

## Functionality Modifications / Corrections

- Updated the SNK logo when launching the game.
- Improved training mode functionality: Added multiple recording slots, random play and REVERSAL recording & play.
- Improved training mode functionality: Added "limitless" setting for "1P Max Mode Gauge" and "2P Max Mode Gauge".
- During the 4th and 8th stages of the Story Mode, the opposing team will consist of at least one DLC character and one of the newly released stages will be selected.
- When an opponent is KO'd, the game will stop for a brief instant to highlight the KO.
- Video sharing and screenshot functions can now be used in all modes.
- Other minor bug fixes.
  
- Improved room searching functionality for Free Match.
- 6 player colors are now available in Party Battle.
- Adjusted the attribution of points for "Rank33".
- The process by which the system judges disconnection penalties has been adjusted to be stricter.
- Added a page-turning function for the selection of titles in MY PROFILE.
- Netcode improvements.

# Bug fixes

## ► General

- Unified all characters' movement speed after Quick Max activation.
- Removed throw invincibility that was present from the start of the guard until the opponent blocks.
- Fixed an issue where it was possible to perform a special attack by canceling the landing recovery after a jump without attacking.
- Adjusted characters' collision detection.
- Adjusted characters' stamina.

Character	Stamina	Character	Stamina	Character	Stamina	Character	Stamina	Character	Stamina	Character	Stamina
Kyo	1000	Leona	900	Geese	1050	Athena	900	Ramon	1000	Sylvie	1000
Benimaru	950	Ralf	1100	Billy	1000	Kensou	1000	Angel	1000	Kukri	1000
Daimon	1100	Clark	1050	Hein	1000	Chin	950	Dinosaurs	1100	Mian	950
Ryo	1050	Iori	1000	King	950	Xanadu	1100	Shun'ei	1000	Antonov	1100
Robert	950	Mature	950	Mai	900	Chang	1200	Tung	1000	Verse	950
Yuri	950	Vice	1000	Alice	1000	Choi	950	Meitenkun	950	Rock	1000
Terry	1000	K'	950	Kim	950	Nakoruru	900	Zarina	950	Yamazaki	1050
Andy	950	Kula	900	Gang-Il	1000	Muimui	1000	Bandeiras	1000	Vanessa	950
Joe	1000	Maxima	1100	Luong	950	Love	950	Nelson	1050	Whip	1000

## ► Characters changelog

### KYO KUSANAGI

Balanced move	Description
<b>Crouching Light Kick</b>	Extended overall recovery frames. Delayed start-up frames.
<b>Naraku Otoshi</b>	Active frames start faster.
<b>100 Shiki • Oniyaki (Heavy ver.)</b>	Fixed damage value on the 1st hit. Reduced guard crush value. Adjusted behavior when hitting the opponent on the ground.
<b>R.E.D. Kick (EX ver.)</b>	Active frames start faster.

124 Shiki • Munotsuchi	Shortened overall recovery frames. Active frames start faster.
427 Shiki • Hikigane	Adjusted the opponent's behavior on hit.
212 Shiki • Kototsuki Yo	Shortened overall recovery frames after confirmation.

## BENIMARU NIKAIDO

Balanced move	Description
Jackknife Kick	Limited attack follow-ups.
Benimaru Collider	Extended overall recovery frames. Reduced damage. Increased power meter gain.
Benimaru Collider (EX ver.)	Reduced damage. Added damage decay. Reduced throw range.
Rai-Kou Ken (Heavy ver.)	Reduced hurtbox.
Benimaru Rising Shot (Max ver.)	Increased damage.

## GORO DAIMON

Balanced move	Description
Close Heavy Kick	Changed into a low attack.
Jiraishin	Can no longer be blocked by a low counter (Gedan Uke, etc..).
Jiraishin (EX ver.)	Can no longer be blocked by a low counter (Gedan Uke, etc..).

## RYO SAKAZAKI

Balanced move	Description
Close Heavy Punch	Expanded hitbox.
Crouching Heavy Punch	Expanded hitbox.
Jyoudan Uke	Power meter now fills up when confirmed.
Gedan Uke	Power meter now fills up when confirmed.
Zanretsuken (Light ver.)	Added time to follow-up with another attack.

