

00: Ryu

00 LP	Main Color		
01 LP (Extra-02)	Hadouken // Shinkuu Hadouken		
02 LP (Extra-03)	Not used		
03 LP (Extra-04)	Hurricane Kick Super (ground effects)	ID:09-14 - Not used	
04 LP (Extra-05)	Not Used		
05 LP (Extra-06)	Not Used		
06 LP (Extra-07)	Not Used		
07 LP (Extra-08)	Not Used		

*No extra variants

01: Zangief

00 LP	Main Color		
01 LP (Extra-02)	ID:02-11 - Banishing Flat	ID:12-15 - Banishing Flat (wristband)	
02 LP (Extra-03)	Not Used		
03 LP (Extra-04)	ID:01-12 - Siberian Flame	13-15 - Not Used	
04 LP (Extra-05)	Not Used		
05 LP (Extra-06)	Not Used		
06 LP (Extra-07)	Not Used		
07 LP (Extra-08)	Not Used		
(0A) Extra	Not Used		
(0B) Extra	Not Used		
(0C) Extra	Not Used		
(0D) Extra	Not Used		
(0E) Extra	Not Used		
(0F) Extra	Not Used		
(10) Extra	Not Used		
(11) Extra	LP Color - Mecha Gief		
(12) Extra	LK Color - Mecha Gief		
(13) Extra	HP Color - Mecha Gief		
(14) Extra	HK Color - Mecha Gief		
(15) Extra	A1 Color - Mecha Gief		
(16) Extra	A2 Color - Mecha Gief		
(17) Extra	(U)FAB 15% Effect frame - LP Color		
(18) Extra	(U)FAB 35% Effect frame - LP Color		
(19) Extra	(U)FAB 75% Effect frame - LP Color		
(1A) Extra	(U)FAB 15% Effect frame - LK Color		
(1B) Extra	(U)FAB 35% Effect frame - LK Color		
(1C) Extra	(U)FAB 75% Effect frame - LK Color		
(1D) Extra	(U)FAB 15% Effect frame - HP Color		
(1E) Extra	(U)FAB 35% Effect frame - HP Color		
(1F) Extra	(U)FAB 75% Effect frame - HP Color		
(20) Extra	(U)FAB 15% Effect frame - HK Color		
(21) Extra	(U)FAB 35% Effect frame - HK Color		
(22) Extra	(U)FAB 75% Effect frame - HK Color		
(23) Extra	(U)FAB 15% Effect frame - A1 Color		
(24) Extra	(U)FAB 35% Effect frame - A1 Color		
(25) Extra	(U)FAB 75% Effect frame - A1 Color		
(26) Extra	(U)FAB 15% Effect frame - A2 Color		
(27) Extra	(U)FAB 35% Effect frame - A2 Color		
(28) Extra	(U)FAB 75% Effect frame - A2 Color		
(29) Extra	(U)FAB 15% Effect frame - LP Mecha Gief		
(2A) Extra	(U)FAB 35% Effect frame - LP Mecha Gief		
(2B) Extra	(U)FAB 75% Effect frame - LP Mecha Gief		
(2C) Extra	(U)FAB 15% Effect frame - LK Mecha Gief		
(2D) Extra	(U)FAB 35% Effect frame - LK Mecha Gief		
(2E) Extra	(U)FAB 75% Effect frame - LK Mecha Gief		
(2F) Extra	(U)FAB 15% Effect frame - HP Mecha Gief		
(30) Extra	(U)FAB 35% Effect frame - HP Mecha Gief		

(31) Extra	(U)FAB 75% Effect frame - HP Mecha Gief		
(32) Extra	(U)FAB 15% Effect frame - HK Mecha Gief		
(33) Extra	(U)FAB 35% Effect frame - HK Mecha Gief		
(34) Extra	(U)FAB 75% Effect frame - HK Mecha Gief		
(35) Extra	(U)FAB 15% Effect frame - A1 Mecha Gief		
(36) Extra	(U)FAB 35% Effect frame - A1 Mecha Gief		
(37) Extra	(U)FAB 75% Effect frame - A1 Mecha Gief		
(38) Extra	(U)FAB 15% Effect frame - A2 Mecha Gief		
(39) Extra	(U)FAB 35% Effect frame - A2 Mecha Gief		
(3A) Extra	(U)FAB 75% Effect frame - A2 Mecha Gief		

02: Guile

00 LP	Main color		
01 LP (Extra-02)	ID: 01-08 Sonic Boom/ Flash Kick/ Supers	ID:09-15 Sonic Boom (tip)	
02 LP (Extra-03)	Not used		
03 LP (Extra-04)	Not used		
04 LP (Extra-05)	Not used		
05 LP (Extra-06)	Not used		
06 LP (Extra-07)	Not used		
07 LP (Extra-08)	Not used		

03: Morrigan

00 LP	Main Color		
01 LP (Extra-02)	Lilith		
02 LP (Extra-03)	Shines rising from the ground		
03 LP (Extra-04)	ID: 01-08 Soul Fist	ID: 09-15 Soul Fist (skull)	
04 LP (Extra-05)	ID: 01-08 Soul Eraser Laser	ID: 09-15 Not used	
05 LP (Extra-06)	Not used		
06 LP (Extra-07)	Not used		
07 LP (Extra-08)	Not used		

(09) Extra	Not Used		
(0A) Extra	Not Used		
(0B) Extra	Not Used		
(0C) Extra	Not Used		
(0D) Extra	Not Used		
(0E) Extra	Not Used		
(0F) Extra	Not Used		
(10) Extra	Not Used		
(11) Extra	Not Used		
(12) Extra	Not Used		
(13) Extra	Not Used		
(14) Extra	Not Used		
(15) Extra	Not Used		
(16) Extra	Not Used		
(17) Extra	Not Used		
(18) Extra	Not Used		
(19) Extra	Not Used		
(1A) Extra	Not Used		
(1B) Extra	Not Used		
(1C) Extra	Not Used		
(1D) Extra	Not Used		
(1E) Extra	Not Used		
(1F) Extra	Not Used		
(20) Extra	Not Used		
(21) Extra	Not Used		
(22) Extra	Not Used		
(23) Extra	Not Used		
(24) Extra	Not Used		
(25) Extra	Not Used		
(26) Extra	Not Used		

(27) Extra	Not Used		
(28) Extra	Not Used		
(29) Extra	Not Used		
(2A) Extra	Not Used		
(2B) Extra	Not Used		
(2C) Extra	Not Used		
(2D) Extra	Not Used		
(2E) Extra	Not Used		
(2F) Extra	Not Used		
(30) Extra	Not Used		
(31) Extra	Not Used		
(32) Extra	Not Used		
(33) Extra	Not Used		
(34) Extra	Not Used		
(35) Extra	Not Used		
(36) Extra	Not Used		
(37) Extra	Not Used		
(38) Extra	Not Used		
(39) Extra	<i>separator</i>		
(3A) Extra	LP Color - Soul Eraser (Machine Frame 1)	(brighter 3B): luminance +5	
(3B) Extra	LP Color - Soul Eraser (Machine Frame 2)		
(3C) Extra	<i>separator</i>		
(3D) Extra	LK Color - Soul Eraser (Machine Frame 1)	(brighter 3E): luminance +5	
(3E) Extra	LK Color - Soul Eraser (Machine Frame 2)		
(3F) Extra	<i>separator</i>		
(40) Extra	HP Color - Soul Eraser (Machine Frame 1)	(brighter 41): luminance +5	
(41) Extra	HP Color - Soul Eraser (Machine Frame 2)		
(42) Extra	<i>separator</i>		
(43) Extra	HK Color - Soul Eraser (Machine Frame 1)	(brighter 44): luminance +5	
(44) Extra	HK Color - Soul Eraser (Machine Frame 2)		
(45) Extra	<i>separator</i>		
(46) Extra	A1 Color - Soul Eraser (Machine Frame 1)	(brighter 47): luminance +5	
(47) Extra	A1 Color - Soul Eraser (Machine Frame 2)		
(48) Extra	<i>separator</i>		
(49) Extra	A2 Color - Soul Eraser (Machine Frame 1)	(brighter 4A): luminance +5	
(4A) Extra	A2 Color - Soul Eraser (Machine Frame 2)		
(4B) Extra	LP button - Liliith	Same as 01 LP (Extra - 02)	
(4C) Extra	LP button - Liliith	Same as 01 LP (Extra - 02) & ID:01 = white	
(4D) Extra	LP button - Morrigan	Same as Original Color	
(4E) Extra	LP button - Morrigan	Same as Original Color & ID:01 = white	
(4F) Extra	Merge Frame	do not edit	
(50) Extra	LP Color - Intro Frame 1	LP color & then add luminance+20	
(51) Extra	LP Color - Intro Frame 2	LP color & then add luminance+13	
(52) Extra	LP Color - Intro Frame 3	LP color & then add luminance+7	
(53) Extra	LP Color - Intro Frame 4	LP color & then add luminance+0	
(54) Extra	LK button - Liliith	Same as 01 LK (Extra - 02)	
(55) Extra	LK button - Liliith	Same as 01 LK (Extra - 02) & ID:01 = white	
(56) Extra	LK button - Morrigan	Same as Original Color	
(57) Extra	LK button - Morrigan	Same as Original Color & ID:01 = white	
(58) Extra	Merge Frame	do not edit	
(59) Extra	LK Color - Intro Frame 1	LK color & then add luminance+20	
(5A) Extra	LK Color - Intro Frame 2	LK color & then add luminance+13	
(5B) Extra	LK Color - Intro Frame 3	LK color & then add luminance+7	
(5C) Extra	LK Color - Intro Frame 4	LK color & then add luminance+0	
(5D) Extra	HP button - Liliith	Same as 01 HP (Extra - 02)	
(5E) Extra	HP button - Liliith	Same as 01 HP (Extra - 02) & ID:01 = white	
(5F) Extra	HP button - Morrigan	Same as Original Color	
(60) Extra	HP button - Morrigan	Same as Original Color & ID:01 = white	
(61) Extra	Merge Frame	do not edit	
(62) Extra	HP Color - Intro Frame 1	HP color & then add luminance+20	
(63) Extra	HP Color - Intro Frame 2	HP color & then add luminance+13	

(64) Extra	HP Color - Intro Frame 3	HP color & then add luminance+7	
(65) Extra	HP Color - Intro Frame 4	HP color & then add luminance+0	
(66) Extra	HK button - Lilith	Same as 01 HK (Extra - 02)	
(67) Extra	HK button - Lilith	Same as 01 HK (Extra - 02) & ID:01 = white	
(68) Extra	HK button - Morrigan	Same as Original Color	
(69) Extra	HK button - Morrigan	Same as Original Color & ID:01 = white	
(6A) Extra	Merge Frame	do not edit	
(6B) Extra	HK Color - Intro Frame 1	HK color & then add luminance+20	
(6C) Extra	HK Color - Intro Frame 2	HK color & then add luminance+13	
(6D) Extra	HK Color - Intro Frame 3	HK color & then add luminance+7	
(6E) Extra	HK Color - Intro Frame 4	HK color & then add luminance+0	
(6F) Extra	A1 button - Lilith	Same as 01 A1 (Extra - 02)	
(70) Extra	A1 button - Lilith	Same as 01 A1 (Extra - 02) & ID:01 = white	
(71) Extra	A1 button - Morrigan	Same as Original Color	
(72) Extra	A1 button - Morrigan	Same as Original Color & ID:01 = white	
(73) Extra	Merge Frame	do not edit	
(74) Extra	A1 Color - Intro Frame 1	A1 color & then add luminance+20	
(75) Extra	A1 Color - Intro Frame 2	A1 color & then add luminance+13	
(76) Extra	A1 Color - Intro Frame 3	A1 color & then add luminance+7	
(77) Extra	A1 Color - Intro Frame 4	A1 color & then add luminance+0	
(78) Extra	A2 button - Lilith	Same as 01 A2 (Extra - 02)	
(79) Extra	A2 button - Lilith	Same as 01 A2 (Extra - 02) & ID:01 = white	
(7A) Extra	A2 button - Morrigan	Same as Original Color	
(7B) Extra	A2 button - Morrigan	Same as Original Color & ID:01 = white	
(7C) Extra	Merge Frame	do not edit	
(7D) Extra	A2 Color - Intro Frame 1	A2 color & then add luminance+20	
(7E) Extra	A2 Color - Intro Frame 2	A2 color & then add luminance+13	
(7F) Extra	A2 Color - Intro Frame 3	A2 color & then add luminance+7	
(80) Extra	A2 Color - Intro Frame 4	A2 color & then add luminance+0	
(81) Extra	LP Color - Taunt (Morrigan)		
(82) Extra	LK Color - Taunt (Morrigan)		
(83) Extra	HP Color - Taunt (Morrigan)		
(84) Extra	HK Color - Taunt (Morrigan)		
(85) Extra	A1 Color - Taunt (Morrigan)		
(86) Extra	A2 Color - Taunt (Morrigan)		
(87) Extra	Not Used		
(88) Extra	Not Used		
(89) Extra	Not Used		
(8A) Extra	Not Used		
(8B) Extra	Not Used		
(8C) Extra	Not Used		

04: Anakaris

00 LP	Main Color		
01 LP (Extra-02)	Not Used		
02 LP (Extra-03)	c.FP Background Arms Effect		
03 LP (Extra-04)	Pharaoh Magic (Special Ball)		
04 LP (Extra-05)	Pharaoh Illusion (Background Anakaris)		
05 LP (Extra-06)	Pharaoh Judgement (Dummy)		
06 LP (Extra-07)	Not Used		
07 LP (Extra-08)	Not Used		
(09) Extra	Not Used		
(0A) Extra	Not Used		
(0B) Extra	Not Used		
(0C) Extra	Not Used		
(0D) Extra	Not Used		
(0E) Extra	Not Used		
(0F) Extra	Not Used		
(10) Extra	Not Used		
(11) Extra	Not Used		

(12) Extra	Not Used		
(13) Extra	Not Used		
(14) Extra	Not Used		
(15) Extra	Not Used		
(16) Extra	Not Used		
(17) Extra	Not Used		
(18) Extra	Not Used		
(19) Extra	Not Used		
(1A) Extra	Not Used		
(1B) Extra	Not Used		
(1C) Extra	Not Used		
(1D) Extra	Not Used		
(1E) Extra	Not Used		
(1F) Extra	Not Used		
(20) Extra	Not Used		

05: Strider

00 LP	Main Color		
01 LP (Extra-02)	ID:01-06 Ouroboros (orbs)/Teleport Kick/Sword Swing	ID: 07-12 Sword Swing (Outline)	ID: 13-15 Not used
02 LP (Extra-03)	ID:02-08 Ouroboros (Robot)/ Eagle(body) / Tiger (body) ID: 09-12: Ouroboros (Middle Line) / Eagle (claws/peak/wing) / Tiger (eye) ID: 13-15 Not used		
03 LP (Extra-04)	Not Used		
04 LP (Extra-05)	Not Used		
05 LP (Extra-06)	Not Used		
06 LP (Extra-07)	Not Used		
07 LP (Extra-08)	Not Used		

*No extra variants

06: Cyclops

00 LP	Main Color		
01 LP (Extra-02)	s.HK, (s)j.HK Swing effect		
02 LP (Extra-03)	ID:01-08 Mega Optic Blast (Laser / Hit Frame 1)	ID:09-16: Mega Optic Blast (Hit Frame 2)	
03 LP (Extra-04)	ID:01-08 Optic Goggle Shade / Taunt Spark	ID:09-16: Taunt Spark Frame 2 / Tag-In Shine	
04 LP (Extra-05)	Not Used		
05 LP (Extra-06)	Not Used		
06 LP (Extra-07)	Not Used		
07 LP (Extra-08)	Not Used		

(09) Extra	Not Used		
(0A) Extra	Not Used		
(0B) Extra	Not Used		
(0C) Extra	Not Used		
(0D) Extra	Not Used		
(0E) Extra	Not Used		
(0F) Extra	Not Used		
(10) Extra	Not Used		
(11) Extra	Not Used		
(12) Extra	Not Used		
(13) Extra	Not Used		
(14) Extra	Not Used		
(15) Extra	Not Used		
(16) Extra	Not Used		
(17) Extra	Not Used		
(18) Extra	Not Used		
(19) Extra	Optic Bullet / Optic Blast / Super Optic Blast Frame 1		
(1A) Extra	Optic Bullet / Optic Blast / Super Optic Blast Frame 2		
(1B) Extra	Optic Bullet / Optic Blast / Super Optic Blast Frame 3		
(1C) Extra	Optic Bullet / Optic Blast / Super Optic Blast Frame 4		
(1D) Extra	Optic Bullet / Optic Blast / Super Optic Blast Frame 5		
(1E) Extra	Optic Bullet / Optic Blast / Super Optic Blast Frame 6		
(1F) Extra	Not Used		

