

— v1.2 Change list —

All changes are relative to Reloaded v1.1 for this changelist.

- Game ID
 - The game now uses a unique game ID (GUPR8P) and will use separate save data from the original Shadow the Hedgehog.
- Global Gameplay Changes
 - The Death Counter has been reverted to the original Lives system, but it is impossible to game over. You also start with 99 lives in Select Mode.
 - The Rank system has been redone. Ranks A-E now use the original game's score requirements. S Rank was added and is a more balanced version of Reloaded 1.0's A Ranks.
 - The timing system has been redone. It uses the changes from ShadowSX v1.1 which can be found here <https://www.shadowspeedrun.com/ShadowSX/>
 - A message showing your total in-game time for a Story Mode / Last Story / Expert Mode run will display on completion.
 - The lock-on weapon change in Reloaded 1.0/1.1 resulted in close enemies being more difficult to lock-on compared to the original game. This change has been reversed.
 - Laser Rifle now does 6 damage per shot instead of 3.
- New Optional Preference Codes for the following:
 - Skip Loading Any Events in Story Mode / Last Story
 - Race Mode ON/OFF Toggle (ShadowSX feature)
 - No Subtitles
 - Restore Partner Intro Cutscene Behavior, and other original physics restoration options
 - All Partners Can Homing Attack
 - Restore Multiplayer (due to Android selection code)
- Shadow
 - Shadow can now slide out of a spindash, homing attack, and jump dash, even without a melee weapon.
 - Sliding can now be held mid-air.
 - The melee system now defaults to Original.
 - You can toggle between Original and Reloaded melee weapon styles with the Z button. In Reloaded style, hold B to activate the weapon's hitbox, and hold B+L to perform rapid swings while running. You can also lock-in the weapon's hitbox by sliding while holding B.
- Playable Androids
 - The 2P Game android characters are now playable in 1P Game. Select the desired character in the 2P Game menu, exit, and your choice will carry over into 1P Game.
 - NOTE: 2P Game no longer functions correctly as a result. A restoration code is available.
- Vehicles

- Removed the nearly uncontrollable drift ability on wheeled vehicles. It was observed to have been a detriment rather than a useful feature.
- Stage Change Summaries
 - All missions now have unique results screen locations.
 - Westopolis
 - Expert: Adjusted the helicopter section to prevent accidental deaths.
 - Digital Circuit
 - Adjusted ring line change from 1.1 to not cause accidental deaths when light dashing.
 - Increased speed of rising laser bars in the Core room.
 - Expert: Adjusted the added Spin Dash High Jump areas to make more sense to new players, and made 1 other optional.
 - Hints now ported to all languages.
 - Glyphic Canyon
 - 3rd jewel area: rising platforms return from 1.0, tilted platform from 1.1 moved to the side as a skill-based minor shortcut. The nearby tornado now tosses you towards these platforms.
 - Fixed bug where environmental objects would spawn pistols when destroyed.
 - Shortened Doom's Eye's mission complete dialogue so it doesn't get cut off.
 - Lethal Highway
 - Fix a "troll" fence from killing you by moving it slightly back from a dash ramp.
 - Black Tank stopping has been removed, as it was invulnerable while stopped, confusing players and wasting their ammo.
 - Cryptic Castle
 - The pumpkin balloon near lantern 2 is now slower; this fixes Eggman's voice clip from getting cut off, and it encourages manual play instead of letting the balloon take you directly there.
 - Moved the torches in the Chao room to the ground.
 - The rail boosters in the monster chase section now consistently have ring lines placed before them.
 - Adjusted the bounce balls from making Shadow hit the ceiling.
 - Expert: Removed Shadow Box.
 - Prison Island
 - Adjusted save point position for the second river section to have a higher probability of activating in regular play.
 - Fixed bug where environmental objects would spawn pistols when destroyed.
 - Circus Park
 - Redone hitboxes for the fire hoops. They are now highly accurate to the model, and shouldn't clip you when moving around them.

