

Functionality Modifications / Corrections

- Modification of the RANKED MATCH specifications.
- * Addition of an "Opponent Strength" option (possibility to switch ON/OFF if a player matches with another player on the same rank).

- Addition of a "Regions" option to the host side in RANKED MATCH and FREE MATCH.
- * Regions: change the matching areas between your area only or worldwide.

- Improved visualization (=icons) for players who often disconnect during online matches ("rage quits").

- Hardening of penalties for "rage quit" type players.
(= rage quitters will have more difficulties to connect with standard players)

- After a battle with "Wait in Training Mode" in RANKED MATCH, the screen now returns to this mode.

- Settings for lobbies' "Voice Chat ON / OFF" option / feature can now be saved.

- Correction of the member select order in PARTY BATTLE.

- Correction / modification of minor Online Mode related issues.

- Training Mode's pause menu settings can now be saved.

- Progress in Mission's Trials can now be saved.

Addition of a "Touch pad functions" option in order to switch the touch pad functionality ON/OFF.

- A certain trophy did not unlock when its conditions were cleared with Classic Kyo, Nightmare Geese or the same team even times (e.g. twice, 4 times) is now fixed. For those who have already encountered this issue, if you have already cleared all the conditions with all teams, the trophy will now be unlocked if you play with any team once again).

- Certain trophies attributing a "FIGHT BONUS" which did not unlock after collecting all items in the Gallery have now been fixed.

- Control issues occurring at the member select screen have been fixed.

- Correction of a few other minor issues.

Major changes, Adjustments, and Bug fixes

► General

- The "Fuzzy guard" (= describes a state where a crouching character can be hit as a standing character after switching from a standing to a crouching guard state) issue has been fixed.
- The throw invincibility after a forward / backward "Emergency Evasion" roll has been removed.
- The throw invincibility on specific characters after a jump recovery has been removed.
- The issue about the minimum distance required to enter in guard motion against specific attacks has been fixed.
- The command input issue on certain characters' forward / backward "Emergency Evasion" rolls has been fixed.
- The input frame on ↓↘→↓↘→, and ↓↙←↓↙← type commands has been shortened.
- ←↙↓↘→←↙↓↘→, and →↘↓↙←→↘↓↙← type commands can now be entered more easily.
- Inputs on the directional buttons are now prioritized when the directional buttons and the left stick are pressed simultaneously.

► Character changelog

KYO KUSANAGI

Balanced moves	Description
Wake up	The 1 frame delay until any action can be possible has been adjusted.
Jump Blow Back	The active time has been extended.
Normal / High Jump Light Kick	The light punch hit sound has been replaced with the correct sound.
127 Shiki • Yanosabi	The hitback distance at hit / guard has been shortened.

BENIMARU NIKAIDO

Balanced moves	Description
Close Light Kick	The hitbox size has been increased.

GORO DAIMON

Balanced moves	Description
Zujou-Barai (cancel ver.)	Damage, stun, and guard crush values have been reduced.
Tenchi-Gaeshi	The command input frame issue has been fixed.
Chou Oosoto-Gari (EX ver.)	Opponents can no longer enter in guard motion against this special move.
Kumo-Tsukami Nage (EX ver.)	The damage value has been reduced.
Jiraishin (EX ver.)	The opponent's behaviour at hit has been changed. The damage value has been reduced.

RYO SAKAZAKI

Balanced moves	Description
Far Heavy Kick	The hitbox size has been increased downward.
Kohou (light ver.)	The time frame an opponent knocked down to the ground can be hit with an attack (OTG attack) has been increased.
Kohou (heavy ver.)	The opponent's behaviour at the 1st hit has been changed.
Ko-Ou Ken (light ver.)	The hitbox size has been increased forward.
Hien Shippuu Kyaku (heavy ver.)	The opponent's behaviour when hitting an opponent knocked down to the ground has been fixed.