(20) Extra	Not Used		
(21) Extra	Not Used		
(22) Extra	Not Used		09-15:purple+aqua
(23) Extra	Not Used		
(24) Extra	Not Used		
(25) Extra	Not Used		
(26) Extra	Not Used		
(27) Extra	Not Used		
(28) Extra	Not Used		
(29) Extra	LP Color - Intro Frame 1		
(2A) Extra	LP Color - Intro Frame 2		
(2B) Extra	LP Color - Intro Frame 3		
(2C) Extra	LP Color - Intro Frame 4		
(2D) Extra	LP Color - Intro Frame 5		
(2E) Extra	LP Color - Intro Frame 6		
(2F) Extra	LP Color - Intro Frame 7		
(30) Extra	LP Color - Intro Frame 8		
(31) Extra	LK Color - Intro Frame 1		
(32) Extra	LK Color - Intro Frame 2		
(33) Extra	LK Color - Intro Frame 3		
(34) Extra	LK Color - Intro Frame 4		
(35) Extra	LK Color - Intro Frame 5		
(36) Extra	LK Color - Intro Frame 6		
(37) Extra	LK Color - Intro Frame 7		
(38) Extra	LK Color - Intro Frame 8		
(39) Extra	HP Color - Intro Frame 1		
(3A) Extra	HP Color - Intro Frame 2		
(3B) Extra	HP Color - Intro Frame 3		
(3C) Extra	HP Color - Intro Frame 4		
(3D) Extra	HP Color - Intro Frame 5		
(3E) Extra	HP Color - Intro Frame 6		
(3F) Extra	HP Color - Intro Frame 7		
(40) Extra	HP Color - Intro Frame 8		
(41) Extra	HK Color - Intro Frame 1		
(42) Extra	HK Color - Intro Frame 2		
(43) Extra	HK Color - Intro Frame 3		
(44) Extra	HK Color - Intro Frame 4		
(45) Extra	HK Color - Intro Frame 5		
(46) Extra	HK Color - Intro Frame 6		
(47) Extra	HK Color - Intro Frame 7		
(48) Extra	HK Color - Intro Frame 8		
(49) Extra	A1 Color - Intro Frame 1		
(4A) Extra	A1 Color - Intro Frame 2		
(4B) Extra	A1 Color - Intro Frame 3		
(4C) Extra	A1 Color - Intro Frame 4		
(4D) Extra	A1 Color - Intro Frame 5		
(4E) Extra	A1 Color - Intro Frame 6		
(4F) Extra	A1 Color - Intro Frame 7		
(50) Extra	A1 Color - Intro Frame 8		
(51) Extra	A2 Color - Intro Frame 1		
(52) Extra	A2 Color - Intro Frame 2		
(53) Extra	A2 Color - Intro Frame 3		
(54) Extra	A2 Color - Intro Frame 4		
(55) Extra	A2 Color - Intro Frame 5		
(56) Extra	A2 Color - Intro Frame 6		
(57) Extra	A2 Color - Intro Frame 7		
(58) Extra	A2 Color - Intro Frame 8		
(59) Extra	LP Color		
(5A) Extra	Red Highlight LP Color		
(5B) Extra	LK Color		
(5C) Extra	Red Highlight LK Color		

(5D) Extra	HP Color		
(5E) Extra	Red Highlight HP Color		
(5F) Extra	HK Color		
(60) Extra	Red Highlight HK Color		
(61) Extra	A1 Color		
(62) Extra	Red Highlight A1 Color		
(63) Extra	A2 Color		
(64) Extra	Red Highlight A2 Color		

07: Wolverine

00 LP	Main Color		
01 LP (Extra-02)	Wolverine's Claws		
02 LP (Extra-03)	FP effect / Berserker Barrage (claw effect) / Weapon X (X effect)		
03 LP (Extra-04)	Not Used		
04 LP (Extra-05)	Not Used		
05 LP (Extra-06)	Not Used		
06 LP (Extra-07)	Not Used		
07 LP (Extra-08)	Not Used		
(11) Extra	Fatal Claw (Effect for All buttons)		
(12) Extra	Not Used		

08: Psylocke

00 LP	Main Color		
01 LP (Extra-02)	FP / PsyBlast / Kochou Gakure/ Psy-Maelstrom		
02 LP (Extra-03)	PsyThrust / PsyBlade / Teleport		
03 LP (Extra-04)	PsyThrust (Psylocke Frame during super)		
04 LP (Extra-05)	Not Used		
05 LP (Extra-06)	Not Used		
06 LP (Extra-07)	Not Used		
07 LP (Extra-08)	Not Used		
(09) Extra	Not Used		
(0A) Extra	Not Used		

09: Ice-Man

00 LP			
01 LP (Extra-02)	Stance Frame		
02 LP (Extra-03)	Same as Button Color (copy Main Color for that button)		
03 LP (Extra-04)	Taunt -Bobby Drake		
04 LP (Extra-05)	Intro - Iceman Letters Melting		
05 LP (Extra-06)	Ice Avalanche/ Arctic Attack / Iceball		
06 LP (Extra-07)	Not Used		
07 LP (Extra-08)	Not Used		
(09) Extra	Icebeam Frame 1 (all buttons)		
(0A) Extra	Icebeam Frame 2 (all buttons)		
(0B) Extra	Icebeam Frame 3 (all buttons)		
(0C) Extra	Icebeam Frame 4 (all buttons)		
(0D) Extra	Not Used		
(0E) Extra	Not Used		
(0F) Extra	Not Used		
(10) Extra	Not Used		
(11) Extra	Not Used		
(12) Extra	Not Used		
(13) Extra	Not Used		
(14) Extra	Not Used		
(15) Extra	Not Used		
(16) Extra	Not Used		
(17) Extra	Not Used		
(18) Extra	Not Used		

(19) Extra	Not Used		
(1A) Extra	Not Used		
(1B) Extra	Not Used		
(1C) Extra	Not Used		
(1D) Extra	Not Used		
(1E) Extra	Not Used		
(1F) Extra	Not Used		
(20) Extra	Not Used		
(21) Extra	LP Color - Shine Frame 1		
(22) Extra	LP Color - Shine Frame 2		
(23) Extra	LP Color - Shine Frame 3		
(24) Extra	LP Color - Shine Frame 4		
(25) Extra	LP Color - Shine Frame 5		
(26) Extra	LP Color - Shine Frame 6		
(27) Extra	LP Color - Shine Frame 7		
(28) Extra	LK Color - Shine Frame 1		
(29) Extra	LK Color - Shine Frame 2		
(2A) Extra	LK Color - Shine Frame 3		
(2B) Extra	LK Color - Shine Frame 4		
(2C) Extra	LK Color - Shine Frame 5		
(2D) Extra	LK Color - Shine Frame 6		
(2E) Extra	LK Color - Shine Frame 7		
(2F) Extra	HP Color - Shine Frame 1		
(30) Extra	HP Color - Shine Frame 2		
(31) Extra	HP Color - Shine Frame 3		
(32) Extra	HP Color - Shine Frame 4		
(33) Extra	HP Color - Shine Frame 5		
(34) Extra	HP Color - Shine Frame 6		
(35) Extra	HP Color - Shine Frame 7		
(36) Extra	HK Color - Shine Frame 1		
(37) Extra	HK Color - Shine Frame 2		
(38) Extra	HK Color - Shine Frame 3		
(39) Extra	HK Color - Shine Frame 4		
(3A) Extra	HK Color - Shine Frame 5		
(3B) Extra	HK Color - Shine Frame 6		
(3C) Extra	HK Color - Shine Frame 7		
(3D) Extra	A1 Color - Shine Frame 1		
(3E) Extra	A1 Color - Shine Frame 2		
(3F) Extra	A1 Color - Shine Frame 3		
(40) Extra	A1 Color - Shine Frame 4		
(41) Extra	A1 Color - Shine Frame 5		
(42) Extra	A1 Color - Shine Frame 6		
(43) Extra	A1 Color - Shine Frame 7		
(44) Extra	A2 Color - Shine Frame 1		
(45) Extra	A2 Color - Shine Frame 2		
(46) Extra	A2 Color - Shine Frame 3		
(47) Extra	A2 Color - Shine Frame 4		
(48) Extra	A2 Color - Shine Frame 5		
(49) Extra	A2 Color - Shine Frame 6		
(4A) Extra	A2 Color - Shine Frame 7		

0A: Rogue

00 LP	Main Color		
01 LP (Extra-02)	Taunt - Heart		
02 LP (Extra-03)	Intro (Ground Dust)		
03 LP (Extra-04)	Not Used		
04 LP (Extra-05)	Dash Shadows		
05 LP (Extra-06)	Not Used		
06 LP (Extra-07)	Not Used		
07 LP (Extra-08)	Not Used		

(09) Extra	Not used		
(0A) Extra	Not used		
(0B) Extra	Not used		
(0C) Extra	Not used		
(0D) Extra	Not used		
(0E) Extra	Not used		
(0F) Extra	Not used		
(10) Extra	Not used		
(11) Extra	Not used		
(12) Extra	Not used		
(13) Extra	Not used		
(14) Extra	Not used		
(15) Extra	Not used		
(16) Extra	Not used		
(17) Extra	Not used		
(18) Extra	Not used		
(19) Extra	Not used		
(1A) Extra	Not used		
(1B) Extra	Not used		
(1C) Extra	Not used		
(1D) Extra	LP Color - Winpose		
(1E) Extra	LK Color - Winpose		
(1F) Extra	HP Color - Winpose		
(20) Extra	HK Color - Winpose		
(21) Extra	A1 Color - Winpose		
(22) Extra	A2 Color - Winpose		

0B: Captain America

00 LP	Main Color		
01 LP (Extra-02)	ID: 01-06 - Shield's Star	ID: 07-14 - Shield	
02 LP (Extra-03)	ID: 01-09 - Shield Slash (effect) / Super Charging Stars (effect) ID: 10-16 Super Stars and Stripes (effect)		
03 LP (Extra-04)	Eagle		
04 LP (Extra-05)	Not Used		
05 LP (Extra-06)	Not Used		
06 LP (Extra-07)	Not Used		
07 LP (Extra-08)	Not Used		

(11) Extra	Not Used		
(12) Extra	Not Used		
(13) Extra	Not Used		
(14) Extra	Not Used		
(15) Extra	Not Used		
(16) Extra	Not Used		
(17) Extra	Not Used		
(18) Extra	Not Used		
(19) Extra	Not Used		
(1A) Extra	Not Used		
(1B) Extra	Not Used		

0C: Spider-man

00 LP	Main Color		
01 LP (Extra-02)	Taunt Balloon		
02 LP (Extra-03)	ID: 01-03 Spider-sense Intro	ID:04-07 Winpose (camera)	ID: 08-15 Webs
03 LP (Extra-04)	Not Used		
04 LP (Extra-05)	Not Used		
05 LP (Extra-06)	Not Used		
06 LP (Extra-07)	Not Used		
07 LP (Extra-08)	Not Used		

(09) Extra	LP Intro - Frame 1		
(0A) Extra	LP Intro - Frame 2		

(0B) Extra	LP Intro - Frame 3		
(0C) Extra	LP Intro - Frame 4		
(0D) Extra	LP Intro - Frame 5		
(0E) Extra	LP Intro - Frame 6		
(0F) Extra	LP Intro - Frame 7		
(10) Extra	LP Intro - Frame 8		
(11) Extra	Not Used		
(12) Extra	Not Used		
(13) Extra	Not Used		
(14) Extra	Not Used		
(15) Extra	Not Used		
(16) Extra	Not Used		
(17) Extra	Not Used		
(18) Extra	Not Used		
(19) Extra	LK Intro - Frame 1		
(1A) Extra	LK Intro - Frame 2		
(1B) Extra	LK Intro - Frame 3		
(1C) Extra	LK Intro - Frame 4		
(1D) Extra	LK Intro - Frame 5		
(1E) Extra	LK Intro - Frame 6		
(1F) Extra	LK Intro - Frame 7		
(20) Extra	LK Intro - Frame 8		
(21) Extra	Not Used		
(22) Extra	Not Used		
(23) Extra	Not Used		
(24) Extra	Not Used		
(25) Extra	Not Used		
(26) Extra	Not Used		
(27) Extra	Not Used		
(28) Extra	Not Used		
(29) Extra	HP Intro - Frame 1		
(2A) Extra	HP Intro - Frame 2		
(2B) Extra	HP Intro - Frame 3		
(2C) Extra	HP Intro - Frame 4		
(2D) Extra	HP Intro - Frame 5		
(2E) Extra	HP Intro - Frame 6		
(2F) Extra	HP Intro - Frame 7		
(30) Extra	HP Intro - Frame 8		
(31) Extra	Not Used		
(32) Extra	Not Used		
(33) Extra	Not Used		
(34) Extra	Not Used		
(35) Extra	Not Used		
(36) Extra	Not Used		
(37) Extra	Not Used		
(38) Extra	Not Used		
(39) Extra	HK Intro - Frame 1		
(3A) Extra	HK Intro - Frame 2		
(3B) Extra	HK Intro - Frame 3		
(3C) Extra	HK Intro - Frame 4		
(3D) Extra	HK Intro - Frame 5		
(3E) Extra	HK Intro - Frame 6		
(3F) Extra	HK Intro - Frame 7		
(40) Extra	HK Intro - Frame 8		
(41) Extra	Not Used		
(42) Extra	Not Used		
(43) Extra	Not Used		
(44) Extra	Not Used		
(45) Extra	Not Used		
(46) Extra	Not Used		
(47) Extra	Not Used		

(48) Extra	Not Used		
(49) Extra	A1 Intro - Frame 1		
(4A) Extra	A1 Intro - Frame 2		
(4B) Extra	A1 Intro - Frame 3		
(4C) Extra	A1 Intro - Frame 4		
(4D) Extra	A1 Intro - Frame 5		
(4E) Extra	A1 Intro - Frame 6		
(4F) Extra	A1 Intro - Frame 7		
(50) Extra	A1 Intro - Frame 8		
(51) Extra	Not Used		
(52) Extra	Not Used		
(53) Extra	Not Used		
(54) Extra	Not Used		
(55) Extra	Not Used		
(56) Extra	Not Used		
(57) Extra	Not Used		
(58) Extra	Not Used		
(59) Extra	A2 Intro - Frame 1		
(5A) Extra	A2 Intro - Frame 2		
(5B) Extra	A2 Intro - Frame 3		
(5C) Extra	A2 Intro - Frame 4		
(5D) Extra	A2 Intro - Frame 5		
(5E) Extra	A2 Intro - Frame 6		
(5F) Extra	A2 Intro - Frame 7		
(60) Extra	A2 Intro - Frame 8		
(61) Extra	Not Used		
(62) Extra	Not Used		
(63) Extra	Not Used		
(64) Extra	Not Used		
(65) Extra	Not Used		
(66) Extra	Not Used		
(67) Extra	Not Used		
(68) Extra	Not Used		

0D: Hulk

00 LP	Main Color		
01 LP (Extra-02)	j.FP (effect) / Gamma Charge (effect)		
02 LP (Extra-03)	Gamma Quake		
03 LP (Extra-04)	Gamma Crush (Meteor)		
04 LP (Extra-05)	Not Used		
05 LP (Extra-06)	Not Used		
06 LP (Extra-07)	Not Used		
07 LP (Extra-08)	Not Used		
(09) Extra	Not Used		
(0A) Extra	Gamma Crush (Meteor Pieces) - affects all buttons		

0E: Venom

00 LP	Main Color		
01 LP (Extra-02)	ID:01-09 Taunt (Eddie Brock's Face)	ID:10-15 Taunt (Ballon & Letters)	
02 LP (Extra-03)	ID:01-07 s.MP (Launcher - Effect)	ID:08-15 Webs	
03 LP (Extra-04)	Not Used		
04 LP (Extra-05)	Not Used		
05 LP (Extra-06)	Not Used		
06 LP (Extra-07)	Not Used		
07 LP (Extra-08)	Not Used		
(09) Extra	Not Used		

0F: Dr. Doom

00 LP	Main Color		
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01 LP (Extra-02)	FP, c.FP		
02 LP (Extra-03)	ID: 01-08 - Electric Cage	ID: 09-15 - Tag-in Taunt (Hand) / s.MP	
03 LP (Extra-04)	ID: 01-08 - j.FP (laser) / Photon Beam / Flame Javelin / Rocket Flames	ID: 09-15 - Photon shots	
04 LP (Extra-05)	ID: 01-07 Molecular Shield (rocks)		
05 LP (Extra-06)	Not Used		
06 LP (Extra-07)	Not Used		
07 LP (Extra-08)	Not Used		

