
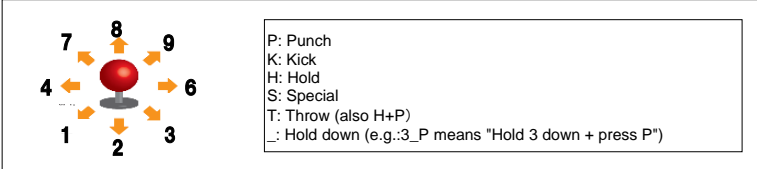


■ Changes

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

■ 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.
	Fixed a number of issues (moves not landing, character switching positions, etc.) concerning Arena Props and jumping over an obstacle animations that occurred with Jumping over an obstacle animations: Adjusted the balance of the hits performed while clearing an obstacle and throws over obstacles. Please see the individual character sections for more details.
	(2019/12/17 Update)
	Danger Zones: Adjusted the trigger conditions. (With the combos that trigger multiple Danger Zones, the effects will be activated unconditionally.)
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> 1P (point hit): Adjusted to land correctly against sidestepping opponents.
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. T on landing after clearing an obstacle: Fixed to grab the opponent correctly. Back-turned 2K (point hit): Fixed to land correctly on a downed opponent.
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. 41236T to the opponent's back in a room with a ceiling: Changed damage from 22+25 to 30+25.
KASUMI	<b>[Change Policy] Adjusted balance of some moves.</b>
	SSS: Increased the height of the air hit launch to stabilize juggles.
	6P: 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. 66PP-P+K: Changed hold type from evasion to jump P. 8K: Increased the height of the hit launch to stabilize juggles. K during Hoshinpo: Changed move characteristics from 26(2)34 to 27(2)33, to fix the issue with holds and sidestepping becoming unavailable if used when guarding against 9PK.
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. PPP in Bokuho stance: Changed the hit reaction on wall fit from a fall to a stagger.
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. 64T while crouching next to a wall (Hi Counter): Changed move voice-over.
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. K while jumping over an obstacle: Changed damage from 30 to 24.
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. P on landing after clearing an obstacle: Changed damage from 38 to 22.
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. K while jumping over an obstacle: Change hit reaction from medium knock back to strike down bounce. K while jumping over an obstacle: Changed damage from 30 to 22.
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.) 1P in Bear Stance: Adjusted move properties and controls to trigger the correct hit reaction.
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. P on landing after clearing an obstacle: Changed the hit reaction from front knock back to +16F Critical Stun.
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. P on landing after clearing an obstacle: Changed damage from 35 to 42.
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> 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> 6H+K: Added jump to the move.
HONOKA	<b>[Change Policy] Adjusted status of a move.</b> 2P from a taunt: Adjusted to land correctly against a downed opponent.
RAIDOU	<b>[Change Policy] Adjusted status of some moves.</b> 1PP: Fixed the issue where the hit failed to land against sidestepping opponents regardless of having tracking qualities. 9K: Fixed an issue where the move properties changed after certain inputs. P while jumping over an obstacle: Changed move characteristics from 40(3)39 to 40(3)29. P while jumping over an obstacle: Changed damage from 35 to 25.
DIEGO	<b>[Change Policy] Adjusted status of some moves.</b> 2H+K: Adjusted to land correctly against opponents in Fatal Stun. 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> 8PP: Adjusted the animation to swing directly downward to stabilize combos. (No change to the move properties.) Back-turned 2P: Adjusted to land correctly against sidestepping opponents.
PHASE 4	<b>[Change Policy] Adjusted status of some moves.</b> SS (second hit): Adjusted to land correctly against crouching and downed opponents. 9K: Fixed an issue where certain inputs incorrectly changed the move properties. K during Chifu (second hit): Changed damage from 25 to 22.
MAI SHIRANUI	<b>[Change Policy] Adjusted status of some moves.</b> PPPP (first hit): Adjusted to land correctly against sidestepping opponents. 236P: Fixed the issue where the hit still landed even after the opponent sidestepped to avoid it. 214P (first hit): Adjusted to land correctly against sidestepping opponents. (Including the cases when triggered from cancelling 6PP and other moves.) 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> 236P: Changed move characteristics from 19(16)20 to 19(16)30. (Including the cases when triggered from cancelling 6PP and other moves.) Freeze (hit reaction to 236P hit): Extended trackable frames to stabilize the combos after the change made to the 236P move characteristics. T: Changed move characteristics from 5(2)28 to 5(2)23. 6T: Changed move characteristics from 7(2)31 to 7(2)24. 4T: Changed move characteristics from 10(2)29 to 10(2)25. 236T: Changed move characteristics from 12(2)33 to 12(2)26. 2T: Changed move characteristics from 5(2)27 to 5(2)22. 1T: Changed move characteristics from 10(3)31 to 10(2)25. 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.	○	○	○