
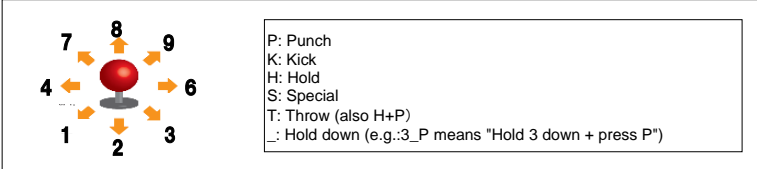


■ Changes

| Content  | Platform              |                       |                       |
|--|-----------------------|-----------------------|-----------------------|
|  | PS4®                  | Xbox One              | Steam                 |
| Added new character "Momiji."<br>(Character licenses are available in each platform store.)  | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| Added new costumes: Morphing Ninja Costumes (26 costumes)  | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| Implemented costume transformation.<br>For Morphing Ninja Costumes, transformation is activated by some of the taunts or triggering a Break Blow finish.   | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| Added entry and victory animations for the following characters:<br>Entry animations: Christie, Diego, Phase 4.<br>Victory animations: Helena, Ayane, Eliot, Brad, Rig.<br>Note: With update v1.11, all character now have 2 variations of entry and victory animations each.  | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| Expanded the BGM settings, adding an option to change BGM tracks for individual stages.<br>Note: BGM settings for characters will be prioritized, if they are set to anything other than 'Use stage BGM.'  | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
|    | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| Adjusted the cursor position after the end of a ranked match where re-match is unavailable, to be placed on an available menu option.  | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| Added NAT Type display to the Search/Create screen for LOBBY MATCHES and to Settings screen for RANKED MATCHES. (PS4, XboxOne only)  | <input type="radio"/> | <input type="radio"/> | -                     |
| Added the option to set connection quality for LOBBY and RANKED MATCHES on the Steam version.<br>The setting option is available on the Search/Create screen for LOBBY MATCHES and to Settings screen for RANKED MATCHES.<br>(Please note that this setting is an approximation and doesn't guarantee a match with an opponent with the requested connection quality.) | -                     | -                     | <input type="radio"/> |
| Fixed the issue where titles were not correctly displayed during LOBBY MATCH replays.  | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| Corrected an issue in Eliot's Command Training, to ensure that Break Gauge remains full during tasks featuring Side Attacks.   | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| Added 6H+K to Marie Rose's Command List.   | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| Adjusted content of Phase 4's Combo Challenge 17.  | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| Adjusted Kula's Command Training display.  | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| Adjusted content of Mai Shiranui's Combo Challenge 10 and 14.  | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| Unified the altering of the fall animation based on damage received for all characters and fixed the issue where it didn't alter correctly for some of the characters.   | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| Adjusted sweat amounts for some of the characters.   | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| Fixed water-related graphic issues with some of Helena's and Christie's costumes.  | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| Fixed the issue with the direction of the smoke effect around legs when kicking upward from certain leg positions.   | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| Fixed other minor issues.  | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |

■ Balance Adjustments

Balance adjustment corrections are applicable across all platforms.



