
0	1	3	18.3-36.6
0	2	6	18.6-37.3
0	3	9	18.9-37.9
1	0	10	19.0-38.1
0	4	12	19.2-38.5
1	1	13	19.3-38.7
0	5	15	19.5-39.1
1	2	16	19.6-39.3
0	6	18	19.8-39.6
1	3	19	19.9-39.8
2	0	20	19.9-39.9
0	7	21	20.0-40.1
1	4	22	20.1-40.2
2	1	23	20.2-40.4
0	8	24	20.2-40.5
1	5	25	20.3-40.7
2	2	26	20.4-40.8
0	9	27	20.4-40.9
1	6	28	20.5-41.1
2	3	29	20.6-41.2
3	0	30	20.6-41.3
1	7	31	20.7-41.4
2	4	32	20.8-41.6
3	1	33	20.8-41.7
1	8	34	20.9-41.8
2	5	35	20.9-41.9
3	2	36	21.0-42.0
1	9	37	21.0-42.1
2	6	38	21.1-42.2
3	3	39	21.1-42.3
1	10	40	21.1-42.3
2	7	41	21.2-42.4
3	4	42	21.2-42.5
1	11	43	21.3-42.6
2	8	44	21.3-42.6
3	5	45	21.3-42.7
1	12	46	21.4-42.8
2	9	47	21.4-42.8
3	6	48	21.4-42.9
2	10	50	21.5-43.0
3	7	51	21.5-43.0
2	11	53	21.5-43.1
3	8	54	21.5-43.1
2	12	56	21.6-43.2
3	9	57	21.6-43.2

Table 15.54: Main Power Up (Dapple Dualies - Damage Up)

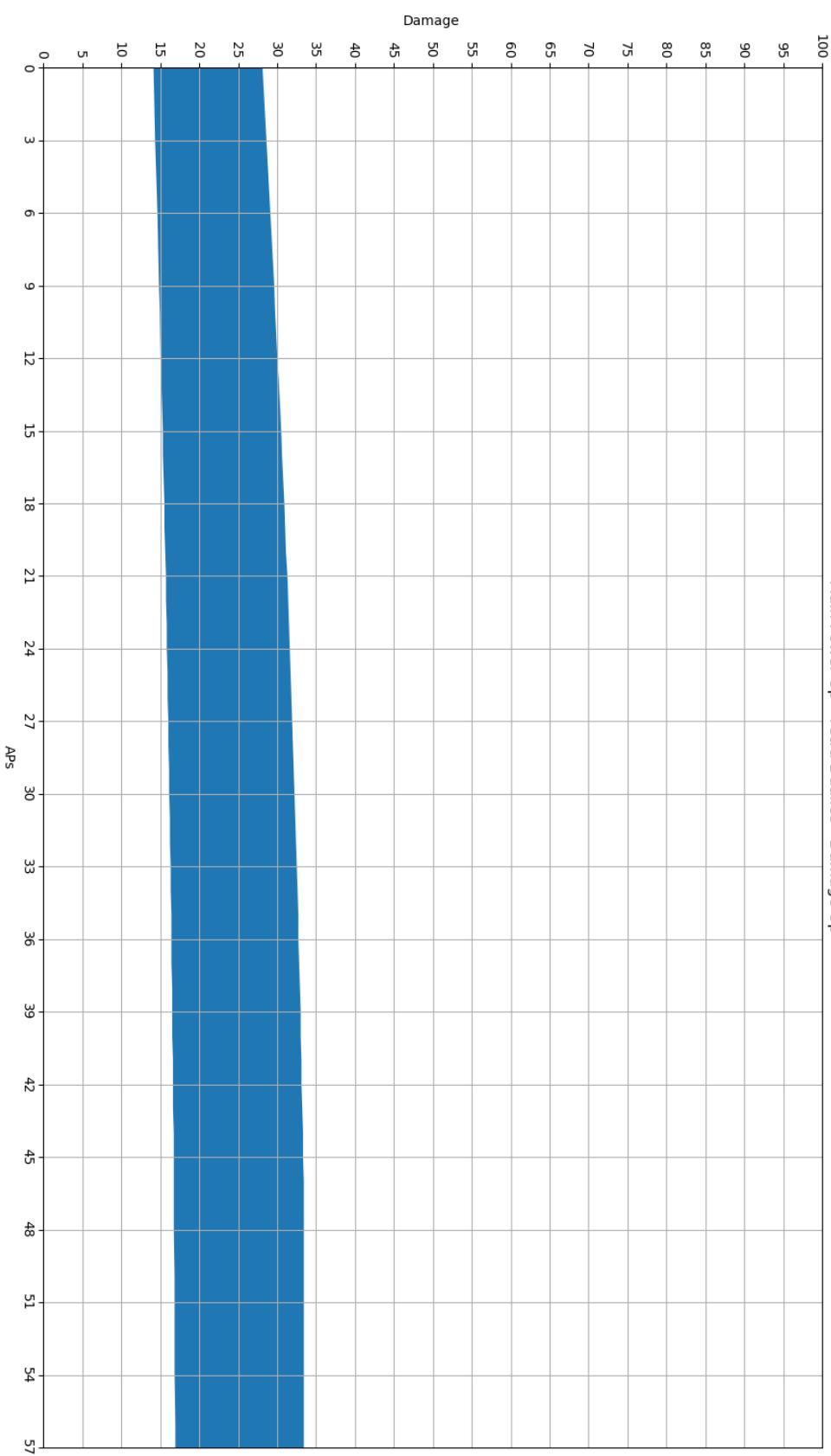
Main Power Up - Splat Dualies - Damage Up



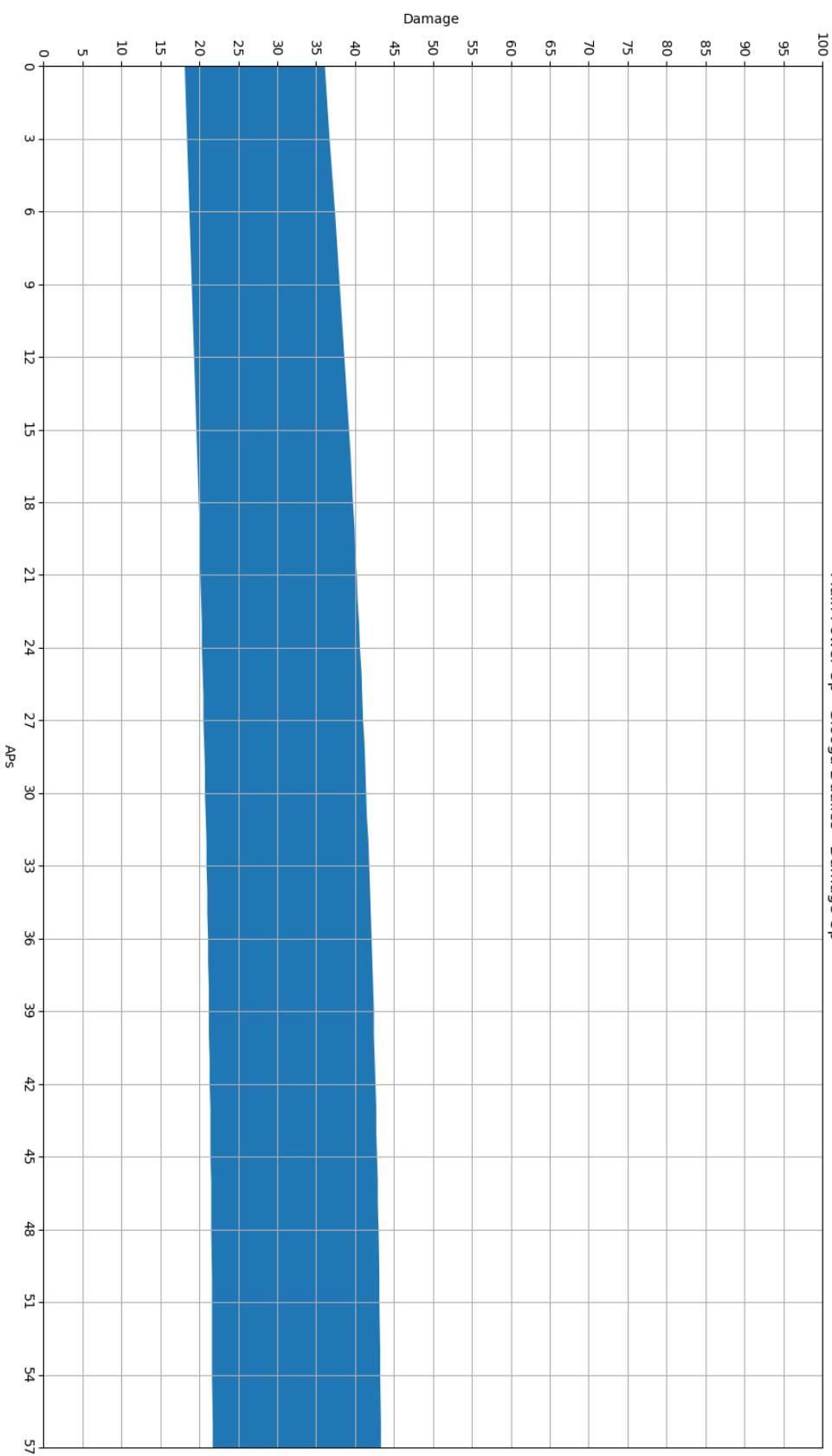
Main Power Up - Dualie Squelchers - Damage Up



