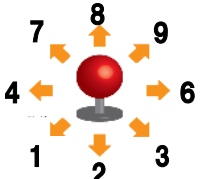


■ **Changes**

| Content  | Platform |          |       |
|--|----------|----------|-------|
|  | PS4®     | Xbox One | Steam |
| Removed duplicates from the COMMAND LIST. (Mai Shiranui H+K) | ○        | ○        | ○     |
|  |          |          |       |

■ **Balance Adjustments**

Balance adjustment corrections are applicable across all platforms.



P: Punch  
K: Kick  
H: Hold  
S: Special  
T: Throw (also H+P)  
\_: Hold down (e.g.:3\_P means "Hold 3 down + press P")

| Character    | Details  |
|--------------|--|
| ALL          | <b>[Overall Change Policy] Updated game performance, focusing on the issues related to the new characters and adjusting game balance</b>   |
| HITOMI       | <b>[Change Policy] Fixed performance issues and adjusted move balance</b>  |
|              | Guard: Adjusted behavior to match with other characters when guarding against the following move:<br>- Mai Shiranui's 66P  |
|              | KP: Changed advantage on guard from -23F to -11F and reduced the distance between characters when guarded.   |
|              | T: Adjusted reach from 1.59m to 1.45m.<br>4T: Adjusted reach from 1.45m to 1.60m.  |
| MAI SHIRANUI | <b>[Change Policy] Fixed performance issues and adjusted move balance</b>  |
|              | 9P; next to a wall 7PP: Fixed the issue that prevented mid attacks from landing correctly.   |
|              | 9P; next to a wall 7PP: Fixed the issue where during certain critical combos the character would move behind the opponent by mistake.<br>KK during 9P (KK while leaping forward): Adjusted active frames from 3F to 4F.  |
| KULA         | <b>[Change Policy] Fixed performance issues that affected matches and adjusted move balance</b>  |
|              | Guard: Corrected guard advantage frames to match other characters when guarding against the following moves:<br>- Jann Lee's 236P<br>- Jann Lee's 2_46P<br>- Kokoro's back-turned 2P+K<br>- Diego's 3PP<br>- NiCO's 4PP<br>- Kasumi's 9KK  |
|              | Crouching actions: Fixed the issue that prevented mid attacks from landing correctly.<br>Affected actions:<br>- Crouching<br>- Crouching advance<br>- Crouching retreat<br>- Crouching dash<br>- Low guard<br>- Crouching turn<br>- Moving to crouch from standing<br>- Advancing while moving to crouch from standing<br>- Retreating while moving to crouch from standing<br>- Moving from crouching to standing<br>- Advancing while moving from crouching to standing<br>- Retreating while moving from crouching to standing<br>- Crouching turning guard<br>- Crouching turning dash |
|              | Crouching turning dash: Fixed the issue that caused a malfunction during the motion.   |
|              | 9P (leap forward): Fixed the issue that prevented mid attacks from landing correctly.  |
|              | 7K: Unified characteristics with 8K.   |
|              | 6T: Adjusted reach from 1.93m to 1.54m.  |
|              | 4T: Adjusted reach from 1.56m to 1.63m.  |
|              | 236T: Adjusted reach from 1.51m to 1.63m.  |
|              | 2T: Adjusted reach from 1.9m to 1.6m.  |
|              | 1T: Adjusted reach from 1.93m to 1.56m.  |

■ **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.