(09) Extra	LP Intro		
(0A) Extra	LP Intro - Chair		
(0B) Extra	LP Intro - Portal		
(0C) Extra	LP Winpose (butler, chair and minions)		
(0D) Extra	Not Used		
(0E) Extra	Not Used		
(0F) Extra	Not Used		
(10) Extra	Not Used		
(11) Extra	Not Used		
(12) Extra	Not Used		
(13) Extra	Not Used		
(14) Extra	Not Used		
(15) Extra	Not Used		
(16) Extra	Not Used		
(17) Extra	Not Used		
(18) Extra	Not Used		
(19) Extra	Not Used		
(1A) Extra	Not Used		
(1B) Extra	Not Used		
(1C) Extra	Not Used		
(1D) Extra	Not Used		
(1E) Extra	Not Used		
(1F) Extra	Not Used		
(20) Extra	Not Used		
(21) Extra	Not Used		
(22) Extra	Not Used		
(23) Extra	Not Used		
(24) Extra	Not Used		
(25) Extra	LK Intro		
(26) Extra	LK Intro - Chair		
(27) Extra	LK Intro - Portal		
(28) Extra	LK Winpose (butler, chair and minions)		
(29) Extra	Not Used		
(2A) Extra	Not Used		
(2B) Extra	Not Used		
(2C) Extra	Not Used		
(2D) Extra	Not Used		
(2E) Extra	Not Used		
(2F) Extra	Not Used		
(30) Extra	Not Used		
(31) Extra	Not Used		
(32) Extra	Not Used		
(33) Extra	Not Used		
(34) Extra	Not Used		
(35) Extra	Not Used		
(36) Extra	Not Used		
(37) Extra	Not Used		
(38) Extra	Not Used		
(39) Extra	Not Used		
(3A) Extra	Not Used		
(3B) Extra	Not Used		
(3C) Extra	Not Used		
(3D) Extra	Not Used		

(3E) Extra	Not Used		
(3F) Extra	Not Used		
(40) Extra	Not Used		
(41) Extra	HP Intro		
(42) Extra	HP Intro - Chair		
(43) Extra	HP Intro - Portal		
(44) Extra	HP Winpose (butler, chair and minions)		
(45) Extra	Not Used		
(46) Extra	Not Used		
(47) Extra	Not Used		
(48) Extra	Not Used		
(49) Extra	Not Used		
(4A) Extra	Not Used		
(4B) Extra	Not Used		
(4C) Extra	Not Used		
(4D) Extra	Not Used		
(4E) Extra	Not Used		
(4F) Extra	Not Used		
(50) Extra	Not Used		
(51) Extra	Not Used		
(52) Extra	Not Used		
(53) Extra	Not Used		
(54) Extra	Not Used		
(55) Extra	Not Used		
(56) Extra	Not Used		
(57) Extra	Not Used		
(58) Extra	Not Used		
(59) Extra	Not Used		
(5A) Extra	Not Used		
(5B) Extra	Not Used		
(5C) Extra	Not Used		
(5D) Extra	HK Intro		
(5E) Extra	HK Intro - Chair		
(5F) Extra	HK Intro - Portal		
(60) Extra	HK Winpose (butler, chair and minions)		
(61) Extra	Not Used		
(62) Extra	Not Used		
(63) Extra	Not Used		
(64) Extra	Not Used		
(65) Extra	Not Used		
(66) Extra	Not Used		
(67) Extra	Not Used		
(68) Extra	Not Used		
(69) Extra	Not Used		
(6A) Extra	Not Used		
(6B) Extra	Not Used		
(6C) Extra	Not Used		
(6D) Extra	Not Used		
(6E) Extra	Not Used		
(6F) Extra	Not Used		
(70) Extra	Not Used		
(71) Extra	Not Used		
(72) Extra	Not Used		
(73) Extra	Not Used		
(74) Extra	Not Used		
(75) Extra	Not Used		
(76) Extra	Not Used		
(77) Extra	Not Used		
(78) Extra	Not Used		
(79) Extra	A1 Intro		
(7A) Extra	A1 Intro - Chair		

(7B) Extra	A1 Intro - Portal		
(7C) Extra	A1 Winpose (butler, chair and minions)		
(7D) Extra	Not Used		
(7E) Extra	Not Used		
(7F) Extra	Not Used		
(80) Extra	Not Used		
(81) Extra	Not Used		
(82) Extra	Not Used		
(83) Extra	Not Used		
(84) Extra	Not Used		
(85) Extra	Not Used		
(86) Extra	Not Used		
(87) Extra	Not Used		
(88) Extra	Not Used		
(89) Extra	Not Used		
(8A) Extra	Not Used		
(8B) Extra	Not Used		
(8C) Extra	Not Used		
(8D) Extra	Not Used		
(8E) Extra	Not Used		
(8F) Extra	Not Used		
(90) Extra	Not Used		
(91) Extra	Not Used		
(92) Extra	Not Used		
(93) Extra	Not Used		
(94) Extra	Not Used		
(95) Extra	A2 Intro		
(96) Extra	A2 Intro - Chair		
(97) Extra	A2 Intro - Portal		
(98) Extra	A2 Winpose (butler, chair and minions)		
(99) Extra	Not Used		
(9A) Extra	Not Used		
(9B) Extra	Not Used		
(9C) Extra	Not Used		
(9D) Extra	Not Used		
(9E) Extra	Not Used		
(9F) Extra	Not Used		
(A0) Extra	Not Used		
(A1) Extra	Not Used		
(A2) Extra	Not Used		
(A3) Extra	Not Used		
(A4) Extra	Not Used		
(A5) Extra	Not Used		
(A6) Extra	Not Used		
(A7) Extra	Not Used		
(A8) Extra	Not Used		
(A9) Extra	Not Used		
(AA) Extra	Not Used		
(AB) Extra	Not Used		
(AC) Extra	Not Used		
(AD) Extra	Not Used		
(AE) Extra	Not Used		
(AF) Extra	Not Used		
(B0) Extra	Not Used		

10: Tron Bonne

00 LP	Main Color		
01 LP (Extra-02)	Tron Bonne (girl)		
02 LP (Extra-03)	Kobun		
03 LP (Extra-04)	ID:01-08 - drill, lk, rock		
04 LP (Extra-05)	c.fp, Dash flame		

05 LP (Extra-06)	Not Used		
06 LP (Extra-07)	Not Used		
07 LP (Extra-08)	Not Used		

(11) Extra	Kobun Winpose (Chef's Cart) (all buttons)		
(12) Extra	Not Used		
(13) Extra	Kobun's Lunch Tray (all buttons)		
(14) Extra	c.MP (Reflect Frame on the gustaff) all buttons		
(15) Extra	Drill Flame		

11: Jill Valentine

00 LP	Main Color		
01 LP (Extra-02)	Rocket Launcher / Ribbon / Granade Launcher / Key		
02 LP (Extra-03)	Zombie		
03 LP (Extra-04)	Dog / Crow / Fire Zombie		
04 LP (Extra-05)	Tyrant		
05 LP (Extra-06)	Shoulder Dash / Shoulder Torpedo / Bullet Fire	10-15: toneblue	
06 LP (Extra-07)	Not Used		
07 LP (Extra-08)	Not Used		

(09) Extra	Tyrant (Claw effect) - all buttons		
(0A) Extra	Heal Assist - Herbs / ECG - all buttons		
(0B) Extra	Zombie Frame (Shining Frame) - all buttons		

12: Hayato

00 LP	Main Color		
01 LP (Extra-02)	ID: 01-07: Not Used	ID: 08-15: Hayato's Sword	
02 LP (Extra-03)	ID: 01-08: Intro (Rising Flames)		
03 LP (Extra-04)	Engetsu (shockwave) / Plasma Field / Intro: motorcycle tires		
04 LP (Extra-05)	Intro: Motorcycle		
05 LP (Extra-06)	Dark Hayato		
06 LP (Extra-07)	Super Flash Frame 1 / Shiden Shadows		
07 LP (Extra-08)	Super Flash Frame 2		

(11) Extra	Not Used		
(12) Extra	Not Used		
(13) Extra	Not Used		
(14) Extra	Winpose - Saturn		
(15) Extra	Winpose - Jun		
(16) Extra	Winpose - Jun' Ring		
(17) Extra	Winpose - Elle		

13: Ruby Heart

00 LP	Main Color		
01 LP (Extra-02)	Chest		
02 LP (Extra-03)	Phantom		
03 LP (Extra-04)	Canon fire		
04 LP (Extra-05)	Sublimation		
05 LP (Extra-06)	Ship		
06 LP (Extra-07)	Anchor/barrel/swords		
07 LP (Extra-08)	Swartzelle (Ruby)		

(09) Extra	Not Used		
(0A) Extra	Not Used		
(0B) Extra	Pirate (Medium)		
(0C) Extra	Pirate (Big)		
(0D) Extra	Pirate (Holds Barrel)		
(0E) Extra	Mystic Orb (Enhance Assist)		
(0F) Extra	Not Used		
(10) Extra	ID: 01-16: Swartzelle (Super)	ID:09-15: Not Used	
(11) Extra	Not Used		

(12) Extra	Not Used		
(13) Extra	Not Used		
(14) Extra	Not Used		
(15) Extra	Not Used		
(16) Extra	Not Used		
(17) Extra	Not Used		
(18) Extra	Not Used		
(19) Extra	Not Used		
(1A) Extra	Not Used		
(1B) Extra	Not Used		

14: Son Son

00 LP	Main Color		
01 LP (Extra-02)	Monkeys		
02 LP (Extra-03)	Cane Effects / Pot and Fire		
03 LP (Extra-04)	Bottled Enemy		
04 LP (Extra-05)	Huge Cane / POW		
05 LP (Extra-06)	Huge Cane (Tip)		
06 LP (Extra-07)	Burned Monkey		
07 LP (Extra-08)	Transformation Frame for Super (do not edit)		

(09) Extra	Not Used		
(0A) Extra	Not Used		
(0B) Extra	Strawberry / Watermelon		
(0C) Extra	Peach		
(0D) Extra	Not Used		
(0E) Extra	Not Used		
(0F) Extra	LP Color - Monkey King		
(10) Extra	LK Color - Monkey King		
(11) Extra	HP Color - Monkey King		
(12) Extra	HK Color - Monkey King		
(13) Extra	A1 Color - Monkey King		
(14) Extra	A2 Color - Monkey King		
(15) Extra	Not Used		
(16) Extra	Monkey King (Laser) - all buttons		
(17) Extra	LP Color - Monkey King (when hit)		
(18) Extra	LK Color - Monkey King (when hit)		
(19) Extra	HP Color - Monkey King (when hit)		
(1A) Extra	HK Color - Monkey King (when hit)		
(1B) Extra	A1 Color - Monkey King (when hit)		
(1C) Extra	A2 Color - Monkey King (when hit)		
(1D) Extra	LP Color - Monkey King (Laser Reflect Frame 1)		
(1E) Extra	LP Color - Monkey King (Laser Reflect Frame 2)		
(1F) Extra	LK Color - Monkey King (Laser Reflect Frame 1)		
(20) Extra	LK Color - Monkey King (Laser Reflect Frame 2)		
(21) Extra	HP Color - Monkey King (Laser Reflect Frame 1)		
(22) Extra	HP Color - Monkey King (Laser Reflect Frame 2)		
(23) Extra	HK Color - Monkey King (Laser Reflect Frame 1)		
(24) Extra	HK Color - Monkey King (Laser Reflect Frame 2)		
(25) Extra	A1 Color - Monkey King (Laser Reflect Frame 1)		
(26) Extra	A1 Color - Monkey King (Laser Reflect Frame 2)		
(27) Extra	A2 Color - Monkey King (Laser Reflect Frame 1)		
(28) Extra	A2 Color - Monkey King (Laser Reflect Frame 2)		

15: Amingo

00 LP	Main Color		
01 LP (Extra-02)	Not Used		
02 LP (Extra-03)	Shouting Of The Wind		
03 LP (Extra-04)	Thorns / mp / c.mk / s.fp / Guard thorns		
04 LP (Extra-05)	Intro Flower / Delight Of Green / Plants' Commandment		
05 LP (Extra-06)	Not Used		

06 LP (Extra-07)	Not Used		
07 LP (Extra-08)	Not Used		
(09) Extra	ID: 01-08 Not Used	ID:09-15: Heal Assist	
(0A) Extra	Not Used	Not Used	
(0B) Extra	ID: 01-08 Not Used	ID:09-15: Enhance Assist	

16: Marrow

00 LP	Main Color		
01 LP (Extra-02)	ID:01-07 : Not Used	ID: 08-15 Sewer Lid / fp / Broken Monitor	
02 LP (Extra-03)	ID:01-08 : Ride & Slash (flash)	ID: 09-15 Not Used	
03 LP (Extra-04)	Not Used		
04 LP (Extra-05)	Not Used		
05 LP (Extra-06)	Not Used		
06 LP (Extra-07)	Not Used		
07 LP (Extra-08)	Not Used		

*No extra variants

17: Cable

00 LP	Main Color		
01 LP (Extra-02)	ID: 01-08 : ElecTrap(Burst)/Intro/Crackdown/Viper Beam ID: 09-15 : Eye & Arm Flash (stance) / Scimitar (shine) / Psy-Charge		
02 LP (Extra-03)	ID: 01-04: Scimitar (Blade)	ID: 05-09: Not Used	
03 LP (Extra-04)	ID: 01-08: Gunshot	ID: 09-15 : Viper Beam Gun / HVB Gun / ElecTrap (Grandes)	
04 LP (Extra-05)	ID: 01-08: Hyper Viper Beam (Laser)		
05 LP (Extra-06)	ID: 01-08: Psy-Charge (Explosion)		
06 LP (Extra-07)	Not Used		
07 LP (Extra-08)	Not Used		

18: Abyss (Form 1)

00 LP	Main Color (shared for all buttons)		
01 LP (Extra-02)	ID:02-09 Titan Dash // Electric Sphere	ID: 10-15 Not Used	
02 LP (Extra-03)	ID:02-09 Titan Laser // Electric Sphere (Hand effect) ID: 10-15 Titan Laser		
03 LP (Extra-04)	ID:01-11 Titan Smash (hand swipe)	ID: 11-15 Not Used	
04 LP (Extra-05)	Super Armor Frame (when being hit)		
05 LP (Extra-06)	Trident (Winpose) / Titan Rage (Super) / Titan Horn		
06 LP (Extra-07)	Not Used		
07 LP (Extra-08)	Not Used		
(09) Extra	Not Used		

19: Abyss (Form 2)

00 LP	Main Color (button specific)		
01 LP (Extra-02)	Not Used		
02 LP (Extra-03)	ID:01-09 Not Used	ID:10-14 Plasma Bubble	ID:15 Not Used
03 LP (Extra-04)	Not Used		
04 LP (Extra-05)	ID:01-09 Plasma Bubble (burst)	ID:10-14 Plasma Beam/ Plasma Laser (glitch)	ID:15 Beam (glitch)
05 LP (Extra-06)	ID:01-12 Plasma Beam/ Plasma Laser / Plasma Rage (Special) ID:13-15 Plasma Beam (Loading Frame)		
06 LP (Extra-07)	ID:01-09 Plasma Flame		
07 LP (Extra-08)	Not Used		
	*Plasma Beam = Huge Laser // Plasma Laser = Small Laser		
(09) Extra	Not Used		

1A: Abyss (Form 3)

00 LP	Main Color (shared for all buttons) / Rising Fire		
01 LP (Extra-02)	Beast Flame / Beast Pillar		
02 LP (Extra-03)	Not Used		
03 LP (Extra-04)	Super Armor Frame (when being hit)		
04 LP (Extra-05)	Not Used		

05 LP (Extra-06)	Not Used		
06 LP (Extra-07)	Not Used		
07 LP (Extra-08)	Not Used		

(09) Extra	Not Used		
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1B: Chun-Li

00 LP	Main Color		
01 LP (Extra-02)	ID:01-05 Not Used	06-15 : Keiokuken (shades)	
02 LP (Extra-03)	Lightning Kicks / Kikouken / Kouken		
03 LP (Extra-04)	Not Used		
04 LP (Extra-05)	Not Used		
05 LP (Extra-06)	Not Used		
06 LP (Extra-07)	Not Used		
07 LP (Extra-08)	Not Used		

* No extra palletes

1C: MegaMan

00 LP	Main Color		
01 LP (Extra-02)	Tornado Hold Special // Rush (stance & after super frame) // FlipTop (stance & after super frame)		
02 LP (Extra-03)	ID:01-04: Rockball	ID:05-11 Beat // FlipTop's Cake	ID:12-15: Beat (wings)
03 LP (Extra-04)	ID:01-08: Beat Plane (Fire)	ID:09-15 Hyper Megaman (StartUp glow)	
04 LP (Extra-05)	ID:01-08: Rush Drill (jets)	ID:09-15: Power Ups (fonts)	
05 LP (Extra-06)	ID:01-08: Buster Shot // RockBall (shadows)	ID:09-14: Leaf Shield	
06 LP (Extra-07)	ID:01-08: Mega Buster Charged	ID:09-15: Not Used	
07 LP (Extra-08)	ID:01-08 Hyper MegaMan (Rush Projectile)	ID:09-15 Dr. Light (background)	