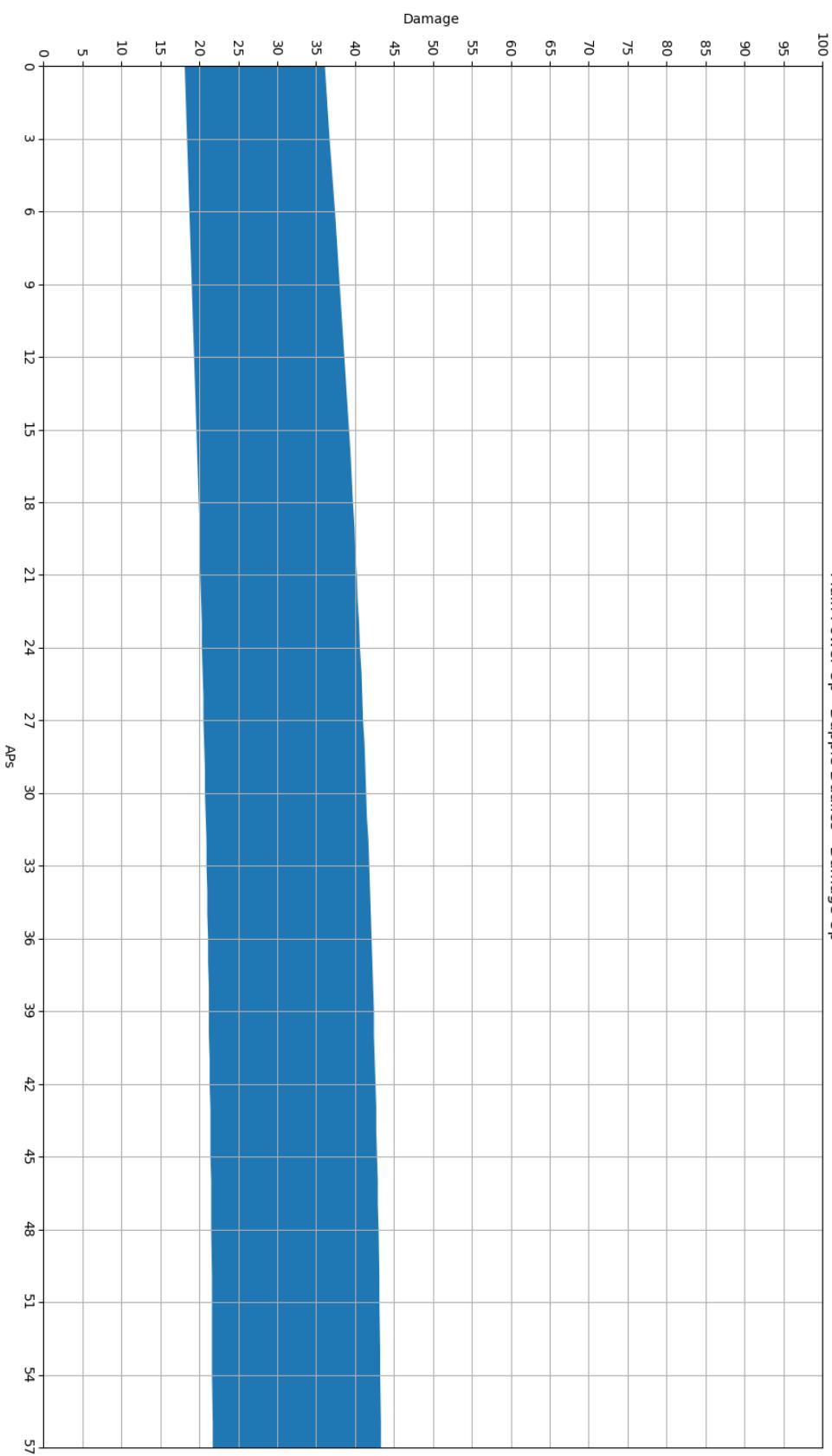
Main Power Up - Tetra Dualies - Damage Up



Main Power Up - Glooga Dualies - Damage Up



Main Power Up - Dapple Dualies - Damage Up



15.55 Splat Charger - Damage Up

Main	Sub	AP	Effect
0	0	0	40.0-80.0
0	1	3	40.7-81.5
0	2	6	41.5-83.0
0	3	9	42.2-84.4
1	0	10	42.4-84.8
0	4	12	42.8-85.7
1	1	13	43.0-86.1
0	5	15	43.4-86.9
1	2	16	43.6-87.3
0	6	18	44.0-88.1
1	3	19	44.2-88.4
2	0	20	44.4-88.8
0	7	21	44.5-89.1
1	4	22	44.7-89.5
2	1	23	44.9-89.8
0	8	24	45.0-90.1
1	5	25	45.2-90.4
2	2	26	45.4-90.8
0	9	27	45.5-91.1
1	6	28	45.6-91.3
2	3	29	45.8-91.6
3	0	30	45.9-91.9
1	7	31	46.1-92.2
2	4	32	46.2-92.4
3	1	33	46.3-92.7
1	8	34	46.4-92.9
2	5	35	46.5-93.1
3	2	36	46.7-93.4
1	9	37	46.8-93.6
2	6	38	46.9-93.8
3	3	39	47.0-94.0
1	10	40	47.1-94.2
2	7	41	47.1-94.3
3	4	42	47.2-94.5
1	11	43	47.3-94.7
2	8	44	47.4-94.8
3	5	45	47.5-95.0
1	12	46	47.5-95.1
2	9	47	47.6-95.2
3	6	48	47.6-95.3
2	10	50	47.7-95.5
3	7	51	47.8-95.6
2	11	53	47.9-95.8
3	8	54	47.9-95.9
2	12	56	48.0-96.0
3	9	57	48.0-96.0

Table 15.55: Main Power Up (Splat Charger - Damage Up)

15.56 Splat Charger Full Charge - Damage Up

Main	Sub	AP	Effect
0	0	0	160.0-160.0
0	1	3	163.0-163.0
0	2	6	166.0-166.0
0	3	9	168.8-168.8
1	0	10	169.6-169.6
0	4	12	171.4-171.4
1	1	13	172.2-172.2
0	5	15	173.8-173.8
1	2	16	174.6-174.6
0	6	18	176.2-176.2
1	3	19	176.9-176.9
2	0	20	177.6-177.6
0	7	21	178.3-178.3
1	4	22	179.0-179.0
2	1	23	179.7-179.7
0	8	24	180.3-180.3
1	5	25	180.9-180.9
2	2	26	181.6-181.6
0	9	27	182.2-182.2
1	6	28	182.7-182.7
2	3	29	183.3-183.3
3	0	30	183.9-183.9
1	7	31	184.4-184.4
2	4	32	184.9-184.9
3	1	33	185.4-185.4
1	8	34	185.9-185.9
2	5	35	186.3-186.3
3	2	36	186.8-186.8
1	9	37	187.2-187.2
2	6	38	187.6-187.6
3	3	39	188.0-188.0
1	10	40	188.4-188.4
2	7	41	188.7-188.7
3	4	42	189.1-189.1
1	11	43	189.4-189.4
2	8	44	189.7-189.7
3	5	45	190.0-190.0
1	12	46	190.2-190.2
2	9	47	190.5-190.5
3	6	48	190.7-190.7
2	10	50	191.1-191.1
3	7	51	191.3-191.3
2	11	53	191.6-191.6
3	8	54	191.8-191.8
2	12	56	192.0-192.0
3	9	57	192.0-192.0

Table 15.56: Main Power Up (Splat Charger Full Charge - Damage Up)

15.57 Bamboozler 14 - Damage Up

Main	Sub	AP	Effect
0	0	0	30.0-85.0
0	1	3	30.5-86.6
0	2	6	31.1-88.2
0	3	9	31.6-89.6
1	0	10	31.8-90.1
0	4	12	32.1-91.0
1	1	13	32.3-91.5
0	5	15	32.6-92.3
1	2	16	32.7-92.8
0	6	18	33.0-93.6
1	3	19	33.1-94.0
2	0	20	33.3-94.3
0	7	21	33.4-94.7
1	4	22	33.5-95.1
2	1	23	33.6-95.4
0	8	24	33.8-95.8
1	5	25	33.9-96.1
2	2	26	34.0-96.4
0	9	27	34.1-96.8
1	6	28	34.2-97.1
2	3	29	34.3-97.4
3	0	30	34.4-97.6
1	7	31	34.5-97.9
2	4	32	34.6-98.2
3	1	33	34.7-98.5
1	8	34	34.8-98.7
2	5	35	34.9-99.0
3	2	36	35.0-99.2
1	9	37	35.1-99.4
2	6	38	35.1-99.6
3	3	39	35.2-99.8
1	10	40	35.3-99.9
2	7	41	35.3-99.9
3	4	42	35.4-99.9
1	11	43	35.5-99.9
2	8	44	35.5-99.9
3	5	45	35.6-99.9
1	12	46	35.6-99.9
2	9	47	35.7-99.9
3	6	48	35.7-99.9
2	10	50	35.8-99.9
3	7	51	35.8-99.9
2	11	53	35.9-99.9
3	8	54	35.9-99.9
2	12	56	36.0-99.9
3	9	57	36.0-99.9

