

**Change List**

**From vMelee (NTSC 1.0)**

**To SD Remix 3.1**

## Misc. Changes

* New SD Remix-tailored title screen  
  
* Character select screen has different coloration and "MELEE" on top left changed to "SD REMIX"  
  
* C-Stick in single player modes performs smash attacks instead of controlling the camera.
* Tournament Mode replaced with Debug Mode.
* C-Stick in Debug's Develop Mode no longer toggles camera (thanks to Achilles)
* Default Item Frequency changed to 'Off'
* Rumble by default is set to "Off" for all players
* Default rules are 4-stock, 8 minutes, and friendly fire ON.
* All characters unlocked by default.
* All stages unlocked by default.
* Random Stage Select is unlocked by default.
* Default random select stage list is now:
  + Yoshi's Island N64 \*
  + Dreamland N64
  + Final Destination
  + Battlefield
  + Fourside \*
  + Green Greens
  + Pokemon Stadium
  + Fountain of Dreams
  + Yoshi's Story

\* Recommended as counterpick by sdremix\_troubleshooter

## Stages

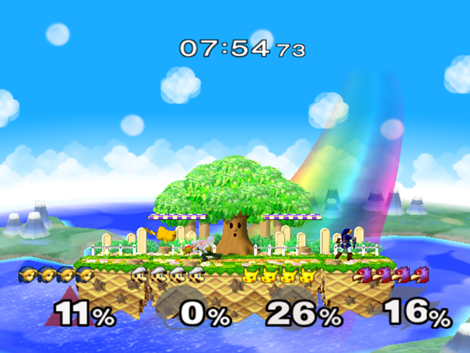
**Dreamland**

Whispy Woods no longer blows wind on characters.

**Fourside**

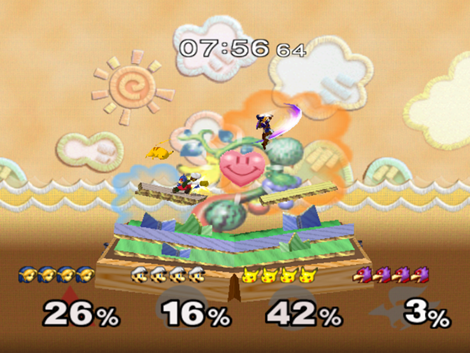
Turned into a neutral stage, similar to Smashville in Brawl.

* Only one building (the Monotoli building) remains. It is a large width, similar to Battlefield or Final Destination
* A single platform exists above the building. It is held up by a crane and moves horizontally

**Green Greens**

Turned into a neutral stage, similar in build to Pokémon Stadium.

* All stage hazards removed
* The two stage gaps removed that used to hold stage hazard blocks
* Two platforms are situated in a similar fashion to Pokémon Stadium
* Whispy Woods no longer blows wind on characters.

**Yoshi's Story 64**

Turned into a neutral/counterpick stage with the removal of some stage elements.

* Cloud platforms removed
* Top platform removed

## Characters

If there are attribute changes, there will be an attribute table listing all the changes. The table will simply list the attribute in the first column and the value in the second.

If there are any changes to any moves, those changes are reflected in the "Moves" table. The moves table has the following columns:

**Name**

This column will list the name of the move (i.e. Raptor Boost), followed by the move type on the next line (i.e. neutral air), followed by a graphic representation of the inputs required (assumes the character is facing right).

**Speed**

A list of speed changes (in frames, or 1/60th of a second) are listed here. The types of speeds include:

**START**

Stands for Start Up a.k.a. Windup. Refers to the time between a move being initiated and the move having an effect. For dodges, this refers to the amount of time vulnerable before the invulnerable state of the dodge. For attacks, it is the time before the first hitbox.

**DUR**

Stands for Duration. Refers to the total time that the move lasts.

**COOL**

Stands for Cooldown, a.k.a Ending Lag. Refers to the time between the move's effect finishing and another action being available to begin, such as the length of time after an attack's hitboxes ceases that the character can move again. For dodges, this refers to the amount of time the character is vulnerable after the invulnerable state of the dodge.

**LAND**

Stands for Landing Lag. This occurs when a character in the middle of an aerial attack lands on the ground, resulting in a longer-than-usual landing animation.

**IASA**

Stands for Interruptible As Soon As. This is the time after which the move can be interrupted with another move.

**CAN USE [move]**

Some moves can only be cancelled into other moves after a certain amount of time.

**Damage**

This is the amount of damage the move deals. If there is no label, it is "Normal" damage, or damage it does to an unshielded opponent. If there is a label of "SHLD", that means the value refers to "Shield Damage", the amount of damage dealt to an opponent's shield.

**Knockback**

A list of speed changes (in frames, or 1/60th of a second) are listed here. The types of speeds include:

**BASE**

Stands for Base Knockback. Refers to the minimum amount of knockback the attack can deliver.

**GROW**

Stands for Knockback Growth a.k.a. Knockback Scaling. Refers to the factor that controls how much the knockback increases as damage increases.

**SET**

Stands for Set Knockback a.k.a. Weight-Dependent Set Knockback or Fixed Knockback. This is knockback that is the same regardless of damage and stale-move negation. It is still affected by weight, though.

**ANGLE**

This is the angle that the attack knocks the opponent in degrees. 361 is what is called the "Sakurai Angle" and the knockback angle depends on air/ground state and strength of knockback.

**Other**

These are anything else that are changed about the move.

## Unchanged Characters

### Fox



### Falco



### Sheik



### Marth



### Jigglypuff



### Peach



**Captain Falcon**



| **Name** | **Speed** | **Damage** | **Knockback** | **Other** |
| --- | --- | --- | --- | --- |
| Straight  Neutral attack From Jab C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png |  |  |  | Previously, you could go straight to Mach Punch from this move, but now it always goes to Gentlemen Knee. |
| Mach Punch  Neutral attack From Gentlemen Knee C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png(repeat) |  |  |  | Can no longer be started from Straight. Must always follow Gentlemen Knee, so it always starts on the 4th button press. |
| Knee Smash  Forward Air Air C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_right.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png |  | 3 -> 6 (late) | BASE: 30 -> 35 |  |
| Raptor Boost  Side Special C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_right.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_b.png | COOL: 44 -> 32 (in Air)  LAND: 40 -> 30 (from Air) |  |  | Can avoid specialfall if move hits; in other words, can act after an aerial raptor if the move hits an opponent. |
| Falcon Dive  Up Special C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_up.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_b.png | LAND: 30 -> 28 |  |  | The drift after somersault increased from .85 to 1.0. |
| Falcon Kick  Down Special C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_down.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_b.png | LAND: -44% |  |  |  |
| Spot Dodge  Ground Dodge C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_down.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_l.png / C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_r.png | COOL: 32 -> 28 |  |  |  |

**Ice Climbers**



| **Name** | **Speed** | **Damage** | **Knockback** | **Other** |
| --- | --- | --- | --- | --- |
| Pound  Neutral Attack C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png |  |  |  | Range Increased |
| Upswing  Neutral Attack From Pound C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png |  |  |  | Range Increased |
| Hammer Swing  Forward tilt C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_right.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png |  |  |  | Range Increased |
| Hammer Spin  Up tilt C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_up.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png |  |  |  | Range Increased |
| Shin Attack  Down Tilt C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_down.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png | IASA: 29 -> 24 | 5 -> 6 | GROW: 90 -> 80  ANGLE: 70 -> 30 | Range Increased |
| Scoop  Dash attack Run C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png |  |  |  | Range Increased |
| Ice Hammer  Forward Smash C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\smash_right.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png |  |  |  | Hitboxes last 1 more frame |
| Icicle Crasher  Up Smash C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\smash_up.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png |  |  |  | Range Increased |
| Icy Whirlwind  Neutral Aerial Air C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png |  |  |  | Big range Increased Big hitbox size increase |
| Hammer Slam  Forward Aerial Air C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_right.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png |  | 10 -> 11 (hitbox 1) | ANGLE: 70 -> 270 (hitbox 1) | Hitbox 0 can now hit grounded opponents. |
| Reverse Swing  Back Aerial Air C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_left.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png |  |  |  | Range Increased |
| Hammer Reach  Up Aerial Air C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_up.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png | LAND: 32 -> 24 |  |  | Range Increased |
| Hammer Ride  Down Aerial Air C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_down.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png |  |  |  | Range Increased |
| Cold Headbutt  Pummel During Grab C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png |  |  |  | Range Increased |
| Squall Hammer  Side Special C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_right.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_b.png |  |  |  | Hitboxes last an additional frame on Popo only |

**Doctor Mario**



| **Attribute** | **Value** |
| --- | --- |
| Weight | 100 -> 101 |

| **Name** | **Speed** | **Damage** | **Knockback** | **Other** |
| --- | --- | --- | --- | --- |
| Left Jab  Neutral Attack C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png | CAN USE Right Cross: 14 -> 10 |  |  |  |
| Reflex Test  Down Tilt C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_down.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png | IASA: 35 -> 25 |  |  |  |
| Slide  Dash Attack Run C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png |  |  |  | Right foot has hitbox for entire active frames of move. |
| Defibrillator  Forward Smash C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\smash_right.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png |  |  |  | Hitboxes last 3 more frames |
| Dr. Kick  Neutral Aerial Air C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png |  |  |  | Strong hit comes out earlier |
| Dr. Punch  Forward Aerial Air C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_right.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png | DUR: 74 -> 49 |  |  |  |
| Grab  Grab C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_z.png |  |  |  | Slightly Bigger |
| Dash Grab  Dash Grab Run C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_z.png |  |  |  | Slightly Bigger |
| Super Jump Punch  Up Special C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_up.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_b.png | LAND: 30 -> 15 |  |  |  |
| Dr. Tornado  Down Special C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_down.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_b.png |  |  |  | Horizontal momentum in air: 0.5 -> 0.6 Each tap raises him: 1.2 -> 1.3 Maximum vertical momentum gained from tapping: 1.4 -> 1.7 |