ROBERT GARCIA

Balanced moves	Description
Close Heavy Kick	Damage, stun, and guard crush values have been reduced.
Far Heavy Kick	The hitbox edges have been shortened.
Ryuuga (heavy ver.)	The strike invincibility has been reduced.
Ryuu-Geki Ken	The hitbox size has been shortened.
Ryuu-Geki Ken (EX ver.)	The hitbox size has been shortened.
Hien Senpuu Kyaku (EX ver.)	The damage value has been reduced.
Ryuuko Ranbu (MAX ver.)	The damage value has been reduced.

YURI SAKAZAKI

Balanced moves	Description
Far Light Punch	The hitbox size has been shortened.
Far Light Kick	The hitbox size has been shortened.
Crouching Heavy Punch	The hitbox size has been shortened.
Enyoku (cancel ver.)	Has been changed to a high attack after canceling from a far light kick attack.
Yuri Raijin Kyaku	The hitbox size has been shortened. The recovery time after landing from a jump has been extended.
Houyoku	The time frame to input Yuri Raijinkyaku has been delayed.
Houyoku → Yuri Raijin Kyaku	The hitbox size has been shortened. The recovery time after landing from a jump has been extended.
Saiha	Recovery at hit is now possible.
Hyakuretsu Binta	Recovery after confirmation is now impossible.
Chou Saiha (Kyokugenryu • Raiha) (MAX ver.)	The overall recovery time at hit has been reduced.

TERRY BOGARD

Balanced moves	Description
Far Heavy Kick	The horizontal hitbox size has been reduced. The root's hitbox size has been increased.
Burning Knuckle (light ver.)	The overall recovery time has been increased.
Power Wave and Buster Wolf (EX ver.) simultaneous hit issue has been fixed.	
Power Wave's command input priority after a Rising Tackle has been increased.	

ANDY BOGARD

Balanced moves	Description
Hirate Uchi	The startup frames have been delayed. The upper body invincibility has been reduced.
Shouryuu Dan (light ver.)	The hurtbox size has been increased.
Hishou Ken	The hitbox size has been shortened.

JOE HIGASHI

Balanced moves	Description
Close Heavy Kick	The opponent's behaviour when hitting when hitting an opponent knocked down to the ground has been adjusted.
High Kick	The hitbox size has been increased.
Bakuretsuken	The hitbox size has been increased.
Tiger Kick (light ver.)	The damage value has been increased.
Tiger Kick (heavy ver.)	The invincibility has been increased. The hitbox size has been increased.
Hurricane Upper (EX ver.)	Damage, and stun values have been reduced.
Damage behaviour issues have been fixed.	

LEONA HEIDERN

Balanced moves	Description
Close Heavy Kick	Hitback at hit / guard in stage corners.
Far Heavy Kick	The hitbox size has been shortened.
Short / Medium Jump Heavy Punch	The startup frames have been delayed. The hitbox size has been shortened.

Strike Arch (cancel ver.)	Behaviour when hitting an opponent in the air has been adjusted.
Earring Bomb	The hitbox size has been shortened.
Earring Bomb (EX ver.)	The hitbox size has been shortened.
Grand Saber (heavy ver.)	The overall recovery time has been increased.
X-Calibur (light ver.)	The hitback distance at hit / guard has been reduced.
V-Slasher	The damage value has been reduced.
V-Slasher (MAX ver.)	The invincibility has been increased. The damage value has been reduced. Can be now activated during backstep motions.

RALF JONES

Balanced moves	Description
Jump Blow Back	The active time has been increased.
Far Heavy Punch	The overall recovery time has been increased. The hurtbox size has been increased.
Ralf Impact	The missing strike hitbox has been added.
Ralf Impact (EX ver.)	The attack startup time has been set earlier. The rebounding distance at hit has been increased.
Galactica Phantom	The "screen trembling" issue happening when getting damage during the charge motion has been fixed.
Bareback Vulcan Punch (MAX ver.)	The damage value has been reduced.