(09) Extra	MegaMan hair (all buttons)		
(0A) Extra	Death Animation (all button)		
(0B-13) Extra !	LP MegaMan Intro		
(14-1C) Extra	LP Rush		
(1D-25) Extra	LP Beat		
(26-2E) Extra	LP Beat Plane		
(2F-37) Extra	LP charging megaman		
(38-40) Extra	LP Rush drill		
(41) Extra	Teleport Intro		
(42) Extra	Dr. Light		
(43-4B) Extra	LP Color Hyper MegaMan (armor/skin while shooting)		
(4C-54) Extra !	LP Color Hyper MegaMan		
(55) Extra	Hyper MegaMan Missiles		
(56-5D) Extra	LP color Revert Hyper MegaMan		
(5E) Extra	LP color - Roll		
(5F) Extra	Magnetic Shockwave Power Up (Mvc1 Ending)		

(60) Extra	MegaMan hair (all buttons)		
(61) Extra	Death Animation (all button)		
(62-6A) Extra	LK MegaMan Intro		
(6B-73) Extra	LK Rush		
(74-7c) Extra	LK Beat		
(7D-85) Extra	LK Beat Plane		
(86-8E) Extra	LK charging megaman		
(8f-97) Extra	LK Rush drill		
(98) Extra	Teleport Intro		
(99) Extra	Dr. Light		
(9A-A2) Extra	LK Color Hyper MegaMan (armor/skin while shooting)		
(A3-AB) Extra	LK Color Hyper MegaMan		
(AC) Extra	Hyper MegaMan Missiles		
(AD-B4) Extra	LK color Revert Hyper MegaMan		
(B5) Extra	LK color - Roll		
(B6) Extra	Magnetic Shockwave Power Up (Mvc1 Ending)		

(B7) Extra	MegaMan hair (all buttons)		
(B8) Extra	Death Animation (all button)		
(B9-C1) Extra	HP MegaMan Intro		
(C2-CA) Extra	HP Rush		
(CB-D3) Extra	HP Beat		
(D4-DC) Extra	HP Beat Plane		
(DD-E5) Extra	HP charging megaman		
(E6-ED) Extra	HP Rush drill		
(EE) Extra	Teleport Intro		
(EF) Extra	Dr. Light		
(F1-F9) Extra	HP Color Hyper MegaMan (armor/skin while shooting)		
(FA-102) Extra	HP Color Hyper MegaMan		
(103) Extra	Hyper MegaMan Missiles		
(104-10B) Extra	HP color Revert Hyper MegaMan		
(10C) Extra	HP color - Roll		
(10D) Extra	Magnetic Shockwave Power Up (Mvc1 Ending)		
(10E) Extra	MegaMan hair (all buttons)		
(10F) Extra	Death Animation (all button)		
(110-118) Extra	HK MegaMan Intro		
(119-121) Extra	HK Rush		
(122-12A) Extra	HK Beat		
(12B-133) Extra	HK Beat Plane		
(134-13C) Extra	HK charging megaman		
(13D-145) Extra	HK Rush drill		
(146) Extra	Teleport Intro		
(147) Extra	Dr. Light		
(148-150) Extra	HK Color Hyper MegaMan (armor/skin while shooting)		
(151-159) Extra	HK Color Hyper MegaMan		
(15A) Extra	Hyper MegaMan Missiles		
(15B-162) Extra	HK color Revert Hyper MegaMan		
(163) Extra	HK color - Roll		
(164) Extra	Magnetic Shockwave Power Up (Mvc1 Ending)		
(165) Extra	MegaMan hair (all buttons)		
(166) Extra	Death Animation (all button)		
(167-16F) Extra	A1 MegaMan Intro		
(170-178) Extra	A1 Rush		
(179-181) Extra	A1 Beat		
(182-18A) Extra	A1 Beat Plane		
(18B-193) Extra	A1 charging megaman		
(194-19C) Extra	A1 Rush drill		
(19D) Extra	Teleport Intro		
(19E) Extra	Dr. Light		
(19F-1A7) Extra	A1 Color Hyper MegaMan (armor/skin while shooting)		
(1A8-1B0) Extra	A1 Color Hyper MegaMan		
(1B1) Extra	Hyper MegaMan Missiles		
(1B2-1B9) Extra	A1 color Revert Hyper MegaMan		
(1BA) Extra	A1 color - Roll		
(1BB) Extra	Magnetic Shockwave Power Up (Mvc1 Ending)		
(1BC) Extra	MegaMan hair (all buttons)		
(1BD) Extra	Death Animation (all button)		
(1BE-1C6) Extra	A2 MegaMan Intro		
(1C7-1CF) Extra	A2 Rush		
(1D0-1D8) Extra	A2 Beat		
(1D9-1E1) Extra	A2 Beat Plane		
(1E2-1EA) Extra	A2 charging megaman		
(1EB-1F3) Extra	A2 Rush drill		
(1F4) Extra	Teleport Intro		

(1F5) Extra	Dr. Light		
(1F6-1FE) Extra	A2 Color Hyper MegaMan (armor/skin while shooting)		
(1FF-207) Extra	A2 Color Hyper MegaMan		
(208) Extra	Hyper MegaMan Missiles		
(209-210) Extra	A2 color Revert Hyper MegaMan		
(211) Extra	A2 color - Roll		
(212) Extra	Magnetic Shockwave Power Up (MvC1 Ending)		

1D: Roll

00 LP	Main Color		
01 LP (Extra-02)	Tornado Hold Special // Rush (stance & after super frame) // FlipTop (stance & after super frame)		
02 LP (Extra-03)	ID:01-04: Rockball	ID:05-11 Beat // FlipTop's Cake	ID:12-15: Beat (wings)
03 LP (Extra-04)	ID:01-08: Beat Plane (Fire)	ID:09-15 Hyper Roll (StartUp glow)	
04 LP (Extra-05)	ID:01-08: Rush Drill (jets)	ID:09-15: Power Ups (fonts)	
05 LP (Extra-06)	ID:01-08: Buster Shot // RockBall (shadows)	ID:09-14: Leaf Shield	
06 LP (Extra-07)	ID:01-08: Mega Buster Charged	ID:09-15: Not Used	
07 LP (Extra-08)	ID:01-08 Hyper Roll (Rush Projectile)	ID:09-15 Dr. Light (background)	

(09) Extra	Roll hair (all buttons)		
(0A) Extra	Death Animation (all button)		
(0B-13) Extra !	LP Roll Intro		
(14-1C) Extra	LP Rush		
(1D-25) Extra	LP Beat		
(26-2E) Extra	LP Beat Plane		
(2F-37) Extra	LP charging Roll		
(38-40) Extra	LP Rush drill		
(41) Extra	Teleport Intro		
(42) Extra	Dr. Light		
(43-4B) Extra	LP Color Hyper Roll (armor/skin while shooting)		
(4C-54) Extra !	LP Color Hyper Roll		
(55) Extra	Hyper Roll Missiles		
(56-5D) Extra	LP color Revert Hyper Roll		
(5E) Extra	LP color - MegaMan		
(5F) Extra	Magnetic Shockwave Power Up (MvC1 Ending)		

(60) Extra	Roll hair (all buttons)		
(61) Extra	Death Animation (all button)		
(62-6A) Extra	LK Roll Intro		
(6B-73) Extra	LK Rush		
(74-7c) Extra	LK Beat		
(7D-85) Extra	LK Beat Plane		
(86-8E) Extra	LK charging Roll		
(8f-97) Extra	LK Rush drill		
(98) Extra	Teleport Intro		
(99) Extra	Dr. Light		
(9A-A2) Extra	LK Color Hyper Roll (armor/skin while shooting)		
(A3-AB) Extra	LK Color Hyper Roll		
(AC) Extra	Hyper Roll Missiles		
(AD-B4) Extra	LK color Revert Hyper Roll		
(B5) Extra	LK color - MegaMan		
(B6) Extra	Magnetic Shockwave Power Up (MvC1 Ending)		

(B7) Extra	Roll hair (all buttons)		
(B8) Extra	Death Animation (all button)		
(B9-C1) Extra	HP Roll Intro		
(C2-CA) Extra	HP Rush		
(CB-D3) Extra	HP Beat		
(D4-DC) Extra	HP Beat Plane		
(DD-E5) Extra	HP charging Roll		
(E6-ED) Extra	HP Rush drill		
(EE) Extra	Teleport Intro		

(EF) Extra	Dr. Light		
(F1-F9) Extra	HP Color Hyper Roll (armor/skin while shooting)		
(FA-102) Extra	HP Color Hyper Roll		
(103) Extra	Hyper Roll Missiles		
(104-10B) Extra	HP color Revert Hyper Roll		
(10C) Extra	HP color - MegaMan		
(10D) Extra	Magnetic Shockwave Power Up (MvC1 Ending)		

(10E) Extra	Roll hair (all buttons)		
(10F) Extra	Death Animation (all button)		
(110-118) Extra	HK Roll Intro		
(119-121) Extra	HK Rush		
(122-12A) Extra	HK Beat		
(12B-133) Extra	HK Beat Plane		
(134-13C) Extra	HK charging Roll		
(13D-145) Extra	HK Rush drill		
(146) Extra	Teleport Intro		
(147) Extra	Dr. Light		
(148-150) Extra	HK Color Hyper Roll (armor/skin while shooting)		
(151-159) Extra	HK Color Hyper Roll		
(15A) Extra	Hyper Roll Missiles		
(15B-162) Extra	HK color Revert Hyper Roll		
(163) Extra	HK color - MegaMan		
(164) Extra	Magnetic Shockwave Power Up (MvC1 Ending)		

(165) Extra	Roll hair (all buttons)		
(166) Extra	Death Animation (all button)		
(167-16F) Extra	A1 Roll Intro		
(170-178) Extra	A1 Rush		
(179-181) Extra	A1 Beat		
(182-18A) Extra	A1 Beat Plane		
(18B-193) Extra	A1 charging Roll		
(194-19C) Extra	A1 Rush drill		
(19D) Extra	Teleport Intro		
(19E) Extra	Dr. Light		
(19F-1A7) Extra	A1 Color Hyper Roll (armor/skin while shooting)		
(1A8-1B0) Extra	A1 Color Hyper Roll		
(1B1) Extra	Hyper Roll Missiles		
(1B2-1B9) Extra	A1 color Revert Hyper Roll		
(1BA) Extra	A1 color - MegaMan		
(1BB) Extra	Magnetic Shockwave Power Up (MvC1 Ending)		

(1BC) Extra	Roll hair (all buttons)		
(1BD) Extra	Death Animation (all button)		
(1BE-1C6) Extra	A2 Roll Intro		
(1C7-1CF) Extra	A2 Rush		
(1D0-1D8) Extra	A2 Beat		
(1D9-1E1) Extra	A2 Beat Plane		
(1E2-1EA) Extra	A2 charging Roll		
(1EB-1F3) Extra	A2 Rush drill		
(1F4) Extra	Teleport Intro		
(1F5) Extra	Dr. Light		
(1F6-1FE) Extra	A2 Color Hyper Roll (armor/skin while shooting)		
(1FF-207) Extra	A2 Color Hyper Roll		
(208) Extra	Hyper Roll Missiles		
(209-210) Extra	A2 color Revert Hyper Roll		
(211) Extra	A2 color - MegaMan		
(212) Extra	Magnetic Shockwave Power Up (MvC1 Ending)		

00 LP	Main Color		
01 LP (Extra-02)	ID:02-09: Gou Hadou(Frame1) / Messatsu GouHadou / Gou Shoryuken (Flame)		ID:10-15: Gou Hadou (Frame 2)
02 LP (Extra-03)	ID:02-09: Not Used	ID:10-15: Not Used	
03 LP (Extra-04)	Not Used		
04 LP (Extra-05)	Not Used		
05 LP (Extra-06)	Not Used		
06 LP (Extra-07)	Not Used		
07 LP (Extra-08)	Not Used		

*No extra variants

1F: B.B.Hood

00 LP	Main Color		
01 LP (Extra-02)	Dog / Butterflies		
02 LP (Extra-03)	Mines / Uzi / Missiles		
03 LP (Extra-04)	ID:01-08 Apples	ID:09-15: Apples	
04 LP (Extra-05)	ID:01-09 Explosion (Burst) / GunMen (Fire)	ID:10-15: Not Used	
05 LP (Extra-06)	ID:01-08: Missile Smog Trail	ID:09-15 Not used	
06 LP (Extra-07)	ID:01-07: Applebomb	ID:08-15: Molotov Cocktail (fire)	
07 LP (Extra-08)	ID:01-07: Molotov Cocktail (bottle)	ID;08-14: Molotov Cocktail (Sticker!)	

(09) Extra	Not Used		
(0A) Extra	Not Used		
(0B) Extra	Not Used		
(0C) Extra	LP Color Cruel Hunting		
(0D) Extra	LK Color Cruel Hunting		
(0E) Extra	HP Color Cruel Hunting		
(0F) Extra	HK Color Cruel Hunting		
(10) Extra	A1 Color Cruel Hunting		
(11) Extra	A2 Color Cruel Hunting		
(12) Extra	Not Used		
(13) Extra	Not Used		
(14) Extra	Man in suit		
(15) Extra	Not Used		
(16) Extra	Not Used		
(17) Extra	Not Used		
(18) Extra	Not Used		
(19) Extra	Not Used		
(1A) Extra	Not Used		
(1B) Extra	Not Used		

20: Felicia

00 LP	Main Color		
01 LP (Extra-02)	ID:01-07 Sand Splash / CatSpike	ID:08-15 Sand Splash/ Catball	
02 LP (Extra-03)	ID:01-06 Not Used	ID:08-15 Rolling Slide (dust)	
03 LP (Extra-04)	ID:01-07 Dancing Flash	ID:08-15 Not Used	
04 LP (Extra-05)	Not Used		
05 LP (Extra-06)	Not Used		
06 LP (Extra-07)	Not Used		
07 LP (Extra-08)	Not Used		

no extras *No extra variants

21: Charlie

00 LP	Main Color		
01 LP (Extra-02)	ID:01-08 Sonic Boom (inner)	ID:09-15 Sonic Boom (tip)	
02 LP (Extra-03)	ID:01-08 Flash Kick (Main)	ID:09-15 Flash Kick (Shadow)	
03 LP (Extra-04)	Not Used		
04 LP (Extra-05)	Not Used		
05 LP (Extra-06)	Not Used		
06 LP (Extra-07)	Not Used		

07 LP (Extra-08)	Not Used		
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no extras ***No extra variants**

22: Sakura

00 LP	Main Color		
01 LP (Extra-02)	ID:02-09 - Hadouken	ID:10-15 - Not Used	
02 LP (Extra-03)	ID:02-09 - Not Used	ID:10-15 - Shouken	
03 LP (Extra-04)	Not Used		
04 LP (Extra-05)	Not Used		
05 LP (Extra-06)	Not Used		
06 LP (Extra-07)	Not Used		
07 LP (Extra-08)	Not Used		

(09) Extra	Not Used		
(0A) Extra	Not Used		
(0B) Extra	Winpose - Cherry Blossoms		
(0C) Extra	Not Used		
(0D) Extra	Not Used		
(0E) Extra	Not Used		
(0F) Extra	Not Used		
(10) Extra	Not Used		
(11) Extra	Winpose - LP Kei (Sakura's friend)		
(12) Extra	Not Used		
(13) Extra	Winpose - LK Kei (Sakura's friend)		
(14) Extra	Not Used		
(15) Extra	Winpose - HP Kei (Sakura's friend)		
(16) Extra	Not Used		
(17) Extra	Winpose - HK Kei (Sakura's friend)		
(18) Extra	Not Used		
(19) Extra	Winpose - A1 Kei (Sakura's friend)		
(1A) Extra	Not Used		
(1B) Extra	Winpose - A2 Kei (Sakura's friend)		
(1C) Extra	Not Used		
(1D) Extra	LP Evil Sakura		
(1E) Extra	LK Evil Sakura		
(1F) Extra	HP Evil Sakura		
(20) Extra	HK Evil Sakura		
(21) Extra	A1 Evil Sakura		
(22) Extra	A2 Evil Sakura		

23: Dan

00 LP	Main Color		
01 LP (Extra-02)	02-09 Gadouken	ID:10-15 Gadouken	
02 LP (Extra-03)	02-09 Gadouken	ID:10-15 Gadouken	
03 LP (Extra-04)	Not Used		
04 LP (Extra-05)	Not Used		
05 LP (Extra-06)	Not Used		
06 LP (Extra-07)	Not Used		
07 LP (Extra-08)	Not Used		

no extra ***No extra variants**

24: Cammy

00 LP	Main Color		
01 LP (Extra-02)	ID:02-09 Cannon Drill (effect), Gauntlet (glow)		
02 LP (Extra-03)	Not Used		
03 LP (Extra-04)	WinPose		
04 LP (Extra-05)	Bison		
05 LP (Extra-06)	Not Used		
06 LP (Extra-07)	Not Used		