**Pikachu**



|  |  |
| --- | --- |
| ATTRIBUTE | VALUE |
| Friction | 0.09 -> 0.07 |
| Shield Size | 12 -> 14 |

| **Name** | **Speed** | **Damage** | **Knockback** | **Other** |
| --- | --- | --- | --- | --- |
| Pika Kick  Forward Tilt C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_right.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png |  | +2 |  | Variable damage, based on attack angle. |
| Tail Smack  Up Tilt C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_up.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png |  | 7 -> 9 | GROW: 124 -> 104 |  |
| Tail Sweep  Down Tilt C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_down.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png |  | 7 -> 9 |  |  |
| Running Headbutt  Dash Attack Run C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png | IASA: 50 -> 40 |  |  | [New animation](http://youtu.be/e0sFzVyH6Gk) |
| Thundershock  Forward Smash C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\smash_right.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png | START: 16 -> 12 |  |  |  |
| Tail Somersault  Up Smash C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\smash_up.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png |  | 7 -> 11 (late) | BASE: 5 -> 20 (late)  GROW: 48 -> 100 (late) |  |
| Electric Flower  Down Smash C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\smash_down.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png |  |  | ANG: 220 -> 170 |  |
| Electric Drill  Forward Aerial Air C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_right.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png | LAND: 20 -> 13  IASA: 40 -> 30 | SHLD: 0 -> 3 | BASE: 0 -> 38  GROW: 100 -> 32  SET: 30 -> 0  ANGLE: 361 -> 76 | Can combo into grab/Usmash and connects better |
| Glider  Back Aerial Air C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_left.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png | LAND: 30 -> 20 | 12 -> 14 (strong) | BASE: 20 -> 25 (strong) | Sweetspot hitboxes are more powerful |
| Tail Chop  Up Aerial Air C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_up.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png | LAND: 26 -> 22 |  |  |  |
| Electric Screw  Down Aerial Air C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_down.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png | START: 14 -> 10  LAND: 40 -> 25 |  | GROW: 100 -> 80  ANGLE: 361 -> 35 |  |
| Electrocution  Forward Throw From Grab C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\smash_right.png |  | 2 -> 5 (last hit) | GROW: 110 (last hit) |  |
| Electric Slam  Down Throw From Grab C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\smash_down.png | IASA: 46 -> 38 |  |  |  |
| Forward Getup Roll  Forward Getup Roll From Back Plant C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_right.png |  |  |  | Invincibility Frames: 14 -> 19 |
| Skull Bash  Side Special C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_right.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_b.png |  |  |  | Initial velocity: 1.4 -> 1.55 |
| Thunder  Down Special C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_down.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_b.png | COOL: 35 -> 25 | 10 -> 12 (bolt) | BASE: 70 -> 0 (shockwave)  GROW: 30 -> 100 (shockwave)  SET: 0 -> 44 (shockwave)  ANG: 170 -> 190 (shockwave) | Size: 1200 -> 1500 (shockwave) |

**Samus**



|  |  |
| --- | --- |
| ATTRIBUTE | VALUE |
| Air Mobility | 0.0125 -> 0.0225 |

| **Name** | **Speed** | **Damage** | **Knockback** | **Other** |
| --- | --- | --- | --- | --- |
| Straight  Neutral Attack C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png | IASA: 18 -> 14 |  |  |  |
| Cannon  Neutral Attack From Straight C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png | IASA: 30 -> 25 |  | BASE: 15 -> 30  GROW: 100 -> 90 |  |
| Heel Kick  Up Tilt C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_up.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png |  |  |  | Shin invincibility from frames 6-20 |
| Earth Blaster  Down Tilt C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_down.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png | IASA: 43 -> 36 |  |  |  |
| Cover Fire  Up Smash C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\smash_up.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png | COOL: 41 -> 47 | 2 (foot)  17 (explosion)  SHLD: 12 (explosion)  10 (residual)  SHLD: 0 (residual) | BASE: 0 (foot)  GROW: 100 (foot)  SET: 94 (foot)  ANGLE: 140 (foot)  BASE: 40 -> 50 (explosion)  GROW: 88 (explosion)  ANGLE: 90 (explosion)  BASE: 50 (residual)  GROW: 85 (residual)  ANGLE: 90 (residual) | [New Animation and Move](http://youtu.be/yKyv2liJ8Pc)  Foot (Start):  - Weak hitboxes around foot that pops upward toward cannon  Explosion (Frames 13 to 16)  - Samus pumps cannon upward  - Shoots an explosion from cannon for a strong upward attack  - Hitboxes cover Samus's cannon and body  Residual (Frames 17 to 21)  - Weaker residual hitboxes settle around the cannon  - The body hitboxes disappear |
| Grappling Hook  Grab Stand/Run/Extender C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_z.png |  |  |  | Can now grab airborne opponents |
| Charge Shot  Neutral Special C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_b.png (C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_b.png) |  | +1 (all Levels)  SHLD: = to level number |  |  |
| Homing Missile  Weak Side Special C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_right.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_b.png | DUR: 110 -> 150 |  |  | Deceleration point: 60 -> 80  Better Homing Value: [0.019198623](http://youtu.be/5_qnhkWBLR8) -> [.2](http://youtu.be/USwJgQZDvT8) |
| Bomb  Down Special C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_down.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_b.png |  | 4 -> 6 | BASE: 10 -> 40  GROW: 45 -> 35  ANGLE: 361 -> 90 |  |

**Ganondorf**



| **Attribute** | **Value** |
| --- | --- |
| Initial Dash Velocity | 1.3 -> 1.33 |
| Run Terminal Velocity | 1.35 -> 1.38 |
| Jump Startup Lag | 6 -> 5 |
| Landing Lag | 5 -> 4 |

| **Name** | **Speed** | **Damage** | **Knockback** | **Other** |
| --- | --- | --- | --- | --- |
| Warlock Shoryuken  Up Tilt C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_up.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png | ?? | ?? | ?? | [New Animation](http://youtu.be/28MWETxhRxE)  Basically a slowed down Gerudo Dragon  Combo move at low %  Kill move at high % |
| Iron Shoulder  Dash Attack Run C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png |  |  |  | "True" invincibility on clean hit for 3 frames |
| Swooping Keese  Neutral Aerial Air C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png |  |  |  | Kick hitboxes last +3 frames  Kick 2 starts on frame 16 (from 20) |
| Thunder Drop  Down Aerial Air C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_down.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png | LAND: 35 -> 32 |  |  |  |
| Grab  Grab C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_z.png |  |  |  | Slightly more disjointed |
| Dash Grab  Dash Grab Run C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_z.png |  |  |  | Slightly more disjointed |
| Gerudo Dragon  Side Special C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_right.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_b.png | COOL: 44 -> 32 (in Air) |  |  |  |
| Dark Dive  Up Special C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_up.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_b.png | LAND: 30 -> 26 |  |  | Horizontal Landing Momentum: .85 -> 1.15 |
| Wizard's Foot  Down Special C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_down.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_b.png | LAND: -44% |  |  |  |
| Spot Dodge  Spot Dodge C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_down.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_l.png/ C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_r.png | IASA: 32 -> 27 |  |  |  |

**Luigi**



|  |  |
| --- | --- |
| ATTRIBUTE | VALUE |
| Aerial Mobility | 0.025 -> 0.035 |
| Max Horizontal Air Velocity | 0.68 -> 0.7132 |
| Initial Dash Speed | 1.3 -> 1.4 |
| Short Hop to Apex | 1.4 -> 1.5 |
| Dash Length | 11 -> 15 |

| **Name** | **Speed** | **Damage** | **Knockback** | **Other** |
| --- | --- | --- | --- | --- |
| Plumber's Rump  Neutral Attack From Right Jab C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png |  |  | BASE: 10 -> 50  GROW: 100 -> 80 |  |
| Plumber Kick  Forward Tilt C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_right.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png |  |  | SET: 1 -> 0 (down angled) |  |
| Heel Kick  Down Tilt C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_down.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png | IASA: 35 -> 25 | 9 -> 12 |  | Now harms shields ("Because why not") |
| Fist of Fear  Dash Attack Run C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png |  | 2 -> 4 (final hit) | ANGLE: 361 -> 280 (normal hits)  BASE: 2 -> 60 (final hit) |  |
| Trowel Stab  Forward Smash C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\smash_right.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png | IASA: 42 -> 38 | +1 |  |  |
| Chop Chop  Forward Aerial C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_right.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png | IASA: 33 -> 24 |  |  | "Highly spammable. Hilarious" |
| Bicycle Kick  Up Aerial C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_up.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png | START: 5 -> 4  DUR: 8 -> 11 |  | ANGLE: 55 -> 65 |  |
| Screwdriver Kick  Down Aerial C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_down.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png |  |  |  | Meteor Smash hitbox takes priority if overlap with other hitbox |
| Taunt  Taunt |  |  | SET: 100 -> 166  ANGLE: 280 -> 290 | Now spikes |
| Down the Drain  Down Throw From Grab C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\smash_down.png |  |  | ANGLE: 110 -> 105 |  |
| Fireball  Neutral Special C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_b.png |  |  |  | Now ground/land cancelable |
| Green Missile  Side Special C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_right.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_b.png |  |  |  | Misfire rate: 1/8 -> 1/6 |
| Super Jump Punch  Up Special C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_up.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_b.png |  | 20 -> 22 (air sweetspot) | BASE: 58 -> 70 (air sweetspot)  GROW: 72 -> 74 (air sweetspot) | Horizontal distance affected by tilt of control stick (Air Control): 2.0 -> 20.0  Aerial mobility in freefall: 0.6 -> 1.8 |
| Luigi Cyclone  Down Special C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_down.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_b.png |  |  |  | Tap lift multiplier: 0.08 -> 0.24  Max vertical momentum from taps: 0.8 -> 1.8  Final hit crotch hitbox moved to head  No longer needs to be "charged" by using it on stage. Works like Mario's Cyclone |