- Moved some GUN Robots originally in Expert only to also appear in the normal stage.
 - Fix erroneous voice lines at the end of the stage advising you to use a warp hole instead of the Save Point to warp.
 - Added a unique “Look out below!” voice line on the final coaster.
 - Fixed bug where environmental objects would spawn pistols when destroyed.
 - Fixed the secret on top of the long slide to render correctly from all angles.
 - Expert: Adjusted the Expert exclusive platforming section to be easier.
- Central City
 - ROCKET4 was not configured to spawn in on the stage. Now the robots at the left of Big Bomb #3 have their intended weapons.
 - Expert: Fixed a “troll spring” to actually bounce you across a gap instead of bouncing you to the ground below.
 - Expert: Removed Shadow Box.
- The Doom
 - Tweaked hidden route elevator timing to be easier to reach on its first cycle.
 - Adjusted fan wind sizes in the fan room to be consistent.
- Sky Troops
 - Moved a Save Point.
 - The “autoplay” section at the start of the stage was reworked to break less if manually interrupted.
 - Added a camera for the new floating island.
- Mad Matrix
 - Blue tower’s faster camera fix now has a bigger range and will not awkwardly change while within spring sections.
 - Several circuit cameras were fixed to no longer stare downward.
 - Green Tower: added a safety platform underneath the color panel “ride”.
 - Color panels now require matching with their respective tower’s color.
 - The middle of the map area now has an updated layout.
 - Expert: The Green Tower has new platforming challenges to differentiate it from the normal version.
- Death Ruins
 - Fixed Rouge from doing multiple takes of her “One more!” voice line.
- The ARK
 - Black Arms enemies, optional ring spawns, and more added to make the stage more interesting.
- Air Fleet
 - Fixed a box that could fall through the floor.
- Iron Jungle
 - Added a new “jump pad” gimmick to the middle of the stage.

- Expert: Added the “jump pad” gimmick to several areas. Added a new ending segment. Egg Balloon added.
- Iron Jungle: Egg Breaker
 - Fixed the Egg Pierrot enemy to use the knight model instead of the clown model.
- Space Gadget
 - Removed some rings that couldn't be reached.
 - Allowed Chaos Control to go from outside to inside, instead of forcing coaster usage.
 - Some minor adjustments to allow players to carry the first crate to the first Goal Ring.
 - Expert: Extended to include a warp from Hero route to Dark route.
- GUN Fortress
 - GUN enemies added to some areas to allow the player to never run out of Dark gauge, but only if they're fast enough!
 - The breakable doors were adjusted to either close faster (so they can be reliably shot), or close slower (so they can be reliably run past).
- Black Comet
 - Added visual effects to vertex bumps in the air saucer section after the first warp hole.
 - Expert: Added new objects to a water section. Don't get crushed.
- Lava Shelter
 - Fixed a pullout platform in lava defense unit 4's room to more consistently be in cycle with the other platforms. No more random waiting for it to slowly pull back out.
 - The Air Saucer can now access the entire Dark route, if you're able to find a certain switch.
 - Fixed three unbreakable boxes from sometimes collapsing within themselves.
 - At the start of the Hero branch, a dash ring was added to prevent flinging off the rail at the first fan.
 - Reverted the rotation of a certain overturnable floor. You can flip it like the original game again.
 - Expert: Defense unit 4's lava rises much faster.
- Cosmic Fall
 - Restored a platform that accidentally got deleted near the second coaster.
 - Reworked the long slow elevator section in the middle of the stage. You can now go faster in it by jumping through some air boosters.
 - Moved around Save Points so none are missable.
 - Corrected Save Point order.
 - Fixed some camera issues.
 - Added a “Jump!” voice line to the final coaster to call out shortcut opportunity.