07 LP (Extra-08)	Not Used		
(09) Extra	LP Color - Counterflash Frame 1	(do not edit)	
(0A) Extra	LP Color - Counterflash Frame 2	(LP color + brightbluetone+14)	
(0B) Extra	LP Color - Counterflash Frame 3	(LP color + brightbluetone+10)	
(0C) Extra	LP Color - Counterflash Frame 4	(LP color + brightbluetone+7)	
(0D) Extra	LP Color - Counterflash Frame 5	(LP color + brightbluetone+3)	
(0E) Extra	LP Color - Counterflash Frame 6	LP Color	
(0F) Extra	LP Color - Counterflash Frame 7	(LP color + darkbluetone+3)	
(10) Extra	LP Color - Counterflash Frame 8	(LP color + darkbluetone+5)	
(11) Extra	LP Color - Counterflash Frame 9	Do not edit	
(12) Extra	LK Color - Counterflash Frame 1	(do not edit)	
(13) Extra	LK Color - Counterflash Frame 2	(LK color + brightbluetone+14)	
(14) Extra	LK Color - Counterflash Frame 3	(LK color + brightbluetone+10)	
(15) Extra	LK Color - Counterflash Frame 4	(LK color + brightbluetone+7)	
(16) Extra	LK Color - Counterflash Frame 5	(LK color + brightbluetone+3)	
(17) Extra	LK Color - Counterflash Frame 6	LK Color	
(18) Extra	LK Color - Counterflash Frame 7	(LK color + darkbluetone+3)	
(19) Extra	LK Color - Counterflash Frame 8	(LK color + darkbluetone+5)	
(1A) Extra	LK Color - Counterflash Frame 9	Do not edit	
(1B) Extra	HP Color - Counterflash Frame 1	(do not edit)	
(1C) Extra	HP Color - Counterflash Frame 2	(HP color + brightbluetone+14)	
(1D) Extra	HP Color - Counterflash Frame 3	(HP color + brightbluetone+10)	
(1E) Extra	HP Color - Counterflash Frame 4	(HP color + brightbluetone+7)	
(1F) Extra	HP Color - Counterflash Frame 5	(HP color + brightbluetone+3)	
(20) Extra	HP Color - Counterflash Frame 6	HP Color	
(21) Extra	HP Color - Counterflash Frame 7	(HP color + darkbluetone+3)	
(22) Extra	HP Color - Counterflash Frame 8	(HP color + darkbluetone+5)	
(23) Extra	HP Color - Counterflash Frame 9	Do not edit	
(24) Extra	HK Color - Counterflash Frame 1	(do not edit)	
(25) Extra	HK Color - Counterflash Frame 2	(HK color + brightbluetone+14)	
(26) Extra	HK Color - Counterflash Frame 3	(HK color + brightbluetone+10)	
(27) Extra	HK Color - Counterflash Frame 4	(HK color + brightbluetone+7)	
(28) Extra	HK Color - Counterflash Frame 5	(HK color + brightbluetone+3)	
(29) Extra	HK Color - Counterflash Frame 6	HK Color	
(2A) Extra	HK Color - Counterflash Frame 7	(HK color + darkbluetone+3)	
(2B) Extra	HK Color - Counterflash Frame 8	(HK color + darkbluetone+5)	
(2C) Extra	HK Color - Counterflash Frame 9	Do not edit	
(2D) Extra	A1 Color - Counterflash Frame 1	(do not edit)	
(2E) Extra	A1 Color - Counterflash Frame 2	(A1 color + brightbluetone+14)	
(2F) Extra	A1 Color - Counterflash Frame 3	(A1 color + brightbluetone+10)	
(30) Extra	A1 Color - Counterflash Frame 4	(A1 color + brightbluetone+7)	
(31) Extra	A1 Color - Counterflash Frame 5	(A1 color + brightbluetone+3)	
(32) Extra	A1 Color - Counterflash Frame 6	A1 Color	
(33) Extra	A1 Color - Counterflash Frame 7	(A1 color + darkbluetone+3)	
(34) Extra	A1 Color - Counterflash Frame 8	(A1 color + darkbluetone+5)	
(35) Extra	A1 Color - Counterflash Frame 9	Do not edit	
(36) Extra	A2 Color - Counterflash Frame 1	(do not edit)	
(37) Extra	A2 Color - Counterflash Frame 2	(A2 color + brightbluetone+14)	
(38) Extra	A2 Color - Counterflash Frame 3	(A2 color + brightbluetone+10)	
(39) Extra	A2 Color - Counterflash Frame 4	(A2 color + brightbluetone+7)	
(3A) Extra	A2 Color - Counterflash Frame 5	(A2 color + brightbluetone+3)	
(3B) Extra	A2 Color - Counterflash Frame 6	A2 Color	
(3C) Extra	A2 Color - Counterflash Frame 7	(A2 color + darkbluetone+3)	
(3D) Extra	A2 Color - Counterflash Frame 8	(A2 color + darkbluetone+5)	
(3E) Extra	A2 Color - Counterflash Frame 9	Do not edit	

25: Dhalsim

00 LP	Main Color		
01 LP (Extra-02)	ID:01-11Yoga Fire / Yoga Flame / Yoga Inferno		
02 LP (Extra-03)	Not Used		

03 LP (Extra-04)	Not Used		
04 LP (Extra-05)	Not Used		
05 LP (Extra-06)	Not Used		
06 LP (Extra-07)	Not Used		
07 LP (Extra-08)	Not Used		

(09) Extra	LP Color - Teleport Frame 1	(LP color+ lumin+15)	
(0A) Extra	LP Color - Teleport Frame 2	(LP color+ lumin+27)	
(0B) Extra	LP Color - Teleport Frame 3	(LP color+ lumin+42)	
(0C) Extra	LP Color - Teleport Frame 4	(LP color+ lumin+65)	
(0D) Extra	LP Color - Teleport Frame 5	fullwhite (do not edit)	
(0E) Extra	LK Color - Teleport Frame 1	(LK color+ lumin+15)	
(0F) Extra	LK Color - Teleport Frame 2	(LK color+ lumin+27)	
(10) Extra	LK Color - Teleport Frame 3	(LK color+ lumin+42)	
(11) Extra	LK Color - Teleport Frame 4	(LK color+ lumin+65)	
(12) Extra	LK Color - Teleport Frame 5	fullwhite (do not edit)	
(13) Extra	HP Color - Teleport Frame 1	(HP color+ lumin+15)	
(14) Extra	HP Color - Teleport Frame 2	(HP color+ lumin+27)	
(15) Extra	HP Color - Teleport Frame 3	(HP color+ lumin+42)	
(16) Extra	HP Color - Teleport Frame 4	(HP color+ lumin+65)	
(17) Extra	HP Color - Teleport Frame 5	fullwhite (do not edit)	
(18) Extra	HK Color - Teleport Frame 1	(HK color+ lumin+15)	
(19) Extra	HK Color - Teleport Frame 2	(HK color+ lumin+27)	
(1A) Extra	HK Color - Teleport Frame 3	(HK color+ lumin+42)	
(1B) Extra	HK Color - Teleport Frame 4	(HK color+ lumin+65)	
(1C) Extra	HK Color - Teleport Frame 5	fullwhite (do not edit)	
(1D) Extra	A1 Color - Teleport Frame 1	(A1 color+ lumin+15)	
(1E) Extra	A1 Color - Teleport Frame 2	(A1 color+ lumin+27)	
(1F) Extra	A1 Color - Teleport Frame 3	(A1 color+ lumin+42)	
(20) Extra	A1 Color - Teleport Frame 4	(A1 color+ lumin+65)	
(21) Extra	A1 Color - Teleport Frame 5	fullwhite (do not edit)	
(22) Extra	A2 Color - Teleport Frame 1	(A2 color+ lumin+15)	
(23) Extra	A2 Color - Teleport Frame 2	(A2 color+ lumin+27)	
(24) Extra	A2 Color - Teleport Frame 3	(A2 color+ lumin+42)	
(25) Extra	A2 Color - Teleport Frame 4	(A2 color+ lumin+65)	
(26) Extra	A2 Color - Teleport Frame 5	fullwhite (do not edit)	

26: M.Bison

00 LP	Main Color		
01 LP (Extra-02)	ID:02-08 Intro (dust) / Teleport / Super Spark	ID:09-15 Teleport / Super Spark	
02 LP (Extra-03)	ID:02-08 Spark	ID:09-15 Not Used	
03 LP (Extra-04)	Not Used		
04 LP (Extra-05)	Not Used		
05 LP (Extra-06)	Not Used		
06 LP (Extra-07)	Not Used		
07 LP (Extra-08)	Not Used		

(09) Extra	c.FP / Psycho Crusher (Glow Frame 1) LP color		
(0A) Extra	Psycho Crusher (Glow Frame 2) LP color		
(0B) Extra	c.FP / Psycho Crusher (Glow Frame 1) LK color		
(0C) Extra	Psycho Crusher (Glow Frame 2) LK color		
(0D) Extra	c.FP / Psycho Crusher (Glow Frame 1) HP color		
(0E) Extra	Psycho Crusher (Glow Frame 2) HP color		
(0F) Extra	c.FP / Psycho Crusher (Glow Frame 1) HK color		
(10) Extra	Psycho Crusher (Glow Frame 2) HK color		
(11) Extra	c.FP / Psycho Crusher (Glow Frame 1) A1 color		
(12) Extra	Psycho Crusher (Glow Frame 2) A1 color		
(13) Extra	c.FP / Psycho Crusher (Glow Frame 1) A2 color		
(14) Extra	Psycho Crusher (Glow Frame 2) A2 color		

27: Ken

00 LP	Main Color		
01 LP (Extra-02)	ID:02-09 Hadouken		
02 LP (Extra-03)	ID:02-09 Shoryuken (Flame)		
03 LP (Extra-04)	ID:01-08 Shippu JinraiKyaku (fire)		
04 LP (Extra-05)	Not Used		
05 LP (Extra-06)	Not Used		
06 LP (Extra-07)	Not Used		
07 LP (Extra-08)	Not Used		

no extra *No extra variants

28: Gambit

00 LP	Main Color		
01 LP (Extra-02)	ID:01-08 Kinetic Card // Trick Card		
02 LP (Extra-03)	ID:01-09 Cajun Strike (stick effect)		
03 LP (Extra-04)	Not Used		
04 LP (Extra-05)	Not Used		
05 LP (Extra-06)	Not Used		
06 LP (Extra-07)	Not Used		
07 LP (Extra-08)	Not Used		

(09) Extra	LP Color - Winpose Frame 1	lp color + (lumin+10)	
(0A) Extra	LP Color - Winpose Frame 2	lp color + (lumin+5)	
(0B) Extra	LP Color - Winpose Frame 3	lp Main Color	
(0C) Extra	LP Color - Winpose Frame 4	lp color + (lumin-5)	
(0D) Extra	LP Color - Winpose Frame 5	lp color + (lumin-10)	
(0E) Extra	LK Color - Winpose Frame 1	lk color + (lumin+10)	
(0F) Extra	LK Color - Winpose Frame 2	lk color + (lumin+5)	
(10) Extra	LK Color - Winpose Frame 3	lk Main Color	
(11) Extra	LK Color - Winpose Frame 4	lk color + (lumin-5)	
(12) Extra	LK Color - Winpose Frame 5	lk color + (lumin-10)	
(13) Extra	HP Color - Winpose Frame 1	hp color + (lumin+10)	
(14) Extra	HP Color - Winpose Frame 2	hp color + (lumin+5)	
(15) Extra	HP Color - Winpose Frame 3	hp Main Color	
(16) Extra	HP Color - Winpose Frame 4	hp color + (lumin-5)	
(17) Extra	HP Color - Winpose Frame 5	hp color + (lumin-10)	
(18) Extra	HK Color - Winpose Frame 1	hk color + (lumin+10)	
(19) Extra	HK Color - Winpose Frame 2	hk color + (lumin+5)	
(1A) Extra	HK Color - Winpose Frame 3	hk Main Color	
(1B) Extra	HK Color - Winpose Frame 4	hk color + (lumin-5)	
(1C) Extra	HK Color - Winpose Frame 5	hk color + (lumin-10)	
(1D) Extra	A1 Color - Winpose Frame 1	a1 color + (lumin+10)	
(1E) Extra	A1 Color - Winpose Frame 2	a1 color + (lumin+5)	
(1F) Extra	A1 Color - Winpose Frame 3	a1 Main Color	
(20) Extra	A1 Color - Winpose Frame 4	a1 color + (lumin-5)	
(21) Extra	A1 Color - Winpose Frame 5	a1 color + (lumin-10)	
(22) Extra	A2 Color - Winpose Frame 1	a2 color + (lumin+10)	
(23) Extra	A2 Color - Winpose Frame 2	a2 color + (lumin+5)	
(24) Extra	A2 Color - Winpose Frame 3	a2 Main Color	
(25) Extra	A2 Color - Winpose Frame 4	a2 color + (lumin-5)	
(26) Extra	A2 Color - Winpose Frame 5	a2 color + (lumin-10)	

29: Juggernaut

00 LP	Main Color		
01 LP (Extra-02)	Not Used		
02 LP (Extra-03)	ID:01-08 Earthquake		
03 LP (Extra-04)	Not Used		
04 LP (Extra-05)	Not Used		
05 LP (Extra-06)	Not Used		
06 LP (Extra-07)	Not Used		
07 LP (Extra-08)	Not Used		

(09) Extra	LP Color - Juggernaut Headcrush Frame 1		
(0A) Extra	LP Color - Juggernaut Headcrush Frame 2		
(0B-12) Extra	LP Color - Power-Up Frames		
(13) Extra	LK Color - Juggernaut Headcrush Frame 1		
(14) Extra	LK Color - Juggernaut Headcrush Frame 2		
(15-1C) Extra	LK Color - Power-Up Frames		
(1D) Extra	HP Color - Juggernaut Headcrush Frame 1		
(1E) Extra	HP Color - Juggernaut Headcrush Frame 2		
(1F-26) Extra	HP Color - Power-Up Frames		
(27) Extra	HK Color - Juggernaut Headcrush Frame 1		
(28) Extra	HK Color - Juggernaut Headcrush Frame 2		
(29-30) Extra	HK Color - Power-Up Frames		
(31) Extra	A1 Color - Juggernaut Headcrush Frame 1		
(32) Extra	A1 Color - Juggernaut Headcrush Frame 2		
(33-3A) Extra	A1 Color - Power-Up Frames		
(3B) Extra	A2 Color - Juggernaut Headcrush Frame 1		
(3C) Extra	A2 Color - Juggernaut Headcrush Frame 2		
(3D-44) Extra	A2 Color - Power-Up Frames		

2A: Storm

00 LP	Main Color		
01 LP (Extra-02)	Not Used		
02 LP (Extra-03)	Not Used		
03 LP (Extra-04)	Not Used		
04 LP (Extra-05)	Not Used		
05 LP (Extra-06)	Not Used		
06 LP (Extra-07)	Not Used		
07 LP (Extra-08)	Not Used		

(09) Extra	Lightning Storm Frame 1		
(0A) Extra	Lightning Storm Frame 2		
(0B) Extra	Lightning Storm Frame 3		
(0C) Extra	Not Used		
(0D) Extra	Not Used		
(0E) Extra	Not Used		
(0F) Extra	Wind Effect 1		
(10) Extra	Wind Effect 2		
(11) Extra	Wind Effect 3		
(12) Extra	Wind Effect 4		
(13) Extra	LP,FP effects / Lightning Ball / Attack / Super (lightning) Frame 1		
(14) Extra	LP,FP effects / Lightning Ball / Attack / Super (lightning) Frame 2		
(15) Extra	LP,FP effects / Lightning Ball / Attack / Super (lightning) Frame 3		
(16) Extra	LP,FP effects / Lightning Ball / Attack / Super (lightning) Frame 4		
(17) Extra	LP,FP effects / Lightning Ball / Attack / Super (lightning) Frame 5		
(18) Extra	Not Used		
(1B) Extra	ID:02-08 Hail Storm (all buttons)		
(19-1B) Extra	LP color (lightning effect)		
(1C-1E) Extra	LK color (lightning effect)		
(1F-21) Extra	HP color (lightning effect)		
(22-24) Extra	HK color (lightning effect)		
(25-27) Extra	A1 color (lightning effect)		
(28-2A) Extra	A2 color (lightning effect)		

