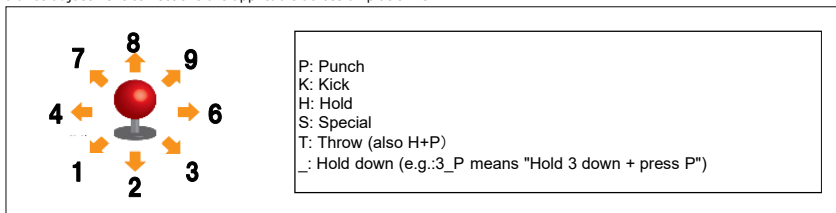


■ **Changes**

Content	Platform		
	PS4®	Xbox One	Steam
Added a feature to LOBBY MATCHES that allows for multiple simultaneous matches to be carried out in one room. When creating a room players can set 1-8 match slots to be available.	○	○	○
Added the option to set custom names to LOBBY MATCH rooms. Room names can be changed by selecting "LOBBY" on the room creation screen and bringing up the text box by pressing the [OPTIONS] button on PS4, [Menu] button on XboxOne, [Start] button on Steam. Note: Only alphanumeric characters can be used in the Steam version. USB keyboard can also be used.	○	○	○
Added text chat option to the lobby screen in LOBBY MATCHES. The text box can be brought up on the lobby screen by pressing the [OPTIONS] button on PS4, [Menu] button on XboxOne, [Start] button on Steam. Note: Only alphanumeric characters can be used in the Steam version. USB keyboard can also be used.	○	○	○
Added the option to display Skill Info in the SPECTATOR mode and during replays. Note: For replays from prior to patch 1.05, although the new Break Gauge will be displayed battle properties prior to 1.05 will be retained.	○	○	○
Added "Pirates of the 7 seas Costumes Vol. 2".	○	○	○
Added new entry animations for Helena, Brad Wong, and Eliot. Added new victory animations for Jann Lee, Kokoro, and Leifang.	○	○	○
Fixed an issue where the Close Hit camera angle was used even when a Close Hit didn't occur.	○	○	○
Fixed issues in QUEST / TUTORIAL (Practice Exercises) modes where sometimes Close Hit-related tasks could not be completed even when Close Hits were successfully executed.	○	○	○
Fixed an issue where the TUTORIAL Lesson 13.2: "Sidestepping (Evasions)" could be cleared with actions other than a side steps.	○	○	○
Fixed an issue in the TUTORIAL Lesson 7.2: "Critical Stun from Counter Strikes" where the task was sometimes cleared incorrectly when attacks were performed simultaneously.	○	○	○
Fixed an issue where the reach value displayed in the Skill Info was added each time a throw was executed.	○	○	○
Fixed an issue where some Danger Zone effects would occur redoubled.	○	○	○
Fixed an issue where Rumble Danger advantage frames were not displayed correctly in the Skill Info.	○	○	○
Fixed an issue where the COM Reaction would occur by mistake immediately after position resetting in FREE TRAINING.	○	○	○
Changed the color of the full (100%) Break Gauge.	○	○	○
Side attacks will now use Break Gauge (Please refer to the balance adjustment section for details). The Break Gauge will now be broken into 4 segments. Gauge usage requirements are detailed below: Break Blow: 100% (no change) Break Hold: 50% (no change) Side Attack: 25% (added in this version)	○	○	○
Adjusted the camera distance when 2 characters stand at the maximum distance away from each other.	○	○	○

■ **Balance Adjustments**

Balance adjustment corrections are applicable across all platforms.



Character	Details
ALL	<b>[Overall Change Policy] Side Attacks were overhauled to require the use of Break Gauge for the purposes of improving the risk/reward balance.</b> Side Attacks: Now require 25% of the Break Gauge to use. Additionally, Break Gauge will not be re-filled when the attack lands or is guarded. Increased the timing during which throws and offensive holds performed against side attacks will be counted as counters up to the moment of hit detection.
TINA	<b>[Change Policy] Adjusted the status of a move.</b> 9P: Fixed to not land as a Critical Finish if used after a critical caused by PPP.
HAYABUSA	<b>[Change Policy] Adjusted damage of some throws.</b> T: Changed damage from 50→47. T behind an opponent: Changed damage from 60→57. 6T: Changed damage from 28+28→26+26. 66T: Changed damage from 55→52. 1T to a crouching opponent: Changed damage from 65→62. 2T behind a crouching opponent: Changed damage from 65→62. 2T to a crouching opponent: Changed damage from 55→52. 4T: Changed damage from 56→52. 4P+K (no charge): Changed advantage on guard from GB(+5)→G-6.
KASUMI	<b>[Change Policy] Adjusted launch height of a move.</b> During Hoshinpo K: Adjusted the launch height when move is performed from behind an opponent.
HAYATE	<b>[Change Policy] Adjusted the status of a move.</b> 3H+K: Changed hit reaction from Critical Stun→bounce launch when hitting a non-airborne opponent.
LEIFANG	<b>[Change Policy] Adjusted the status of a move.</b> 214P: Changed advantage on successful Sabaki parry from +4→+19 frames.
LA MARIPOSA	<b>[Change Policy] Adjusted the status of a move.</b> On comeback H+KK (first hit): Changed hit reaction from Critical Stun→knockdown when hitting a non-airborne opponent.
HITOMI	<b>[Change Policy] Improved usability.</b> 4T: Extended the throw grab reach.
NYOTENGU	<b>[Change Policy] Adjusted the status of a move.</b> 1P: Adjusted to cause Critical Stun when hitting a non-airborne opponent.
PHASE 4	<b>[Change Policy] Adjusted damage in order to make fighting easier.</b> Expert Mid K Hold: Changed damage from 5+15→25+15.

■ **VERSION NUMBER**

The version number used on this page is the number displayed in the lower right of the Title Screen.

Depending on platform and region, this number might be different from the version number displayed when updating the game.