**Mario**



| **Attribute** | **Value** |
| --- | --- |
| Initial Dash Velocity | 1.5 -> 1.626 |
| Aerial Mobility | 0.025 -> 0.0425 |
| Maximum Horizontal Air Velocity | 0.86 -> 0.94 |

| **Name** | **Speed** | **Damage** | **Knockback** | **Other** |
| --- | --- | --- | --- | --- |
| Toe Kick  Neutral Attack From Right Cross C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png |  |  | BASE: 10 -> 30  GROW: 100 -> 95 |  |
| Plumber Kick  Forward Tilt C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_right.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png |  |  | ANGLE: 361 -> 30 (down angled)  SET: 1 -> 0 (down angled) |  |
| Uppercut  Up Tilt C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_up.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png | IASA: 30 -> 26 |  |  |  |
| Leg Sweep  Down Tilt C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_down.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png | IASA: 35 -> 24 |  |  |  |
| Slide  Dash Attack Run C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png | IASA: 38 -> 34 |  |  |  |
| Fire Glove  Forward Smash C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\smash_right.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png |  | +1 (sourspot) |  |  |
| Plumber's Boot  Neutral Aerial Air C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png |  |  | BASE: 20 -> 25 (Clean)  GROW: 100 -> 104 (Clean) |  |
| Plunger  Forward Aerial Air C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_right.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png | START: 18 -> 14  DUR: 74 -> 45  IASA: 60 | 15 -> 14 |  | Autocancels on frame 58 |
| Drop Kick  Back Aerial Air C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_left.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png |  |  | GROW: 100 -> 105 |  |
| Bicycle Kick  Up Aerial Air C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_up.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png | IASA: 30 -> 24 |  | ANGLE: 55 -> 65 (frame 6) |  |
| Drill Kick  Down Aerial Air C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_down.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png | LAND: 23 -> 20  IASA: 38 -> 33 |  |  |  |
| Mario Tornado  Down Special C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_down.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_b.png |  |  |  | Horizontal Momentum (Air): 0.5 -> 1.4  Max Vertical Momentum Gained from tapping: 1.4 -> 1.55 |

 **Young Link**

| **Name** | **Speed** | **Damage** | **Knockback** | **Other** |
| --- | --- | --- | --- | --- |
| Slash  Neutral Attack  C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png | IASA: 20 -> 16 |  |  |  |
| Counter Slash  Neutral Attack From Slash C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png | IASA: 17 -> 13 |  |  |  |
| Stab  Neutral Attack From Counter Slash C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png |  |  | BASE: 10 -> 30 |  |
| Sword Chop  Forward Tilt C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_right.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png |  |  | BASE: 5 -> 15  ANGLE: 361 -> 35 |  |
| Half Moon Swipe  Up Tilt C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_up.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png | IASA: 32 -> 30 | 8 -> 9 | BASE: 20 -> 50  GROW: 128 -> 100  ANGLE: 85 |  |
| Grass Cutter  Down Tilt C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_down.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png | START: 14 -> 8 |  | ANGLE: 280 -> 70 (hitbox 0 to 2, hilt to middle)  ANGLE: 70 -> 280 (hitbox 3, the tip) |  |
| Running Hack  Dash Attack Run C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png | IASA: 40 -> 36 |  | ANGLE: 361 -> 30 |  |
| Running Hack  Dash Attack Run C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png | IASA: 40 -> 36 |  | ANGLE: 361 -> 30 |  |
| Sword Slice  Forward Smash C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\smash_right.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png | IASA: 50 -> 40 |  | BASE: 0, GROW: 100, SET: 40  ANGLE: 75 -> 361 (middle)  ANGLE: 75 -> 10 (hilt)  ANGLE: 75 -> 35 (lower end)  ANGLE: 75 -> 361 (tip) | Can chain into Double Sword Slice 4 frames earlier |
| Double Sword Slice  Forward Smash From Sword Slice C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png |  | 12 -> 13 |  | Bigger hitboxes |
| Triple Sword Swipe  Up Smash C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\smash_up.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png |  |  |  | First slash has reworked hitbox timer frame: 10 -> 5 |
| Sword Sweep  Down Smash C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\smash_down.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png | IASA: 42 -> 37 (asynch) |  | ANGLE: 70 -> 30 | Weaker hitboxes more uniform with strong hitbox |
| Hylian Kick  Neutral Aerial Air C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png |  |  | GROW: 100 -> 110 (clean)  ANGLE: 361 -> 60 (late) | Late hitbox start frame: 6 -> 8 |
| Spinning Sword  Forward Aerial Air C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_right.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png | START: 14 -> 7 | 11 -> 13 (first hit) | BASE: 5 -> 22 (first hit)  BASE: 0 -> 44 (second hit)  GROW: 90 -> 70 (second hit) | Sweetspot hitbox duration: 3 -> 6 |
| Double Kick  Backward Aerial Air C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_left.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png |  |  | ANGLE: upward and away (both hits)  SET: 40 (both hits) | Sweetspot hitbox duration: 3 -> 6 |
| Sword Plant  Down Aerial Air C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_down.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png | LAND: 50 -> 40 |  | BASE: 40 -> 45 (verticals) |  |
| Hookshot  Grab C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_z.png |  |  |  | Can grab airborne opponents |
| Running Hookshot  Dash Grab Run C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_z.png |  |  |  | Can grab airborne opponents |
| Kick Out  Forward Throw From Grab C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\smash_right.png |  |  | BASE: 25 -> 45  ANGLE: 55 -> 27 |  |
| Reverse Kick Out  Back Throw From Grab C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\smash_left.png |  |  | BASE: 24 -> 44 |  |
| Sword Launch  Up Throw From Grab C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\smash_up.png |  |  | BASE: 18 -> 64  GROW: 230 -> 70 |  |
| Fire Bow  Neutral Special C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_b.png | COOL: 24 -> 18 |  | BASE: 45 -> 60 | Deals greater stun  Size: 256 -> 512 |
| Boomerang  Side Special C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_right.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_b.png | START: 27 -> 22 |  |  |  |
| Spin Attack  Up Special C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_up.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_b.png |  |  | ANGLE: 80 -> 32 (Grounded final hit) | Hitbox size increased to match animation  Final hitbox increased |
| Backward Roll  Backward Roll  http://uglook.net/writing/sdremix/button_l.png/http://uglook.net/writing/sdremix/button_r.png http://uglook.net/writing/sdremix/smash_left.png | IASA: 37 -> 31 |  |  |  |

**Link**



| **Attribute** | **Value** |
| --- | --- |
| Friction | 0.1 -> 0.08 |
| Jump Startup Lag | 6 -> 5 |
| Initial Dash Velocity | 1.3 -> 1.4 |