2B: Sabretooth

00 LP	Main Colors		
01 LP (Extra-02)	Berserker Barrage (Claw) / Birdie's gun / LPx2		
02 LP (Extra-03)	Birdie		
03 LP (Extra-04)	Sabre's Limo		
04 LP (Extra-05)	Not Used		
05 LP (Extra-06)	Not Used		

06 LP (Extra-07)	Not Used		
07 LP (Extra-08)	Not Used		

no extra

2C: Magneto

00 LP	Main Color		
01 LP (Extra-02)	ID:02-06: Guard (Reflect) ID:07-09: HyperGrav, EM Disruptor (inner), Magnetic Tempest (rocks), Guard (when hit) ID:10-15 EM Disruptor (outer) / c.hk (effect)		
02 LP (Extra-03)	ID:01-09: FP,c.FP, j.RH, j.FP, LP, c.LP, j.MK, MK / airslash / Force Field / HyperGrav (hands) ID:10-15: dash / c.hk (ground effect) / HyperGrav (creation frame)		
03 LP (Extra-04)	ID:01-09 Magnetic Shockwave	ID:10-15 Not Used	
04 LP (Extra-05)	Not Used		
05 LP (Extra-06)	Not Used		
06 LP (Extra-07)	Not Used		
07 LP (Extra-08)	Not Used		

(09) Extra	Not Used		
(0A) Extra	ID:01-09 Not Used - Glitched Palette	ID:10-15 c.mp (ball - all buttons) / c.hk (effect after c.mp)	

2D: Shuma-Gorath

00 LP	Main Color / Mystic Stare		
01 LP (Extra-02)	Dash Frame / Guard Frame		
02 LP (Extra-03)	FP/j.FP / c.FP / Intro (portal) / Chaos Dimension (Flash Activation)		
03 LP (Extra-04)	ID:01-08 Not Used	ID:09-15 Mystic Stare (when stuck to the opponent)	
04 LP (Extra-05)	Not Used		
05 LP (Extra-06)	Not Used		
06 LP (Extra-07)	Not Used		
07 LP (Extra-08)	Not Used		

(11-15) Extra	LP Color - Stance Frame (after FP)		
(16-1A) Extra	LP Color - Stone Drop (d+HK) Frames		
(1B-24) Extra	Not Used		
(25-2E) Extra	LP Color - HK grab (don't edit)		
(2F-35) Extra	LP Color - HP Flash Frames		
(36) Extra	LP Color - Chaos Dimension Frame 1		
(37) Extra	LP Color - Chaos Dimension (Dash) Frame 1		
(38) Extra	LP Color - Chaos Dimension Frame 2		
(39) Extra	LP Color - Chaos Dimension (Dash) Frame 2		
(3A) Extra	LP Color - Chaos Dimension Frame 3		
(3B) Extra	LP Color - Chaos Dimension (Dash) Frame 3		
(3C) Extra	LP Color - Chaos Dimension Frame 4		
(3D) Extra	LP Color - Chaos Dimension (Dash) Frame 4		
(3E) Extra	LP Color - Chaos Dimension Frame 5		
(3F) Extra	LP Color - Chaos Dimension (Dash) Frame 5		
(40) Extra	LP Color - Mystic Smash Shadows		

(41-45) Extra	LK Color - Stance Frame (after FP)		
(46-4A) Extra	LK Color - Stone Drop (d+HK) Frames		
(4B-54) Extra	Not Used		
(55-5E) Extra	LK Color - HK grab (don't edit)		
(5F-65) Extra	LK Color - HP Flash Frames		
(66) Extra	LK Color - Chaos Dimension Frame 1		
(67) Extra	LK Color - Chaos Dimension (Dash) Frame 1		
(68) Extra	LK Color - Chaos Dimension Frame 2		
(69) Extra	LK Color - Chaos Dimension (Dash) Frame 2		
(6A) Extra	LK Color - Chaos Dimension Frame 3		
(6B) Extra	LK Color - Chaos Dimension (Dash) Frame 3		
(6C) Extra	LK Color - Chaos Dimension Frame 4		
(6D) Extra	LK Color - Chaos Dimension (Dash) Frame 4		
(6E) Extra	LK Color - Chaos Dimension Frame 5		
(6F) Extra	LK Color - Chaos Dimension (Dash) Frame 5		
(70) Extra	LK Color - Mystic Smash Shadows		

(71-75) Extra	HP Color - Stance Frame (after FP)		
(76-7A) Extra	HP Color - Stone Drop (d+HK) Frames		
(7B-84) Extra	Not Used		
(85-8E) Extra	HP Color - HK grab (don't edit)		
(8F-95) Extra	HP Color - HP Flash Frames		
(96) Extra	HP Color - Chaos Dimension Frame 1		
(97) Extra	HP Color - Chaos Dimension (Dash) Frame 1		
(98) Extra	HP Color - Chaos Dimension Frame 2		
(99) Extra	HP Color - Chaos Dimension (Dash) Frame 2		
(9A) Extra	HP Color - Chaos Dimension Frame 3		
(9B) Extra	HP Color - Chaos Dimension (Dash) Frame 3		
(9C) Extra	HP Color - Chaos Dimension Frame 4		
(9D) Extra	HP Color - Chaos Dimension (Dash) Frame 4		
(9E) Extra	HP Color - Chaos Dimension Frame 5		
(9F) Extra	HP Color - Chaos Dimension (Dash) Frame 5		
(A0) Extra	HP Color - Mystic Smash Shadows		

(A1-A5) Extra	HK Color - Stance Frame (after FP)		
(A6-AA) Extra	HK Color - Stone Drop (d+HK) Frames		
(AB-B4) Extra	Not Used		
(B4-BE) Extra	HK Color - HK grab (don't edit)		
(BF-C5) Extra	HK Color - HP Flash Frames		
(C6) Extra	HK Color - Chaos Dimension Frame 1		
(C7) Extra	HK Color - Chaos Dimension (Dash) Frame 1		
(C8) Extra	HK Color - Chaos Dimension Frame 2		
(C9) Extra	HK Color - Chaos Dimension (Dash) Frame 2		
(CA) Extra	HK Color - Chaos Dimension Frame 3		
(CB) Extra	HK Color - Chaos Dimension (Dash) Frame 3		
(CC) Extra	HK Color - Chaos Dimension Frame 4		
(CD) Extra	HK Color - Chaos Dimension (Dash) Frame 4		
(CE) Extra	HK Color - Chaos Dimension Frame 5		
(CF) Extra	HK Color - Chaos Dimension (Dash) Frame 5		
(D0) Extra	HK Color - Mystic Smash Shadows		

(D1-D5) Extra	A1 Color - Stance Frame (after FP)		
(D6-DA) Extra	A1 Color - Stone Drop (d+HK) Frames		
(DB-E4) Extra	Not Used		
(E4-EE) Extra	A1 Color - HK grab (don't edit)		
(EF-F5) Extra	A1 Color - HP Flash Frames		
(F6) Extra	A1 Color - Chaos Dimension Frame 1		
(F7) Extra	A1 Color - Chaos Dimension (Dash) Frame 1		
(F8) Extra	A1 Color - Chaos Dimension Frame 2		
(F9) Extra	A1 Color - Chaos Dimension (Dash) Frame 2		
(FA) Extra	A1 Color - Chaos Dimension Frame 3		
(FB) Extra	A1 Color - Chaos Dimension (Dash) Frame 3		
(FC) Extra	A1 Color - Chaos Dimension Frame 4		
(FD) Extra	A1 Color - Chaos Dimension (Dash) Frame 4		
(FE) Extra	A1 Color - Chaos Dimension Frame 5		
(FF) Extra	A1 Color - Chaos Dimension (Dash) Frame 5		
(100) Extra	A1 Color - Mystic Smash Shadows		

(101-105) Extra	A2 Color - Stance Frame (after FP)		
(106-10A) Extra	A2 Color - Stone Drop (d+HK) Frames		
(10B-114) Extra	Not Used		
(114-11E) Extra	A2 Color - HK grab (don't edit)		
(11F-125) Extra	A2 Color - HP Flash Frames		
(126) Extra	A2 Color - Chaos Dimension Frame 1		
(127) Extra	A2 Color - Chaos Dimension (Dash) Frame 1		
(128) Extra	A2 Color - Chaos Dimension Frame 2		
(129) Extra	A2 Color - Chaos Dimension (Dash) Frame 2		

(12A) Extra	A2 Color - Chaos Dimension Frame 3		
(12B) Extra	A2 Color - Chaos Dimension (Dash) Frame 3		
(12C) Extra	A2 Color - Chaos Dimension Frame 4		
(12D) Extra	A2 Color - Chaos Dimension (Dash) Frame 4		
(12E) Extra	A2 Color - Chaos Dimension Frame 5		
(12F) Extra	A2 Color - Chaos Dimension (Dash) Frame 5		
(130) Extra	A2 Color - Mystic Smash Shadows		

2E: War Machine

00 LP	Main Color		
01 LP (Extra-02)	ID:01-08 Protton Cannon	ID:09-15 Rocket (Flame)	
02 LP (Extra-03)	ID:01-08 HP, s.HK, c.HP, Repulsor Blast, s.MK / Smart Bombs (Frame 1) ID:09-15: Protton Cannon (appearance) / Smart Bombs (Frame 2)		
03 LP (Extra-04)	ID:01-08 Smart Bomb (burst)	ID:09-15 Not Used	
04 LP (Extra-05)	Not Used		
05 LP (Extra-06)	Not Used		
06 LP (Extra-07)	Not Used		
07 LP (Extra-08)	Not Used		

no extras

2F: Silver-Samurai

00 LP	Main Color		
01 LP (Extra-02)	LP Color - Shadow Frame	LP Color + Lumin-5	
02 LP (Extra-03)	Shuriken		
03 LP (Extra-04)	Fire Effect (Sword) / Lightning Super / Shuriken (hand shadow)		
04 LP (Extra-05)	Thunder Effect (sword)		
05 LP (Extra-06)	Ice Effect (sword)		
06 LP (Extra-07)	Not Used		
07 LP (Extra-08)	Icicle		

(09) Extra	LP Color - Shine Frame 1	LP Color	
(0A) Extra	LP Color - Shine Frame 2	LP Color + (ID: 08-15 + lumin-10)	
(0B) Extra	LP Color - Shine Frame 3	LP Color + (copy ID:08,09,10 from original to ID:14,15,16)	
(0C) Extra	LP Color - Shine Frame 4	LP Color + (copy ID:08,09,10 from original to ID:12,13,14)	
(0D) Extra	LP Color - Shine Frame 5	LP Color + (copy ID:08,09,10 from original to ID:10,11,12)	
(0E) Extra	LP Color - Shine Frame 6	LP Color	
(0F) Extra	LP Color - Shine Frame 7	LP Color + Lumin-5	
(10) Extra	Separator		
(11) Extra	LK Color - Shine Frame 1	LK Color	
(12) Extra	LK Color - Shine Frame 2	LK Color + (ID: 08-15 + lumin-10)	
(13) Extra	LK Color - Shine Frame 3	LK Color + (copy ID:08,09,10 from original to ID:14,15,16)	
(14) Extra	LK Color - Shine Frame 4	LK Color + (copy ID:08,09,10 from original to ID:12,13,14)	
(15) Extra	LK Color - Shine Frame 5	LK Color + (copy ID:08,09,10 from original to ID:10,11,12)	
(16) Extra	LK Color - Shine Frame 6	LK Color	
(17) Extra	LK Color - Shine Frame 7	LK Color + Lumin-5	
(18) Extra	Separator		
(19) Extra	HP Color - Shine Frame 1	HP Color	
(1A) Extra	HP Color - Shine Frame 2	HP Color + (ID: 08-15 + lumin-10)	
(1B) Extra	HP Color - Shine Frame 3	HP Color + (copy ID:08,09,10 from original to ID:14,15,16)	
(1C) Extra	HP Color - Shine Frame 4	HP Color + (copy ID:08,09,10 from original to ID:12,13,14)	
(1D) Extra	HP Color - Shine Frame 5	HP Color + (copy ID:08,09,10 from original to ID:10,11,12)	
(1E) Extra	HP Color - Shine Frame 6	HP Color	
(1F) Extra	HP Color - Shine Frame 7	HP Color + Lumin-5	
(20) Extra	Separator		
(21) Extra	HK Color - Shine Frame 1	HK Color	
(22) Extra	HK Color - Shine Frame 2	HK Color + (ID: 08-15 + lumin-10)	
(23) Extra	HK Color - Shine Frame 3	HK Color + (copy ID:08,09,10 from original to ID:14,15,16)	
(24) Extra	HK Color - Shine Frame 4	HK Color + (copy ID:08,09,10 from original to ID:12,13,14)	
(25) Extra	HK Color - Shine Frame 5	HK Color + (copy ID:08,09,10 from original to ID:10,11,12)	
(26) Extra	HK Color - Shine Frame 6	HK Color	
(27) Extra	HK Color - Shine Frame 7	HK Color + Lumin-5	

(28) Extra	Separator		
(29) Extra	A1 Color - Shine Frame 1	A1 Color	
(2A) Extra	A1 Color - Shine Frame 2	A1 Color + (ID: 08-15 + lumin-10)	
(2B) Extra	A1 Color - Shine Frame 3	A1 Color + (copy ID:08,09,10 from original to ID:14,15,16)	
(2C) Extra	A1 Color - Shine Frame 4	A1 Color + (copy ID:08,09,10 from original to ID:12,13,14)	
(2D) Extra	A1 Color - Shine Frame 5	A1 Color + (copy ID:08,09,10 from original to ID:10,11,12)	
(2E) Extra	A1 Color - Shine Frame 6	A1 Color	
(2F) Extra	A1 Color - Shine Frame 7	A1 Color + Lumin-5	
(30) Extra	Separator		
(31) Extra	A2 Color - Shine Frame 1	A2 Color	
(32) Extra	A2 Color - Shine Frame 2	A2 Color + (ID: 08-15 + lumin-10)	
(33) Extra	A2 Color - Shine Frame 3	A2 Color + (copy ID:08,09,10 from original to ID:14,15,16)	
(34) Extra	A2 Color - Shine Frame 4	A2 Color + (copy ID:08,09,10 from original to ID:12,13,14)	
(35) Extra	A2 Color - Shine Frame 5	A2 Color + (copy ID:08,09,10 from original to ID:10,11,12)	
(36) Extra	A2 Color - Shine Frame 6	A2 Color	
(37) Extra	A2 Color - Shine Frame 7	A2 Color + Lumin-5	
(38) Extra	Separator		

30: Omega Red

00 LP	Main Color		
01 LP (Extra-02)	Energy Drain (Coil Effect)		
02 LP (Extra-03)	Intro (Flames)		
03 LP (Extra-04)	Energy Drain (lightning effect on Omega Red)		
04 LP (Extra-05)	Not Used		
05 LP (Extra-06)	Not Used		
06 LP (Extra-07)	Not Used		
07 LP (Extra-08)	Not Used		

(09) Extra	LP Color - Intro Frame 1	LP Color & then add (lumin-25)	
(0A) Extra	LP Color - Intro Frame 2	LP Color & then add (lumin-12)	
(0B) Extra	LP Color - Intro Frame 3	LP Color & then add (lumin-9)	
(0C) Extra	LP Color - Intro Frame 4	LP Color & then add (lumin-5)	
(0D) Extra	LK Color - Intro Frame 1	LK Color & then add (lumin-25)	
(0E) Extra	LK Color - Intro Frame 2	LK Color & then add (lumin-12)	
(0F) Extra	LK Color - Intro Frame 3	LK Color & then add (lumin-9)	
(10) Extra	LK Color - Intro Frame 4	LK Color & then add (lumin-5)	
(11) Extra	HP Color - Intro Frame 1	HP Color & then add (lumin-25)	
(12) Extra	HP Color - Intro Frame 2	HP Color & then add (lumin-12)	
(13) Extra	HP Color - Intro Frame 3	HP Color & then add (lumin-9)	
(14) Extra	HP Color - Intro Frame 4	HP Color & then add (lumin-5)	
(15) Extra	LP Color - Intro Frame 1	LP Color & then add (lumin-25)	
(16) Extra	LP Color - Intro Frame 2	LP Color & then add (lumin-12)	
(17) Extra	LP Color - Intro Frame 3	LP Color & then add (lumin-9)	
(18) Extra	LP Color - Intro Frame 4	LP Color & then add (lumin-5)	
(19) Extra	A1 Color - Intro Frame 1	A1 Color & then add (lumin-25)	
(1A) Extra	A1 Color - Intro Frame 2	A1 Color & then add (lumin-12)	
(1B) Extra	A1 Color - Intro Frame 3	A1 Color & then add (lumin-9)	
(1C) Extra	A1 Color - Intro Frame 4	A1 Color & then add (lumin-5)	
(1D) Extra	A2 Color - Intro Frame 1	A2 Color & then add (lumin-25)	
(1E) Extra	A2 Color - Intro Frame 2	A2 Color & then add (lumin-12)	
(1F) Extra	A2 Color - Intro Frame 3	A2 Color & then add (lumin-9)	
(20) Extra	A2 Color - Intro Frame 4	A2 Color & then add (lumin-5)	
(21) Extra	Not Used		