Zanretsuken (EX ver.)	Added a special follow-up attack box.
Ryuuko Ranbu	Added invincibility. Reduced hurtbox.

## ROBERT GARCIA

Balanced move	Description
Far Light Kick	Delayed start-up frames. Reduced hitbox.
Ryuu-Geki Ken	Extended overall recovery frames. Expanded hurtbox.
Ryuuga (Heavy ver.)	Reduced hitbox.
Ryuuko Ranbu	Added invincibility.

## YURI SAKAZAKI

Balanced move	Description
Hyakuretsu Binta	Reduced power meter gain.
Raiou Ken (Light ver.)	Reduced hitbox.

## TERRY BOGARD

Balanced move	Description
Power Wave (Heavy ver.)	Increased projectile speed.
Burning Knuckle (Light ver.)	Adjusted the opponent's behavior on hit.
Burning Knuckle (EX ver.)	Reduced hurtbox.
Buster Wolf (Max ver.)	Increased damage.

## ANDY BOGARD

Balanced move	Description
Crouching Heavy Punch	Expanded hitbox. Shortened active frames.
Hishou Ken	Extended overall recovery frames. Delayed start-up frames.

<b>Hishou Ken (EX ver.)</b>	Increased projectile durability.
<b>Chou Reppa Dan</b>	Reduced hurtbox.
<b>Chou Reppa Dan (Max ver.)</b>	Reduced hurtbox.

## JOE HIGASHI

Balanced move	Description
<b>Ougon no Kakato (EX ver.)</b>	Reduced hurtbox.
<b>Screw Upper</b>	Reduced hurtbox.
<b>Screw Upper (Max ver.)</b>	Added invincibility. Reduced hurtbox.
<b>Baku-Sla Golden Tiger</b>	Reduced hurtbox.
<b>Baku-Sla Golden Tiger (Max ver.)</b>	Added invincibility. Reduced hurtbox.

## LEONA HEIDERN

Balanced move	Description
<b>Far Light Punch</b>	Extended overall recovery frames. Reduced hitbox.
<b>Far Heavy Punch</b>	Extended overall recovery frames. Reduced hitbox. Expanded hurtbox.
<b>Crouching Heavy Kick</b>	Expanded hurtbox.
<b>Jumping Heavy Punch</b>	Expanded hurtbox.
<b>Jumping Heavy Kick</b>	Reduced hitbox. Delayed start-up frames. Shortened active frames.
<b>X-Calibur (Light ver.)</b>	Delayed start-up frames.
<b>Slash Saber</b>	Reduced damage.
<b>V-Slasher</b>	Added invincibility.
<b>V-Slasher (Max ver.)</b>	Added invincibility.
<b>Leona Blade</b>	Reduced damage.

## RALF JONES

Balanced move	Description
<b>Crouching Light Kick</b>	Can now be canceled into a Standing Light Punch or a Crouching Light Punch.
<b>Crouching Heavy Punch</b>	Expanded hitbox. Expanded hurtbox.
<b>Crouching Heavy Kick</b>	Expanded hitbox. Expanded hurtbox.
<b>Blowback Attack</b>	Expanded hitbox.
<b>Head Strike</b>	Shortened overall recovery frames after confirmation.
<b>Jet Upper</b>	Expanded hitbox.
<b>Ralf Impact (Light ver.)</b>	Expanded hitbox. Increased guard crush value.
<b>Ralf Impact (Heavy ver.)</b>	Expanded hitbox. Increased guard crush value. Adjusted the opponent's behavior during a counter hit.
<b>Ralf Impact (EX ver.)</b>	Increased guard crush value.
<b>Gatling Attack (EX ver.)</b>	Shortened overall recovery frames. Reduced hurtbox. Limited attack follow-ups.
<b>Dynamite Ralf Punch (EX ver.)</b>	Added invincibility.
<b>Ralf Super Phalanx</b>	Reduced damage.

## CLARK STILL

Balanced move	Description
<b>Step</b>	Reduced hurtbox.
<b>Far Heavy Kick</b>	Expanded hitbox.
<b>Gatling Attack (Light ver.)</b>	Shortened overall recovery frames.
<b>Super Argentine Backbreaker (Light ver.)</b>	Added invincibility. Added guard point. Reduced throw range.
<b>Flashing Elbow</b>	Can now be canceled into a Super Special Move.