| **Name** | **Speed** | **Damage** | **Knockback** | **Other** |
| --- | --- | --- | --- | --- |
| Counter Slash  Neutral Attack From Slash C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png |  |  | Made like Brawl's Version |  |
| Stab  Neutral Attack From Counter Slash C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png |  | 6 -> 5 | BASE: 10 -> 50  GROW: 100 -> 70  ANGLE: 361 -> 30 |  |
| Sword Chop  Forward Tilt C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_right.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png | START: 16 -> 11 |  | BASE: 5 -> 20  ANGLE: 361 -> 30 |  |
| Half-Moon Swipe  Up Tilt C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_up.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png | IASA: 32 -> 30 | 9 -> 13 | BASE: 30 -> 38  GROW: +? |  |
| Grass Cutter  Down Tilt C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_down.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png | START: 14 -> 9 |  |  | Outermost hitbox meteor smashes |
| Running Hack  Dash Attack Run C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png | IASA: 40 -> 36 |  | BASE: 10 -> 65  GROW: 100 -> 55 |  |
| Sword Slice  Forward Smash C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\smash_right.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png | IASA: 50 -> 40 |  | GROW: +10 (at KO %) |  |
| Triple Sword Swipe  Up Smash C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\smash_up.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png |  |  |  | "Should connect better"  "Too confusing to post new stats" |
| Sword Sweep  Down Smash C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\smash_down.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png |  | 13 -> 14 (first hit)  11 -> 16 (second hit) |  |  |
| Hylian Kick  Neutral Aerial Air C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png |  | 9 -> 13 (clean) |  | Late hit start frame: 6 -> 8 |
| Spinning Sword  Forward Aerial Air C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_right.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png |  | 13 -> 14 (first hit) | BASE: 5 -> 25 (1st hit)  BASE: 0 -> 30 (2nd hit)  GROW: 90 -> 100 (2nd hit)  ANGLE: 361 -> 25 (2nd hit) | No pause between hitboxes  Second hit start frame: 30 -> 24 |
| Double Kick  Backward Aerial Air C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_left.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png |  |  | ANGLE: 361 -> 72 (first hit) | Second hit hitboxes slightly larger |
| Stab-Up  Up Aerial Air C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_up.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png |  |  | GROW: 85 -> 95 |  |
| Sword Plant  Down Aerial Air C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_down.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png |  |  | GROW: 80 -> 90 (initial impact) |  |
| Hookshot  Grab C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_z.png |  |  |  | Can grab airborne opponents |
| Dash Hookshot  Dash Grab Run C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_z.png |  |  |  | Can grab airborne opponents |
| Kick Out  Forward Throw From Grab C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\smash_right.png |  | 3 -> 6 | BASE: 25 -> 50  GROW: 110 -> 80  ANGLE: 55 -> 35 |  |
| Reverse Kick Out  Backward Throw From Grab C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\smash_left.png |  | 3 -> 6 | BASE: 24 -> 51  GROW: 110 -> 86 |  |
| Sword Launch  Up Throw From Grab C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\smash_up.png |  | 2 -> 3 | BASE: 24 -> 50  GROW: 230 -> 90  ANGLE: 90 -> 80 |  |
| Bow  Neutral Special C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_b.png |  |  | BASE: 8 -> 16  GROW: 50 -> 80  ANGLE: 70 -> 361 | Hitboxes slightly larger  Uncharged velocity: 1.3 -> 2.0  Charged velocity: 5.0 -> 7.5 |
| Boomerang  Side Special C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_right.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_b.png | START: 27 -> 22 | 6 -> 8 | ANGLE: 65 -> 140 | "Phantom" boomerang sends vertically |
| Aerial Spin Attack  Aerial Up Special Air C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_up.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_b.png |  | 4 -> 6 (final hit) |  |  |
| Bomb  Down Special C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_down.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_b.png | IASA: 39 -> 34 (bomb pull) | 4 -> 6 |  |  |
| Backward Roll  Backward Roll C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_l.png/C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_r.png C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\smash_left.png | IASA: 37 -> 31 |  |  |  |

**Donkey Kong**



| **Attribute** | **Value** |
| --- | --- |
| Weight | 114 -> 116 |
| Shield Size | 17.5 -> 21.875 |
| Chest/Tie Hurtbox | Removed |
| General Attack Range | Increased to Marth Levels |

| **Name** | **Speed** | **Damage** | **Knockback** | **Other** |
| --- | --- | --- | --- | --- |
| Swipe  Neutral Attack C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png |  |  |  | Sweetspot pulls opponents into DK |
| Uppercut  Neutral Attack From Swipe C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png |  |  | ANGLE: Higher | Stronger at low percent |
| Backhand Slap  Forward Tilt C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_right.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png |  | Increased |  | Slightly safer on shield |
| Spider Web Swipe  Up Tilt C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_up.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png | START: -1  DUR: +2  IASA: 40 -> 36 |  |  | Middle hitbox slightly stronger |
| Slouch Slap  Down Tilt C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_down.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png | COOL: Better | Increased |  |  |
| Konga Kick  Dash Attack Run C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png | IASA: 55 -> 36 |  |  | "Not terrible anymore" |
| Kong Klap  Forward Smash C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\smash_right.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png | IASA: 55 -> 50 | SHLD: Increased |  | Safer on shield  Much bigger hitboxes |
| Ape Applause  Up Smash C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\smash_up.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png |  | SHLD: Lots! | ANGLE: Vertical improved | Kills about 15% earlier |
| Twin Beat  Down Smash C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\smash_down.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png | IASA: 56 -> 51 | SHLD: Exists |  | Significantly improved kill potential |
| Kong Whirl  Neutral Aerial Air C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png |  |  | BASE: Stronger | Extremely large hitboxes |
| Hammer Knuckle  Forward Aerial Air C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_right.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png | START: 25 -> 20 |  | BASE: Slightly increased |  |
| Back Kick  Backward Aerial Air C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_left.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png |  |  | BASE: Increased |  |
| Flying Headbutt  Up Aerial Air C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_up.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png |  |  |  | Hitbox lasts one more frame |
| Flying Stomp  Down Aerial Air C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_down.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png | DUR: 54 -> 44 |  |  | Autocancels much earlier |
| Grab  Grab C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_z.png |  |  |  | Range greatly extended |
| Dash Grab Run C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_z.png |  |  |  | Range Extended |
| Giant Punch  Neutral Special C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_b.png |  |  |  | No freefall on air punch  No longer loses charge when hit from Spinning Kong  Aerial shoulder punch much stronger |
| Headbutt  Side Special C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_right.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_b.png |  |  |  | Frames of invincibility on exit: 18 -> 1 |
| Spinning Kong (Ground)  Up Special C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_up.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_b.png |  |  |  | Sweetspot hitbox in front easier to land but weaker  Weak loop of hitboxes much safer  Grounded Mobility: 0.025 -> 0.05 |
| Spinning Kong (Air)  Aerial Up Special Air C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_up.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_b.png |  |  |  | Horizontal Velocity: 1.4 -> 1.75  Aerial Mobility: .05 -> .07 |
| Hand Slap  Down Special C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_down.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_b.png | COOL: 20 -> 10 |  | SET: 0 | Ground bounces  Tweaked knockback for better follow-ups |
| Getup Forward Roll  Getup Forward Roll From Faceplant C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\smash_left.png |  |  |  | Invincibility Frames: 14 -> 19 |
| Spot Dodge  Spot Dodge C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_down.png C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_l.png/C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_r.png | IASA: 37 -> 32 |  |  |  |

**Yoshi**



| **Attribute** | **Value** |
| --- | --- |
| Aerial Mobility | 0.028 -> 0.049 |
| Weight | 108 -> 111 |
| Double Jump Armor Rating | 120 -> 140 |

| **Name** | **Speed** | **Damage** | **Knockback** | **Other** |
| --- | --- | --- | --- | --- |
| Dino Kick  Forward Tilt C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_right.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png |  |  | GROW: 80 -> 85 |  |
| Tail Snap  Up Tilt C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_up.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png |  | 10 -> 11 |  | Hitbox size increased |
| Tail Sweep  Down Tilt C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_down.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png | COOL: Less  IASA: 24 -> 21 |  |  |  |
| Noggin Knock  Dash Attack Run C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png |  |  | BASE: 15 -> 25 (sweetspot and sourspot) |  |
| Noggin Floggin'  Forward Smash C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\smash_right.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png |  | 16 -> 17 |  |  |
| Jumping Headbutt  Up Smash C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\smash_up.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png | COOL: Less  IASA: 40 -> 36 | 14 -> 15 | BASE: 26 -> 30 | Hitboxes and head invincibility last one more frame |
| Double Tail Whip  Down Smash C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\smash_down.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png | COOL: Less  IASA: 50 -> 47 |  |  |  |
| Yoshi's Kick  Neutral Aerial Air C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png |  |  |  | Outer foot hitbox increased to match actual foot size |
| Noggin Dunk  Forward Aerial Air C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_right.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png | START: 18 -> 15 |  |  |  |
| Tail Wag  Backward Aerial Air C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_left.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png |  | 7 (hit 1)  6 (hit 2)  5 (hit 3)  4 -> 8 (hit 4) | BASE: 10 -> 40 (all hits)  GROW: 100 -> 30 (hits 1 to 3)  GROW: 100 -> 80 (hit 4)  ANGLE: 60 (hits 1 to 3)  ANGLE: 60 -> 70 (hit 4) |  |
| Dino Flip  Up Aerial Air C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_up.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png | LAND: 19 -> 16 |  |  |  |
| Flutter Kick  Down Aerial Air C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_down.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png | LAND: 26 -> 24 |  |  |  |
| Sticky Tongue  Grab C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_z.png | START: 18 -> 12  IASA: 79 -> 54 |  |  | Can grab airborne opponents |
| Sticky Tongue (dash)  Dash Grab Run C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_z.png |  |  |  | Can grab airborne opponents  Mouth hitbox is bigger  Mouth hitboxes out for same duration as tongue hitboxes |
| Spit Out  Forward Throw From Grab C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\smash_right.png |  | 6 -> 8 | BASE: 40 -> 15  GROW: 66 -> 100  ANGLE: 45 -> 30 |  |
| Spin 'n' Spit  Backward Throw From Grab C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\smash_left.png |  | 6 -> 7 | BASE: 40 -> 55  ANGLE: 45 -> 35 |  |
| Spit Up  Up Throw From Grab C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\smash_up.png | COOL: Decreased slightly  IASA: 43 -> 33 |  | BASE: 60 -> 76  GROW: 43 -> 70 |  |
| Egg Lay  Neutral Special C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_b.png |  |  |  | Damage Multiplier when egged: 0.5 -> 0.8  Enemy Invincibility Upon Breaking Out of egg (frames): 14 -> 1 |
| Egg Roll  Side Special C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_right.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_b.png | COOL: 90 -> 40  Minimum length in egg roll (frames): 50 -> 0 |  | Double hitbox size inside egg to better match egg shape | Gravity decreased slightly  Initial horizontal boost: 0.0 -> 1.0  Removed free fall  Egg gravity: 3.0 -> 2.4  Air Acceleration: 1.6 -> 1.84 |
| Yoshi Bomb  Down Special C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_down.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_b.png | LAND: 40 -> 33 | 4 | GROW: 100  SET: 110  ANGLE: 80 | Grounded version has connecting hitbox into sweetspot on leap  Size: 1000  X-offset: 2500  Y-offset: 1800 |
| Parry  Light Shield Technique  From power shield or another parry C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_l.png/C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_r.png or C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_z.png |  |  |  | Parry window increased from frames 1-6 to 1-9 |

