



## REMIX 0.95DX - HOTFIX PATCH NOTES

All characters are WIP and all changes could be reverted or changed further in the future. Feedback is welcome, but be constructive!

### CHARACTER UPDATES



#### SIMON

- NO LONGER SPAMS DOWN B FOR INFINITES!!!!
- Brawlified Textures and Cosmetics.
- Can now tether to stage like Melee when using Forward air.
  - Slight increase to dash.
  - Up tilt - 3 frame reduction.
  - Side tilt - 3 frame reduction.
  - Forward air - slightly faster, SLIGHTLY.
  - Dair - meteors more effectively.
  - Bair - adjusted angle so it won't launch the wrong direction.

----- Anyways! On to everyone else in this DX update. -----



### ALPH

- **Fall speed is 2 for ref**
- **Fastfall 2.3 => 2.8**
  
- **Jab 1 has more bkb/wkb/ and kbg and deals 1% more (more hitstun).**
  
- **Jab 2 has a higher angle more kbg and bigger hitboxes.**
  
- **Down tilt has endlag reduced by 6 frames.**
  
- **Can now L-cancel.**
  
- **Magnet hands reduced.**
  
- **Down special has less endlag like Olimar but still retains it's armor parry.**
  
- **Forward smash has reduced endlag for the sake that he literally loses 99% of his moveset when he uses the move.**
  
- **Same with side special**  
**(so you can throw the rockmin and run for your life basically.)**
- **Forward air/back air always have a hitbox regardless of the rockmin**  
**(with rockmin you can land a hit with his hand and the**

Rockmin.)



### ALUCARD

- Has joined the REMIX roster!
- New eyes and metal materials added.
- Fixes to voice clips.



### BANDANA DEE

- Updated model, textures and cosmetics.



## BAYONETTA

- All aerials but down air landing lag reduced.
- Up air BKB lessened a bit, IASA frame 36.
- Forward air IASA frame 33.
- Down throw IASA frame 42, KBG increased.
- Smash attacks slightly faster.
- Up tilt IASA frame 25.
  
- Down tilt angled more inward.
- Portal fixed, up b trail fixed.
- Adjusted down throw KBG/BKB and angle.



## BLACK KNIGHT

- GFX conflicts fixed.
- Other slight texture fixes.



### BLACK SHADOW

- Side B startup increased by 1 frame, endlag increased.
- Forward air BKB reduced from 36->18, Dash attack 2 BKB reduced from 74->26.
- Neutral air BKB reduced from 28->25 on initial hit.
- Forward air more landing lag 22 => 29.



### BLAZIKEN

- Jab 3 less endlag.
- Down tilt less endlag more kbg.
- Faster run speed.
- Faster air speed.
- Slightly floatier (bigger jumps).
- Down throw jank fixed a bit, cobalt down throw stats.

- Improved up throw.
- Back throw jank fixed a bit, cobalt bthrow angle, reduced endlag.
- Up air is faster with less endlag.
- Back air is only 3 hits now with the last hit having a higher angle.
- Forward throw has much less endlag.
- Dash attack much less endlag, much more kbg.
- New recolor, shiny Blaziken found!



### BLOOD FALCON

- Updated voice clips.
- Fixes to his GFX.
- Neutral Special.
- >>Fixed charge transitioning issues.
- New neutral air animation.
- Jab 3 launches at a higher angle with less endlag.
- Forward air hits slightly earlier.



## BOMBERMAN

- Back air has more startup, faster follow through, along with more hitstun on the sweetspot.
- Side special no longer has chance of t-posing after having been hit and trying to do side b again, however, bomberman may hover in place when doing side special roughly 2x when mashing the button, otherwise functional.
- Bombs are now 1.18x faster to explode.
- Yoyo is 1.5x faster all around and can grab ledge (only in front) after 35 frames.
- landing lag on neutral air and down air increased slightly.
- Final Smash now added.