- Expert: Slightly easier than 1.1. Easy, but slower routes added, if the Spin Dash High Jump route is giving you a lot of trouble.
 - Final Haunt
 - Added a platform to catch players who would accidentally jump into a pit when trying to triangle jump.
 - Adjusted hero route to be more doable without a vacuum weapon.
 - Adjusted Sonic's "What is it Shadow, is there a shield in the way?" to only trigger when very close to the final shield switch.
 - Sonic & Diablon stages
 - Shadow is no longer teleported after the mid-battle cutscene where Diablon falls to the ground.
 - The Last Way
 - Expert: Fixed Knuckles and Commander from doing multiple takes of their voice lines.
 - Expert: Special voice line now ported to all languages.
 - Devil Doom
 - Super Shadow's Chaos Spears instantly charge while Dark/Hero Shadow are active.
- Visuals
 - Shadow's models were modified to allow custom colored Shadow, using ShadowSX's Dolphin Texture Replacement Colorizer feature.
 - Emeralds were all adjusted to have less bloom.
 - Maria's eyes were adjusted so that her irises are smaller, both in-gameplay and in cutscenes.
 - Fixed a bug on console where the Commander's hand vertices would explode during the first in-engine cutscene.
 - Fixed a tiny gap between the Save Point and its green light effect.
 - Updated Select Mode stage icon palettes to match the changed stage palettes (The Doom, Heavy Dog, Final Haunt).
- Music
 - "Almost Dead" is restored. It plays in GUN Fortress Dark ending as it originally did.
 - "Who I Am" was changed to play in GUN Fortress Hero and Final Haunt Dark endings.
- Languages
 - Updated all other languages to properly reflect the English changes.

— v1.1 Change list —

All changes are relative to Reloaded v1.0 for this changelist.

- Core Bugfixes
 - Register clobber bugs resolved (many, misc, see Git history if curious)
 - Library Mode is fixed - works properly with no exceptions thrown

- Audio POP bug fixed - No more loud pop noise when Shadow and some enemies take damage
 - Subtitle cutout bug is fixed - No more random subtitle cutting out when there is no other interruptible source playing
- More Optional Preference / Cheats such as Infinite Expert Mode Lives, Restore Partner Intro Cam, Restore vehicle physics... etc
 - Bloom Code changed to 'Restore to Original' with description on how to adjust to prevent the "Save" bug caused by users not editing the code (leaving it in XXXX format) - GH Issue #6
- Shadow
 - New Mechanics
 - Now can press (Z) to toggle between Original Game melee and Reloaded Melee - and it persists until you reset the game
- Weapons
 - Katana LV1 now has 18 ammo on pickup
- Stage Change Summaries
 - Glyphic Canyon
 - Add blowing wind at tornado red ring / key secret to prevent unfair death
 - Adjust gem #3 platforms to allow faster platforming
 - Sky Troops
 - Remove duplicate soldier placed inside another at one of the gems
 - Adjust ring trail for red ring / key secret to be more visible and usable without a vehicle
 - Lost Impact
 - Keydoor Easter Egg Changed, some extra Artificial Chaos, Golden Beetle, and Chaos Orb added
 - Add some grabbable ledge collision
 - Cosmic Fall
 - Adjust spring/dashring section to reduce unfair deaths
 - Add more platforms and an extra checkpoint in Expert
 - Increase normal mission timer from 6:30 -> 7:30
- ISO Size
 - Increased using GCIT to resolve warnings with GCLoader/Swiss/Nintendont when booting the game
- AFS removal is reverted, instead the event cutscene audio bitrate is dropped slightly more - this was related to the Audio POP bug, should not be noticeable to the average player

— v1.0 Change list: —

All changes are relative to the original game for this initial changelist.

- Widescreen
 - There are widescreen and original aspect versions available.
- Bloom