**Zelda**



| **Attribute** | **Value** |
| --- | --- |
| Friction | 0.1 -> 0.07 |
| Initial Dash Velocity | 1.1 -> 1.25 |
| Initial Run Velocity | 1.1 -> 1.25 |
| Jump Start-Up Lag | 6 -> 5 |
| Aerial Mobility | 0.038 -> 0.064 |

| **Name** | **Speed** | **Damage** | **Knockback** | **Other** |
| --- | --- | --- | --- | --- |
| Short Flash  Neutral Attack C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png |  | 2 -> 3 (final hit)  SHLD: Exists (all hits) | BASE: 10 -> 20 (final hit)  GROW: 100 -> 120 (final hit) |  |
| Mystic Swipe  Forward Tilt C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_right.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png | START: 12 -> 8 |  |  | Outer hitbox extended to improve space control |
| Protective Sweep  Up Tilt C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_up.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png | START: 11 -> 6 |  |  | Attack starts on frame 9 |
| Trip  Down Tilt C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_down.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png | COOL: Less  IASA: 30 -> 26 |  | BASE: 20 -> 30 | Hitbox out longer |
| Magical Push  Dash Attack Run C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png |  | SHLD: Exists | BASE: 50 -> 70 (clean)  BASE: 20 -> 30 (late) |  |
| Shining Palm  Forward Smash C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\smash_right.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png |  |  |  | Reworked loop hitboxes |
| Power Sweep  Up Smash C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\smash_up.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png |  |  |  | Reworked hitbox ranges to connect better |
| Compass Spin  Down Smash C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\smash_down.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png |  | 11 -> 12 (first hit) | GROW: 90 -> 95 (1st hit)  GROW: 80 -> 85 (second hit) | Slightly longer  1st hit identical to Brawl's |
| Magic Spin  Neutral Aerial Air C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png |  | SHLD: Exists | BASE: 40 -> 30  GROW: 130/120 -> 80 | Larger hitboxes  Range shifted slightly lower and inward  Given electric effect to weaken crouch cancelling  Landing hitbox added, which lasts 8 frames (4 on L-Cancel) |
| Condensed Blast  Up Aerial Air C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_up.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png |  | 13 -> 15 | BASE: 0 -> 30  GROW: 120 -> 110 | Hitbox matches explosion effect |
| Meteor Heel  Down Aerial Air C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_down.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png |  | 8 -> 15 (hitbox 0)  7 -> 13 (hitbox 1) | BASE: 0 -> 40 (hitbox 0)  GROW: 100 -> 90 (hitbox 0)  BASE: 0 -> 30 (hitbox 1) | Electric element added  Lightening kick SFX added  Given Brawl sweetspot and a weaker version for sourspot |
| Magical Hold  Grab C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_z.png |  |  |  | Grab frame: 12 -> 6 |
| Magical Hold (dash)  Dash Grab Run C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_z.png |  |  |  | Grab frame: 12 -> 9  Grab boxes made lower to get short or crouching characters |
| Levitation  Forward Throw From Grab C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\smash_right.png |  |  | GROW: 50 -> 60 |  |
| Reverse Levitation  Backward Throw From Grab C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\smash_left.png |  |  | GROW: 60 -> 70 |  |
| Nayru's Love  Neutral Special C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_b.png |  |  | BASE: 50 -> 60 (final hit) | Larger hitboxes |
| Din's Fire  Side Special C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_right.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_b.png |  | 3.0 -> 10.0 (initial)  0.17 -> 0.14 (damage growth) | ANGLE: Horizontal | Acceleration: 0.06 -> 0.12  Maximized angle of projectile movement  Frame lag from release: 22 -> 7  Initial hitbox size multiplier: 0.3 -> 1.0  No longer causes freefall when used in the air |
| Farore's Wind  Up Special C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_up.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_b.png |  |  |  | Going into specialfall frame: 71 -> 32  Emergence duration (frames): 71 -> 32  Emergence has a hitbox with fire property |

**Roy**



| **Attribute** | **Value** |
| --- | --- |
| Aerial Mobility | 0.03 -> 0.05 |
| Max Horizontal Air Velocity | 0.9 -> 0.967 |

| **Name** | **Speed** | **Damage** | **Knockback** | **Other** |
| --- | --- | --- | --- | --- |
| Slash  Neutral Attack C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png |  | 3 -> 4 | BASE: 5 -> 30 | Removed sourspot |
| Sharp Edge  Forward Tilt C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_right.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png |  | +2 (sourspot) |  | Removed sourspot |
| Anti-Air Slash  Up Tilt C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_up.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png | COOL: Less  IASA: 40 -> 32 | 6 -> 10 (sourspots) | BASE: 20 -> 35 (sourspots)  GROW: 100 -> 116 (sourspots)  ANGLE: 361 -> 100 (strong sourspot)  ANGLE: 361 -> 85 (tip sourspot) | Sound Effect: 33 -> 35 (sourspots) |
| Low Stab  Down Tilt C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_down.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png |  | 6 -> 12 | BASE: 70 -> 90 | Removed sourspot  Sound Effect: 33 -> 35 |
| Raid Chop  Dash Attack Run C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png |  | 6 -> 10 | BASE: 35 -> 60  GROW: 60 -> 55  ANGLE: 361 -> 85 | Removed sourspot  Active frames to match animation: 12-16 -> 12-20 |
| Dragon Killer  Forward Smash C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\smash_right.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png |  |  | BASE: 30 -> 60  GROW: 65 -> 70 | Made tip (hitbox 3) slightly stronger |
| Flame Sword  Up Smash C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\smash_up.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png | IASA: 46 | 17 | BASE: 73  GROW: 80  ANGLE: 90 | [New Animation](http://youtu.be/SPB-ipPlrkE)  Added horizontal range (like Marth's Brawl UpSmash  Added explosion effect on Sword of Seals  Foot hitboxes draw into the sword |
| Whirlwind Blade  Down Smash C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\smash_down.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png |  | 14 -> 16 (front sourspot)  8 -> 12 (back sourspot) | GROW: 70 -> 80 (front sweetspot)  GROW: 68 -> 78 (back sweetspot) |  |
| Double Slash  Neutral Aerial Air C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png |  | 8 -> 11 | GROW: 80 -> 95 | 2nd hit is kill move  Hitboxes made larger |
| Aerial Swipe  Forward Aerial Air C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_right.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png |  | 8 -> 9 (non-tipper) | ANGLE: 361 -> 67 (tipper) | One more active frame  New tipper for high percent fun  Sourspot hitboxes reworked for better comboability at all percents |
| About Face  Backward Aerial Air C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_left.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png |  | 9 -> 13 (Middle hitboxes) | GROW: 70 -> 100 | One more active frame |
| Luna Slash  Up Aerial Air C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_up.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png |  | 9 -> 10 (sweetspot)  6 -> 8 (sourspot) | BASE: 35 -> 30 (sweetspot)  GROW: 70 -> 55 (sweetspot)  BASE: 10 -> 25 (sourspot)  GROW: 70 -> 55 (sourspot) | One more active frame  Sweetspot is hitboxes 1 to 3  Sourspot is hitbox 0 |
| Half Moon  Down Aerial Air C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_down.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png | COOL: Decreased |  | BASE: 40 -> 60  GROW: 70 -> 80 | Sweetspot has added fire effect  Sweetspot now spikes  Non-sweetspot now meteors |
| Flare Blade  Neutral Special C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_b.png |  | 6 -> 7 (all hitboxes) |  |  |
| Double Edge Dance (all)  Side Special Various Inputs |  |  |  | Assimilate sourspots (tips not so weak now) |
| DED (St)  Side Special C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_right.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_b.png |  |  | ANGLE: Reworked to connect better | Aerial Vertical Boost: 1.2 -> 1.4 |
| DED (2, High)  Side Special From DED (St) C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_up.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_b.png |  | 5 -> 6 |  | Can cancel into Double Edge Dance (Third, Any) 2 frames earlier |
| DED (2, Low)  Side Special From DED (St) C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_down.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_b.png |  | 6 -> 4 |  |  |
| DED (3, High)  Side Special From DED (2, Any) C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_up.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_b.png |  | 5 -> 7 (sourspot) |  | Meteor (hitbox 3) assimilated with strong hits |
| DED (3, Side)  Side Special From DED (2, Any) C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_right.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_b.png |  | 10/8 -> 9 (all hitboxes) | BASE: 50 -> 64 |  |
| DED (3, Low)  Side Special From DED (2, Any) C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_down.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_b.png |  | SHLD: Lots! |  |  |
| DED (F, High)  Side Special From DED (3, Any) C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_up.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_b.png |  | 10 -> 13 (hitbox 3) |  |  |
| DED (F, Side)  Side Special From DED (3, Any) C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_right.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_b.png |  | 10 -> 13 (hitbox 3) |  |  |
| DED (F, Low)  Side Special From DED (3, Any) C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_down.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_b.png |  | SHLD: Lots! |  |  |
| Getup Forward Roll  Getup Forward Roll From Backplant C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\smash_right.png |  |  |  | Invincibility now starts at beginning of animation (like rest of cast) |

