

Bug fixes

- Fixed an issue where the "Wait in Training mode" feature online was still active in offline Training Mode after canceling this option in the "Ranked Match" options.
- Fixed certain victory messages which were not matching with their relevant voice messages.
- Other minor bug fixes.

Character balance, bug fixes

► General

- Jump recovery (down evasion) can now be performed by holding down both light punch and kick buttons before hitting the ground (change from ver. 2.00)

► Character changelog

KYO KUSANAGI

BALANCED MOVE	DESCRIPTION
Guard Cancel Emergency Evasion (Backward)	Added a throwable box after recovery ends.

RYO SAKAZAKI

BALANCED MOVE	DESCRIPTION
Far Light Punch	Can no longer be linked with Light Kick.

ROBERT GARCIA

BALANCED MOVE	DESCRIPTION
Mu-Ei Senpuu Ryuu Zanshou	Added a collision box after recovery ends.

ANDY BOGARD

BALANCED MOVE	DESCRIPTION
Backstep	Fixed an issue where low attacks wouldn't hit certain hurtboxes after recovery ends.

JOE HIGASHI

BALANCED MOVE	DESCRIPTION
Backstep	Fixed an issue where he was not considered to be in an airborne from the beginning of the move. Fixed an issue where low attacks wouldn't hit this move.

RALF JONES

BALANCED MOVE	DESCRIPTION
Backstep	Fixed an issue where low attacks wouldn't hit certain hurtboxes after recovery ends.
Dynamite Ralf Punch (EX ver.)	Added a collision box in the ending part of the move.

CLARK STILL

BALANCED MOVE	DESCRIPTION
Backstep	Fixed an issue where low attacks wouldn't hit certain hurtboxes after recovery ends.
Flashing Elbow	Can now be canceled into his CLIMAX while MAX MODE is activated with at least 2 power bars are in stock.
Mount Tackle	Can no longer hit an opponent behind the player.

IORI YAGAMI

BALANCED MOVE	DESCRIPTION
212 Shiki • Kototsuki In (Heavy ver.)	Fixed an issue where overhead attacks wouldn't hit certain hurtboxes at the end of the move.

KIM

BALANCED MOVE	DESCRIPTION
Hangetsuzan (EX ver.)	Fixed an issue where Kim would move if this attack was blocked under certain conditions.

GANG-IL

BALANCED MOVE	DESCRIPTION
Guard Cancel Emergency Evasion (Backward)	Added a collision box at the end of the move.

ATHENA ASAMIYA

BALANCED MOVE	DESCRIPTION
Close Heavy Kick	Fixed an issue where overhead attacks wouldn't hit certain hurtboxes at the end of the move.

CHANG KOEHAN

BALANCED MOVE	DESCRIPTION
Tekkyu Daikaiten	Added a collision box in the ending part of the move.
Tekkyu Daikaiten (Cancel)	Added a collision box in the ending part of the move.

CHOI BOUNGE

BALANCED MOVE	DESCRIPTION
Low Guard	Fixed an issue where overhead attacks wouldn't hit certain hurtboxes after recovery ends.

K'

BALANCED MOVE	DESCRIPTION
Backstep	Fixed an issue where low attacks wouldn't hit certain hurtboxes after recovery ends.

HEIN

BALANCED MOVE	DESCRIPTION
Jumping Heavy Kick	Can now be canceled into special moves (change from ver.2.00)

ALICE

BALANCED MOVE	DESCRIPTION
Close Heavy Kick	Fixed an issue where overhead attacks wouldn't hit certain hurtboxes at the end of the move.

LOVE HEART

BALANCED MOVE	DESCRIPTION
Sky Love Arrow (Rush ver.)	Can no longer be ADVANCED or CLIMAX canceled.
Senku Buster Sword	Fixed an issue where this move wouldn't confirm under certain conditions.

RAMON

BALANCED MOVE	DESCRIPTION
Tiger Neck Chancery	Fixed an issue where this move wouldn't confirm under certain conditions.
Tiger Neck Chancery (EX ver.)	Fixed an issue where this move wouldn't confirm under certain conditions.

ANGEL

BALANCED MOVE	DESCRIPTION
Blue Monday Counter	Fixed an issue where this move wouldn't confirm when the opponent was at a specific distance.
Blue Monday Counter (MAX ver.)	Fixed an issue where this move wouldn't confirm when the opponent was at a specific distance.

KING OF DINOSAURS

BALANCED MOVE	DESCRIPTION
Backstep	Fixed an issue where low attacks wouldn't hit certain hurtboxes until the move ends.
Far Strong Punch	Fixed an issue where the hitbox placement differed when inputting the move with forward or back held compared to a neutral execution.

SHUN'EI

BALANCED MOVE	DESCRIPTION
Backstep	Extended flight time.

TUNG FU RUE

BALANCED MOVE	DESCRIPTION
Close Light Kick	Increased damage.

ZARINA

BALANCED MOVE	DESCRIPTION
Spinning Petal (EX ver.)	Added a collision box at landing.

BANDEIRAS HATTORI

BALANCED MOVE	DESCRIPTION
Tengu no Tobikiri (Rush ver.)	Can no longer be followed with another attack.
Kama Itachi (Rush ver.)	Can no longer be followed with another attack.
Kama Itachi (Rush / MAX ver.)	The opponent's behavior on hit has been changed. Can no longer be followed with another attack.

SYLVIE PAULA PAULA

BALANCED MOVE	DESCRIPTION
Backstep	Fixed an issue where she was considered to be in an airborne state until the move ends.
Paula Experiment (MAX ver.)	Reduced damage. Limited follow-up options.

KUKRI

BALANCED MOVE	DESCRIPTION
Genei Sajin (EX ver.)	Added a projectile nullifying box.

WHIP

BALANCED MOVE	DESCRIPTION
Boomerang Shot "Code: SC" (EX ver.)	Fixed an issue where certain hurtboxes were missing after recovery ends.
Strength Shot Type A "Code: Superior"	Fixed an issue where this move wouldn't confirm under certain conditions.
Strength Shot Type C "Code: Victory"	Fixed an issue where this move wouldn't confirm under certain conditions.
Sonic Slaughter "Code:KW"(Rush ver.)	Can no longer be ADVANCED or CLIMAX canceled.
Sonic Slaughter "Code:KW" (Rush / MAX ver.)	Can no longer be ADVANCED or CLIMAX canceled.

VANESSA

BALANCED MOVE	DESCRIPTION
Dash Puncher (Heavy ver.)	Added a throwable box during recovery.
Parrying Puncher	The command input is now easier to pull off.
Parrying Puncher (EX ver.)	Limited follow-up options.

ROCK HOWARD

BALANCED MOVE	DESCRIPTION
Backstep	Added a throwable box in the ending part of the move.
Hard Edge (EX ver.)	Can no longer Super Cancel on the 1st hit.
Shinkuu Nage	Can no longer grab an airborne opponent.
Shinkuu Nage (EX ver.)	Can no longer grab an airborne opponent.