| Character  | Details  |
|--|--|
| ALL  | <b>[Overall Change Policy] Performance update, focusing on bug fixes and balance adjustment.</b>   |
|  | Sidestepping: Changed invincibility frames to straight-line non-tracking attacks from 15F to 20F. (No change to overall frames.)   |
|  | Floor Danger Zones: Adjusted the timing of the Danger Zone activation during strike down bounce hit reaction. (Floor Danger Zones on ZERO, firework Danger Zones on CHINESE FESTIVAL stage, etc.)  |
|  | Wall Hits: Fixed an issue where sometimes, when hit at an acute angle, the knock back animation and recovery frames got shortened, and the character appeared to have teleported to the collision point.   |
|  | Point hits of some tracking low attacks: Adjusted to land correctly against sidestepping opponents.  |
|  | FORBIDDEN FORTUNE (lower level): Fixed the issue that made it possible to leave the stage limits in certain areas.   |
| ZACK   | <b>[Change Policy] Adjusted the status and controls of a move.</b>   |
|  | 236H: Fixed an issue that caused for 236H move to be triggered repeatedly when a certain inputs occurred during the animation.   |
| TINA   | <b>[Change Policy] Adjusted status of a move.</b>  |
| JANN LEE   | <b>[Change Policy] Adjusted status and fixed issues with some moves.</b>   |
|  | 4P: Added bounce hit reaction to the air hit, to make it easier to connect follow-up juggles.  |
|  | P while jumping over an obstacle: Changed move characteristics from 38(2)38 to 38(2)32.  |
| HAYABUSA   | <b>[Change Policy] Adjusted status and fixed issues with some moves.</b>   |
|  | 236P+KPP turn T in a room with a ceiling: Changed advantage frames after the throw from ±0F to +10F.   |
|  | 41236T to the back of the opponent: Changed damage from 22+15 to 30+15.  |
| KASUMI   | <b>[Change Policy] Adjusted balance of some moves.</b>   |
|  | SSS: Increased the height of the air hit launch to stabilize juggles.  |
|  | P6P: Increased the height of the air hit launch to stabilize the transition to juggles during Hoshinpo. (No change was made to the P+K launch height.)   |
|  | 6P: Enlarged hit box to prevent diving under the P of some characters.   |
|  | 9PK-P+K: Changed hold type from evasion to jump P.   |
| HELENA   | <b>[Change Policy] Adjusted status of some moves.</b>  |
|  | SSS (forth hit): Fixed an issue where Critical Holds remained possible.  |
|  | 6P: Adjusted the hit box to stabilize combos.  |
| BASS   | <b>[Change Policy] Adjusted status of some moves.</b>  |
|  | 2P+K-P+K: Fixed the issue where the character positions switched if used next to a wall.   |
| KOKORO   | <b>[Change Policy] Adjusted controls for some moves.</b>   |
|  | 8K: Adjusted to use KK when 8KK was input, and matched controls with K.  |
|  | K while jumping over an obstacle: Change hit reaction from medium knock back to sitting bounce.  |
| HAYATE   | <b>[Change Policy] Corrected issues related to certain moves.</b>  |
|  | P on landing after clearing an obstacle: Change hit reaction from medium knock back to +18F Critical Stun.   |
| LEIFANG  | <b>[Change Policy] Adjusted status and characteristics of some moves.</b>  |
|  | Break Blow starting move: Adjusted the animation to match with the hit box. (Note: After the correction was applied to the animation, an error had occurred concerning the recovery frames of the move. This is a known issue and will be addressed in a future update.) |
|  | 7K: Adjusted to land correctly against a crouching sidestepping opponent.  |
| ELIOT  | <b>[Change Policy] Adjusted animation and controls of some moves.</b>  |
|  | PP in Bear Stance: Adjusted the animation to make the reach possible from Bear Stance P. (No change to the move frames.)   |
| CHRISTIE   | <b>[Change Policy] Adjusted status of some moves.</b>  |
|  | SSSS: Adjusted to correctly fully land against a sidestepping opponent.  |
|  | 2P: Adjusted the hit box to land against all stances of various characters.  |
| HITOMI   | <b>[Change Policy] Adjusted balance and change voice-over of some moves.</b>   |
|  | S: Changed move voice-over.  |
|  | K while jumping over an obstacle: Changed damage from 35 to 40.  |
|  | K while jumping over an obstacle: Changed the wall knock back distance from 3.0m to 4.0m.  |
| RIG  | <b>[Change Policy] Adjusted status and guard advantage of some moves.</b>  |
|  | 2P: Adjusted the hit box to land against all stances of various characters.  |
|  | 214K: Changed guard advantage from -5F to +3F.   |
|  | H+K6K: Changed the hold type from mid K to jumping K.  |
|  | H+K6K: Changed guard advantage from -9F to -4F.  |
|  | H+K6K: Changed the hit reaction during normal standing hit from ±0F to bounce.   |
|  | Back-turned KK: Added jump to the move.  |
|  | Back-turned K6K: Changed the hold type from mid K to jumping K.  |
|  | Back-turned K6K: Changed guard advantage from -9F to -4F.  |
|  | Back-turned K6K: Changed the hit reaction during normal standing hit from ±0F to bounce.   |
|  | Back-turned K6K: Adjusted connectivity of the animation.   |
|  | H+KK in Bending Stance: Added jump to the move.  |
| H+K6K in Bending Stance: Changed the hold type from mid K to jumping K.                          |  |
| H+K6K in Bending Stance: Changed guard advantage from -9F to -4F.                                |  |
| H+K6K in Bending Stance: Changed the hit reaction during normal standing hit from ±0F to bounce. |  |
| H+K6K in Bending Stance: Adjusted connectivity of the animation.                                 |  |