**Mewtwo**



| **Attribute** | **Value** |
| --- | --- |
| Initial Dash Velocity | 1.4 -> 1.45 |
| Weight | 85 -> 106 |
| Shield Size | 16.25 -> 17.89 |
| Hurtboxes on tail | Removed |
| Jump Start-Up Lag | 5 -> 4 |

| **Name** | **Speed** | **Damage** | **Knockback** | **Other** |
| --- | --- | --- | --- | --- |
| Dark Flash  Neutral Attack C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png | IASA: 29 -> 16 |  |  | Outer hitbox enlarged to match GFX  Can force jab reset on smaller characters  Can jab cancel  Attack hit frame: 8 -> 8-9 |
| Tail Whip  Forward Tilt C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_right.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png |  | 8 -> 10 | BASE: 10 -> 20 | Removed tail sweetspot; all hitboxes are "strong" |
| Flip  Up Tilt C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_up.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png |  | 8 -> 10 (normal) | BASE: 0 -> 40 (frame 6)  GROW: 115 -> 110 (frame 6)  BASE: 60 -> 40 (normal)  GROW: 114 -> 110 (normal) | Removed tail sweetspot |
| Tail Sweep  Down Tilt C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_down.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png |  | 8 -> 9 (sweetspot)  5 -> 7 (sourspot) |  |  |
| Dark Torch  Dash Attack Run C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png |  |  |  | Hitboxes larger |
| Shadow Blast  Forward Smash C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\smash_right.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png | IASA: 59 -> 43 | 12 -> 15 (sourspot) | GROW: 80 -> 90 (sourspot)  BASE: 21 -> 30 (sweetspot)  GROW: 75 -> 90 (sweetspot) | Larger hitboxes |
| Galaxy Force  Up Smash C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\smash_up.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png |  | 10 -> 13 (final hit) |  |  |
| Shadow Bomb  Down Smash C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\smash_down.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png |  | 15 -> 17 |  |  |
| Body Spark  Neutral Aerial Air C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png |  |  |  | Hitboxes size: 600 -> 850 |
| Shadow Scratch  Forward Aerial Air C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_right.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png | LAND: 25 -> 22 |  |  | Frame 1 x0.25; starts higher up  Hitbox lingers slightly longer  Minor programming changes |
| Tail Flick  Backward Aerial Air C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_left.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png | START: 12 -> 8  LAND: 28 -> 18 |  |  |  |
| Somersault Kick  Up Aerial Air C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_up.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png | LAND: 20 -> 16  DUR: +2  START: -1 |  | BASE: 0 -> 10 | Tail hits full in an arc |
| Meteor Kick  Down Aerial Air C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_down.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png | DUR: 57 -> 45  LAND: 28 -> 24  IASA: -10 |  | ANGLE: 270 -> 290 | Spikes instead of meteor (Maybe need to rename to Spike Kick? OLOLOLOLOLOL)  Autocancel 10 frames earlier |
| Psychic  Grab C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_z.png |  |  |  | Outer range increased |
| Running Psychic  Dash Grab Run C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_z.png |  |  |  | Outer range increased |
| Shadow Cannon  Forward Throw From Grab C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\smash_right.png |  |  | GROW: 100 -> 160 | Shadow balls send further away  Sound Effect: Mewtwo's taunt laugh |
| Shadow Ball  Neutral Special C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_b.png |  |  |  | Pre-change frames: 17 -> 10 |
| Confusion  Side Special C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_right.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_b.png | COOL: -6  IASA: 55 -> 49 |  |  | Opponent now goes into inescapable tumble state until hitting the ground  They will hit ground standing, but Mewtwo will have frame advantage |
| Teleport  Up Special C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_up.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_b.png |  |  |  | Invincibility Start Frame: 8 -> 4 |
| Disable  Down Special C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_down.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_b.png | START: 15 -> 9 | 1 -> 3 | BASE: 100 -> 90 (airborne opponent)  GROW: 100 -> 50 (airborne opponent) | Size: 600 -> 1600 |
| Spot Dodge  Spot Dodge C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_down.png C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_l.png/C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_r.png | DUR: 29 -> 27  IASA: 37 -> 29 |  |  |  |

**Mr. Game & Watch**



| **Attribute** | **Value** |
| --- | --- |
| Shield | 10.75 -> 16.125 |
| Weight | 60 -> 75 |
| Aerial Mobility | 0.02 -> 0.045 |
| Max Horizontal Air Velocity | 1 -> 1.001 |
| Dash Length | 9 -> 13 |

| **Name** | **Speed** | **Damage** | **Knockback** | **Other** |
| --- | --- | --- | --- | --- |
| Lion  Forward Tilt C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_right.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png | IASA: Slightly lower |  |  | Hitbox data changed to Brawl's, but active frames still Melee's  Slightly Stronger at low % |
| Flag Man  Up Tilt C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_up.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png | START: 9 -> 6 |  |  |  |
| Manhole  Down Tilt C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_down.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png |  |  | BASE: 80 -> 96  GROW: 40 -> 58  ANGLE: 361 -> 67 | Sourspot hitbox adjusted to Brawl stats |
| Helmet  Dash Attack Run C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png |  |  | ANGLE: Better for comboing |  |
| Octopus  Up Smash C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\smash_up.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png | START: 24 -> 16  IASA: 40 -> 38 | SHLD: Exists |  | "Absurdly stronger" |
| Vermin  Down Smash C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\smash_down.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png | IASA: 38 -> 33 |  | BASE: 40 -> 50  GROW: Increased (Strong hitboxes) | Weak inner hitboxes much stronger |
| Parachute  Neutral Aerial Air C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png | LAND: 15 -> 24 |  |  | Can be L-Cancelled |
| Cement Factory  Forward Aerial Air C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_right.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png | START: 10 -> 8  LAND: 25 -> 22 |  | BASE: 50%  GROW: Slightly higher |  |
| Turtle Bridge  Backward Aerial Air C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_left.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png | LAND: 18 -> 22 | SHLD: 0 -> 2 |  | Can be L-Cancelled |
| Spit Ball Sparky  Up Aerial Air C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_up.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png |  |  | GROW: Less | First hit should connect better into second  Second hit has larger hitboxes  Second hit lingers to match airblow animation  Can be L-Cancelled |
| Donkey Kong Jr.  Down Aerial Air C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_down.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png | LAND: 20 -> 16 |  |  | Slightly more disjointed  Meteor hitbox duration: 1 -> 5  Ground hitbox can cause resets |
| Chef  Neutral Special C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_b.png |  |  |  | Land Cancellable  No longer affects momentum  Can spam sausages by pressing B (total number of sausages unaffected) |
| Judgment [2]  Side Special C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_right.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_b.png |  |  |  | Slightly safer on hit  "Poisons" foe temporarily |
| Judgment [3]  Side Special C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_right.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_b.png |  |  |  | Safer on hit  Resets momentum (but still does shield damage) |
| Judgment [4]  Side Special C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_right.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_b.png |  |  |  | Darkness added  Strong move (meant for edgeguarding) |
| Judgment [5]  Side Special C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_right.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_b.png |  |  |  | Safer on hit |
| Judgment [7]  Side Special C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_right.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_b.png |  |  |  | Has slash element  Similar to Marth's sourspot Forward Smash |
| Judgment [8]  Side Special C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_right.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_b.png |  |  | ANGLE: 80 -> 30 | Sets up damage-racking  Can gimp fastfallers |
| Oil Panic  Down Special C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_down.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_b.png | COOL: 11 -> 0 |  |  |  |
| Forward Roll  Forward Roll C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_l.png/C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_r.png C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\smash_right.png | IASA: 35 -> 28 |  |  |  |
| Backward Roll  Backward Roll C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_l.png/C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_r.png C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\smash_left.png | IASA: 35 -> 28 |  |  |  |
| Spot Dodge  Spot Dodge C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_down.png C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_l.png/C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_r.png | IASA: 32 -> 22 |  |  |  |

