

Functionality Modifications / Corrections

- The issue appearing in story mode after beating Antonov with specific teams has been fixed.
- Text issues during the tutorial have been fixed.
- Other minor bugs have been fixed.
- The acquisition of room information has been improved.
- The letters' position of « Entered » displayed while « Wait in training mode » in ranked match has been adjusted.
- Online functionalities have been improved.

Bug fixes

ROBERT GARCIA

Balanced moves	Description
Far Heavy Kick	The deviating hitbox issue when performing this move while pressing ←, → or else, has been fixed.
Gen-ei Kyaku	The missing Robert's hurtbox when hitting the opponent has been fixed.
Gen-ei Kyaku (EX Ver.)	The missing Robert's hurtbox when hitting the opponent has been fixed.

KIM

Balanced moves	Description
Hangetsuzan	The wrong position of Kim when the opponent blocks at a specific timing has been fixed.
Hangetsuzan (EX Ver.)	The wrong position of Kim when the opponent blocks at a specific timing has been fixed.

ATHENA ASAMIYA

Balanced moves	Description
Far Heavy Kick	The deviating hitbox issue when performing this move while pressing ←, → or else, has been fixed.







XANADU

Balanced moves	Description
Finding	The cancel version of "Finding" that didn't come out after canceling a Far Light Kick or a Crouching Heavy Kick has been fixed.

K'

Balanced moves	Description
Jump Blow Back	It is no longer possible to perform an « Air Minute Spike » when whiffing this move.
Heat Drive (MAX Ver.)	It is no longer possible to perform another « Heat drive » after loading a first one at specific timings.

NAKORURU

Balanced moves	Description
Yatoro Pokku	The command's input window has been softened. ( or  or  are now allowed).
Kamui Mutsube	The command's input window has been softened. ( or  or  are now allowed).



MUIMUI

Balanced moves	Description
Nouten Kudaki	The 1-frame-only input for canceling from a Close Heavy Punch has been fixed.
	The cancel version of "Nouten kudaki" that didn't come out after canceling a Crouching Heavy Kick has been fixed.

ANGEL

Balanced moves	Description
Finish • Neck Cutter	It is no longer possible to perform this move during the throw invincibility.

TUNG FU RUE

Balanced moves	Description
Far Heavy Punch	The deviating hitbox issue when performing this move while pressing  ,  or else, has been fixed.
Crouching Heavy Punch	The issue causing a standing opponent to be damaged as in a crouching state has been fixed.

ANTONOV

Balanced moves	Description
President Lift	It is no longer possible to escape from this move.