## CHROM

- Side special air hitboxes are corrected.
- Dash attack knockback reduced.}
- Forward smash knockback reduced.

- Air neutral special no longer snaps ledge.
- Air side special bucket braking removed.
- Air side special momentum stall severely nerfed.
- Air side special snaps ledge later on.
- Neutral air hitboxes shrunken to match Marth.
- Up smash lingering multi-hit moonboxes removed.
- Up air knockback growth reduced.
- Up air base knockback increased.
- Up air angle is slightly more horizontal.
- Dash and Run Acceleration changed. (No longer is committed to acting out of dash from an insane distance burst.)
- Air acceleration increase, (bigger double jump/larger burst range).



## CLOUD

- Fixed air side b momentum.
- Updated cosmetics to default costumes/ new recolors replacing the originals.
- Final Smash added.
- Full item compatibility.
- New SFX.





### DAISY

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Infinite removed, up b nerf.  
200 angle on dash attack now 32.  
Final Smash added.



### DARK PIT

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P+ design like pit.

Can't stall/extended neutral b by tapping up.  
Classic Dark Pit model update to match the latest  
Final Smash fixes.



## DEATHBORN

- **FOOTDIVE CAN ONLY BE USED ONCE IN THE AIR UNTIL YOU LAND OR ARE HIT.**
- **Jab reverted to Ganondorf.**
- **Forward tilt has slightly more range. (basically the same as the old ftilt range) and new animation.**
- **Forward air swing is slightly faster to be more accurate to prior utility.**
- **(Listed changed would be slightly altered forward air and slightly altered forward air animation.)**
- **Air side special is no longer jump or attack cancellable on hit.**
- **Air side special spikes on hit instead of launching upwards.**
- **Fixed model materials**
- **New animation for Neutral B.**
- **Final Smash added.**



## DR. MARIO

- Megavitamins now do the correct sound and new disappear gfx without being dependent on costume choice (PM leftovers).



DR. LUIGI

- L Megavitamins now have new disappear gfx.



ELIZABETH

- New voice clips via REMIX exclusive dubbing VA work. (Thank you Ice Frog!)
- Adjustments to cosmetics for a better Brawl like look.
- Restored a missing recolor.
- Added a new recolor.
- Eye shine fixed on all models.
- Skirch schizo spear readjustments, and 1 less jump.



### FIERCE DEITY

- **Back air can sword beam, sword beam hitlag 1x => 2x.**
- **New Forward Smash animation.**
- **Down Smash is a two part input move now.**
- **Forward tilt / Forward smash speed adjustment.**



### ISABELLE

- **Brawlified textures and cosmetics.**
- **Side Special**
- **>>Fixed bug where animation would freeze.**
- **>>Fixed bug where gravity wouldn't affect Isabelle**
- **correctly.**
- **Down Special**
- **>>Fixed bug where if down b would be activated,**
- **she would get a boost in height.**
- **Forward air and back air gfx no longer looks off.**

- Side B is now a hit-grab that has a pull back animation dependent on when it hits a shield.
- Down B is now destructible by being clanked with, reflected, or absorbed while in its mine phase,
- A bunch of normalization on grabs & hitboxes, allowing you to grab ledge after using an aerial.
- Other visual fixes.



### JOKER

- Brawlified textures and cosmetics.
- Fixes to trails.
- Fixes to Final Smash.
- Balance adjustments.



### KAZUYA

- Has joined the REMIX roster!