**Ness**



| **Attribute** | **Value** |
| --- | --- |
| Initial Dash Velocity | 1.3 -> 1.425 |
| Initial Run Velocity | 1.4 -> 1.5 |
| Aerial Mobility | 0.04 -> 0.065 |
| Max Aerial Horizontal Velocity | 0.93 -> 0.9588 |

| **Name** | **Speed** | **Damage** | **Knockback** | **Other** |
| --- | --- | --- | --- | --- |
| Kick  Neutral Attack From Straight C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png |  |  | BASE: 16 -> 40 |  |
| Push Up  Up Tilt C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_up.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png | COOL: Less  IASA: 32 -> 24 |  | BASE: 42 -> 55  GROW: 126 -> 100 |  |
| PK Shove  Dash Attack Run C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png |  |  |  | Hitboxes duration (frames): 1 -> 4  Hitboxes link better  Final hit can be followed up better |
| Home Run Swing  Forward Smash C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\smash_right.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png | COOL: Less  IASA: 50 -> 42 |  | GROW: 62 -> 72 |  |
| Around the World  Up Smash C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\smash_up.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png | IASA: 59 -> 49 | 9 -> 12 (Initial)  4 -> 7 (Yoyo Charge)  SHLD: 0 -> 3 (Yoyo Charge)  6 -> 12 (Yoyo Swing) | BASE: 80 (Initial)  GROW: 80 -> 84 (Initial)  BASE: 20 -> 25 (Yoyo charge)  GROW: Less (Yoyo charge)  ANGLE: 85 -> 95 (Yoyo charge)  BASE: 60 -> 40 (Uncharged Swing)  GROW: 45 -> 102 (Uncharged Swing)  BASE: 60 -> 30 (Charged Swing)  GROW: 45 -> 92 (Charged Swing)  ANGLE: 85 (Charged Swing) | Bigger Hitbox  Doesn't Clank  Article Removal Asynch Frame: 59 -> 49  Size: 500 -> 1000 (Initial hitbox)  Size: 500 -> 1100 (Yoyo Charge)  Size: 600 (Yoyo Swing) |
| Walk the Dog  Down Smash C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\smash_down.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png | START: 12 -> 8 | 11 -> 12 (Initial)  7 -> 12 (Walking) | BASE: 70 -> 50 (Initial)  GROW: 80 -> 70 (Initial)  ANGLE: 70 -> 25 (Initial)  BASE: 20 -> 30 (Charging)  GROW: 50 -> 70 (Charging)  ANGLE: 80 -> 125 (Charging)  BASE: 70 -> 50 (Walking)  GROW: 60 -> 70 (Walking)  ANGLE: 70 -> 25 (Walking) | Bigger hitbox  Removed Clanking  Size: 600 -> 1000 (Initial)  Size: 600 -> 1100 (Charging)  Size: 600 -> 1000 (Walking) |
| Ness Spin  Neutral Aerial Air C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png | START: 5 -> 4  COOL: Less  LAND: 22 -> 18  IASA: 36 -> 28 | 11 -> 13 (sweetspot) | BASE: 15 -> 20 (clean)  BASE: 0 -> 5 (late) |  |
| Flying PK Shove  Forward Aerial Air C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_right.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png |  | SHLD: More | GROW: 135 -> 100 (normal hit)  GROW: More (final hit) | Innermost hitbox has same knockback as electric hitbox |
| PX Drop Kick  Backward Aerial Air C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_left.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png |  |  | ANGLE: 361 -> 32 | Stronger hit  Sweetspot lasts one more frame  Sync frame: 2 -> 3 |
| Jumping Headbutt  Up Aerial Air C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_up.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png | IASA: 42 -> 34 |  |  |  |
| Meteor Kick  Down Aerial Air C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_down.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png | START: 20 -> 10  LAND: 28 -> 18  COOL: Less |  |  | Autocancel frame: 30 |
| Grab  Grab C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_z.png |  |  |  | Size: +200  X-offset: +300  Greatly increased horizontal range  Active duration (frames): 2 -> 3 |
| Grab (Running)  Dash Grab Run C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_z.png |  |  |  | Greatly increased horizontal range  Active Duration (frames): 2 -> 3 |
| PK Throw  Forward Throw From Grab C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\smash_right.png |  |  | GROW: 10 -> 40 |  |
| Cowboy PK Throw  Up Throw From Grab C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\smash_up.png |  |  | BASE: 105 -> 95 |  |
| PK Inferno  Down Throw From Grab C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\smash_down.png |  |  | BASE: 90 -> 75  GROW: 30 -> 50  ANGLE: 70 -> 90 |  |
| PK Flash  Neutral Special C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_b.png | COOL: 25 -> 15 |  | BASE: Can kill ~110%  GROW: Can kill ~110% | [Faster, more powerful, smaller](http://youtu.be/7-N3-byhe4c)  No longer causes freefall  Can go further horizontally  Final Hit Size Multiplier: 1.7 -> 1.43  Hitbox matches explosion  Horizontal momentum: 3.0 -> 16.0  Max rising height: 1.3 -> 1.4  Control sensitivity: 0.01 -> 0.05  Gravity: 0.02 -> 0.04  Detonation Timer: 20.0 -> 15.0 |
| PK Fire  Side Special C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_right.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_b.png | START: 20 -> 14  LAND: 30 -> 5  IASA: 70 -> 48 |  |  | Certain pillar hitboxes bigger  New aerial trajectory |
| PK Thunder  Up Special C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_up.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_b.png |  | 25 (sweetspot)  20 (normal) | BASE: 60 -> 83 (sweetspot)  GROW: 70 -> 80 (sweetspot)  BASE: 45 -> 55 (normal)  GROW: 65 -> 70 (normal) | Deceleration rate: 0.072 -> 0.056  Turning control radius: 6.0 -> 8.0  3.0 increased travel distance but then decreased in 3.1. Overall effect: ????? |
| PSI Magnet  Down Special C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_down.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_b.png | START: 10 -> 2  COOL: 20 -> 0 |  |  | Body Invincibility on frame 1 removed  Forced held frames: 30.0 -> 20.0 |

**Bowser**



|  |  |
| --- | --- |
| Attribute | Value |
| Weight | 117 -> 118 |
| Initial Walk Velocity | 0.03 -> 0.05 |
| Walk Acceleration | 0.05 -> 0.07 |
| Max Walk Velocity | 0.65 -> 0.8 |
| Dash Speed | 1.0 -> 1.15 |
| Run Speed | 1.5 -> 1.527 |
| Maximum Aerial Speed | 0.85 -> 1.0 |
| Jump Startup Lag | 8 -> 6 |
| Shield Size | 31.25 -> 32.75 |
| Landing Lag | 6 -> 4 |

| **Name** | **Speed** | **Damage** | **Knockback** | **Other** |
| --- | --- | --- | --- | --- |
| Left Scratch  Neutral Attack C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png | IASA: 21 -> 16 |  | SET: Increased | Frame Window For Right Scratch: 24 -> 18 |
| Koopa Knuckle  Forward Tilt C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_right.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png | IASA: 56 -> 40 (up angled)  IASA: 37 -> 32 (normal angled)  IASA: 37 -> 32 (down angled) | +1 (normal angle, sourspot) |  |  |
| Ceiling Scratch  Up Tilt C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_up.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png | IASA: 50 -> 37 |  |  | Hitbox lasts for 3 more frames |
| Floor Scratch  Down Tilt C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_down.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png | IASA: 55 -> 46 |  |  | Both swings significantly stronger |
| Horn Charge  Dash Attack Run C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png | COOL: Significantly reduced  IASA: 56 -> 40 |  |  |  |
| Hammer Head  Forward Smash C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\smash_right.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png | IASA: 66 -> 55 | SHLD: 30 |  | Slightly more disjointed  Stronger at low % |
| Shell Shock  Up Smash C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\smash_up.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png | IASA: 53 -> 43 |  |  | Much stronger at higher % (clean)  Main hitboxes slightly more disjointed (clean)  Late hit ground bounces  Significantly disjointed hitbox (late)  Hitboxes last 3 more frames (all) |
| Buzzsaw  Down Smash C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\smash_down.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png | COOL: Less  IASA: 68 -> 63 |  |  | Should connect slightly better |
| Gyroscope  Neutral Aerial Air C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png |  |  | BASE: Stronger  GROW: Much higher  ANGLE: Lower |  |
| Jump Slash  Forward Aerial Air C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_right.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png | LAND: 30 -> 24 | Increased | GROW: Slightly increased |  |
| Spike Stretch  Backward Aerial Air C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_left.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png | LAND: 35 -> 26 | 13 -> 15 (clean) |  | Very strong  Late hit frame: 11 -> 14 |
| Horn Toss  Up Aerial Air C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_up.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png | DUR: 22 -> 16 | 17 -> 18 |  | Significant increase in power |
| Scrub Brush -> Fire Claw  Down Aerial Air C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_down.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png | DUR: 9  LAND: 22 | 16 | BASE: 35  GROW: 108  ANGLE: 270 | [New Animation](http://youtu.be/c4fwlo0T7dg)  Swings his claw down to meteor opponents  Has fire effect  Has a hitbox attached to foot for greater range |
| Grab  Grab C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_z.png |  |  |  | Range increased significantly |
| Grab (Running)  Dash Grab Run C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_z.png |  |  |  | Range increased absurdly |
| Catapult  Forward Throw From Grab C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\smash_right.png |  |  | GROW: Enough to KO at high % |  |
| Reverse Throw  Backward Throw From Grab C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\smash_left.png |  |  |  | Weaker at low %  Much stronger at high % |
| Bowser Slam  Down Throw From Grab C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\smash_down.png | IASA: 85 -> 72 |  |  |  |
| Fire Breath  Neutral Special C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_b.png | COOL: 30 -> 20 |  |  | Cooldown has a bite hitbox for combos |
| Koopa Klaw  Side Special C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_right.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_b.png | START: 16 -> 12  IASA: 59 -> 48 | SHLD: Huge |  | Slash hitbox moved further out (now is only tip)  Grab range increased to the tip |
| Whirling Fortress  Ground Up Special C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_up.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_b.png |  |  | GROW: Slightly better (clean) |  |
| Whirling Fortress (Air)  Aerial Up Special C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_up.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_b.png |  |  |  | Rises higher  Significantly increased mobility |
| Bowser Bomb  Down Special C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_down.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_b.png | LAND: 60 -> 40 | SHLD: 35 -> 16 |  | Grounded version has hitbox on frame 11 to hit them into the falling part |
| Forward Roll  Forward Roll C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_l.png/C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_r.png C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\smash_right.png | DUR: 39 -> 30 |  |  |  |
| Backward Roll  Backward Roll C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_l.png/C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_r.png C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\smash_left.png | DUR: 39 -> 30 |  |  |  |
| Spot Dodge  Spot Dodge C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_down.png C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_l.png/C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_r.png | DUR: 42 -> 34 |  |  |  |