Table 15.57: Main Power Up (Bamboozler 14 - Damage Up)

15.58 Bamboozler 14 Full Charge - Damage Up

Main	Sub	AP	Effect
0	0	0	85.0-85.0
0	1	3	86.6-86.6
0	2	6	88.2-88.2
0	3	9	89.6-89.6
1	0	10	90.1-90.1
0	4	12	91.0-91.0
1	1	13	91.5-91.5
0	5	15	92.3-92.3
1	2	16	92.8-92.8
0	6	18	93.6-93.6
1	3	19	94.0-94.0
2	0	20	94.3-94.3
0	7	21	94.7-94.7
1	4	22	95.1-95.1
2	1	23	95.4-95.4
0	8	24	95.8-95.8
1	5	25	96.1-96.1
2	2	26	96.4-96.4
0	9	27	96.8-96.8
1	6	28	97.1-97.1
2	3	29	97.4-97.4
3	0	30	97.6-97.6
1	7	31	97.9-97.9
2	4	32	98.2-98.2
3	1	33	98.5-98.5
1	8	34	98.7-98.7
2	5	35	99.0-99.0
3	2	36	99.2-99.2
1	9	37	99.4-99.4
2	6	38	99.6-99.6
3	3	39	99.8-99.8
1	10	40	99.9-99.9
2	7	41	99.9-99.9
3	4	42	99.9-99.9
1	11	43	99.9-99.9
2	8	44	99.9-99.9
3	5	45	99.9-99.9
1	12	46	99.9-99.9
2	9	47	99.9-99.9
3	6	48	99.9-99.9
2	10	50	99.9-99.9
3	7	51	99.9-99.9
2	11	53	99.9-99.9
3	8	54	99.9-99.9
2	12	56	99.9-99.9
3	9	57	99.9-99.9

Table 15.58: Main Power Up (Bamboozler 14 Full Charge - Damage Up)

15.59 Goo Tuber - Damage Up

Main	Sub	AP	Effect
0	0	0	40.0-130.0
0	1	3	40.5-131.8
0	2	6	41.1-133.6
0	3	9	41.6-135.3
1	0	10	41.8-135.9
0	4	12	42.1-136.9
1	1	13	42.3-137.4
0	5	15	42.6-138.4
1	2	16	42.7-138.9
0	6	18	43.0-139.8
1	3	19	43.1-140.3
2	0	20	43.3-140.7
0	7	21	43.4-141.1
1	4	22	43.5-141.6
2	1	23	43.6-142.0
0	8	24	43.8-142.4
1	5	25	43.9-142.7
2	2	26	44.0-143.1
0	9	27	44.1-143.5
1	6	28	44.2-143.8
2	3	29	44.3-144.2
3	0	30	44.4-144.5
1	7	31	44.5-144.8
2	4	32	44.6-145.2
3	1	33	44.7-145.5
1	8	34	44.8-145.7
2	5	35	44.9-146.0
3	2	36	45.0-146.3
1	9	37	45.1-146.6
2	6	38	45.1-146.8
3	3	39	45.2-147.0
1	10	40	45.3-147.3
2	7	41	45.3-147.5
3	4	42	45.4-147.7
1	11	43	45.5-147.9
2	8	44	45.5-148.1
3	5	45	45.6-148.2
1	12	46	45.6-148.4
2	9	47	45.7-148.6
3	6	48	45.7-148.7
2	10	50	45.8-149.0
3	7	51	45.8-149.1
2	11	53	45.9-149.3
3	8	54	45.9-149.3
2	12	56	45.9-149.4
3	9	57	45.9-149.4

Table 15.59: Main Power Up (Goo Tuber - Damage Up)

15.60 Goo Tuber Full Charge - Damage Up

Main	Sub	AP	Effect
0	0	0	180.0-180.0
0	1	3	182.6-182.6
0	2	6	185.0-185.0
0	3	9	187.4-187.4
1	0	10	188.1-188.1
0	4	12	189.6-189.6
1	1	13	190.3-190.3
0	5	15	191.7-191.7
1	2	16	192.3-192.3
0	6	18	193.6-193.6
1	3	19	194.2-194.2
2	0	20	194.9-194.9
0	7	21	195.4-195.4
1	4	22	196.0-196.0
2	1	23	196.6-196.6
0	8	24	197.1-197.1
1	5	25	197.7-197.7
2	2	26	198.2-198.2
0	9	27	198.7-198.7
1	6	28	199.2-199.2
2	3	29	199.7-199.7
3	0	30	200.1-200.1
1	7	31	200.6-200.6
2	4	32	201.0-201.0
3	1	33	201.4-201.4
1	8	34	201.8-201.8
2	5	35	202.2-202.2
3	2	36	202.6-202.6
1	9	37	202.9-202.9
2	6	38	203.3-203.3
3	3	39	203.6-203.6
1	10	40	203.9-203.9
2	7	41	204.2-204.2
3	4	42	204.5-204.5
1	11	43	204.8-204.8
2	8	44	205.0-205.0
3	5	45	205.3-205.3
1	12	46	205.5-205.5
2	9	47	205.7-205.7
3	6	48	205.9-205.9
2	10	50	206.3-206.3
3	7	51	206.4-206.4
2	11	53	206.7-206.7
3	8	54	206.8-206.8
2	12	56	207.0-207.0
3	9	57	207.0-207.0

Table 15.60: Main Power Up (Goo Tuber Full Charge - Damage Up)

15.61 E-Liter 4k Full Charge Distance

Main	Sub	AP	Effect
0	0	0	290.5
0	1	3	290.5541
0	2	6	290.9006
0	3	9	291.7492
1	0	10	292.1691
0	4	12	293.2323
1	1	13	293.8815
0	5	15	295.4116
1	2	16	296.2984
0	6	18	298.2963
1	3	19	299.4074
2	0	20	300.5918
0	7	21	301.8412
1	4	22	303.1578
2	1	23	304.5384
0	8	24	305.972
1	5	25	307.4535
2	2	26	308.9938
0	9	27	310.5727
1	6	28	312.184
2	3	29	313.8314
3	0	30	315.51
1	7	31	317.2041
2	4	32	318.9184
3	1	33	320.6476
1	8	34	322.3747
2	5	35	324.093
3	2	36	325.8215
1	9	37	327.5299
2	6	38	329.2118
3	3	39	330.8747
1	10	40	332.5136
2	7	41	334.1089
3	4	42	335.6696
1	11	43	337.1908
2	8	44	338.6525
3	5	45	340.0651
1	12	46	341.4083
2	9	47	342.6934
3	6	48	343.9
2	10	50	346.1116
3	7	51	347.0926
2	11	53	348.8239
3	8	54	349.551
2	12	56	350.5
3	9	57	350.5

Table 15.61: Main Power Up (E-Liter 4k Full Charge Distance)

15.62 E-Liter 4k Scope Full Charge Distance

Main	Sub	AP	Effect
0	0	0	310.5
0	1	3	311.949
0	2	6	313.3245
0	3	9	314.6265
1	0	10	315.045
0	4	12	315.8565
1	1	13	316.251
0	5	15	317.013
1	2	16	317.3835
0	6	18	318.0975
1	3	19	318.4425
2	0	20	318.78
0	7	21	319.1085
1	4	22	319.4295
2	1	23	319.743
0	8	24	320.0475
1	5	25	320.343
2	2	26	320.6325
0	9	27	320.913
1	6	28	321.1845
2	3	29	321.4485
3	0	30	321.705
1	7	31	321.9525
2	4	32	322.1925
3	1	33	322.425
1	8	34	322.6485
2	5	35	322.863
3	2	36	323.0715
1	9	37	323.271
2	6	38	323.4615
3	3	39	323.6445
1	10	40	323.82
2	7	41	323.9865
3	4	42	324.1455
1	11	43	324.297
2	8	44	324.4395
3	5	45	324.5745
1	12	46	324.7005
2	9	47	324.819
3	6	48	324.9285
2	10	50	325.125
3	7	51	325.2105
2	11	53	325.359
3	8	54	325.4205
2	12	56	325.5
3	9	57	325.5