<b>Ultra Argentine Backbreaker</b>	Reduced damage.
<b>Ultra Argentine Backbreaker (Max ver.)</b>	Reduced damage.
<b>Running Three</b>	Added invincibility.
<b>Running Three (Max ver.)</b>	Throw active frames start faster. Added invincibility.
<b>Ultra Clark Buster</b>	Increased damage.

## IORI YAGAMI

Balanced move	Description
<b>Far Heavy Kick</b>	Shortened Super Cancel input window.
<b>100 Shiki • Oniyaki (Heavy ver.)</b>	The 2nd hit can now be canceled into a Super Special Move.

## MATURE

Balanced move	Description
<b>Metal Massacre (EX ver.)</b>	Shortened active frames.
<b>Heaven's Gate</b>	Reduced damage.
<b>Nocturnal Rites</b>	Increased damage.
<b>Nocturnal Rites (Max ver.)</b>	Increased damage.

## VICE

Balanced move	Description
<b>Close Light Punch</b>	Expanded hitbox.
<b>Far Light Kick</b>	Reduced hitbox.
<b>Crouching Light Kick</b>	Can now be canceled into special moves.
<b>Negative Gain</b>	Increased damage.
<b>Negative Gain (Max ver.)</b>	Increased damage. Expanded Climax Cancel input window.
<b>Obscura</b>	Increased throw active frames.

## KIM

Balanced move	Description
Hienzan (Heavy ver.)	The 2nd and 3rd hits can now be canceled into a Super Special Move only on confirmation.
Hangetsuzan (EX ver.)	Extended overall recovery frames during guard.
Zero-Shiki Houou Kyaku	Added invincibility.

## GANG-IL

Balanced move	Description
Backstep	Shortened the movement distance.
Close Light Punch	Reduced hurtbox.
Far Light Punch	Expanded hitbox. Reduced hurtbox.
Jumping Heavy Punch	Reduced hurtbox.
Small & Medium Jumping Blowback Attack	Expanded hitbox.
High Angle Naeryo Chagi	Increased overall recovery frames.
Hangetsuzan	Reduced power meter gain when performing this move during a backstep.
Gekishin Kyaku	Can now hit opponents who have been knocked down (OTG).
Gekishin Kyaku (Max ver.)	Can now hit opponents who have been knocked down (OTG).
Houou Kyaku	Added invincibility against projectiles.

## LUONG

Balanced move	Description
Close Heavy Kick	Changed into a low attack.
Crouching Light Kick	Expanded hitbox.
Blowback Attack	Reduced hitbox.
Geki (EX ver.)	Shortened overall recovery frames on confirmation.

## ATHENA ASAMIYA

Balanced move	Description
Crouching Heavy Punch	Shortened active frames. Increased cancel input window.



## SIE KENSOU

Balanced move	Description
Kobokushu	Extended overall recovery frames. Delayed start-up frames.
Kosentai	Expanded hitbox.
Ryuusou-Geki (EX ver.)	Increased damage. Increased guard crush value. Can now be canceled into special moves on hit.
Senkyuu-Tai (EX ver.)	Reduced hurtbox. Enlarged guard point.
Shinryuu Seio Rekkyaku	Added invincibility.
Shinryuu • Choukyuudan (Max ver.)	Increased damage.

## CHIN GENTSAI

Balanced move	Description
Drinking (EX ver.)	Increased drink counter filling value on confirmation.
Gouran Ennhou	Added invincibility.

## XANADU

Balanced move	Description
Dash	Increased movement speed.
Jumping Heavy Punch	Active frames start faster.
Jumping Heavy Kick	Expanded hitbox backwards.
Jumping Blowback	Increased attack duration.
Dust Shoot	Shortened overall recovery frames on confirmation.
The • Sorrow	Increased movement speed.
The • Sorrow (EX ver.)	Increased movement speed.
The • Rage (EX ver.)	Expanded hitbox.
The • Distress (Max ver.)	Added invincibility.
The • Wisdom	Expanded throw range.