CLARK STILL

Balanced moves	Description
Close Light Kick	Can now be canceled from Special Moves.
Death Lake Driver	The issue in which air grabs whiffed when a strong kick input was entered 1 frame after a grab confirmation has been fixed.
Gatling Attack (heavy ver.)	The overall recovery time has been reduced.
Mount Tackle (EX ver.)	The hitbox size has been increased. A special follow attack box has been added.
Mount Tackle's command input priority after a Gatling Attack has been increased.	

IORI YAGAMI

Balanced moves	Description
Jump Blow Back	The active time has been extended.
100 Shiki • Oniyaki (light ver.)	The time frame allowing to add an attack has been reduced.
127 Shiki • Aoibana (EX ver.)	The time frame allowing to add an attack after the 1st hit has been increased. Attack follow ups are now limited at the 3rd hit.

MATURE

Balanced moves	Description
Death Blow	The hurtbox on the damaged side has been removed.
Ebony Tears	The damage value has been increased
Ebony Tears (EX ver.)	The projectile speed has been increased. Damage, and guard crush values have been reduced.
Despair (EX ver.)	The invincibility has been reduced. The damage value has been reduced.
Deathrow	The damage value has been reduced.
Deathrow (EX ver.)	The command input frame issue has been fixed.
Metal Massacre (EX ver.)	The opponent's behaviour when hitting an opponent knocked down to the ground has been adjusted. MAX Mode gauges are now properly consumed at activation.
Nocturnal Rites (MAX ver.)	There's no more "Camera zoom" effect occurring after the 4th hit.

VICE

Balanced moves	Description
Crouching Heavy Punch	The hitbox size has been increased.
Crouching Heavy Kick	The hitbox size has been increased.
Deicide (EX ver.)	Attack follow ups are now limited.
Overkill	The damage value has been increased.
Negative Gain (MAX ver.)	The damage value has been increased.
Obscura	The damage value has been increased.

KIM

Balanced moves	Description
Hienzan (EX ver.)	The invincibility has been increased.
Hangetsuzan (EX ver.)	Damage, and guard crush values have been reduced.
Air Houou Kyaku	The damage value has been reduced.
Houou Kyaku (MAX ver.)	The damage value has been reduced.
Air Houou Kyaku (MAX ver.)	The damage value has been reduced.

GANG-IL

Balanced moves	Description
Far Light Punch	The hitbox size has been increased.
Far Light Kick	Can now be canceled from Special Moves.
Far Heavy Kick	The hitbox size has been increased.
Crouching Low Kick	The startup time has been set faster.
Jump Heavy Kick	The active time has been increased. The hitbox size has been increased.
High Angle Naeryo Chagi	Crouching opponents cannot be crossed up anymore.
Hienzan	The damage value has been increased
Hienzan (MAX ver.)	The damage value has been increased

LUONG

Balanced moves	Description
Geki (light ver.)	The overall recovery time has been increased. The hitbox's root size has been increased.

ATHENA ASAMIYA

Balanced moves	Description
Far Heavy Kick	The hitbox size has been increased.
Phoenix Bomb (Air)	Hitback has been added when the later part of the attack active frames hits or the move is blocked.
Psycho Ball Attack	The hitbox size has been shortened.
Super Psychic Throw	The invincibility has been reduced.

Psycho Reflector	The opponent's behaviour when hitting a crouching opponent has been fixed.
Psycho Reflector (EX ver.)	The opponent's behaviour when hitting a crouching opponent has been fixed.
Psycho Sword (EX ver.)	The damage value has been reduced.
Crystal Shoot(Air) (heavy ver.)	"Shining Crystal Bit" can no be longer canceled from this special move.
Shining Crystal Bit (MAX ver.)	The damage value has been reduced.

SIE KENSOU

Balanced moves	Description
Close Heavy Punch	Damage reduction has now been added at hit confirm.
Crouching Light Kick	Changes in the cancel input window.
Crouching Heavy Punch	The opponent's behaviour when hitting an opponent knocked down to the ground has been adjusted.
Kobokushu	The hitbox size has been increased.
Choukyuu Dan	The hitbox size has been shortened.
Choukyuu Dan (EX ver.)	The hitbox has been shortened.
Senkyuu-Tai (EX ver.)	The 2nd hit's hitbox has been increased.