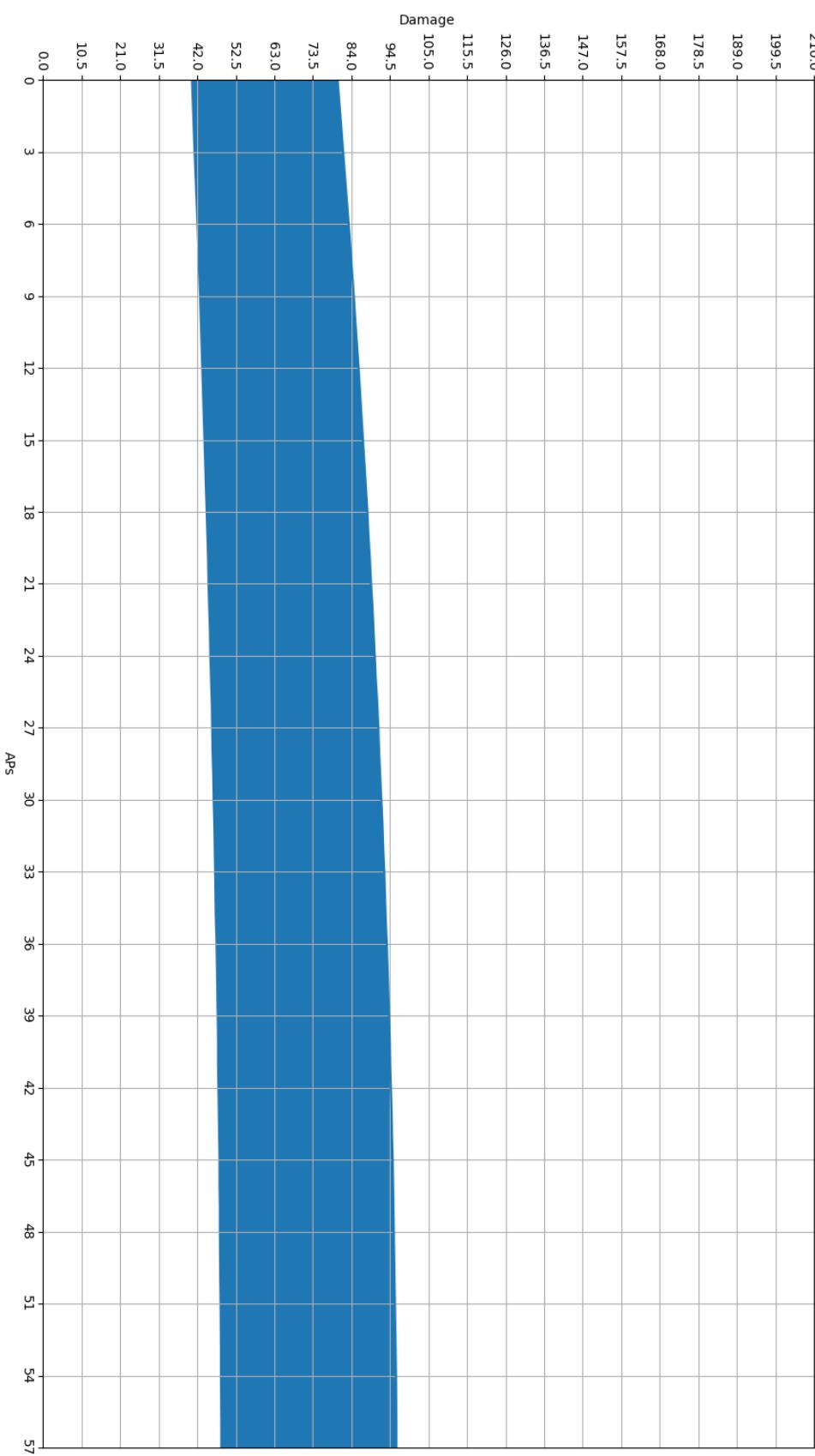
Table 15.62: Main Power Up (E-Liter 4k Scope Full Charge Distance)

15.63 Squiffer Full Charge Distance

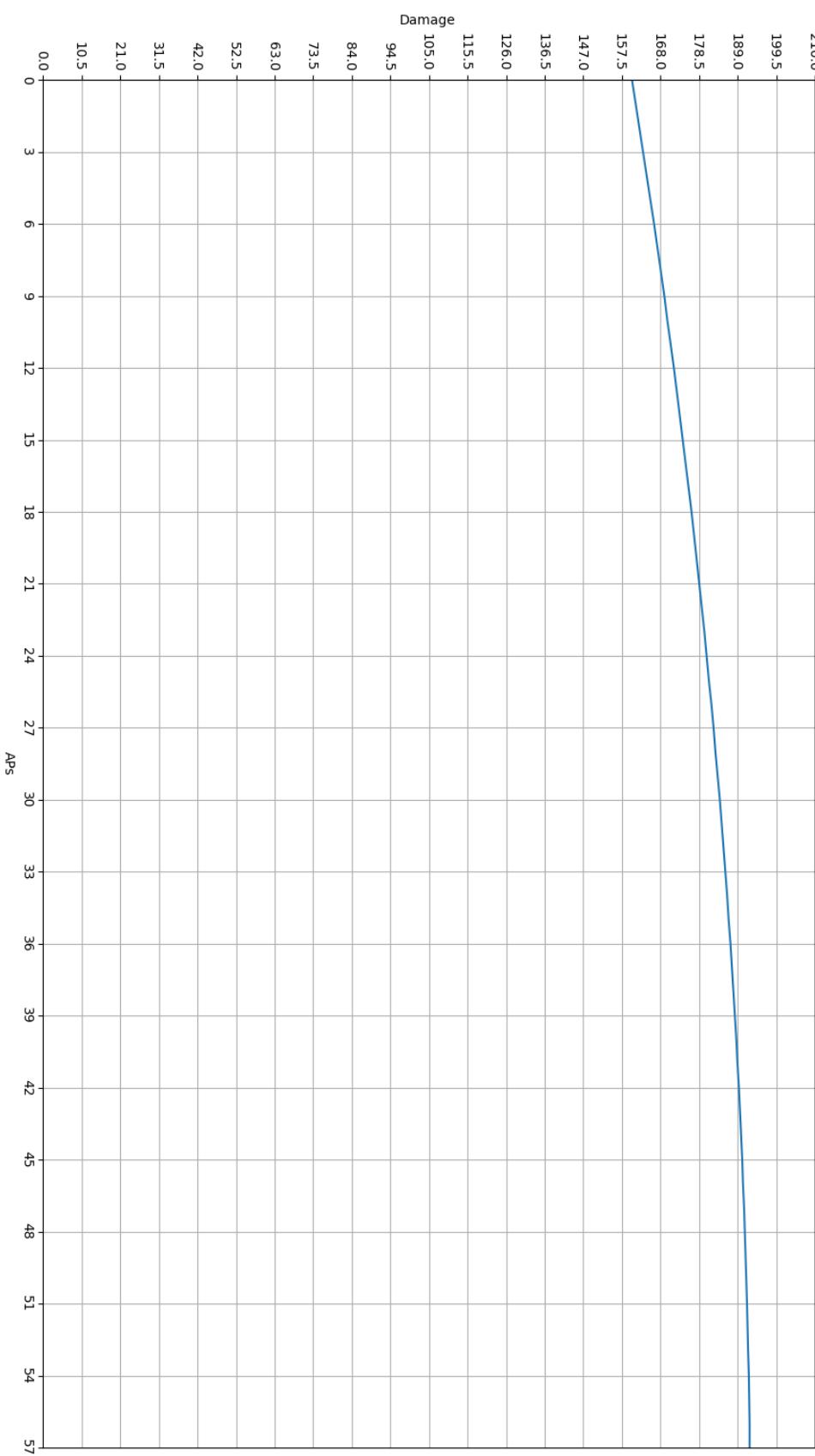
Main	Sub	AP	Effect
0	0	0	167.65
0	1	3	169.099
0	2	6	170.4745
0	3	9	171.7765
1	0	10	172.195
0	4	12	173.0065
1	1	13	173.401
0	5	15	174.163
1	2	16	174.5335
0	6	18	175.2475
1	3	19	175.5925
2	0	20	175.93
0	7	21	176.2585
1	4	22	176.5795
2	1	23	176.893
0	8	24	177.1975
1	5	25	177.493
2	2	26	177.7825
0	9	27	178.063
1	6	28	178.3345
2	3	29	178.5985
3	0	30	178.855
1	7	31	179.1025
2	4	32	179.3425
3	1	33	179.575
1	8	34	179.7985
2	5	35	180.013
3	2	36	180.2215
1	9	37	180.421
2	6	38	180.6115
3	3	39	180.7945
1	10	40	180.97
2	7	41	181.1365
3	4	42	181.2955
1	11	43	181.447
2	8	44	181.5895
3	5	45	181.7245
1	12	46	181.8505
2	9	47	181.969
3	6	48	182.0785
2	10	50	182.275
3	7	51	182.3605
2	11	53	182.509
3	8	54	182.5705
2	12	56	182.65
3	9	57	182.65

Table 15.63: Main Power Up (Squiffer Full Charge Distance)