## CHANG KOEHAN

Balanced move	Description
Rush	Expanded hitbox on the 1st and 2nd hits.
Far Light Punch	Expanded hitbox. Can now be canceled into a Super Special Move.
Far Heavy Punch	Shortened overall recovery frames. Arm and iron ball hitboxes are now split up. Expanded arm hitbox. Increased the iron ball damage value to a level higher than before adjustment. Increased the iron ball stun value. Increased the iron ball guard crush value.
Close Heavy Kick	Shortened overall recovery frames. Active frames start faster.
Far Heavy Kick	Can now be canceled into a Super Special Move.
Crouching Heavy Punch	Reduced hurtbox. Changed the opponent's behavior on hit.
Jumping Light Punch	Expanded hitbox. Expanded hurtbox.
Blowback Attack	Active frames start faster.
Jumping Blowback Attack	Expanded hitbox.
Hagan Geki	Shortened overall recovery frames on confirmation.
Tekkyuu Daikaiten	Increased damage. Increased stun.
Tekkyuu Daikaiten (EX ver.)	Increased damage. Can now draw the opponent on the ground during start-up frames.
Tekkyuu Funsai Geki (Light ver.)	Increased damage. Increased guard crush value.
Tekkyuu Funsai Geki (Heavy ver.)	Increased damage. Increased guard crush value. Expanded hitbox.
Tekkyuu Funsai Geki (EX ver.)	Increased damage on the 1st hit. Increased guard crush value on the 1st and 2nd hits.
Dai Hakai Nage (EX ver.)	Expanded throw range.
Tekkyuu Dai Bousou (Max ver.)	Active frames start faster.

## Choi Bounge

Balanced move	Description
Dash	Increased movement speed.
Small & Medium Jump	Reduced flight time.
Far Light Punch	Shortened overall recovery frames. Expanded hitbox.
Far Heavy Punch	Expanded hitbox.
Crouching Heavy Punch	Expanded hitbox.
Jumping Light Punch	Expanded hitbox.
Jumping Heavy Punch	Expanded hitbox.
Vertical Jumping Heavy Punch	Expanded hitbox.
Jumping Blowback Attack	Extended active frames.
Hagewashi-Geri	Reduced landing recovery on hit.
Mukuro Zuki	Increased stun. Increased guard crush value.
Tetsumaki Shippuzan (Light ver.)	Reduced hurtbox.
Tetsumaki Shippuzan (Heavy ver.)	Added invincibility. Reduced hurtbox.
Kyoushoo Shitotsu	Active frames start faster.
Kyoushoo Shitotsu (EX ver.)	Added invincibility. Active frames start faster. Increased damage.
Hishou Kuretsuzan (EX ver.)	Can now cross-up an opponent on the stage border. Reduced damage.
Senpuu Hien Shitotsu (EX ver.)	Expanded hitbox. Added invincibility against projectiles.
Shin! Chouzetsu Senpuu Hien Shitotsu	Increased damage.

## K'

Balanced move	Description
Jumping Heavy Kick	Reduced 1st active frame's hurtbox and hitbox.
Knee Assault	Active frames start faster.
Heat Drive	Reduced damage. Extended overall recovery frames.
Hyper Chain Drive	Added invincibility.

## KULA DIAMOND

Balanced move	Description
Far Light Kick	Reduced hitbox.
Close Heavy Punch	Fixed damage decay.
Far Heavy Punch	Extended overall recovery frames.
Crouching Light Kick	Expanded hurtbox.
Ray Spin (Light ver.)	Expanded hurtbox.
Counter Shell	Can now reflect all types of projectiles.
Counter Shell (EX ver.)	Can now reflect all types of projectiles.
Frozen Arena (Max ver.)	Added invincibility. Expanded hitbox.
Glacier Ridge	Added invincibility. Reduced hurtbox.

## MAXIMA

Balanced move	Description
Emergency Evasion (Forward&Backward)	Shortened the movement distance.
Air M-4 Vapor Cannon (EX ver.)	Changed the opponent's behavior on hit. Shortened landing recovery.
MX-III CIWS Launcher	Added invincibility. Reduced damage.