CHIN GENTSAI

Balanced moves	Description
Close Light Punch	Can now be canceled with special moves.
Tetsuzankou (heavy ver.)	The damage value has been reduced.

XANADU

Balanced moves	Description
Far Heavy Punch	The hitbox size has been increased.
Crouching Light Kick	The hurtbox size has been reduced.
Crouching Heavy Kick	Can now be canceled with special moves.
Jump Blow Back	The hitbox size has been increased.

Finding	The projectile invincibility box size has been increased.
The • Rapture	The hitbox size has been increased.
The • Rapture (EX ver.)	The hitbox size has been increased.

CHANG KOEHAN

Balanced moves	Description
Far Light Punch	The hitbox size has been increased.
Far Heavy Punch	Behaviour when hitting an opponent knocked down to the ground has been adjusted. Can now be canceled with Super Special Moves.
Crouching Light Punch	The startup time has been set earlier. The hitbox size has been increased. Changes in the cancel input window.
Crouching Heavy Punch	The hitbox size has been increased. Changes to hit opponent's behaviour.
Hiki Nige	The damage value has been increased.
Tekkyuu Daikaiten	The damage value has been increased. The command input frame issue has been fixed.
Tekkyuu Daikaiten (EX ver.)	The damage value has been increased. Knocked down opponents can now be hit with OTG attacks.
Dai Hakai Nage	The throwing range has been increased.
Dai Hakai Nage (EX ver.)	The throwing range has been increased.
Tekkyuu Dai Assatsu (light ver.)	The damage value has been reduced. The overall recovery time has been reduced. Can no longer jump recover anymore after a hit.
Tekkyuu Dai Assatsu (heavy ver.)	The invincibility has been removed. The damage value has been reduced. Can no longer jump recover anymore after a hit.
Tekkyuu Dai Assatsu (MAX ver.)	The damage value has been reduced. Can no longer jump recover anymore after a hit.
Tekkyuu Dai Ousatsu	Behaviour when hitting an opponent in the air has been changed.

CHOI BOUNGE

Balanced moves	Description
Sankaku-Tobi	Changes in the flying distance and time.
Far Light Punch	The hitbox size has been increased. Can now be canceled with Super Special Moves.
Close Heavy Punch	The hitbox size has been increased.
Close Heavy Kick	Can now be canceled with Super Special Moves.
Crouching Light Punch	The hitbox size has been increased.
Crouching Heavy Punch	The hitbox size has been increased.
Mukuro Zuki	The hitbox size has been increased.
Hagewashi-Geri	The recovery time after jumps has been reduced. The hitbox size has been increased.
Tatsumaki Shippuzan (heavy ver.)	The invincibility has been increased.
Tatsumaki Shippuzan (EX ver.)	The invincibility has been increased.
Hishou Kuretsuzan	The overall recovery time while changing flying directions has been reduced. The hitbox size after "Shitotsu Bunki" has been increased. The active time after "Shitotsu Bunki" has been increased. The moving speed of "Shitotsu Bunki" has been increased. The throwable box that was missing on "Shitotsu Bunki" (downward) has been added. The issue nullifying the jump recovery time when touching the ground 1 frame after a downward "Shitotsu Bunki" move has been fixed.
Hishou Kuretsuzan (EX ver.)	The moving speed has been increased. The hitbox size has been increased. The hurtbox size has been reduced.
Senpuu Hien Shitotsu (EX ver.)	The overall recovery time has been reduced. The damage reduction at hit has been changed.
Shin! Chouzetsu Tatsumaki Shinkuzan	The invincibility has been increased. Changes to hit opponent's behaviour.
Shin! Chouzetsu Tatsumaki Shinkuzan (MAX ver.)	The invincibility has been increased. The hurtbox size has been reduced.