- Recoded special moves to avoid getting stuck in air.
- Adjusted hurtboxes to match fighter model more.
- Run Brake animation speed 1>1.8.
- Dash End animation speed 1>1.8.
- Uncrouch animation speed 1>1.2.
- Comment: Inputting a Jab from a dash or ending a run would usually end in Dash Attack due to the animations being very slow and long. This change should allow Kazuya to feel more in line with the rest of the cast in this situation.
- Left Splits Kick (Reflect Kick)
- >>Input window 16f>30f
- Demon God Fist
- >>Can now be only inputted on the first 7 frames of uncrouch
- Comment: Before even on the last frame of uncrouch you could input DGF, this should avoid further misinputs.
- Neutral Special
- >>Recoded. Should cause less problems.
- >>Momentum is no longer abruptly stopped in air
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- >Side Special
- >>Recoded. Should cause less problems.
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- >Up Special
- >>Recoded. Should cause less problems.
- >>Momentum is no longer abruptly stopped in air
- Spinning demon KBG on final hit reduced.
- Down smash initial hit and final hit of up smash KBG increased a bit.
- New recolors for Suit Kazuya alt.



KING K ROOL

- Has joined the REMIX roster!
- Neutral Special (Blunderbluss).
- Adjusted reshoot animations for Kannoball position.
- Kannonball reshoot and ricochet now match Ultimate.
- Kannonball fthrow/bthrow vertical velocity 0.5>0.4.
- Kannonball ricochet horizontal velocity multiplier 50%>65%.
- Fixed Vacuum platform drop playing sfx again.
- Belly Armor hits are now louder.
- Fixes to cape textures.



### LITTLE MAC

- Brawlified Textures and Cosmetics.
- KO punch fixed.
- Slight adjustments for overall balance.



### MYTHRA

- **Brawlified Textures and Cosmetics.**
- **New materials.**
  - **Adjusted shield animation duration be consistent across cast**
  - **Adjusted tech interrupt frames and physics to be consistent across cast.**
  - **Adjusted ledge interaction to be consistent across cast**
  - **Neutral Special, fixed bug where Aerial variant didn't do slashes sfx.**
  - **No longer swaps between Pyra/Mythra on results screen.**
  - **Forward smash KBG buff.**
  - **Final Smash added.**



### PALUTENA

- **Added Entry GFX.**
- **Down Special.**
- **>>Projectile duration 999f/200f>300f**
- **>>Projectile hitbox size 6.5 > 3, but stretches up to match gfx.**
- **>>Projectile damage 1>2.**
- **>>Projectile BKB 7>5.**
- **>>Projectile gfx now faces forward.**
- **>>Projectile gfx size 2>1.8.**
- **>>Projectile hitbox starts at frame 20, when it stops.**
- **>>Projectile speed after frame 20 0>0.1.**
- **>>Projectile cannot be spawned after it disappears for a few .seconds**
- **>>Starting Speed Modifier is (Ground) 0.45>0.7 / (Air) 0.67>0.7.**
- **>>Reflective property only stays for 5 frames.**
- **>>Reflect hitbox vertical positions -4.5/16>-8/5.**
- **>>No longer produces push boxes not relative to the projectile.**
- **>>Air variant no longer stalls much in air.**



- >>When the projectile is already on screen, the move will still have reflective properties.
- >>No longer interrupts when landing



## PYRA

- **Brawlified Textures and Cosmetics.**
- **New Materials.**
- **Aegis blade now is recolored along with each alternate costume.**
  - **Down Special:**
    - **Only one instance of flames can be present at time.**
    - **Flame hitbox no longer clanks.**
    - **Adjusted gfx to be more readable and reducing less frame drops.**
    - **Has an hitbox as the flame comes out to link into combos.**
    - **Flame hitbox is now consistent and no longer vibrates.**
  - **Side Special: Sword now reappears properly when getting it back during an action.**
  - **Sword no longer appears for one frame when doing an action when it wasn't supposed to.**
  - **Forward Throw: Now does Fire GFX and SFX.**
  - **Neutral Special: Adjusted gfx. No longer leaves gfx when interrupted.**
  - **Forward Smash: Adjusted gfx so flames don't stay after the move hitbox has ended.**
  - **Jab 2:**
- **Fixed a bug where the move would come out when you didn't have your sword. (It's a sword attack) Down Tilt Base Knockback decreased.**