## GEESE HOWARD

Balanced move	Description
Close Heavy Kick	Reduced stun on the 1st hit. Reduced damage on the 2nd hit. Increased stun on the 2nd hit.
Crouching Light Kick	Can now be canceled into a Standing Light Punch or a Standing Light Kick.
Jumping Heavy Punch	Fixed damage decay.
Blowback Attack	Expanded hitbox.
Tendoh Kudaki (Cancel ver.)	Adjusted behavior when hitting an opponent in the air.
Shippuu Ken	Reduced hitbox.
Gedan Atemi	Fixed confirmation conditions. Removed the opponent's quick recovery.
Gedan Atemi (EX ver.)	Fixed confirmation conditions. Removed the opponent's quick recovery.
Fudou Ken (EX ver.)	Increased damage. Increased guard crush value.
Oni Hanmon	Fixed confirmation conditions.
Oni Hanmon (Max ver.)	Fixed confirmation conditions.
Raging Storm	Added invincibility.

## BILLY KANE

Balanced move	Description
Far Light Kick	Changed into a low attack.
Crouching Light Kick	Can now be canceled into Special Moves.
Jumping Heavy Punch	Expanded hitbox.
Sansetsu Kon Chuudan Uchi (EX ver.)	Expanded hitbox. Reduced hurtbox.
Chou Kaen Senpoo Kon	Reduced hurtbox.
Guren Sakkon	Reduced damage.
Sakkon • Dai Shounetsu	Added invincibility. Expanded hitbox. Extended active frames.

## HEIN

Balanced move	Description
Far Heavy Punch	Can now be canceled into a Super Special Move.
Close Heavy Kick	Changed into a low attack.
Crouching Heavy Punch	Expanded hitbox.
Bishop	Removed height limitation.
Knight (EX ver.)	Expanded throwable box.

## KING

Balanced move	Description
Far Heavy Kick	Reduced hitbox.
Sliding (Cancel ver.)	Can now be canceled only on hit or guard.
Venom Strike (EX ver.)	Expanded hitbox.
Surprise Rose	Reduced damage.
Surprise Rose (Max ver.)	Reduced damage.
Silent Flash	Added invincibility. Increased damage.
Silent Flash (Max ver.)	Adjusted behavior when hitting an opponent in the air.

## MAI SHIRANUI

Balanced move	Description
Far Light Kick	Expanded hurtbox.
Jumping Light Punch	Reduced hitbox. Reduced hurtbox.
Chou Hissatsu Shinobi-Bachi	Increased damage on the 1st hit.
Shiranui-Ryuu Ougi • Kunoichi (Air)	Now faces the opponent's direction upon activation.

## ALICE

Balanced move	Description
Crouching Light Kick	Expanded hitbox. Expanded hurtbox.
Jumping Heavy Kick	Expanded hitbox backwards.
Special Wolf Combination	Added invincibility.
Shadow Dunk	Changed the opponent's behavior on hit. Increased movement speed. Extended active frames. Added invincibility against projectiles.
Shadow Dunk (Max ver.)	Changed the opponent's behavior on hit. Increased movement speed. Extended active frames. Added invincibility. Added invincibility against projectiles.
Full Set Alice	Increased damage.

## NAKORURU

Balanced move	Description
Rera Mutsube (Heavy ver.)	Increased damage. Increased stun. Increased guard crush value.
Yatoro Pokku	Reduced meter added during attack. Removed guard damage.
Inepu • Ikashima • Wanpe • Chuie	Added invincibility.
Inepu • Ikashima • Wanpe • Chuie (Max ver.)	Added invincibility.

## LOVE HEART

Balanced move	Description
Far Light Kick	Expanded hitbox.
Rising Heart (Heavy)	Added invincibility.

<b>Sky Anchor (Rush ver.)</b>	Can no longer be followed by another attack.
<b>Sky Anchor (EX ver.)</b>	Added invincibility against projectiles.
<b>Elision Wave</b>	Reduced hurtbox.
<b>Elision Wave (Max ver.)</b>	Added invincibility. Reduced hurtbox.
<b>Sky Love Arrow</b>	Added invincibility.
<b>Sky Love Arrow (Max ver.)</b>	Added invincibility.
<b>Senkuu Buster Sword</b>	Added invincibility.