31: Spiral

00 LP	LP Color		
01 LP (Extra-02)	Not Used		
02 LP (Extra-03)	Dancing Swords (Casting Effect)	Metamorphosis X (Super Flash Effect)	
03 LP (Extra-04)	Dancing Swords	Intro - Portal	
04 LP (Extra-05)	Not Used		
05 LP (Extra-06)	Not Used		

06 LP (Extra-07)	Not Used		
07 LP (Extra-08)	Not Used		
(09) Extra	Cyclops	Metamorphosis X Character Frame 1	
(0A) Extra	Wolverine	Metamorphosis X Character Frame 2	
(0B) Extra	Wolverine's Claws	Metamorphosis X Character Frame 3	
(0C) Extra	Psylocke	Metamorphosis X Character Frame 4	
(0D) Extra	Psylocke's s.FP	Metamorphosis X Character Frame 5	
(0E) Extra	Iceman	Metamorphosis X Character Frame 6	
(0F) Extra	Rogue	Metamorphosis X Character Frame 7	
(10) Extra	Captain America	Metamorphosis X Character Frame 8	
(11) Extra	Spider-man	Metamorphosis X Character Frame 9	
(12) Extra	Hulk	Metamorphosis X Character Frame 10	
(13) Extra	Venom	Metamorphosis X Character Frame 11	
(14) Extra	Dr.Doom	Metamorphosis X Character Frame 12	
(15) Extra	Dr.Doom's s.FP	Metamorphosis X Character Frame 13	
(16) Extra	Marrow	Metamorphosis X Character Frame 14	
(17) Extra	Not Used	Not Used	
(18) Extra	Cable	Metamorphosis X Character Frame 15	
(19) Extra	Not Used	Not Used	
(1A) Extra	Gambit	Metamorphosis X Character Frame 16	
(1B) Extra	Juggernaut	Metamorphosis X Character Frame 17	
(1C) Extra	Storm	Metamorphosis X Character Frame 18	
(1D) Extra	Storm's s.FP	Metamorphosis X Character Frame 19	
(1E) Extra	Sabretooth	Metamorphosis X Character Frame 20	
(1F) Extra	Magneto	Metamorphosis X Character Frame 21	
(20) Extra	Not Used	Not Used	
(21) Extra	Shuma-Gorath	Metamorphosis X Character Frame 22	
(22) Extra	War-Machine	Metamorphosis X Character Frame 23	
(23) Extra	Silver Samurai	Metamorphosis X Character Frame 24	
(24) Extra	Omega Red	Metamorphosis X Character Frame 25	
(25) Extra	Colossus	Metamorphosis X Character Frame 26	
(26) Extra	Ironman	Metamorphosis X Character Frame 27	
(27) Extra	Sentinel	Metamorphosis X Character Frame 28	
(28) Extra	Sentinel's s.MP	Metamorphosis X Character Frame 29	
(29) Extra	Blackheart	Metamorphosis X Character Frame 30	
(2A) Extra	Thanos	Metamorphosis X Character Frame 31	
(2B) Extra	Not Used	Not Used	
(2C) Extra	Not Used	Not Used	
(2D-32) Extra	LP Color - Power-Up Enhance Frames		
(33-38) Extra	LP Color - Speed-Up Enhance Frames		
(39) Extra	Not Used		
(3A) Extra	Not Used		
(3B-46) Extra	LP Color - Metamorphosis Dance frames		
(47) Extra	Not Used		
(48) Extra	Not Used		
(49-4E) Extra	LK Color - Power-Up Enhance Frames		
(4F-54) Extra	LK Color - Speed-Up Enhance Frames		
(55) Extra	Not Used		
(56) Extra	Not Used		
(57-62) Extra	LK Color - Metamorphosis Dance frames		
(63) Extra	Not Used		
(64) Extra	Not Used		
(65-6A) Extra	HP Color - Power-Up Enhance Frames		
(6B-70) Extra	HP Color - Speed-Up Enhance Frames		
(71) Extra	Not Used		
(72) Extra	Not Used		
(73-7E) Extra	HP Color - Metamorphosis Dance frames		
(7F) Extra	Not Used		
(80) Extra	Not Used		
(81-86) Extra	HK Color - Power-Up Enhance Frames		

(87-8C) Extra	HK Color - Speed-Up Enhance Frames		
(8D) Extra	Not Used		
(8E) Extra	Not Used		
(8F-9A) Extra	HK Color - Metamorphosis Dance frames		
(9B) Extra	Not Used		
(9C) Extra	Not Used		
(9D-A2) Extra	A1 Color - Power-Up Enhance Frames		
(A3-A8) Extra	A1 Color - Speed-Up Enhance Frames		
(A9) Extra	Not Used		
(AA) Extra	Not Used		
(AB-B6) Extra	A1 Color - Metamorphosis Dance frames		
(B7) Extra	Not Used		
(B8) Extra	Not Used		
(B9-BE) Extra	A2 Color - Power-Up Enhance Frames		
(BF-C4) Extra	A2 Color - Speed-Up Enhance Frames		
(C5) Extra	Not Used		
(C6) Extra	Not Used		
(C7-D2) Extra	A2 Color - Metamorphosis Dance frames		

32: Colossus

00 LP	original color		
01 LP (Extra-02)	ID:01-09 Armor Shine (sparks) / FP	ID:10-15 Not Used	
02 LP (Extra-03)	Not Used		
03 LP (Extra-04)	Stance Frame	Main Color + lum-4	
04 LP (Extra-05)	ID:01-13 Dash Throw (effect)		
05 LP (Extra-06)	Not Used		
06 LP (Extra-07)	Not Used		
07 LP (Extra-08)	Not Used		

(09) Extra	LP Color - Super Armor Shine Frame 1		
(0A) Extra	LP Color - Super Armor Shine Frame 2		
(0B) Extra	LP Color - Super Armor Shine Frame 3		
(0C) Extra	LP Color - Super Armor Shine Frame 4		
(0D) Extra	LP Color - Super Armor Shine Frame 5		
(0E) Extra	LP Color - Super Armor Shine Frame 6		
(0F) Extra	LP Color - Stance Frame 1		
(10) Extra	LP Color - Stance Frame 2		
(11) Extra	LP Color - Stance Frame 3		
(12) Extra	LP Color - Stance Frame 4		
(13) Extra	LP Color - Stance Frame 5		
(14) Extra	LP Color - Stance Frame 6		
(15) Extra	LP Color - Stance Frame 7		
(16) Extra	LP Color - Stance Frame 8		
(17) Extra	LP Color - Stance Frame 9		
(18) Extra	LP Color - Power Dive Shine Frame 1		
(19) Extra	LP Color - Power Dive Shine Frame 2		
(1A) Extra	LP Color - Power Dive Shine Frame 3		
(1B) Extra	LP Color - Power Dive Shine Frame 4		
(1C) Extra	LP Color - Power Dive Shine Frame 5		
(1D) Extra	LP Color - Power Dive Shine Frame 6		
(1E) Extra	LP Color - Power Dive Shine Frame 7		
(1F) Extra	LP Color - Power Dive Shine Frame 8		
(20) Extra	LP Color - Power Dive Shine Frame 9		
(21) Extra	LP Color - Power Dive Shine Frame 10		
(22) Extra	LP Color - Super Armor Stance Frame 1		
(23) Extra	LP Color - Super Armor Stance Frame 2		
(24) Extra	LP Color - Super Armor Stance Frame 3		
(25) Extra	LP Color - Super Armor Stance Frame 4		
(26) Extra	LP Color - Super Armor Stance Frame 5		
(27) Extra	LP Color - Super Armor Stance Frame 6		
(28) Extra	LP Color - Super Armor Stance Frame 7		

(29) Extra	LK Color - Super Armor Shine Frame 1		
(2A) Extra	LK Color - Super Armor Shine Frame 2		
(2B) Extra	LK Color - Super Armor Shine Frame 3		
(2C) Extra	LK Color - Super Armor Shine Frame 4		
(2D) Extra	LK Color - Super Armor Shine Frame 5		
(2E) Extra	LK Color - Super Armor Shine Frame 6		
(2F) Extra	LK Color - Stance Frame 1		
(30) Extra	LK Color - Stance Frame 2		
(31) Extra	LK Color - Stance Frame 3		
(32) Extra	LK Color - Stance Frame 4		
(33) Extra	LK Color - Stance Frame 5		
(34) Extra	LK Color - Stance Frame 6		
(35) Extra	LK Color - Stance Frame 7		
(36) Extra	LK Color - Stance Frame 8		
(37) Extra	LK Color - Stance Frame 9		
(38) Extra	LK Color - Power Dive Shine Frame 1		
(39) Extra	LK Color - Power Dive Shine Frame 2		
(3A) Extra	LK Color - Power Dive Shine Frame 3		
(3B) Extra	LK Color - Power Dive Shine Frame 4		
(3C) Extra	LK Color - Power Dive Shine Frame 5		
(3D) Extra	LK Color - Power Dive Shine Frame 6		
(3E) Extra	LK Color - Power Dive Shine Frame 7		
(3F) Extra	LK Color - Power Dive Shine Frame 8		
(40) Extra	LK Color - Power Dive Shine Frame 9		
(41) Extra	LK Color - Power Dive Shine Frame 10		
(42) Extra	LK Color - Super Armor Stance Frame 1		
(43) Extra	LK Color - Super Armor Stance Frame 2		
(44) Extra	LK Color - Super Armor Stance Frame 3		
(45) Extra	LK Color - Super Armor Stance Frame 4		
(46) Extra	LK Color - Super Armor Stance Frame 5		
(47) Extra	LK Color - Super Armor Stance Frame 6		
(48) Extra	LK Color - Super Armor Stance Frame 7		

(49) Extra	HP Color - Super Armor Shine Frame 1		
(4A) Extra	HP Color - Super Armor Shine Frame 2		
(4B) Extra	HP Color - Super Armor Shine Frame 3		
(4C) Extra	HP Color - Super Armor Shine Frame 4		
(4D) Extra	HP Color - Super Armor Shine Frame 5		
(4E) Extra	HP Color - Super Armor Shine Frame 6		
(4F) Extra	HP Color - Stance Frame 1		
(50) Extra	HP Color - Stance Frame 2		
(51) Extra	HP Color - Stance Frame 3		
(52) Extra	HP Color - Stance Frame 4		
(53) Extra	HP Color - Stance Frame 5		
(54) Extra	HP Color - Stance Frame 6		
(55) Extra	HP Color - Stance Frame 7		
(56) Extra	HP Color - Stance Frame 8		
(57) Extra	HP Color - Stance Frame 9		
(58) Extra	HP Color - Power Dive Shine Frame 1		
(59) Extra	HP Color - Power Dive Shine Frame 2		
(5A) Extra	HP Color - Power Dive Shine Frame 3		
(5B) Extra	HP Color - Power Dive Shine Frame 4		
(5C) Extra	HP Color - Power Dive Shine Frame 5		
(5D) Extra	HP Color - Power Dive Shine Frame 6		
(5E) Extra	HP Color - Power Dive Shine Frame 7		
(5F) Extra	HP Color - Power Dive Shine Frame 8		
(60) Extra	HP Color - Power Dive Shine Frame 9		
(61) Extra	HP Color - Power Dive Shine Frame 10		
(62) Extra	HP Color - Super Armor Stance Frame 1		
(63) Extra	HP Color - Super Armor Stance Frame 2		

(64) Extra	HP Color - Super Armor Stance Frame 3		
(65) Extra	HP Color - Super Armor Stance Frame 4		
(66) Extra	HP Color - Super Armor Stance Frame 5		
(67) Extra	HP Color - Super Armor Stance Frame 6		
(68) Extra	HP Color - Super Armor Stance Frame 7		

(69) Extra	HK Color - Super Armor Shine Frame 1		
(6A) Extra	HK Color - Super Armor Shine Frame 2		
(6B) Extra	HK Color - Super Armor Shine Frame 3		
(6C) Extra	HK Color - Super Armor Shine Frame 4		
(6D) Extra	HK Color - Super Armor Shine Frame 5		
(6E) Extra	HK Color - Super Armor Shine Frame 6		
(6F) Extra	HK Color - Stance Frame 1		
(70) Extra	HK Color - Stance Frame 2		
(71) Extra	HK Color - Stance Frame 3		
(72) Extra	HK Color - Stance Frame 4		
(73) Extra	HK Color - Stance Frame 5		
(74) Extra	HK Color - Stance Frame 6		
(75) Extra	HK Color - Stance Frame 7		
(76) Extra	HK Color - Stance Frame 8		
(77) Extra	HK Color - Stance Frame 9		
(78) Extra	HK Color - Power Dive Shine Frame 1		
(79) Extra	HK Color - Power Dive Shine Frame 2		
(7A) Extra	HK Color - Power Dive Shine Frame 3		
(7B) Extra	HK Color - Power Dive Shine Frame 4		
(7C) Extra	HK Color - Power Dive Shine Frame 5		
(7D) Extra	HK Color - Power Dive Shine Frame 6		
(7E) Extra	HK Color - Power Dive Shine Frame 7		
(7F) Extra	HK Color - Power Dive Shine Frame 8		
(80) Extra	HK Color - Power Dive Shine Frame 9		
(81) Extra	HK Color - Power Dive Shine Frame 10		
(82) Extra	HK Color - Super Armor Stance Frame 1		
(83) Extra	HK Color - Super Armor Stance Frame 2		
(84) Extra	HK Color - Super Armor Stance Frame 3		
(85) Extra	HK Color - Super Armor Stance Frame 4		
(86) Extra	HK Color - Super Armor Stance Frame 5		
(87) Extra	HK Color - Super Armor Stance Frame 6		
(88) Extra	HK Color - Super Armor Stance Frame 7		

(89) Extra	A1 Color - Super Armor Shine Frame 1		
(8A) Extra	A1 Color - Super Armor Shine Frame 2		
(8B) Extra	A1 Color - Super Armor Shine Frame 3		
(8C) Extra	A1 Color - Super Armor Shine Frame 4		
(8D) Extra	A1 Color - Super Armor Shine Frame 5		
(8E) Extra	A1 Color - Super Armor Shine Frame 6		
(8F) Extra	A1 Color - Stance Frame 1		
(90) Extra	A1 Color - Stance Frame 2		
(91) Extra	A1 Color - Stance Frame 3		
(92) Extra	A1 Color - Stance Frame 4		
(93) Extra	A1 Color - Stance Frame 5		
(94) Extra	A1 Color - Stance Frame 6		
(95) Extra	A1 Color - Stance Frame 7		
(96) Extra	A1 Color - Stance Frame 8		
(97) Extra	A1 Color - Stance Frame 9		
(98) Extra	A1 Color - Power Dive Shine Frame 1		
(99) Extra	A1 Color - Power Dive Shine Frame 2		
(9A) Extra	A1 Color - Power Dive Shine Frame 3		
(9B) Extra	A1 Color - Power Dive Shine Frame 4		
(9C) Extra	A1 Color - Power Dive Shine Frame 5		
(9D) Extra	A1 Color - Power Dive Shine Frame 6		
(9E) Extra	A1 Color - Power Dive Shine Frame 7		

(9F) Extra	A1 Color - Power Dive Shine Frame 8		
(A0) Extra	A1 Color - Power Dive Shine Frame 9		
(A1) Extra	A1 Color - Power Dive Shine Frame 10		
(A2) Extra	A1 Color - Super Armor Stance Frame 1		
(A3) Extra	A1 Color - Super Armor Stance Frame 2		
(A4) Extra	A1 Color - Super Armor Stance Frame 3		
(A5) Extra	A1 Color - Super Armor Stance Frame 4		
(A6) Extra	A1 Color - Super Armor Stance Frame 5		
(A7) Extra	A1 Color - Super Armor Stance Frame 6		
(A8) Extra	A1 Color - Super Armor Stance Frame 7		