K'

Balanced moves	Description
Jump Heavy Punch	The hitbox size has been shortened. The invincibility issue against aerial attacks has been fixed.
Minute Spike (EX ver.)	Damage, and guard crush values have been reduced.
Narrow Spike	The overall recovery time has been increased. The time allowed to follow up with another attack has been reduced.
Narrow Spike (EX ver.)	Damage, and guard crush values have been reduced.
Ein Trigger	No meter is added anymore. The hitbox remaining a while before a follow up attack has been fixed.
Second Shoot	Second Shoot is no longer nullified after being hit by the opponent.
Second Shell	The hitbox size has been shortened. The amount of power meter added at activation has been adjusted.
Second Knuckle	The amount of power meter added at activation has been adjusted.
Ein Trigger (EX ver.)	The startup time has been set earlier. The hitbox remaining for a while after a follow up attack has been removed.
Second Shoot (EX ver.)	Second Shoot is no longer nullified after being hit by the opponent.
Second Shoot (EX ver.)	The hitbox size has been shortened.

KULA DIAMOND

Balanced moves	Description
MAX Mode activation	Her missing throwable box has been added.
Far Light Kick	The hitbox size has been increased.
Ray Spin (heavy ver.)	The damage value has been increased.
Ray Spin (Stand)(EX ver.)	Can no longer be canceled from a normal or high jump.
Counter Shell	The hitbox size has been increased.
Diamond Edge	The damage value has been reduced.

MAXIMA

Balanced moves	Description
Guard Cancel Blow Back	Is now invincible to opponent grabs.
Short / Medium Jump Heavy Punch	The active frames have been shortened.

M-9 Maxima Missile (Prototype)	The hitbox size has been shortened.
M-4 Vapor Cannon	Opponent's behaviour during a counter hit has been adjusted.
Air • M-4 Vapor Cannon (EX ver.)	Has been changed into an overhead attack.

GEESE HOWARD

Balanced moves	Description
Far Heavy Kick	The hitbox size has been increased.
Short / Medium Jump Heavy Punch	The hitbox size of the 3rd and 4th hits has been shortened. The active frames of the 3rd and 4th hits has been reduced.
Fudou Ken (light ver.)	The hitbox size has been increased.

BILLY KANE

Balanced moves	Description
Boutakatobi-Geri	Changed into a high attack.
Kyoushuu Hishou Kon (light ver.)	The time allowed to add another attack has been increased.
Kyoushuu Hishou Kon (EX ver.)	The issue that was changing the landing behaviour to another behaviour when the 1st hit didn't confirm has been fixed.

HEIN

Balanced moves	Description
Knight	Can now hit crouching opponents.
Knight (EX ver.)	Can now hit crouching opponents.
Queen	Climax Cancel can now be activated from the 8th hit.
Queen (MAX ver.)	Climax Cancel can now be activated from the 13th hit.

KING

Balanced moves	Description
Far Heavy Kick	The hitbox size has been shortened.
Jump Heavy Kick	The hitbox size has been shortened.
Sliding	The hurtbox size has been increased.
Venom Strike	The hitbox size has been shortened.
Venom Strike (EX ver.)	The hitbox size has been shortened.
Surprise Rose (MAX ver.)	Can now be canceled into her Climax Move at the 18th hit.

MAI SHIRANUI

Balanced moves	Description
Sankaku-Tobi	The flying distance and time have been adjusted.
Far Light Kick	The hitbox size has been shortened. The overall recovery time has been increased.
Jump Heavy Punch	The active frames has been reduced.
Kagerou no Mai (MAX ver.)	The issue increasing the number of hits when super canceling into Kagerou no Mai (MAX ver.) has been fixed.

ALICE

Balanced moves	Description
Crouching Light Kick	Can now be canceled with special moves.
Garnet Spin	The behaviour when hitting an opponent in the air has been adjusted.
Wolf Combination	The command input issue has been fixed.