## MUIMUI

Balanced move	Description
<b>Small &amp; Medium Jump</b>	Reduced flight time.
<b>Crouching Light Kick</b>	Expanded hurtbox.
<b>Hien-Ryu Ken (Light)</b>	Reduced hurtbox.
<b>Hien-Ryu Ken (EX ver.)</b>	Reduced damage. Added damage decay.
<b>Enten-Gouryuha</b>	Added invincibility.
<b>Enten-Gouryuha (Max ver.)</b>	Added invincibility.

## RAMON

Balanced move	Description
<b>Far Heavy Kick</b>	Expanded hitbox.
<b>Crouching Heavy Kick</b>	Expanded hitbox.
<b>Rolling Sobat (Heavy ver.)</b>	Changed into an overhead attack. Delayed start-up frames.
<b>Tiger Neck Chancery</b>	Increased movement speed.
<b>Tiger Load (EX ver.)</b>	Added invincibility against projectiles when clinging on screen border. Changed the attack behavior on the headbutt. Increased damage. Increased guard crush value.
<b>Tiger Load (EX ver.) Cross Chop</b>	Added invincibility against projectiles. Extended the running distance.



## ANGEL

Balanced move	Description
Circle • Sobat	Changed into an overhead attack.
Finish • Straight	Shortened overall recovery frames.

## KING OF DINOSAURS

Balanced move	Description
Far Light Punch	Shortened overall recovery frames. Active frames start faster. Can now be canceled into a Super Special Move.z
Close Heavy Punch	Shortened overall recovery frames. Active frames start faster.
Far Heavy Punch	Expanded hitbox. Expanded hurtbox.
Far Heavy Kick	Can now be canceled into a Super Special Move.
Crouching Light Kick	Can now be canceled into a Super Special Move.
Jumping Heavy Punch	Extended active frames.
Jumping Blowback Attack	Extended active frames.
Zetsumetsu Hurricane (Heavy)	Added invincibility.
Zetsumetsu Hurricane (EX ver.)	Added invincibility.
Assault Raptor	Can now be confirmed on crouching opponents.
Assault Raptor (EX ver.)	Added invincibility against projectiles.
Super Zetsumetsu Hurricane	Added invincibility.
Super Zetsumetsu Hurricane (Max ver.)	Throw active frames start faster.

## SHUN'EI

Balanced move	Description
Far Light Punch	Shortened overall recovery frames.
Far Light Kick	Reduced hitbox. Reduced hurtbox.

<b>Close Heavy Punch</b>	Expanded hitbox.
<b>Close Heavy Kick</b>	Can now be canceled into Special Moves. Added damage decay.
<b>Blau Wing (EX ver.)</b>	Can now hit up to 3 times.
<b>Thruster Vision (EX ver.)</b>	Can now be followed by a “Blau Wing” .
<b>Gaianic Burst</b>	Reduced hurtbox.
<b>Gaianic Burst (Max ver.)</b>	Added invincibility. Expanded hitbox. Reduced hurtbox.
<b>Specter Extension</b>	Added invincibility. Reduced hurtbox.
<b>Specter Extension (Max ver.)</b>	Reduced damage. Added damage decay.

## TUNG FUE RUE

Balanced move	Description
<b>Dash</b>	Increased movement speed.
<b>Close Light Punch</b>	Expanded hitbox.
<b>Far Light Punch</b>	Expanded hitbox. Can now be canceled into a Super Special Move.
<b>Close Light Kick</b>	Expanded hitbox.
<b>Close Heavy Punch</b>	Expanded hitbox.
<b>Far Heavy Punch</b>	Reduced hurtbox.
<b>Far Heavy Kick</b>	Reduced hurtbox.
<b>Crouching Light Punch</b>	Shortened overall recovery frames. Expanded hitbox. Expanded hurtbox.
<b>Crouching Light Kick</b>	Can now be canceled into a Standing Light Kick.
<b>Jumping Light Punch</b>	Can now be canceled into Special Moves.
<b>Jumping Blowback</b>	Expanded hitbox.
<b>Shou Ha</b>	Expanded hitbox. Reduced hurtbox.

<b>Geki Hou</b>	Added projectile nullifying box.
<b>Geki Hou (EX ver.)</b>	Increased damage. Added projectile nullifying box.
<b>Senshippo (EX ver.)</b>	Added projectile nullifying box. Increased damage. Increased guard crush value.
<b>Air • Senpuu Ken</b>	Expanded hitbox.
<b>Air • Senpuu Ken (EX ver.)</b>	Expanded hitbox.
<b>Kyoku • Koureishin</b>	Expanded hurtbox. Increased damage. Reduced damage decay. Adjusted the number of hits.