- The global bloom intensity has been reduced from 0.95 to 0.375. Some individual bloom textures were also adjusted depending on if they were still too bright, or if they were darkened too much by this change.
 - Emerald bloom textures are currently Dolphin-only.
- Story Progression
 - Almost every cutscene can now be skipped, regardless of if you've seen it or not. Last Story credits and Expert Mode credits are an exception.
 - Only 3 different endings are required to unlock Last Story now, instead of all 10.
 - Completing Last Story unlocks Expert Mode now, instead of requiring every A rank.
- Music
 - GUN Fortress ending credits plays an unused song; Magna-Fi's "Who I Am", replacing Powerman 5000's "Almost Dead".
 - Black Comet ending credits play an alleged unused song; Sins of a Divine Mother's "Broken". It uses its own slot for this song, instead of sharing the GUN Fortress ending credits song.
 - In Lava Shelter only, the Egg Dealer boss will play "E.G.G.M.A.N. (Doc Robeatnix Mix)" instead of the Egg Dealer song. This track is normally only played in the background of certain Eggman cutscenes.
- Global Gameplay Changes
 - In general, missions with a big target count were all given a little bit of leeway; for "kill every enemy" missions, you can now miss a handful and still complete the mission! Check the individual stage summaries for specifics.
 - Missions can now be freely selected, without needing to find the related mission character. You'll still hear their voice if you have their mission selected though!
 - By manually selecting a mission, that mission becomes "focused"; you will ignore the mission characters from automatically switching your active mission. To "un-focus", press Up on the D-Pad, or restart/change the stage.
 - Mission characters won't play their unskippable "introduction" cutscene that displays their name.
 - Death Counter system: Instead of tracking remaining lives until Black Out (game over), the HUD now tracks the number of deaths in the current stage. Dying increases the counter by 1, and finding a 1-Up will reduce this number by 1. Most 1-Up capsules have been removed or replaced with items that will still be useful though.
 - The scores thresholds for the ranking system have been greatly increased across the board. Good luck!
 - Every second matters for the time bonus now, instead of sub 1:30 times being a static 50000 bonus points. Time bonuses past 1:30 are unaffected.
 - The Secret Key system has been reworked into a Red Ring system. Keys were replaced with Red Rings as a just-for-fun challenge, and many have had their positions moved to more challenging spots. Red Rings can be recollected after collecting all 5 in a stage and become ghost Red Rings. The reason that Secret Keys were reworked into Red Rings is because...

- Secret Doors no longer exist. In general, whatever they had behind them is now integrated into the stage as minor power-up alcoves, hidden rooms, mini challenges, or full on alternate routes integrated into the missions. In the original game, whatever the Secret Doors had behind them was usually absolutely useless by the time the player found all the Secret Keys. Hopefully, players will now be able to experience meaningful secrets and alternate pathways on their very first playthroughs of this game, as long as they're observant and willing to experiment.
- The ring model has been slimmed down to resemble a normal ring, instead of the recycled "donut" ring from Sonic Heroes.
- Light Dashing on the ground should now more consistently keep Shadow running when finished, instead of ending in him being thrown forward in air state and hurting his momentum.
- Save Points are much flatter to prevent the player from getting caught on them as they walk past.
- Save Points can now also activate if you run past them, within a certain range.
- Shadow will respawn at the last Save Point activated, instead of which one had the highest slot number. This should make no difference in linear stages, but should make respawning in non-linear stages more intuitive.
- Triple Springs have been adjusted to fling shadow slightly forward to prevent accidental Homing Attacks immediately afterward.
- Heal Unit explosion hitbox size increased (visually unchanged).
- Heal Unit Servers and Bomb Servers now respawn their objects nearly instantly, instead of waiting several seconds.
- Pulley move speed increased.
- Shadow's move speed in "Red Slime" increased.
- Coaster collision now allows bullets to pass through. Originally, while riding a Coaster, the object's hitbox around Shadow would absorb all bullets, so both Shadow and his enemies were completely safe from any weapons that fire bullets that collide with walls. This is why Shadow could never be hit by (or hit soldiers with) bullets in the coaster section of GUN Fortress.
- Chaos Control (normal flying version) should no longer ever drop Shadow directly into pits when it runs out of energy. There were a few instances where it could consistently happen.
- Chaos Control-canceling areas were mostly removed, so Shadow should be able to Chaos Control through more sections now without being stopped, like areas where you must ride a Black Hawk or Volt. There are still some areas where you must stop though, like at certain points in Digital Circuit.
- Trigger type SolidCollision made walkable. This allows for a few background areas to now be properly walked on by Shadow, which is used for secrets...
- Shadow
 - New Mechanics
 - While holding L, Shadow will always Jump Dash instead of Homing Attack.