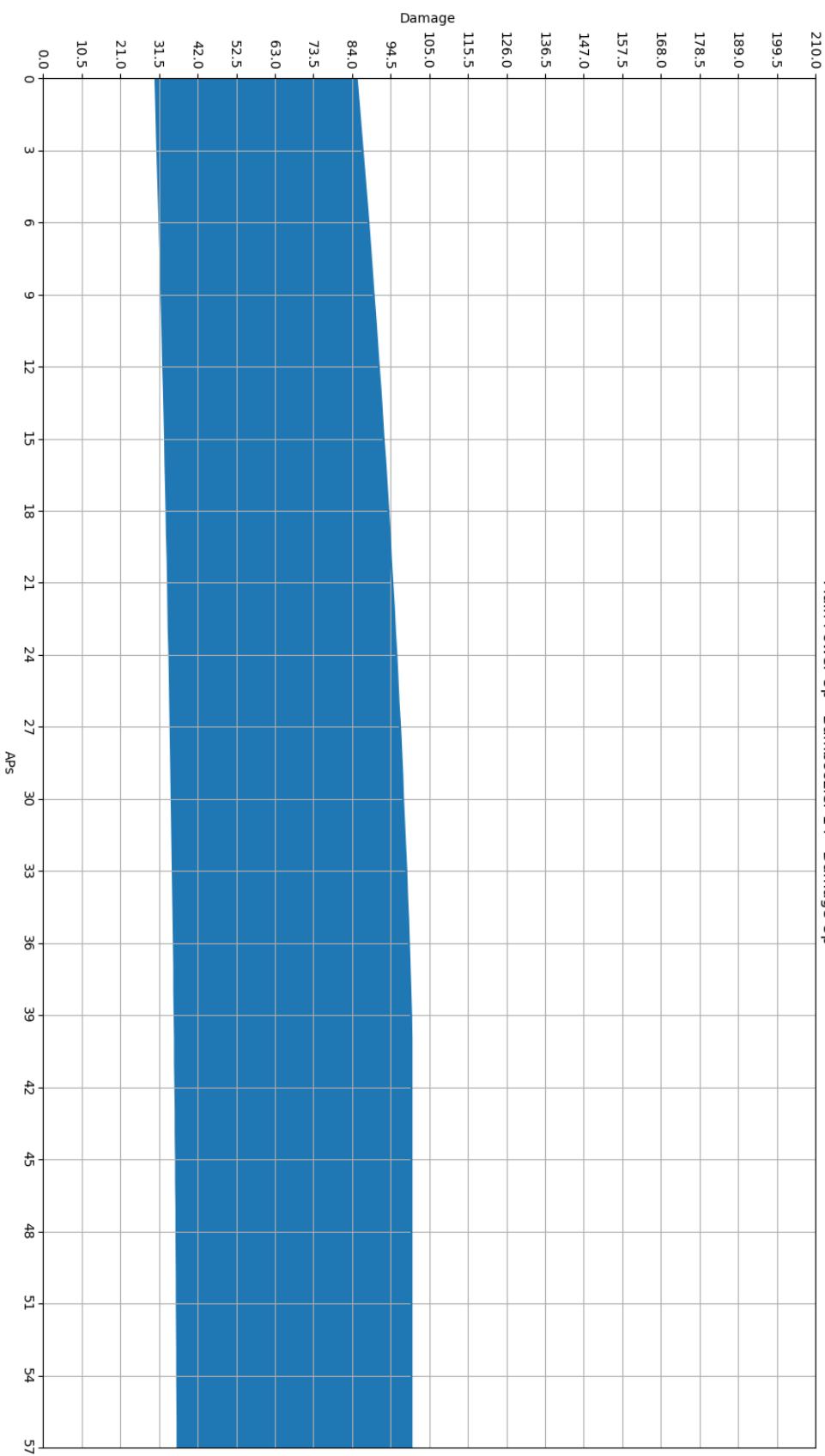
Main Power Up - Splat Charger - Damage Up



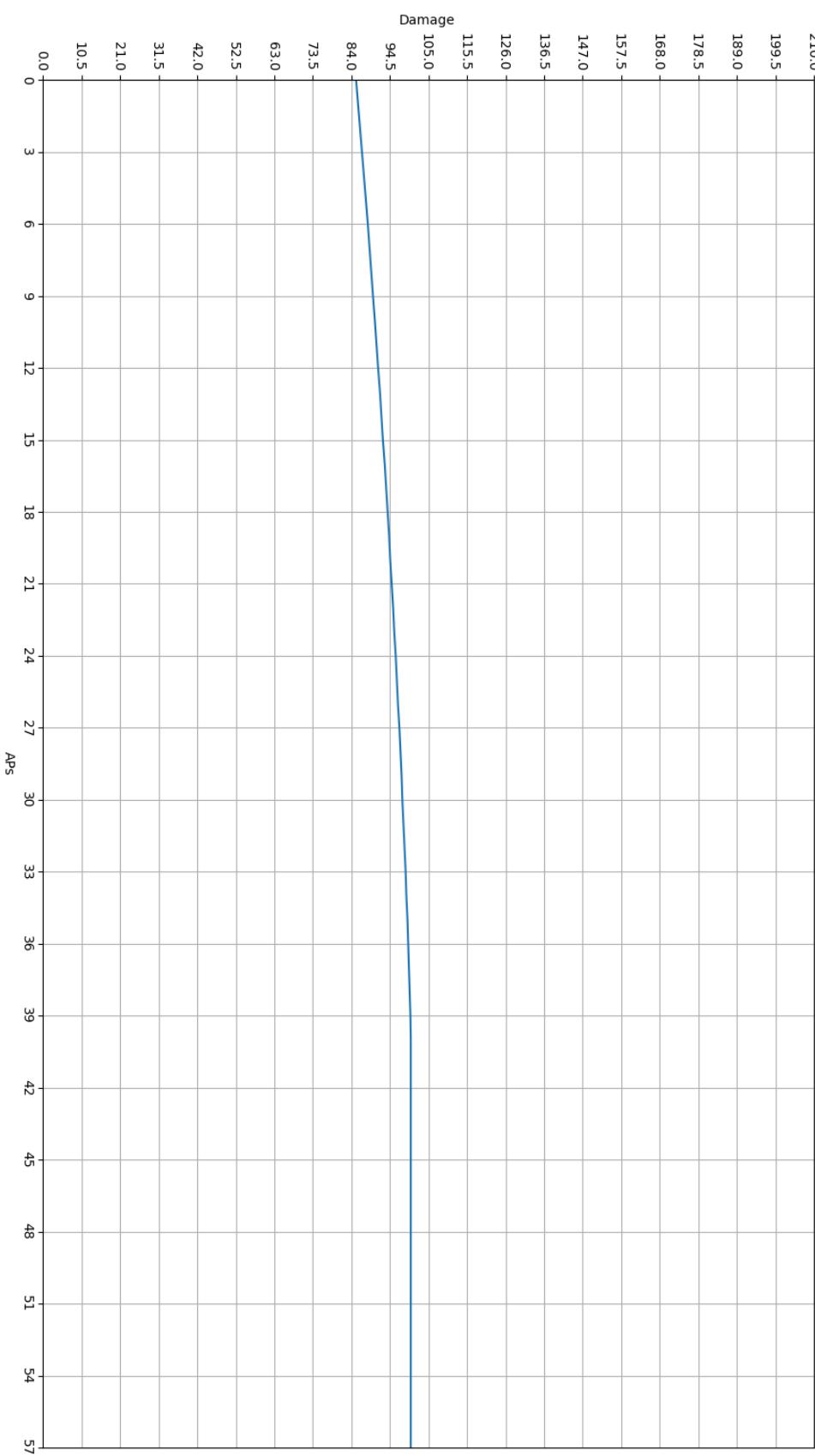
Main Power Up - Splat Charger Full Charge - Damage Up