## MEITENKUN

Balanced move	Description
<b>Far Light Punch</b>	Reduced hurtbox.
<b>Far Light Kick</b>	Reduced hurtbox.
<b>Crouching Light Kick</b>	Shortened overall recovery frames.
<b>Jumping Light Kick</b>	Expanded hitbox backwards.
<b>Jumping Blowback</b>	Expanded hitbox.
<b>Makura Bomb</b>	Shortened overall recovery frames on confirmation.
<b>Sen-Siss Hou</b>	Reduced hurtbox.
<b>Sen-Siss Hou (EX ver.)</b>	Added projectile nullifying box.
<b>Geki Hou</b>	Added invincibility. Reduced hurtbox.
<b>Geki Hou (EX ver.)</b>	Reduced hurtbox. Increased guard crush value.
<b>Hakuchuu Musou</b>	Added invincibility.
<b>Hakuchuu Musou (Max ver.)</b>	Added invincibility.

## NELSON

Balanced move	Description
<b>Medium Jump</b>	Shortened movement distance.
<b>Close Light Kick</b>	Shortened overall recovery frames. Expanded hitbox.
<b>Far Heavy Punch</b>	Expanded hitbox.
<b>Crouching Light Punch</b>	Shortened overall recovery frames.
<b>Crouching Heavy Punch</b>	Expanded hitbox. Reduced hurtbox.
<b>Jumping Heavy Punch</b>	Active frames start faster.
<b>Your belly!</b>	Expanded hitbox.
<b>Scoop out!</b>	Expanded hitbox.
<b>Down!</b>	Expanded hitbox.
<b>Wrench open!</b>	Delayed start-up frames. Expanded hitbox. Shortened overall recovery frames on guard crush confirmation.
<b>Lay down!</b>	Reduced hurtbox.
<b>Reap!</b>	Reduced hurtbox. Added invincibility against projectiles.
<b>A step into victory!</b>	Can now be followed by a Combination C.
<b>A step into victory! (EX ver.)</b>	Added invincibility. Can now be canceled into Special Moves. Can now be followed by a Combination C. Can now be followed by a Combination A at the end of the move.
<b>I will hit ya until you go down! (EX ver.)</b>	Added invincibility.
<b>Victory Punch</b>	Added invincibility. Reduced damage.

## ZARINA

Balanced move	Description
<b>Jump</b>	Reduced flight time.
<b>Far Heavy Punch</b>	Expanded hitbox.

<b>Jumping Heavy Punch</b>	Expanded hitbox.
<b>Hurricane Dance (Max ver.)</b>	Increased damage.
<b>Yellow Eruption (Max ver.)</b>	Increased damage.

## **BANDEIRAS HATTORI**

Balanced move	Description
<b>Dash</b>	Increased movement speed.
<b>Small &amp; Medium Jump</b>	Shortened the movement distance.
<b>Normal &amp; Large Jump</b>	Reduced flight time.
<b>Close Heavy Punch</b>	Fixed damage decay.
<b>Crouching Light Kick</b>	Shortened overall recovery frames. Active frames start faster.
<b>Crouching Heavy Kick</b>	Expanded hitbox.
<b>Jumping Light Kick</b>	Reduced hurtbox.
<b>Jumping Heavy Punch</b>	Extended active frames.
<b>Daruma Otoshi (Cancel ver.)</b>	Changed the opponent's behavior on hit. Can now be canceled into a Super Special Move.
<b>Iguazu Otoshi (Dash ver.)</b>	Increased damage. Shortened overall recovery frames on confirmation.
<b>Kawarimi</b>	Shortened appearance height on confirmation.
<b>Kawarimi (EX ver.)</b>	Expanded confirmation box.
<b>Tatami Gaeshi</b>	Can now hit opponents who have been knocked down (OTG).
<b>Tatami Gaeshi (Max ver.)</b>	Can now hit opponents who have been knocked down (OTG). Changed attack follow-ups limitations.
<b>Kage Bunshin</b>	Added invincibility. Reduced hurtbox.