NAKORURU

Balanced moves	Description
Sankaku-Tobi	The flying distance and time have been adjusted.
Crouching Heavy Punch	The hitbox size has been shortened. The active frames have been reduced.
Jump Heavy Kick	The hitbox size has been shortened.
Amube Yatoro	The resistance to opponent's projectiles has been adjusted.
Amube Yatoro (EX ver.)	The resistance to opponent's projectiles has been adjusted.

Clinging to Mamahaha	The invincibility has been reduced. The hurtbox size when on Mamahaha has been increased. The amount of time Nakoruru can be hanging on Mamahaha has been shortened.
Kamui Mutsube	The recovery time at landing has been increased.
Irusuka Yatoro Rimuse	The resistance to opponent's projectiles has been adjusted.
Irusuka Yatoro Rimuse (MAX ver.)	The resistance to opponent's projectiles has been adjusted.

LOVE HEART

Balanced moves	Description
Crouching Heavy Punch	The hitbox size has been shortened. The hurtbox size has been increased. The overall recovery time has been increased.
Jump Blow Back	The hitbox size has been shortened. The active time has been increased.
Peace Slash (heavy ver.)	The damage value has been reduced. The 2nd hit has been changed into a high attack.
Elision Wave	The damage value has been reduced.
Elision Wave (MAX ver.)	The damage value has been reduced.

MUIMUI

Balanced moves	Description
Backward Emergency Evasion	The aerial hitbox size issue has been fixed.
Far Heavy Kick	The hitbox size has been increased. The overall recovery time has been increased.
Crouching Heavy Punch	The missing collision box has been added.
Nouten Kudaki	Startup frames have been delayed. Has been changed into an overhead attack.
Ryusenshu	The damage value has been increased. The hitbox size has been increased.
Enten-Gouryuha (including MAX ver.)	The aerial hitbox during the landing recovery frames has been removed.

RAMON

Balanced moves	Description
Sankaku-Tobi	The flying distance and time have been adjusted.
Crouching Light Kick	Can now be canceled into standing / crouching light punch.
Crouching Heavy Punch	The attack startup time has been set earlier. The overall recovery time has been reduced.
Head Butt	Opponents can now be stunned after a hit.
Tiger Neck Chancery (EX ver.)	The overall recovery time has been increased.
Bird of Paradise	Opponents can now be stunned after a hit.

ANGEL

Balanced moves	Description
Far Light Kick	The hitbox size has been increased.
Far Heavy Kick	The hitbox size has been increased.
Unchain • Blow (heavy ver.)	The overall recovery time has been reduced. Doesn't hit back after hit or guard.
Finish • Neck Cutter	Can now be confirmed on crouching opponents.
Circle • High	The hitstun time has been reduced.
Circle • Feint	Can now be Super canceled.

KING OF DINOSAURS

Balanced moves	Description
Ankylo Hammer (heavy ver.)	Limitation of the OTG patterns to opponents knocked to the ground.
Giga Compy	The damage value has been reduced.
Dinner of Dinosaur	The hitbox size has been increased.
Dinner of Dinosaur (MAX ver.)	The hitbox size has been increased. The active time has been increased.

SHUN'EI

Balanced moves	Description
Dash	The startup frames have been reduced.
Specter Extension (MAX ver.)	The damage value has been reduced.
Gaianic Burst (MAX ver.)	The damage value has been increased

TUNG FU RUE

Balanced moves	Description
Far Heavy Punch	The hitbox size has been increased.
Crouching Heavy Punch	The hitbox size has been increased. The opponent's behaviour when hitting a crouching opponent has been fixed.
Jump Heavy Punch	The hitbox size has been increased. The active time has been increased.
Ukouryuu	The hitbox size has been increased. The hitback distance during guard has been reduced.
Ressen Kyaku	The throw range has been increased.
Air • Senpuu Ken	The recovery time after landing from a jump has been extended.
Sensippo	The overall recovery time has been reduced.
Shou Ha	The hitbox size has been increased.
Shou Ha (EX ver.)	The hitbox size has been increased.
Dai Geki Hou	The time allowed to follow up with another attack has been reduced. Advance & Climax Cancel input timings have been adjusted.
Senpuu Gou Ken	The hitbox size has been increased.
Senpuu Gou Ken (MAX ver.)	The damage value has been increased

MEITENKUN

Balanced moves	Description
Far Heavy Kick	The hitbox size has been increased.
Nezou Rangeki	Damage, stun, and guard crush values have been reduced. Changes to the opponent's behaviour at hit.
Geki Hou	The amount of power gauge added has been reduced.