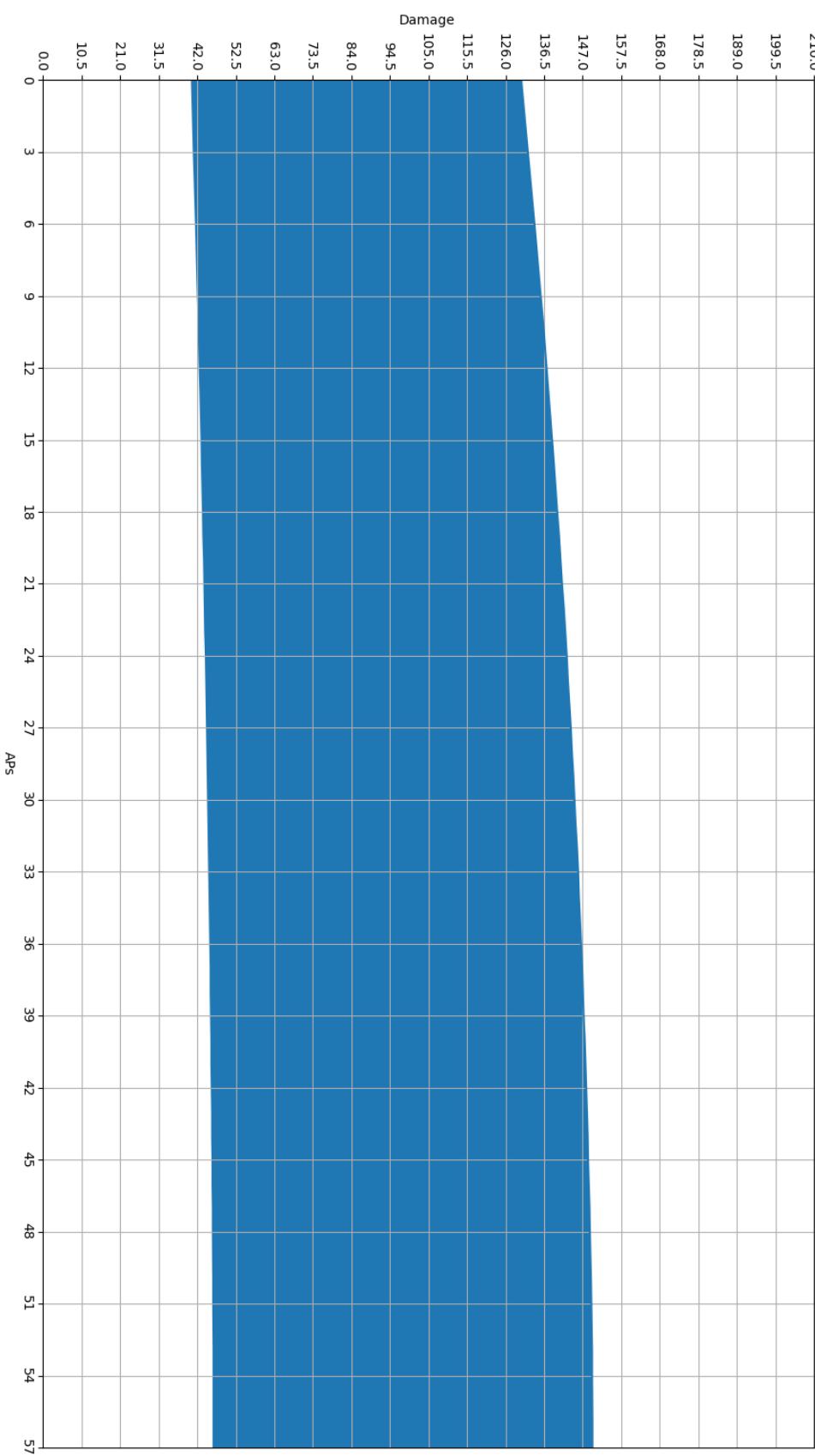
Main Power Up - Bamboozler 14 - Damage Up



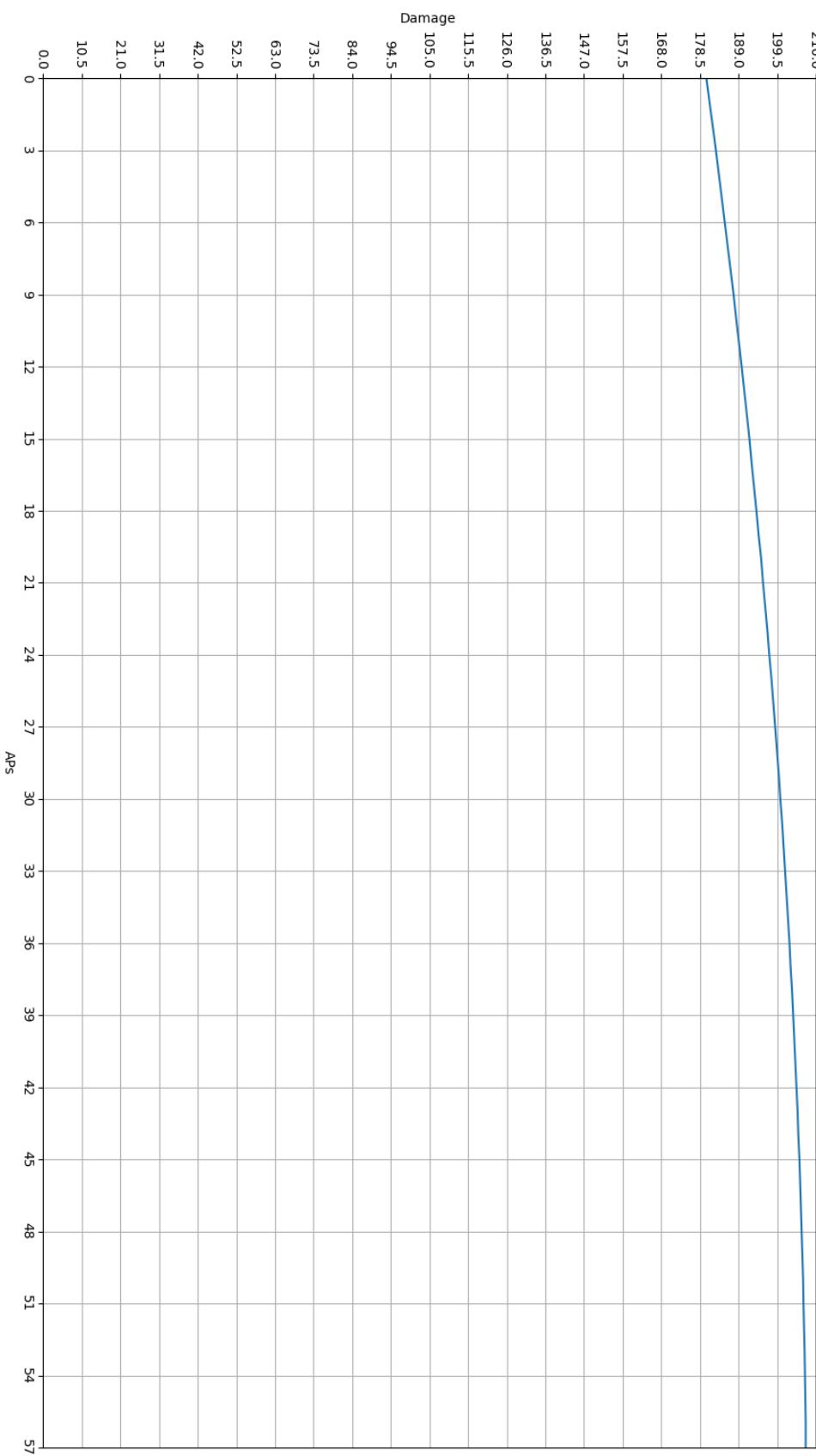
Main Power Up - Bamboozler 14 Full Charge - Damage Up