## SYLVIE PAULA PAULA

Balanced move	Description
Small & Medium Jump	Reduced flight time.
Far Light Punch	Shortened overall recovery frames.
Crouching Light Punch	Shortened overall recovery frames. Active frames start faster.
Crouching Light Kick	Expanded hitbox.
Guillo-Ton! (Cancel ver.)	Increased damage.
Dischar-Jing!	Reduced hurtbox.
Dischar-Jing! (EX ver.)	Changed the opponent's behavior on hit.

## KUKRI

Balanced move	Description
Normal & Large Jump	Reduced flight time.
Far Heavy Punch	Reduced hurtbox.
Crouching Light Punch	Shortened overall recovery frames. Expanded hitbox.
Crouching Light Kick	Shortened overall recovery frames.
Jumping Heavy Punch	Reduced hitbox.
Jumping Heavy Kick	Expanded hitbox backwards. Expanded hurtbox.
Miken Funsai	Shortened overall recovery frames on confirmation.
Bakkonsai	Shortened overall recovery frames on confirmation.
Nessa Senpuu	Expanded hitbox.
Bossa-Shougeki	Shortened overall recovery frames. Active frames start faster. Expanded hitbox. Removed invincibility.
Bossa-Shougeki (EX ver.)	Added invincibility. Shortened overall recovery frames. Active frames start faster. Expanded hitbox.
Genei Sajin	Reduced hurtbox.
Nessa Goku Totsuha	Added invincibility.

<b>Nessa Goku Totsuha (Max ver.)</b>	Increased movement speed. Added invincibility.
<b>Goku Nessa Housairyu</b>	Added damage decay.

## **MIAN**

Balanced move	Description
<b>Far Light Punch</b>	Can now be canceled into Special Moves.
<b>Far Light Kick</b>	Shortened overall recovery frames. Active frames start faster. Expanded hitbox.
<b>Jumping Heavy Kick</b>	Active frames start faster. Expanded hitbox.
<b>Houbien</b>	Adjusted stance after confirmation.
<b>Karin (EX ver.)</b>	Increased damage. Reduced damage decay.
<b>Bienkyu • Attack1</b>	Changed the opponent's behavior on hit.
<b>Bienkyu • Attack4 (EX ver.)</b>	Can now be followed by an "Attack2" when "Attack4" (EX ver.) reaches the screen border.
<b>Hiyoushou (EX ver.)</b>	Expanded hitbox. Guard Point active frames start faster. Expanded guard point.
<b>Rasen (Heavy ver.)</b>	Increased movement speed.
<b>Hiren Enbu</b>	Expanded hitbox.
<b>Hiren Enbu (Max ver.)</b>	Expanded hitbox. Increased damage.
<b>Zesshou Shisen Enbu</b>	Added invincibility.

## **ANTONOV**

Balanced move	Description
<b>Crouching Heavy Kick</b>	Can now be canceled into a Super Special Move.
<b>Jumping Light Kick</b>	Expanded hitbox.

<b>Whale Stream (EX ver.)</b>	Added invincibility against projectiles. Enlarged guard point. Limited attack follow-ups
<b>Vertical Macho (Heavy ver.)</b>	Reduced hurtbox.
<b>Gigantic Back Press (Heavy ver.)</b>	Extended overall recovery frames.
<b>Bering Wave (Light ver.)</b>	Increased damage. Increased guard crush value.
<b>Bering Wave (EX ver.)</b>	Expanded hurtbox. Increased damage. Increased guard crush value. Removed height limitation.
<b>Kamchatka Collapse</b>	Added invincibility. Reduced hurtbox. Can now hit opponents who have been knocked down (OTG).
<b>Kamchatka Collapse (Max ver.)</b>	Shortened overall recovery frames. Added invincibility. Reduced damage. Can now hit opponents who have been knocked down (OTG).
<b>Tunguska Bomber (Max ver.)</b>	Added invincibility against projectiles.
<b>Moby Dick Burst</b>	Added invincibility.

## VERSE

Balanced move	Description
<b>Stray Hand</b>	Extended overall recovery frames.
<b>Darkness Collision (Light ver.)</b>	Reduced hitbox.
<b>Stray Scaffold</b>	Delayed throw start-up frames. Shortened throw duration.