ZARINA

Balanced moves	Description
Peduncle Pruning (EX ver.)	Only hits opponents in the air and during hitstun.
Growing flower (EX ver.)	The collision box size has been reduced.

BANDEIRAS HATTORI

Balanced moves	Description
Sankaku-Tobi	The flying distance and time have been adjusted.
Crouching Light Punch	Changes in the cancel input window.
Jump Light Punch	The hitbox size has been increased.
Jump Light Kick	The hitbox size has been increased.
Jump Heavy Punch	The startup time has been set earlier.
Jump Heavy Kick	The hitbox size has been increased.
Kabutowari (cancel ver.)	The hitbox size has been increased.

NELSON

Balanced moves	Description
Far Light Kick	The hitbox size has been increased upward.
Far Heavy Kick	The hitbox size has been increased downward.
Crouching Light Kick	Can now be canceled with Special Moves.
I found an opening!	The damage value has been increased.
Reap!	Damage, and guard crush values have been increased.
Lay down!	Damage, and guard crush values have been increased.
It's over!	Damage, stun, and guard crush values have been increased.
Wrench open!	The startup time has been set earlier. The overall recovery time has been reduced.
A step into victory! (heavy ver.)	The strike invincibility has been increased. Command moves can now be canceled earlier.
A step into victory! (EX ver.)	The invincibility has been increased.

SYLVIE PAULA PAULA

Balanced moves	Description
Far Light Punch	The hitbox size has been increased.
Far Heavy Punch	The hitbox size has been increased.
Stret-Chon!	The hitbox size has been increased. Changes to hit opponent's behaviour.
Guillo-Ton! (cancel ver.)	Can now be canceled from Special Moves.
Dischar-Jing!	The damage value has been increased
Paula Experiment	The recovery time when landing from a jump has been increased.
Paula Experiment (MAX ver.)	The recovery time when landing from a jump has been increased.
Magneto-Trapo! (MAX ver.)	A special follow attack box has been added.

KUKRI

Balanced moves	Description
Far Heavy Kick	Quick MAX Mode can no longer be activated after hit confirmation or during guard
Fussa Ken	The hitbox size has been increased.
Genei Sajin	The amount of power meter attributed when activated has been increased. The projectile resistance value has been adjusted.
Genei Sajin (EX ver.)	The missing projectile nullification box has been added.

MIAN

Balanced moves	Description
Bienkyu (Air)	The invincibility has been removed.
Bienkyu (Attack 1, Attack 2, Attack 3, Attack 4)	The hitbox size has been shortened. The amount of power meter attributed after activation has been reduced.
Hiren Enbu	The invincibility has been increased.
Hiren Enbu (MAX ver.)	The invincibility has been increased. The hitbox size has been increased.

ANTONOV

Balanced moves	Description
Close Heavy Punch	The startup time has been set earlier.
Vertical Macho (EX ver.)	Changes to the opponent's behaviour at the 4th hit.
Gigantic Back (EX ver.)	Changes to the opponent's behaviour.

VERSE

Balanced moves	Description
Far Light Punch	The hitbox size has been shortened.
Far Heavy Kick	The guard point's active time has been shortened.
Crouching Heavy Punch	Damage, and stun values have been reduced.
Giga Power Bomb	The "throw tech" issue which was occurring at special timings after grab confirmation has been fixed.
Stray Hand	The hitbox size has been shortened.
Darkness Collision (light ver.)	The hurtbox size has been increased.
Stray Scaffold	The overall recovery time has been increased.
Stray Scaffold (EX ver.)	The overall recovery time has been increased.
Grudge Dimension	The throw invincibility has been increased.