- Down Tilt Knockback Growth decreased.
- Down Tilt tipper Hitbox now meteors.
- Up Tilt sweetspot damage increased from 10% -> 11%.
- Up Tilt endlag decreased.
- Forward Air endlag decreased.
- Up Smash sweetspot Base Knockback increased.
- Up Air Hitboxes active 2 frames earlier.
- Up Air Base Knockback decreased.
- Up Air Knockback Growth increased.
- Up Air late Hitbox now launches at 90 degrees.
- Up Air landing lag decreased.
- Neutral Air landing lag decreased.
- Neutral Air endlag decreased.
- Back Air landing lag decreased.
- Back Air endlag decreased.
- Back Air has a faster startup.
- Down Air now hits earlier.
- Down Air Base Knockback increased on grounded opponents.
- Down Air now launches grounded opponents at 270 degrees.
- Down Air late hit now launches opponents at 80 degrees.
- No longer changes from Pyra/Mythra on results screen.
- Turn Run bug Fixed.
- Final Smash added.



RICHTER

- Brawlified textures and cosmetics.
- Holy Water only activates on ground collision.
- Forward air can now tether to stages like Melee.
- Hydro Storm Final Smash.
- Balance adjustments.



## SEPHIROTH

- Brawlified textures and cosmetics.
- Improved default/shirtless/KH costume recolors.
- Victory camera now doesn't get applied if multiple Sephiroth win in the same team.
- >>Fixed crashes in All-Star Versus related to GFX.
- >>Various fixes related to unnecessary Action Overrides.
- Fixed Sephiroth Charged Side B not ending early.
- >Victory
- >>Adjusted effects, camera and added embers
- >>No longer stuck in the ground and doesn't show other characters
- >>Team battles victory now doesn't alter camera, effects are still present.
- Fixed travel distance of up B.
- Wing now has a voice line and visual effect to show activeness.
- Final Smash added.



## SILVER

- **New model/texture work.**
- **New cosmetics and textures.**
- **New costumes and recolors.**
- **Moveset overhaul.**
- **Down tilt damage reduced from 15 -> 9. Increased KBG slightly to compensate. Angle changed from 90 to 100.**
- **Slightly faster dash attack.**
- **Fixes on side B command grab.**



## SORA

- **Brawlified textures and cosmetics.**
- **New KH1 recolor replaces DDD costume.**
- **New fixes to GFX.**
- **Aerial Mobility increased from 0.08 -> 0.1.**
- **Jabs all have more hitstun.**
- **side b no air sinking,**
- **Neutral air/forward air have more bounce momentum.**

- Down throw 1 less frame of endlag (becuz 20 frames from throw release instead of 21).
- Back throw iasa removed, way more endlag.
- Forward tilt 3 has a meteor at the tipper of the last hit (you're never gonna land this.)
- Importantly: run speed 1.65 => 1.5
- Up smash huge enormous ginormous hitbox deals 1% less than the sweetspot.
- Side B is faster and can be properly angled.



### SUPER SHADOW

- Has joined the REMIX roster!
- Hold L for Super Shadow text added to the CSS.
- Up throw expressions re-timed.
- Up Throw Faster without FSM.
- Final Smash fixes.
- Other small visuals adjusted.



### SUPER SONIC

- **Grand Slam is now a Shield Breaker.**
- **Small fixes.**
- **New Up Smash functionality, misc.**
- **Final Smash fixes.**



### TERRY

- **Brawlified textures and cosmetics.**
- **Slight balance tweaks.**
- **GO! No longer activates at 100%. Inflicting damage builds up a one use meter until refilled.**
- **No longer crashes the game with items, still WIP.**



### WALUIGI

- **MKHT version replaced the King Bob Wah. - <https://youtu.be/7rAjrOA97s4>**



## YU

- Item compatibility/animations added and improved.
- “One More!” reworked to activate on successful grab.