- Shadow's Slide is now "holdable" while on the ground; hold X to keep Sliding, and release X to stop. Originally, Sliding could only be canceled with a jump or by having your velocity slow down enough.
 - Adjustments
 - Shadow no longer "skids"; originally, Shadow would lean back and cancel all of his running momentum if the Control Stick angle was too steep from his current run angle.
 - Shadow can turn faster while jumping.
 - Shadow's Homing Attack travels faster and turns sharper.
 - Shadow's Spin Dash can release sooner.
 - Shadow's Slide turns sharper.
 - Shadow's Slide requires less run speed to do.
 - Shadow's Triangle Jump travels faster, and can be performed repeatedly with less delay.
 - Shadow's "wall cling" state (like from a Triangle Jump) used to go into a unique jump state that was uncontrollable if there was no valid Triangle Jump wall. It now goes into Shadow's normal fall state, to allow you more control.
 - Shadow's wall run speed is faster.
 - Shadow's Light Dash "chaining" distance and angle are higher; Light Dashing will look further ahead and in a wider angle for another ring to go to.
 - Shadow's Strafe move speed is higher.
 - Chaos Blast damage increased.
- Weapons
 - Shadow's melee weapon attacks have been reworked.
 - Hold B to activate your weapon's hitbox. This hitbox will remain active while you do other animations. Try jumping to do a spinning slice attack!
 - Hold L while also holding B to do swings. The faster you're running, the faster you'll swing.
 - While holding a melee weapon, you can Slide out of Spin Dash, Homing Attack, and Jump Dash with B.
 - You can still use the air swing with the weapon, but you must press B twice, and hold it on the second press.
 - Shadow no longer drops his melee weapon when boarding a vehicle.
 - Firing a "cannon" type weapon (non-lock-on rockets) no longer cancels Shadow's running momentum.
 - "Lock-on" weapons now select targets faster, release their missiles faster, and have a narrower targeting range.
- Vehicles
 - Air Saucers can move much faster, their first jump is much higher, and their second jump has been replaced with a "stomp".
 - GUN Mechs (both types) turn much tighter, can be dismounted in mid-air, and have greatly increased control while hovering.

- Car-type vehicles are now much faster, can be dismounted at any time, and brake with the Y button.
- Enemies
 - GUN Robots (the unpiloted humanoid mechs) now spawn in faster when triggered.
 - Mad Matrix Egg Breaker's "glowing" effect now persists from the introduction cutscene to gameplay.
 - Fixed Artificial Chaos' eye glow effect being misaligned on the model.
 - Fixed GUN Big Foot's pilot goggle effect being misaligned on the model.
 - The Shadow Androids in Iron Jungle and Lava Shelter now talk sometimes, similar to GUN soldiers.
- Other characters
 - Maria's eye texture has been adjusted to make her less bug-eyed. (Currently gameplay-only.)
- Expert Mode
 - In a future build, Expert Mode will be getting some larger scale changes for each stage. For now though, try out some of the experimental layouts.
 - Getting hit in Expert Mode will make Shadow drop all rings, and they cannot be recollected.
 - Expert Mode still uses the default life counter system. If you run out of lives, it's all over.
 - Completing Expert Mode now plays a unique credits sequence... :)
- Subtitles and dialogue
 - All dialogue and subtitle timing has been synchronized for the English audio.
 - Generic "tutorial" voice lines and hint bubbles now become more rare further into the story.
 - Unused voice lines have been added when possible and interesting. "Rare" unique voice lines that were very obscure are also easier to hear now.
 - Black Doom's generic "Those are our Black Arms soldiers..." voice line has been edited to remove the long delay before speaking.
- Menus and UI
 - The title and Select Mode menus have been updated with a new visual theme.
 - The intro logos can now be skipped.
 - The title screen animation can now always be skipped.
 - On the autosave message after booting the game, the player can press X to skip directly to Select Mode.
 - Select Mode's star icons have been shrunk and moved to the corner of each stage's photo, so they won't obscure the stage.
 - In Select Mode, the game now remembers which stage you last had highlighted, instead of resetting to Westopolis every time.
 - In Select Mode, pressing X to confirm a stage choice will instead load its Expert Mode version to practice.