|              |  |
|--------------|--|
| MILA         | <b>[Change Policy] Adjusted hitbox of a move.</b><br>P+K during tackle cancel: Enlarged the hit box of the first hit to make it easier to use the move in combos.  |
| MARIE ROSE   | <b>[Change Policy] Adjusted status of a move.</b><br>6H+K: Added jump to the move.   |
| HONOKA       | <b>[Change Policy] Adjusted status of a move.</b><br>2P from a taunt: Adjusted to land correctly against a downed opponent.  |
| RAIDOU       | <b>[Change Policy] Adjusted status of some moves.</b><br>1PP: Fixed the issue where the hit failed to land against sidestepping opponents regardless of having tracking qualities.<br>9K: Fixed an issue where the move properties changed after certain inputs.<br>P while jumping over an obstacle: Changed move characteristics from 40(3)39 to 40(3)29.<br>P while jumping over an obstacle: Changed damage from 35 to 25.   |
| DIEGO        | <b>[Change Policy] Adjusted status of some moves.</b><br>2H+K: Adjusted to land correctly against opponents in Fatal Stun.<br>P while jumping over an obstacle: Increased the height of the launch to make combos easier.  |
| NICO         | <b>[Change Policy] Adjusted animation and controls of some moves.</b><br>8PP: Adjusted the animation to swing directly downward to stabilize combos. (No change to the move properties.)<br>Back-turned 2P: Adjusted to land correctly against sidestepping opponents.   |
| PHASE 4      | <b>[Change Policy] Adjusted status of some moves.</b><br>SS (second hit): Adjusted to land correctly against crouching and downed opponents.<br>9K: Fixed an issue where certain inputs incorrectly changed the move properties.<br>K during Chifu (second hit): Changed damage from 25 to 22.   |
| MAI SHIRANUI | <b>[Change Policy] Adjusted status of some moves.</b><br>PPPP (first hit): Adjusted to land correctly against sidestepping opponents.<br>236P: Fixed the issue where the hit still landed even after the opponent sidestepped to avoid it.<br>214P (first hit): Adjusted to land correctly against sidestepping opponents.<br>(Including the cases when triggered from cancelling 6PP and other moves.)<br>P on landing after clearing an obstacle: Adjusted to transition to a forward jump when P is input on hit.   |
| KULA         | <b>[Change Policy] Adjusted status of some moves.</b><br>236P: Changed move characteristics from 19(16)20 to 19(16)30.<br>(Including the cases when triggered from cancelling 6PP and other moves.)<br>Freeze (hit reaction to 236P hit): Extended trackable frames to stabilize the combos after the change made to the 236P move characteristics.<br>T: Changed move characteristics from 5(2)28 to 5(2)23.<br>6T: Changed move characteristics from 7(2)31 to 7(2)24.<br>4T: Changed move characteristics from 10(2)29 to 10(2)25.<br>236T: Changed move characteristics from 12(2)33 to 12(2)26.<br>2T: Changed move characteristics from 5(2)27 to 5(2)22.<br>1T: Changed move characteristics from 10(3)31 to 10(2)25.<br>Back-turned 2P: Adjusted to land correctly against sidestepping opponents. |

■ 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.

■ Current issues

| 内容  | プラットフォーム |          |       |
|---|----------|----------|-------|
|   | PS4®     | Xbox One | Steam |
| There is currently a known error concerning recovery frames of Leifang's Break Blow opening attack. This issue is currently being worked on and will be addressed in a future balance update. | ○        | ○        | ○     |