(A9) Extra	A2 Color - Super Armor Shine Frame 1		
(AA) Extra	A2 Color - Super Armor Shine Frame 2		
(AB) Extra	A2 Color - Super Armor Shine Frame 3		
(AC) Extra	A2 Color - Super Armor Shine Frame 4		
(AD) Extra	A2 Color - Super Armor Shine Frame 5		
(AE) Extra	A2 Color - Super Armor Shine Frame 6		
(AF) Extra	A2 Color - Stance Frame 1		
(B0) Extra	A2 Color - Stance Frame 2		
(B1) Extra	A2 Color - Stance Frame 3		
(B2) Extra	A2 Color - Stance Frame 4		
(B3) Extra	A2 Color - Stance Frame 5		
(B4) Extra	A2 Color - Stance Frame 6		
(B5) Extra	A2 Color - Stance Frame 7		
(B6) Extra	A2 Color - Stance Frame 8		
(B7) Extra	A2 Color - Stance Frame 9		
(B8) Extra	A2 Color - Power Dive Shine Frame 1		
(B9) Extra	A2 Color - Power Dive Shine Frame 2		
(BA) Extra	A2 Color - Power Dive Shine Frame 3		
(BB) Extra	A2 Color - Power Dive Shine Frame 4		
(BC) Extra	A2 Color - Power Dive Shine Frame 5		
(BD) Extra	A2 Color - Power Dive Shine Frame 6		
(BE) Extra	A2 Color - Power Dive Shine Frame 7		
(BF) Extra	A2 Color - Power Dive Shine Frame 8		
(C0) Extra	A2 Color - Power Dive Shine Frame 9		
(C1) Extra	A2 Color - Power Dive Shine Frame 10		
(C2) Extra	A2 Color - Super Armor Stance Frame 1		
(C3) Extra	A2 Color - Super Armor Stance Frame 2		
(C4) Extra	A2 Color - Super Armor Stance Frame 3		
(C5) Extra	A2 Color - Super Armor Stance Frame 4		
(C6) Extra	A2 Color - Super Armor Stance Frame 5		
(C7) Extra	A2 Color - Super Armor Stance Frame 6		
(C8) Extra	A2 Color - Super Armor Stance Frame 7		

33: Iron-Man

00 LP	original color		
01 LP (Extra-02)	ID:01-08 Protton Cannon, ID:09-15 Rocket Flames (fly)		
02 LP (Extra-03)	ID:01-08 Protton Cannon (laser) Unibeam / c.fp / Smart Bombs		
03 LP (Extra-04)	Not Used		
04 LP (Extra-05)	Not Used		
05 LP (Extra-06)	Not Used		
06 LP (Extra-07)	Not Used		
07 LP (Extra-08)	Not Used		

(09) Extra	Not Used		
(0A) Extra	Not Used		
(0B) Extra	Not Used		

34: Sentinel

00 LP	Main Color		
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01 LP (Extra-02)	Drones (bombs) / Guts		
02 LP (Extra-03)	s.MP, c.MP / ID:01&14-15 Rocket Punch (wires)		
03 LP (Extra-04)	ID:02-07: Plasma Storm ID:08-15: FP, c.FP, Flight (flames)		
04 LP (Extra-05)	Not Used		
05 LP (Extra-06)	Not Used		
06 LP (Extra-07)	Not Used		
07 LP (Extra-08)	Not Used		

(11) Extra	Not Used		
(12) Extra	PaletteGlitch: After Fly Glitch Tagout - Rocket Punch (wires)		
(13) Extra	PaletteGlitch: After Fly Glitch Tagout - ID:02-07: Plasma Storm ID:08-15: FP, c.FP, Flight (flames) - all buttons		
(14) Extra	Not Used		
(15) Extra	Not Used		
(16) Extra	Not Used		
(17) Extra	Not Used		
(18) Extra	Not Used		
(19) Extra	Not Used		
(1A) Extra	Not Used		

35: Black Heart

00 LP	Main Color		
01 LP (Extra-02)	Not Used		
02 LP (Extra-03)	Not Used		
03 LP (Extra-04)	Not Used		
04 LP (Extra-05)	Not Used		
05 LP (Extra-06)	Not Used		
06 LP (Extra-07)	Not Used		
07 LP (Extra-08)	Not Used		

(09) Extra	Intro (portal)		
(0A) Extra	Not Used		
(0B) Extra	Not Used		
(0C) Extra	Not Used		
(0D) Extra	Demon Palettes for Higher Row Buttons (LP,HP,A1)		
(0E) Extra	Dark thunder (all buttons) // Heart of Darkness (Ender Pillar) // Tri-eyed Demon (mouth) HOD..wtf - all buttons		
(0F) Extra	Not Used		
(10) Extra	Inferno (all buttons)		
(11) Extra	Not Used		
(12) Extra	Tri-Eyed Demon (wings) HOD // Inferno (ground scroll) // Heart of Darkness (ground Scroll)		
(13) Extra	Armageddon		
(14) Extra	HP Throw (Skulls) - all button		
(15) Extra	Not Used		
(16) Extra	Not Used		
(17) Extra	Not Used		
(18) Extra	Not Used		
(19) Extra	Demon Palettes for Lower Row Buttons (LK,HK,A2)		
(1A) Extra	Winpose Skull - all buttons		
(1B) Extra	j.MP (all buttons), s.mp (shine - all buttons)		
(1C) Extra	Not Used		
(1D) Extra	Not Used		
(1E) Extra	Not Used		
(1F) Extra	Not Used		
(20) Extra	Not Used		
(21) Extra	Not Used		
(22) Extra	Not Used		
(23) Extra	Not Used		
(24) Extra	Not Used		
(25) Extra	Not Used		
(26) Extra	Not Used		
(27) Extra	Not Used		
(28) Extra	Not Used		

(29) Extra	Not Used		
(2A) Extra	Not Used		
(2B) Extra	Not Used		
(2C) Extra	Not Used		
(2D) Extra	Not Used		
(2E) Extra	Not Used		
(2F) Extra	Not Used		
(30) Extra	Not Used		
(31) Extra	Not Used		
(32) Extra	Not Used		
(33) Extra	Not Used		
(34) Extra	Not Used		
(35) Extra	Not Used		
(36) Extra	Not Used		
(37) Extra	Not Used		
(38) Extra	Not Used		
(39) Extra	Not Used		
(3A) Extra	Not Used		
(3B) Extra	Not Used		
(3C) Extra	Not Used		
(3D) Extra	Not Used		
(3E) Extra	Not Used		
(3F) Extra	Not Used		
(40) Extra	Not Used		

36: Thanos

00 LP	Main Color		
01 LP (Extra-02)	Stand Up Frame 2		
02 LP (Extra-03)	Not Used		
03 LP (Extra-04)	Winpose (Materialize Frame)		
04 LP (Extra-05)	Not Used		
05 LP (Extra-06)	ID:01-08 Space Gem (portal)	ID:09-15 Space Gem (portal)	
06 LP (Extra-07)	Gauntlet Gems		
07 LP (Extra-08)	Gauntlet Gems		

(09) Extra	Stand Up Frame 1		
(0A) Extra	Electricity Frame (Gauntlet Soul / P throw)		
(0B) Extra	Death Sphere		
(0C) Extra	Not Used		
(0D) Extra	Not Used		
(0E) Extra	Gauntlet Power (Frame 1)		
(0F) Extra	Not Used		
(10) Extra	Not Used		
(11) Extra	Gauntlet Power (Frame 2)		
(12) Extra	Gauntlet Reality (Wall) // Gauntlet Space (Rocks) // HK Throw (Rocks)		
(13) Extra	Not Used		
(14) Extra	s.FP		
(15) Extra	Gauntlet Soul (Drain Effect Frame 1) // HP Throw Frame 1		
(16) Extra	Gauntlet Soul (Drain Effect Frame 2) // HP Throw Frame 2		
(17) Extra	Diving Shoulder (d+HK)		
(18) Extra	j.FP		
(19) Extra	Gauntlet Time (Thanos) - Not Used		
(1A) Extra	Gauntlet Reality (Thanos)		
(1B) Extra	Gauntlet Soul (Thanos)		
(1C) Extra	Gauntlet Mind (Thanos) - Not Used		
(1D) Extra	Gauntlet Power (Thanos)		
(1E) Extra	Gauntlet Space (Thanos)		
(1F) Extra	Death Sphere (Thanos' hand)		
(20) Extra	Not Used		
(21) Extra	Not Used		

37: Jin

00 LP	Main Color		
01 LP (Extra-02)	ID: 01-08: FP// HK // Saotome Typhoon // Saotome Dynamite		
02 LP (Extra-03)	ID: 01-07 Blodia (robot) // Winpose (sword)	ID: 08-13 Blodia Punch	
03 LP (Extra-04)	ID: 01-08 Saotome Dynamite (Explosion)	09-14 purple	
04 LP (Extra-05)	Not Used		
05 LP (Extra-06)	Not Used		
06 LP (Extra-07)	Not Used		
07 LP (Extra-08)	Not Used		

(09-0E) Extra	Special Armor LP		
(0F-14) Extra	Special Armor LK		
(15-1A) Extra	Special Armor HP		
(1B-20) Extra	Special Armor HK		
(21-26) Extra	Special Armor A1		
(27-2C) Extra	Special Armor A2		

LP			
(2D-32) Extra	Power-up Flash		
	(2D) extra - all white		
	(2E) extra - +64 Luminance		
	(2F) extra - +50 Luminance		
	(30) extra - +32 Luminance		
	(31) extra - +21 Luminance		
	(32) extra - gold color when power-up flash		
(51) Extra	Explosion edit only ID:06-15 (don't touch ID:02-	ID:02-05 face color	
(63-68) Extra	Taunt edit only ID:06-15 (do not touch ID:02-05)	ID:02-05 face color	

Note: TO EDIT FACE:
you just have to have red at 15, and minus one point from the green and blue for each of the 6 palettes. i recommend you leave his skin color alone.

LK	
(33-38) Extra	Power-up Flash
(54) Extra	Explosion edit only ID:06-15 (don't touch ID:02-05)
(69-6E) Extra	Taunt edit only ID:06-15 (do not touch ID:02-05)

HP	
(39-3E) Extra	Power-up Flash
(57) Extra	Explosion edit only ID:06-15 (don't touch ID:02-05)
(6F-74) Extra	Taunt edit only ID:06-15 (do not touch ID:02-05)

HK	
(3F-44) Extra	Power-up Flash
(5A) Extra	Explosion edit only ID:06-15 (don't touch ID:02-05)
(75-7A) Extra	Taunt edit only ID:06-15 (do not touch ID:02-05)

A1	
(45-4A) Extra	Power-up Flash
(5D) Extra	Explosion edit only ID:06-15 (don't touch ID:02-05)
(7B-80) Extra	Taunt edit only ID:06-15 (do not touch ID:02-05)

A2	
(4B-50) Extra	Power-up Flash
(60) Extra	Explosion edit only ID:06-15 (don't touch ID:02-05)
(81-86) Extra	Taunt edit only ID:06-15 (do not touch ID:02-05)

(87) Extra	Shadow Jin !!
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38: Captain Commando

00 LP	Main Color		
01 LP (Extra-02)	Commando Strike (Sho, Genity, Hoover)		

02 LP (Extra-03)	Commando Strike (Sho, Genity, Hoover)		
03 LP (Extra-04)	Captain Corridor // Captain Sword		
04 LP (Extra-05)	ID:01-08 FP // Captain Fire // Captain Kick	ID:09-15 Shoo's Shuriken (HP throw)	
05 LP (Extra-06)	Hoover's Missile Burst (HP throw)		
06 LP (Extra-07)	Not Used		
07 LP (Extra-08)	Not Used	Commando Strike Detailed Info:	
		01 LP (Extra-02)	02 LP (Extra-03)
		Commando Strike (Sho, Genity, Hoover)	Commando Strike (Sho, Genity, Hoover)
(09) Extra	Not Used		
(0A) Extra	Not Used		
(0B) Extra	Not Used		
(0C) Extra	Not Used	Sho (Ninja)	Sho (Ninja)
(0D) Extra	HK Grab (Commando)	ID:01-05 : Not Used	ID:01-05 : Gloves, Hand, Face
(0E) Extra	Intro LP	ID:06-09 : Outfit except outlines	ID:06-09 : Sword // Swipe // Shoes
(0F) Extra	Taunt LP	ID:10-14 : Ninja Veil // Ninja Sword Holder	ID:10-14 : Not Used
(10) Extra	Intro LK	ID:15 : Thumb // Skin (arms)	ID:15 : Outline / Shoes / Ridges (pants)
(11) Extra	Taunt LK	Genity (Mummy)	Genity (Mummy)
(12) Extra	Intro HP	ID:01-05 : Torso // Shins // Flailing Bandanna	ID:01-05 : Backstrap // AnkleSkin&Pants (shadow)
(13) Extra	Taunt HP	ID:06-09 : Pants // Bandanna // Ankle	ID:06-09 : Swords
(14) Extra	Intro HK	ID:10-14 : Not Used	ID:10-14 : Not Used
(15) Extra	Taunt HK	ID:15 : Not Used	ID:15 :
(16) Extra	Intro A1	Hoover (Baby)	Hoover (Baby)
(17) Extra	Taunt A1	ID:01-05 : Not Used	ID:02-05 : Shoulder,Seat,Belt,KneePad/MissileStar
(18) Extra	Intro A2	ID:06-09 : Baby Head&Outfit// Robot (Knee center)	ID:06-09 : Exhaust/Chest(center)/RobotArmor/Missile
(19) Extra	Taunt A2	ID:10-14 : Not Used	ID:10-14 : Main Robot Suit // ID: 01 : Stick Ctrl (ball)
		ID:15 : Baby Face	ID:15 : Robot Outline/ChestPlate/Missile (tophalf)

39: Bonerine

00 LP	normal		
01 LP (Extra-02)	Claws		
02 LP (Extra-03)	Claws (Shadows)		
03 LP (Extra-04)	Not Used		
04 LP (Extra-05)	Not Used		
05 LP (Extra-06)	Not Used		
06 LP (Extra-07)	Not Used		
07 LP (Extra-08)	Not Used		
(11) Extra	Not Used		
(12) Extra	Not Used		

3A: Kobun

00 LP	normal		
01 LP (Extra-02)	ID:01-04 Zenny	ID:05-08 Potato (LP) / Cart / Data	ID: 09-15 Rat / Potato / Cart / Data
02 LP (Extra-03)	ID:01-05 Food	ID:06-08 Tray / Food	ID:09-15 Food / Dishes / j.MK
03 LP (Extra-04)	Kobun Fire (Flame)		
04 LP (Extra-05)	Bull Mover		
05 LP (Extra-06)	j.MP (food coming out of the pot) / j.LK		
06 LP (Extra-07)	Kobun Assist		
07 LP (Extra-08)	Not Used		
(09) Extra	LP Color - King Kobun Frame 1	LP Color	
(0A) Extra	LP Color - King Kobun Frame 2	LP Color & then add Lumin+23	
(0B) Extra	LP Color - King Kobun Frame 3	LP Color & then add Lumin+32	
(0C) Extra	LP Color - King Kobun Frame 4	LP Color & then add Lumin+40	
(0D) Extra	LP Color - King Kobun Frame 5	Full white	
(0E) Extra	LK Color - King Kobun Frame 1	LK Color	
(0F) Extra	LK Color - King Kobun Frame 2	LK Color & then add Lumin+23	
(10) Extra	LK Color - King Kobun Frame 3	LK Color & then add Lumin+32	
(11) Extra	LK Color - King Kobun Frame 4	LK Color & then add Lumin+40	
(12) Extra	LK Color - King Kobun Frame 5	Full white	
(13) Extra	HP Color - King Kobun Frame 1	HP Color	

(14) Extra	HP Color - King Kobun Frame 2	HP Color & then add Lumin+23	
(15) Extra	HP Color - King Kobun Frame 3	HP Color & then add Lumin+32	
(16) Extra	HP Color - King Kobun Frame 4	HP Color & then add Lumin+40	
(17) Extra	HP Color - King Kobun Frame 5	Full white	
(18) Extra	HK Color - King Kobun Frame 1	HK Color	
(19) Extra	HK Color - King Kobun Frame 2	HK Color & then add Lumin+23	
(1A) Extra	HK Color - King Kobun Frame 3	HK Color & then add Lumin+32	
(1B) Extra	HK Color - King Kobun Frame 4	HK Color & then add Lumin+40	
(1C) Extra	HK Color - King Kobun Frame 5	Full white	
(1D) Extra	A1 Color - King Kobun Frame 1	A1 Color	
(1E) Extra	A1 Color - King Kobun Frame 2	A1 Color & then add Lumin+23	
(1F) Extra	A1 Color - King Kobun Frame 3	A1 Color & then add Lumin+32	
(20) Extra	A1 Color - King Kobun Frame 4	A1 Color & then add Lumin+40	
(21) Extra	A1 Color - King Kobun Frame 5	Full white	
(22) Extra	A2 Color - King Kobun Frame 1	A2 Color	
(23) Extra	A2 Color - King Kobun Frame 2	A2 Color & then add Lumin+23	
(24) Extra	A2 Color - King Kobun Frame 3	A2 Color & then add Lumin+32	
(25) Extra	A2 Color - King Kobun Frame 4	A2 Color & then add Lumin+40	
(26) Extra	A2 Color - King Kobun Frame 5	Full white	
(27) Extra	Not Used		
(28) Extra	Not Used		
(29) Extra	Not Used		
(2A) Extra	Not Used		
(2B) Extra	Not Used		
(2C) Extra	Not Used		