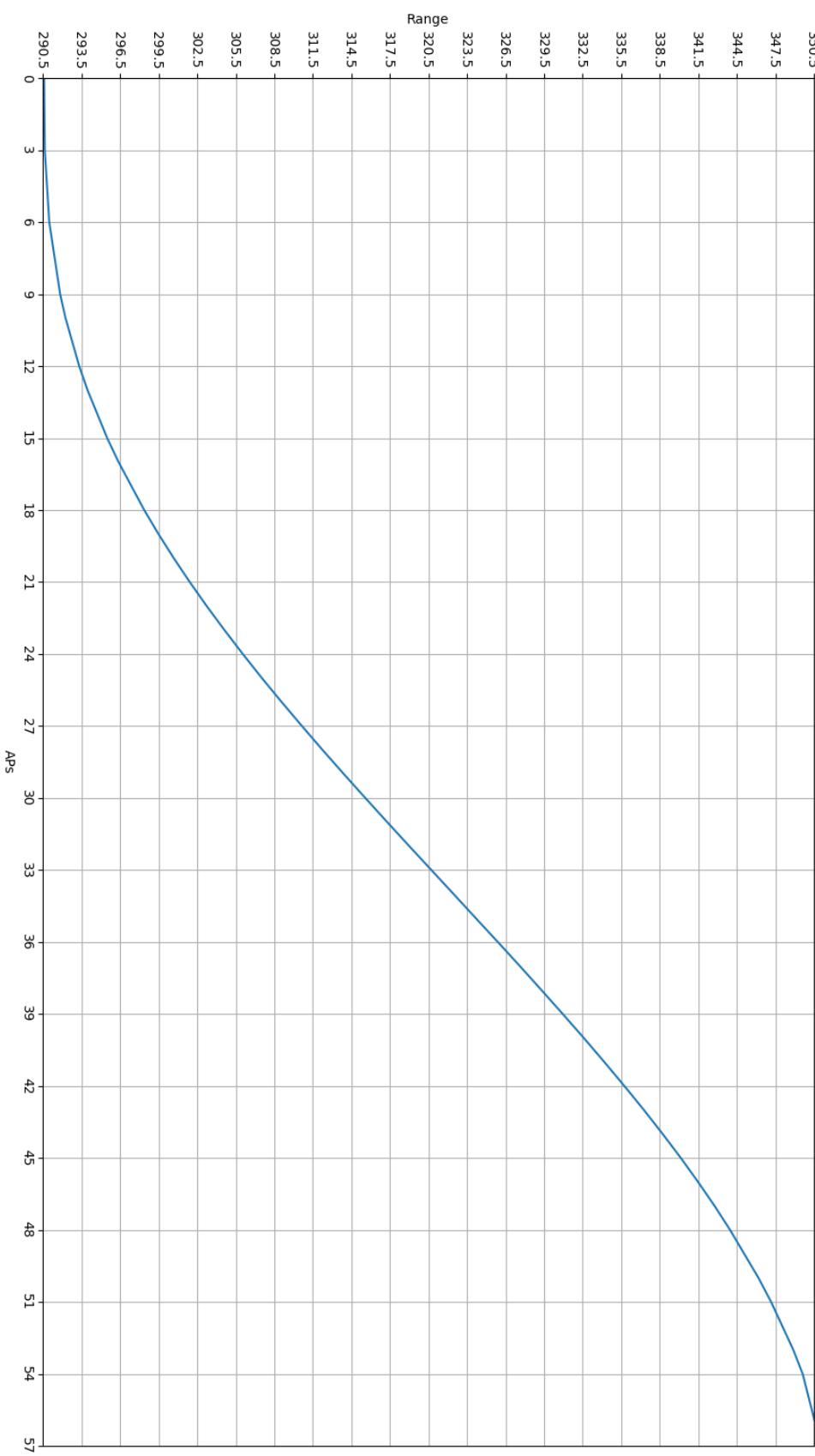
Main Power Up - Goo Tuber - Damage Up



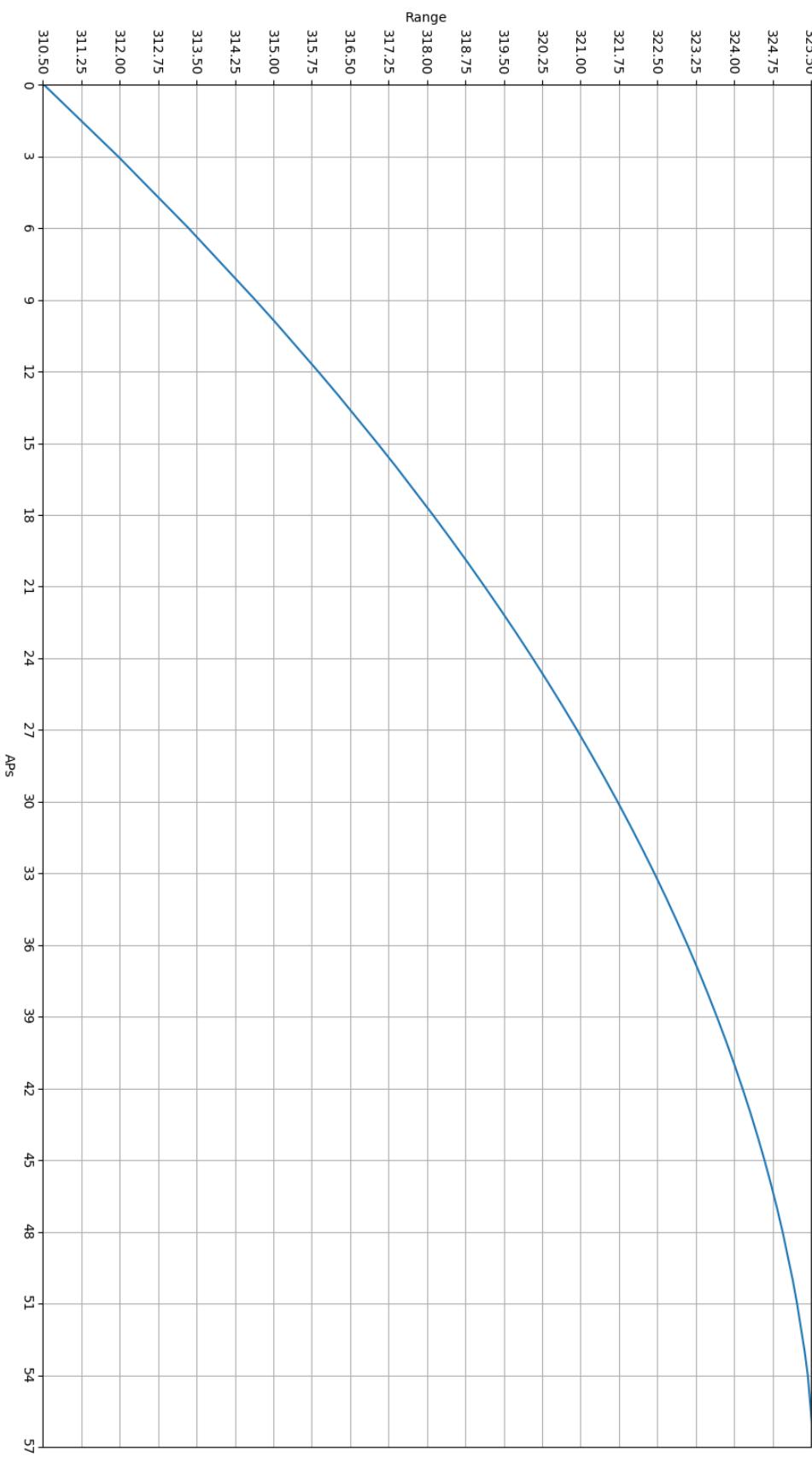
Main Power Up - Goo Tuber Full Charge - Damage Up



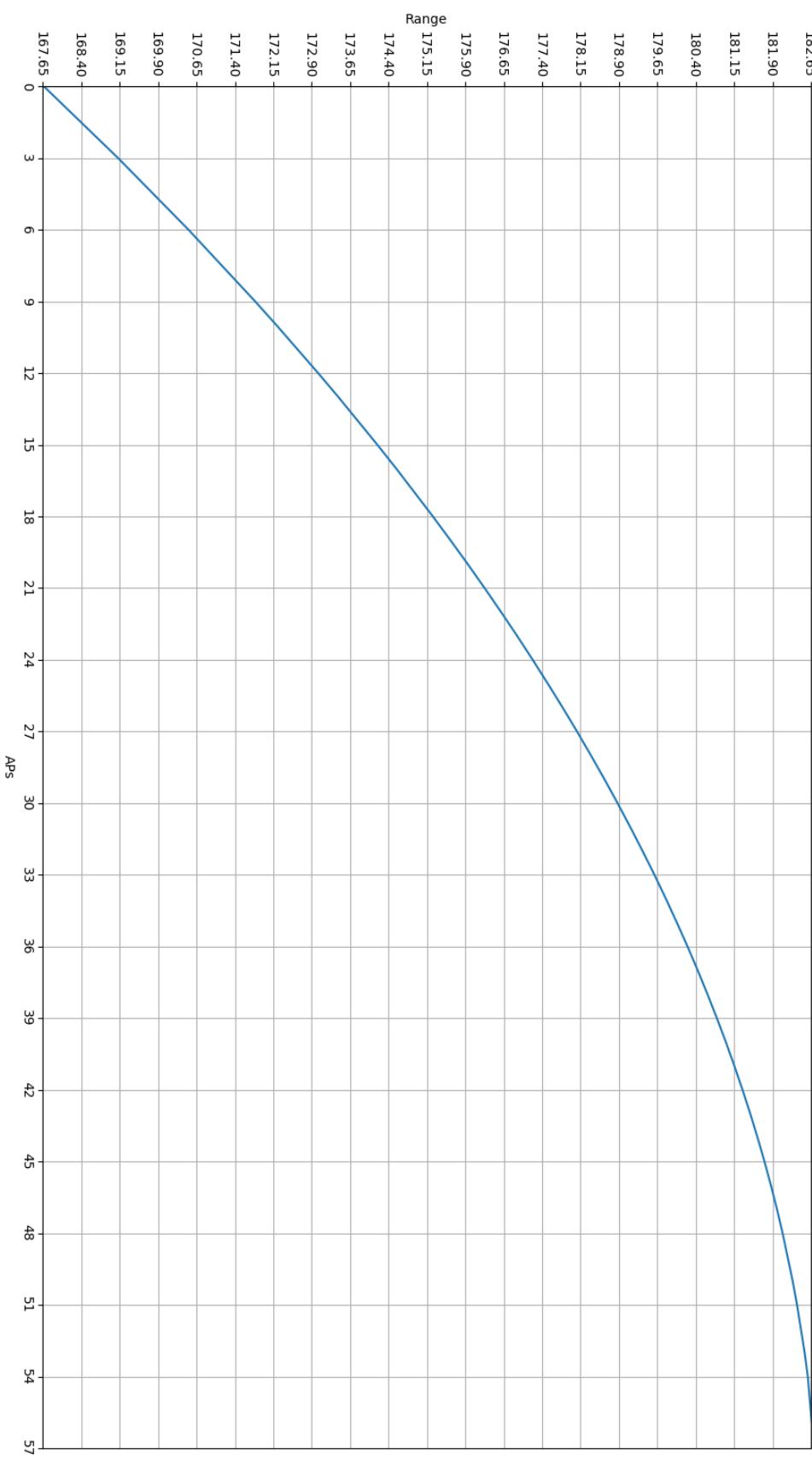
Main Power Up - E-Liter 4k Full Charge Distance