- Hidden slots for The Last Way and Devil Doom have been added to Select Mode. Press down on Final Haunt for The Last Way, and then press right of that for Devil Doom.
 - Removed a tiny stray black pixel from underneath enemy health bars.
- Events
 - In the first cutscene after Westopolis, the Commander's left hand was stuck in the same pose for the whole scene. This was fixed to resemble the PS2 version, and should now properly animate.
 - Fixed Shadow's wrist rings being darker than usual in the "We're on our way to the ARK" cutscene and the "Expert stage complete" animation.
 - Fixed test stage assets from peeking through the sides of the screen in the Sky Troops introduction cutscene.
- Misc.
 - Various unused assets were deleted or nulled to reduce zipped and unpacked ISO size and wasted RAM. This should increase performance as well as slightly reduce possible crashes.
- Stage Change Summaries (the important stuff I remember)
 - Westopolis
 - Dark objective: 35/36 to 33/37.
 - Hero objective: 45/45 to 40/45.
 - 4 Red Rings adjusted.
 - Secret Door's vehicle is now freely available.
 - Westopolis' textures were slightly adjusted to have more saturated reds, yellows, and blues.
 - Removed a second Dash Panel from the auto-run introduction to reduce noise.
 - Shadow can now light dash during the skydive introduction sequence.
 - The first Chaos Emerald is no longer caged, allowing you to complete the Dark mission without any forced alien kills.
 - Many hazards and enemies were slightly moved to the sides of the main path, allowing for slightly easier full speed running.
 - Digital Circuit
 - 2 Red Rings adjusted.
 - Secret Door's Warp Hole entrance was moved elsewhere.
 - While riding the light-speed circuits, hold A to go faster, and hold B to go slower.
 - Most rising laser bars have been greatly sped up, and springs have been put underneath them to prevent the player from slipping off while trying to grab them.
 - The tile walls now appear with gaps, allowing you to run through them instead of having to destroy them every time they stop you.
 - The Hero mission's Goal Ring is now caged by Black Arms in the area.
 - The Dark mission's end tower had its springs rearranged to not bump the player into the rotating blocks.

- The Dark mission's end tower's rising laser bars now have a non-moving bar to hold onto while waiting for the next bar.
- Glyphic Canyon
 - 4 Red Rings adjusted.
 - Secret Door's alternate path is now a secret area that functions as an alternate Hero route. It has 18 aliens to kill instead of the standard route's 6.
 - The second jewel no longer has updrafts that carry you to the jewel; you must jump across the moving platforms now.
 - The fifth jewel now has an elevator instead of forcing alien kills to open a Black Arms cage with a spring inside.
 - An audio glitch (sound effects cutting out) in the 3rd Jewel's temple is now fixed.
- Lethal Highway
 - The Black Tank moves faster in the first half of the stage.
 - 2 Red Rings adjusted.
 - Secret Door's weapons are now freely available, but lightly hidden.
 - Removed a hint voice saying that the black tank's barrier "deflects bullets", and moved a hint voice there saying that the barrier will break from "enough damage". The "deflects bullets" hint wrongly led some players to think that bullets did nothing.
- Lethal Highway Black Bull
 - The hint voices now start vague and get progressively more obvious, instead of the reverse.
- Cryptic Castle
 - 1 Red Ring adjusted.
 - Secret Door's alternate path is now a "high route", and it's harder to reach.
 - Certain Coasters (pumpkin balloons) move faster.
 - Fixed the first Hawk flying section from getting stuck on a wall at the end.
 - Moved Save Point 6 ahead of the red slime pathway, into the Chao room.
 - Increased the speed of the dungeon monster, to make it actually threatening.
- Prison Island
 - Dark objective: 40/41 to 40/44.
 - Moved the first Top Secret Disk to the first upper river path. For the Hero mission, take the high routes!
 - 1 Red Ring adjusted.
 - Secret Door's weapons are now freely available, but hidden.
- Circus Park
 - Removed a second Dash Panel from the auto-run introduction to reduce noise.
 - Secret Door's "VIP Shooting Range" is now freely available, if you can reach it.