## ZACK

- Brawlified textures/cosmetics.
- New recolors to replace the more simple ones.
- Voice clip improvements.
- Initial dash speed increased 1.5 => 2 gravity increased => 0.15, dash grab no longer jank slide.
- New up throw.
- Down tilt has less endlag and the sourspots deal more damage and knockback that give it better combo potential and threat.
- Neutral b on the ground no longer does a janky instant cancel, but he just transitions to idle much quicker, the move has fixed weight knockback that can set up for ko confirms at high% and follow ups at low percent.
- New funny kick up smash.

- nair hit 1 is much weaker and deals significantly less damage, nair has more startup, nair hit 2 now launches very vertical, but nair has much less landing lag
- fair has much more landing lag, but it connects into itself better
- bair has much less landing lag and the sourspots launch horizontally outwards, and kill earlier
- dair spike removed, now it's a vertical launching sourspot, the sweetspots are moved to when the blade is under him and is a weak meteor
- fthrow launches at a lower angle
- more horizontal air mobility
- up b has less height



## ZERO

- Slight adjustments to textures and cosmetics to feel more Brawl like.
- Nightmare Zero's Blade Added!
- Fixes to facial model.
- New Star KO voice clip, same line, proper voice.
- Neutral b adjustments for more balance.
- Final Smash added.

## KEY CHANGES IN DX

- Brawlified textures for Ultimate backports, and adjustments to certain PMEX characters, like Zack, Zero, Vectorman, etc.
- Addition of Kazuya, King K Rool, Alucard, Super Shadow.
- New versions of Waluigi and Silver.
- Kirby hats have been currently disabled to avoid heavy crashes related to them.



- Implemented P+'s item settings: "Very High", "Intense", and "Bomb-Rain" in the item menu.
- Updated P+ Costumes for characters like Link, Pit, etc.
- Modes:
- Implemented Kapedani's Coin Mode, win by reaching a specific coin amount or a specific score in timed matches!
- Updated turbo mode to P+ v2.3.2's.
- **NEW MODE: Item Mayhem: Items, Assist Trophies and Pokéballs activate themselves, watch the chaos happen on the battlefield! Available in Special Versus.**
- Fixed and updated All-Star Versus mode to have random feature the entire cast, with almost a near crashless\* experience!
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- \* A temporary fix has been made to avoid crashes related to audio, in some cases, characters might not play sounds correctly when spawned in this mode.
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- Stages:
- All Knockback-based (KoF Stadium style) walled stages now feature effects to denote the feature.
- Mushroom Kingdom Melee and Mushroomy Kingdom now spawn items correctly
- -etris and Venus Light House feature crushing effects
- Upgraded stages (Lighting, collisions, other) by the REMIX DEV Team:
- --Emerald Coast
- --Kamiki Village
- --Wario Land L: WarioWare Inc. (now has Wario Land blastzones, gives Heal, Mushroom and Turbo rewards)
- --Delfino Plaza L: New Donk City
- --Suzaku Castle L: Flat Suzaku Castle
- --The Pit L: Dead Pool
- --Dream Land Z: Great Cave Offensive (Competitive Variant)
- --Tomodachi Life Start: Nintendogs Omega
- --Cookie Country
- --Pac-Maze

#### KEY CHANGES IN LATEST HOTFIX FOR DX

- New track for Metal Cavern (sound familiar?)
- New music for KoF Stadium and Tekken stages.

- King K Rool blunderbuss and kannonball now matching Ultimate. (Actual projectile, bounces off, can be resucked and reshot.)
- King K Rool side b now acting better.
- King K Rool down b can now be flipped on connect, activated when reflecting.
- Kazuya overall fixes and improvements.
- Palutena down b.
- Isabelle crash fix, gfx additions.
- Blood Falcon neutral b (CHARGE MID AIR WOO!)
- Sephiroth result screen (singular and teams.)