Main Power Up - E-Liter 4k Scope Full Charge Distance



Main Power Up - Squiffer Full Charge Distance



16 Bomb Defense Up

16.1 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 16.1: Bomb Defense Up (Heavy Subs)

16.2 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

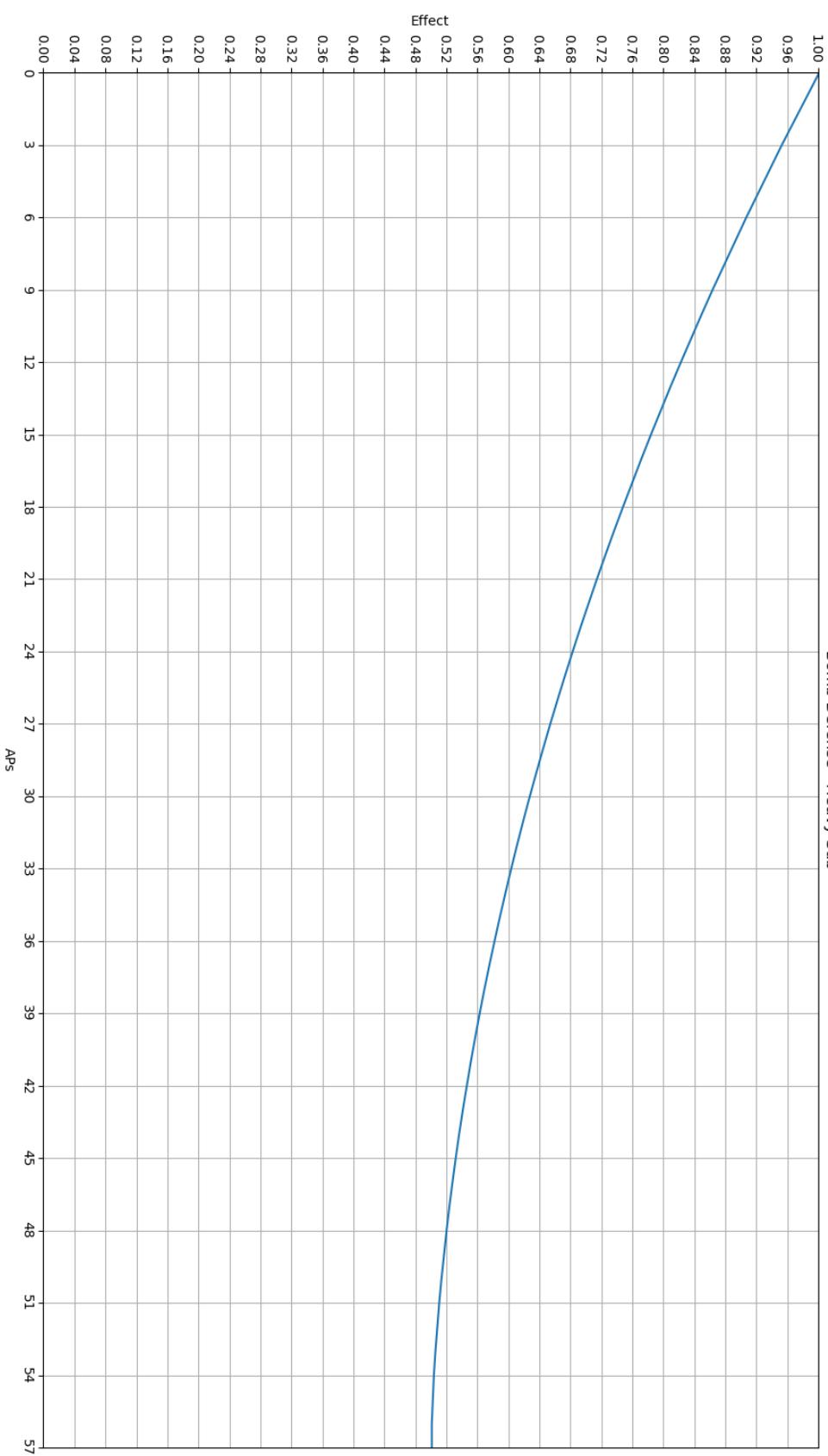
Table 16.2: Bomb Defense Up (Light Subs)

16.3 Special

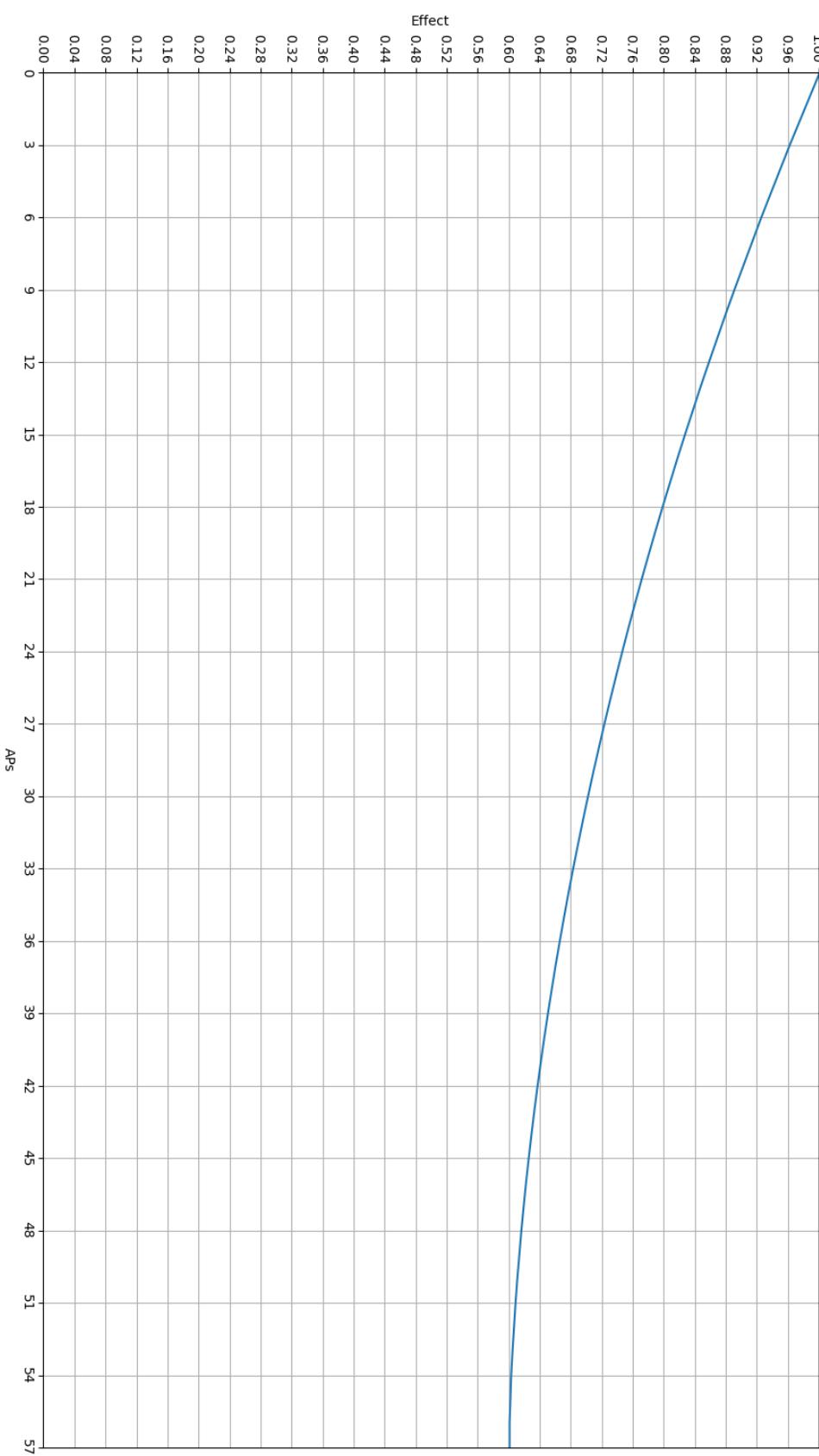
Main	Sub	AP	Effect
0	0	0	1.0
0	1	3	0.9662
0	2	6	0.9341
0	3	9	0.9037
1	0	10	0.894
0	4	12	0.875
1	1	13	0.8658
0	5	15	0.848
1	2	16	0.8394
0	6	18	0.8227
1	3	19	0.8147
2	0	20	0.8068
0	7	21	0.7991
1	4	22	0.7916
2	1	23	0.7843
0	8	24	0.7772
1	5	25	0.7703
2	2	26	0.7636
0	9	27	0.757
1	6	28	0.7507
2	3	29	0.7445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

Bomb Defense - Heavy Sub



Bomb Defense - Heavy Light



Bomb Defense - Special