- More rings have been added to a few spots.
 - Fixed the red and yellow balloons' points being reversed.
- Central City
 - Dark/Hero mission timer increased from 8 minutes to 10 minutes.
 - To visually differentiate Westopolis from Central City, Central City now has dusky orange lighting.
 - Secret Door's vehicle is now freely available.
 - GUN Robot respawn time decreased.
- The Doom
 - Dark objective: 60/61 to 55/65.
 - Hero objective: 10/10 to 10/12.
 - 1 Red Ring adjusted.
 - Secret Door's alternate route has been reworked into a Normal route. If you want an easy path to the goal ring, try going outside!
 - To visually differentiate The Doom from Lost Impact, The Doom (and Heavy Dog) now has redder lighting, and the lights dim as you progress further into the stage.
 - All of the elevators have been sped up and synchronized for minimal wait time.
 - Elevator switches have been moved closer to the elevator platform, allowing Shadow to activate them by punching or Spin Dashing against them without needing to get out of the elevator.
 - Almost every map now has a hint bubble in front of it, to be more noticeable. The only exceptions are the maps awkwardly behind elevators. Doom's Eye and Maria will also call out if a map is nearby in certain spots.
 - The map texture has been updated to be slightly more accurate. It also now tracks the indoor Save Point locations.
 - Two doors that could be opened with a ball switch to backtrack have had their ball switch moved inside of their locked hallways, to prevent new players from accidentally backtracking and getting lost. You can still open up these doors by hitting the switch with a punch or a lock-on weapon; they are placed just behind the door from where they used to be.
 - Doom's Eye's voice line for missing a group of enemies has been swapped to better reflect that you're missing your objective, since it wasn't quite clear originally; "Those vile soldiers are still defiling our precious home." > "Wait! You have gone too far! It is too late to show any mercy on the humans!"
 - Fixed a GUN enemy that often fell through the floor when it spawned, causing the player to miss them and wander around forever.
 - Maria's voice line for missing a researcher should now be slightly more accurate as to when it plays.
 - Added unused voice lines to the GUN Soldiers' voice line pool. These voice lines are unique to The Doom.

- Removed generic voice lines from the GUN Soldiers' voice line pool referencing "black aliens", which don't make sense chronologically.
- Heavy Dog
 - Uses the new redder lighting from The Doom.
- Sky Troops
 - 2 Red Rings adjusted.
 - Secret Door's alternate route has been reworked into a Dark/Normal route, only accessible if none of the first 4 temple jewels have been destroyed.
 - The introduction sequence can now be interrupted to take control. It's possible to play through it faster if manually controlled.
 - The locked doors inside each temple have been replaced with laser defenses that turn off if you destroy the temple's jewel. You should be able to complete the Dark mission without any forced alien kills now.
 - Removed a duplicate Eggman Monitor that was nearly stacked on top of another at the 5th jewel.
- Mad Matrix
 - Dark objective: 30/30 to 20/30.
 - Secret Door's alternate route is now freely available, if you can navigate to the center of the matrix.
 - While riding the light-speed circuits, hold A to go faster, and hold B to go slower.
 - The Green, Yellow, and Red Towers now have Warp Hole shortcuts between each other that you can take instead of navigating the circuit matrix during the Hero mission. In the Green and Yellow Towers, activate their terminals and ride the updraft until you are carried up to the Warp Holes.
 - Color switches that carry Shadow are generally faster. In the Green Tower, they split apart into a slower and faster moving cluster.
 - A slow-moving camera in the Blue Tower has been sped up.
- Mad Matrix Egg Breaker
 - The Egg Breaker's glowing effect now persists for the whole fight, instead of only appearing for a moment in the boss introduction event.
- Death Ruins
 - Hero objective: 50/50 to 50/58.
 - 2 Red Rings adjusted.
 - Secret Door's side room is now a secret area.
 - Shadow now starts the stage auto-running via Dash Panel.
 - Removed the second Save Point, since it was so close between the first and third.
- The ARK
 - Secret Door's power ups are now freely available.
 - GUN forces are generally more numerous and aggressive.