**Pichu**



| **Attribute** | **Value** |
| --- | --- |
| Friction | 0.1 -> 0.06 |
| Initial Run Velocity | 1.72 -> 2.0 |
| Max Air Velocity | 0.85 -> 1.1 |

| **Name** | **Speed** | **Damage** | **Knockback** | **Other** |
| --- | --- | --- | --- | --- |
| Tail Smack  Up Tilt C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_up.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png |  |  | BASE: +30 |  |
| Tail Sweep  Down Tilt C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_down.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png |  |  | ANGLE: 35 -> 25 |  |
| Running Headbutt -> Rolling Headbutt  Dash Attack Run C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png | COOL: Less  IASA: 50 -> 33 | 6 (late) | GROW: 70 -> 109 (clean)  BASE: 10 (late)  GROW: 123 (late)  ANGLE: 30 (late) | [New Animation](http://youtu.be/brEeX54mwsc)  Has a late hit |
| Thundershock  Forward Smash C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\smash_right.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png | START: 16 -> 10 |  |  | Self-damage: 2 -> 1  Loop hitbox sizes: 200  Loop hitbox stats reworked to connect better |
| Spinning Mouse  Down Smash C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\smash_down.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png | IASA: 51 -> 41 |  | GROW: 70 -> 90  ANGLE: 140 -> 160 |  |
| Electric Drill -> Electric Screwdriver  Forward Aerial Air C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_right.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png | START: 10 -> 5 | 2 -> 11 | BASE: 0 -> 30  GROW: 100 -> 90  SET: 30 -> 0  ANGLE: 361 -> 50 | Self-damage: 1  Only hits once |
| Glider -> Electric Glider  Backward Aerial Air C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_left.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png | COOL: Less  IASA: 60 -> 50 | 9 -> 12 (clean) | GROW: 100 -> 125 (clean)  ANGLE: 361 -> 32 (clean) | Self-damage: 1  Clean hit has electric element |
| Tail Chop  Up Aerial Air C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_up.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png |  |  | BASE: 100 -> 80 |  |
| Electric Screw  Down Aerial Air C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_down.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png | START: 10 -> 8  LAND: 26 -> 20 | 4 (landing) | GROW: 100 -> 80 (air)  ANGLE: 361 -> 270 (air)  BASE: 0 -> 60 (landing)  GROW: 100 -> 30 (landing)  SET: 30 -> 0 (landing)  ANGLE: 361 -> 270 (landing) | Adjusted to better hit with landing hitbox  Meteor smashes  Self-damage on landing hit removed |
| Electric Shock  Pummel From Grab C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png |  |  |  | Self-damage removed |
| Electrocution  Forward Throw From Grab C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\smash_right.png |  |  |  | Self-damage removed |
| Electric Slam  Down Throw From Grab C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\smash_down.png |  |  | BASE: 60 -> 80  ANGLE: 60 -> 80 |  |
| Thunder Jolt  Neutral Special C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_b.png |  |  |  | Self-damage removed  Velocity of aerial jolt: 1.5 -> 2.0 |
| Skull Bash  Side Special C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_right.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_b.png |  |  |  | Self-damage removed |
| Quick Attack (misnomer)  Up Special C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_up.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_b.png |  |  |  | Self-damage removed |
| Thunder  Down Special C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_down.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_b.png | COOL: 35 -> 18 |  | BASE: 50 (bolt)  GROW: 55 -> 135 (bolt)  ANGLE: 94 -> 361 (bolt) | Self-damage: 1 |
| Getup Forward Roll  Getup Forward Roll From Backplant C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_right.png |  |  |  | Invincibility Frames: 14 -> 19 |

**Kirby**



| **Attribute** | **Value** |
| --- | --- |
| Friction | 0.08 -> 0.06 |
| Initial Run Velocity | 1.4 -> 1.5 |
| Initial Short Hop Vertical Velocity | 1.5 -> 1.25 |
| Aerial Mobility | 0.04 -> 0.08 |
| Aerial Stopping Mobility | 0.02 -> 0.03 |
| Max Horizontal Aerial Velocity | 0.78 -> 0.975 |
| Weight | 70 -> 74 |
| Ability lose chance | 1/32 -> "Very Unlikely" |

| **Name** | **Speed** | **Damage** | **Knockback** | **Other** |
| --- | --- | --- | --- | --- |
| Spinning Kick  Forward Tilt C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_right.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png |  |  | ANGLE: 361 -> 33 |  |
| Back Kick  Up Tilt C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_up.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png | IASA: 30 -> 21 |  |  |  |
| Squish Kick  Down Tilt C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_down.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png | IASA: 30 -> 21 |  |  |  |
| Fire Kirby  Dash Attack Run C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png |  |  |  | Functions similar to Wizard's Foot  Strong hit much stronger  Weak hit hard to punish |
| Smash Kick  Forward Smash C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\smash_right.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png |  | 13 -> 14 (late) | BASE: 24 -> 42 (clean)  GROW: 96 -> 100 (clean)  ANGLE: 361 -> 38 (Clean)  BASE: 18 -> 26 (late)  ANGLE: 75 -> 38 (late) |  |
| Kirby Flip Kick  Up Smash C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\smash_up.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png |  |  | BASE: 20 -> 30 (non-sweetspot)  GROW: 100 -> 118 (non-sweetspot)  BASE: 10 -> 20 (sourspot) | Strong part lasts longer |
| Propeller Kick  Down Smash C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\smash_down.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png |  |  | ANGLE: 76 -> 361 |  |
| Twinkle Star  Neutral Aerial Air C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png |  | 10 -> 12 (part 2)  6 -> 8 (part 4) | BASE: 10 -> 20  GROW: 80 -> 100  ANGLE: 361 -> 40 | Damage Progression: 12,10,8,6 -> 12,8 |
| Spiral Kick  Forward Aerial Air C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_right.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png | START: 10 -> 6  LAND: 20 -> 15 |  |  | First 2 hits should connect better (same as Brawl) |
| Floating Flip Kick  Up Aerial Air C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_up.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png |  |  |  | Timers changed to match animation:  Starts 2 frames earlier  Ends 3 frames later |
| Screw Driver  Down Aerial Air C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_down.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.png | START: 18 -> 12  LAND: 20 -> 15 |  | ANGLE: 361 -> 84 (landing) |  |
| Power Bomb  Forward Throw From Grab C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\smash_right.png |  |  |  | Cannot be escaped |
| Brain Buster  Backward Throw From Grab C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\smash_left.png | IASA: much faster |  |  | Cannot be escaped |
| Ninja Drop  Up Throw From Grab C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\smash_up.png |  |  | GROW: 70 -> 100 |  |
| Victory Dance  Down Throw From Grab C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\smash_down.png | IASA: 89 -> 69 | 7 -> 2 (final)  0 -> 1 (each stomp) | BASE: 40 -> 65  ANGLE: 90 -> 56 | More frame advantage |
| Swallow  Neutral Special C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_b.png |  |  |  | Safe on use with 17 frames of advantage  Aerial Inhale X-offset: 900 -> 1500  Grounded Inhale X-offset: 2900 -> 5500  Note: Grounded inhale ONLY valid if you start on the ground  Opponent stuck in star (frames): 10 -> 40 |
| Hammer (Ground)  Side Special C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_right.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_b.png | START: 22 -> 17 | 17 -> 23  SHLD: 0 -> 20 | BASE: 50 -> 65  GROW: 50 -> 76 |  |
| Hammer (Air)  Aerial Side Special Air C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_right.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_b.png | IASA: 69 -> 58 |  | BASE: 0 -> 60  GROW: 100 -> 70  ANGLE: 110 -> 361 (loop 1)  ANGLE: 110 -> 30 (loop 2) | Hitbox sizes doubled |
| Final Cutter  Up Special C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_up.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_b.png |  | 2 -> 4 | BASE: 0 -> 80  SET: 100 -> 0 | Slash down always has a hitbox |
| Stone  Down Special C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\stick_down.pngC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_b.png | START: 30 -> 15 | SHLD: 0 -> 20 | GROW: 55 -> 90 |  |
| Getup Attack  Getup Attack From Backplant C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_a.pngor sC:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_b.pngor C:\Users\_glook\Desktop\SSBM SD Remix Changelist_files\button_z.png |  |  |  | +5 frames of invincibility  Invincibility glitch fixed |