- More Dash Rings have been added. Some boost Shadow forward, but others will boost backward.
- Air Fleet
 - Hero objective: 35/35 to 35/38.
 - The president's escape pod no longer has invulnerability frames after each hit, but its health has been increased to compensate: 800 to 2200.
 - The president's escape pod moves faster earlier in the stage.
 - All 5 Red Rings adjusted.
 - Secret Door's alternate route is now freely available, if you know how to open it.
 - Some doors that were locked by aliens on the primary path are no longer locked (the split paths still have locks for aliens). Other similar doors can now be bypassed by looking for a Warp Hole locked by GUN. You should be able to complete the Dark mission without any forced alien kills now.
 - The background platforms on the rails now have collision to stand on... if you can get over there!
 - Unique unused voices from GUN soldiers can now be heard in certain areas.
- Iron Jungle
 - The Egg Balloon no longer has invulnerability frames after each hit, but its health has been increased to compensate: 400 to 1100.
 - The Egg Balloon moves faster earlier in the stage.
 - Secret Door's weapons are now freely available.
- Space Gadget
 - Hero mission timer reduced from 5 minutes to 3 minutes.
 - The Hero and Normal missions now each have a separate goal ring. The Normal goal ring is the first one you'll see and is placed inside of the original Secret Door room, while the Hero goal ring is at the end of the stage. You must still reach the Hero goal ring before time runs out, or else it will act as a Normal goal.
 - 2 Red Rings adjusted.
 - The introduction sequence is now shorter. You can also finish the sequence faster if you Light Dash at just the right time...
 - You can Light Dash during the long fall between Save Points 1 and 2.
 - A Dark route camera has been fixed from rotating the screen by 90 degrees at the wrong times.
 - The upside-down gravity section leading inside the ARK on the Hero route now has some extended ring lines to help players avoid a bug where landing on a slope causes Shadow to turn around 180 degrees.
 - The final grind rail now has a Dash Ring to help players snap to it after flipping gravity.
 - Removed a duplicate gravity flipping device in the final section that was causing the sound effect to be twice as loud as normal.
- Lost Impact

- Hero objective: 35/35 to 30/36.
- 1 Red Ring adjusted.
- Secret Door's vehicle is now freely available... if you care to use it.
- The GUN Lifts all move at the faster Expert speed.
- All of the elevators have been sped up and synchronized for minimal wait time.
- Elevator switches have been moved closer to the elevator platform, allowing Shadow to activate them by punching or Spin Dashing against them without needing to get out of the elevator.
- Maria's voice lines regarding the location of Artificial Chaos should now be more accurate if you miss any.
- Edited Chaos Control to not go backwards in a certain section.
- Removed generic voice lines from the GUN Soldiers' voice line pool referencing "black aliens", which don't make sense chronologically.
- GUN Fortress
 - 4 Red Rings adjusted.
 - Secret Door's alternate route is now... secret!
 - The blue laser walls now damage Shadow if he touches them.
 - The security camera turrets now continuously aim and fire when triggered, instead of stopping and firing for only a second.
 - The upper routes above the Mother Computers are now less empty; laser traps and additional enemies were added.
- Black Comet
 - Dark objective: 50/53 to 48/53.
 - 2 Red Rings adjusted.
 - Secret Door's side rooms are now freely available.
 - Fixed a camera that would get stuck looking down if the camera was manually controlled before boarding a saucer at Save Point 3.
- Lava Shelter
 - All 5 Red Rings adjusted.
 - Secret Door's alternate route is now freely available, if you notice it.
 - Eggman's voice is now filtered.
- Cosmic Fall
 - Dark/Hero mission timer reduced from 15 minutes to 6.5 minutes.
 - 1 Red Ring adjusted.
 - Secret Door's room is now locked, and must be opened by another method. It now holds different objects.
 - Shadow should now always auto-run forward at the start of the stage, instead of sometimes failing when restarting.
 - The invisible platform immediately after the first Coaster ride is now visible.
 - There is a new, faster route through the second outdoor section. The Hero Core allowing an easy skip was removed.

- There is a new, faster route through the third outdoor section. The original Secret Door's ring lines allowing an easy skip were removed.
- The camera angle for the final rocket ride to the computer room has been changed, as it originally had some rapid flashing due to its placement.
- Final Haunt
 - 3 Red Rings adjusted.
 - Secret Door's turrets are now freely available.
 - To visually differentiate Black Comet from Final Haunt, Final Haunt now has a blue visual theme.
 - Fixed a bug where Chaos Control would go down the wrong route when used near the shield switches.
- The Last Way
 - Now uses a ranking screen when completed, as with other stages.
 - Secret Door's Warp Hole shortcut removed.
 - Black Arms Gunships now rapid-fire in certain sections. "Look out! It's a black alien gunship! Run!"
 - Most dead ends that require Chaos Control to escape now have more enemies.
- Devil Doom
 - Now uses a ranking screen when completed, as with other stages.
 - The "tutorial" hint voice lines for this stage are much fewer, and the voices only take about 5 minutes to exhaust instead of 10 minutes.
 - Ring balloons stop spawning at 4 minutes instead of 10 minutes.
 - Super Shadow's Chaos Spear charge sound is now much quieter, as it was overpowering other sounds.