

Patch 1.02 Overview

■ Bug Fixes

- Fixes to the voice library
- Fixed Story Mode's score calculating system
- Fixed issues concerning the double K.O. in Versus Mode

■ Additions

- Added a notification upon matching with an opponent in the Ranked Match lobby

■ Adjustments

- Character actions have been adjusted

Patch 1.02 Details ①

■ Global Adjustments

- Demo scenes (appearance, victory, Fiber Lost)
 - Fixed so that the stage particles don't appear within the demo scenes
- Special moves, SEN-I-SOSHITSU secret arts
 - Removed a timing where special moves could be unleashed during the interval when a round ends
 - Fixed an issue where the volume is lowered after character position is reset right after using a special move while in the training mode

■ Ryuko (Scissor Blade)

- Dash, long range
 - Increased the length of the stun, and adjusted the down time
- Aerial, close range 2
 - Changed the action used from a tackle to a punch when cancelling into a break from landing after activating the move in low altitude
- Special break, Super break
 - Fixed an issue where the dragging in of some characters from the special breaks weren't working properly

■ Satsuki (Bakuzan)

- Aerial, long range 3
 - Changed so that the move acts as a finisher if the enemy has been slammed to the wall 3 times or more
- Special, long range
 - Fixed some unusual projectile actions during battles featuring more than 1 enemy, such as the

Patch 1.02 Details ②

■ Gamagoori

- Adjusted so that the 25% increase isn't reflected onto the initial Regalia gauge during training mode
- Reduced the lowered attack power effect when there isn't enough DC
- Ground sidestep
 - Increased the invincibility time
- Regalia Step
 - Added a short invincibility period upon move startup while stepping left or right (ground)
 - The Regalia step is now considered as a jump
 - Fixed a bug that made any attack into a charged attack during the Regalia step
- Aerial, close range, in Regalia
 - New move added: □ in mid-air, in Regalia.
- Dash, long range, alternate long range
 - Reduced the recovery time if the attack misses, the move now counts as a jump
- Aerial long range charge, aerial long range
 - In Regalia, the period when floating mid-air now counts as a jump
- Alternate aerial Break attack
 - In Goliath form, added a wall slam effect to the attack, it is now possible to launch it in Regalia, and its damage has been reduced

Patch 1.02 Details ②

■Sanageyama

- All close and long range attacks aside from the initial strike
 - Attacks now can strike downed enemies
- Ground, close range 2
 - Removed the ability for the move to strike side steps
- Ground, close range (left/right) finisher
 - Increased the stun time after the attack is done
- Aerial break
 - Adjusted the drop speed and hit back effect when used as an alternate from the close range 4 attack
- Special break
 - Remove the ability for the move to strike side steps

■Jakuzure

- Ground, close range 1N (includes the boosted version)
 - Adjusted the hit back and down time when the attack hits an opponent mid-air
- Aerial, close range 1
 - Boosted version: the action prior to the attack activation now has super armor, and the move can now hit dashing opponents
 - Down time, hit back, hit box sizes have been adjusted

Patch 1.02 Details ③

■ Jakuzure

- Dash, close range
 - Boosted version: the action prior to the attack activation now has super armor, and the move can now hit dashing opponents
 - Stabilized the hit combos done near a wall
 - Changed the long range cancel into her long range aerial 3 move
- Aerial, alternate close range
 - Added as a cancel point when using her close range ground 2 (up/down) and long range aerial 1~2 moves
- Aerial, long range 1~2
 - Sped up the cancel timing when cancelling into a close range attack
- Aerial, long range 3
 - Adjusted the hit back effect, and added the ability to cancel into her aerial close range 2 move
- Super attack, long range
 - Fixed a bug where her Reverb shots doesn't appear on the stage after using her missiles
- Ground, close range 2 (up/down), jump cancel (with Valor Level 1 or more)
 - Changed so that the Reverb shots on her from these moves reacts to her resonation move
 - Adjusted the hit back of the Reverb shots that are on her from the moves
(Changes made in correspondence to the fix to her long range super)
- SEN-I-SOSHITSU secret arts
 - Changed the reaction timing of the Reverb shots so that it works prior to 34F, and extended the hit effectivity to 34F
(Changes made in correspondence to the fix to her long range super)

Patch 1.02 Details ④

■ Inumuta

- Ground, homing dash; aerial, homing dash
 - Fixed a bug where certain cubes would lose its hit effect when using his homing dashes
 - Fixed so that he can cancel into other moves, even while his attacks are guarded
- Ground, close range 1FB
 - Changed so that he can cancel from his aerial moves, even while his attacks are guarded
- Aerial, close range 3
 - Added an effect to his last hit that creates a cube similar to what he creates when using his long range aerial charge
- Dash, close range 1
 - Increased the dash distance, and adjusted the hit box size
 - Changed so that he can cancel, even while his attacks are guarded
 - Fixed a bug that had him face in an incorrect direction after using his step action immediately after an attack
- Dash, close range 2
 - Stabilized his 2nd strike from his warp, so that it connects properly
- Camouflage, close range finisher
 - Fixed a bug where he could cancel, even when his AG was at 0
- Ground, long range 3
 - Changed so that the attack doesn't hit immediately after its creation. Also adjusted the cube's hit back, and the timing which this clones appeared
- Aerial, long range charge
 - Adjusted so that the cubes fired would not weaken (attack priority, hit back effect) with time
 - Fixed the move's sound
- Aerial, long range 1~2
 - Expanded the cube and clone's attack range

Patch 1.02 Details ⑤

■ Inumuta

- Dash, long range
 - Slowed the timing of when the cube can hit opponents. Also, adjusted so that Inumuta's body has proper hit boxes while he's creating cubes
- Camouflage, ground, long range 1
 - Removed the wall slam effect as well as the cube's hitting ability, and instead, added a feature where his clones would attack when opponents nears him
 - Increased the damage output, and sped the cancel timing into his camouflage attack
 - Fixed so that it is used while on the ground
- Camouflage, ground, long range 2; camouflage, aerial, long range 2
 - Changed the cube's arc. Removed the cube's hitting ability, and instead, added a feature where his clones would attack when opponents nears him
 - Increased the damage output, enabled the attack to hit downed opponents, and sped the cancel timing into his camouflage attack
- Camouflage, long range finisher
 - Changed the cube's arc. Fixed a bug where he could cancel, even when his AG was at 0
 - Increased the damage output, and removed the wall slam effect
- All break moves
 - Increased the knockback effect when his break moves initially hits
- Special, long range
 - Fixed so that all his clone attacks made after his cube hits are ground based

Patch 1.02 Details ⑥

■ Nui

- Aerial, homing dash
 - Changed so that she can't cancel out of a stun from her dash she does mid-air
- Ground, close range 1N; ground, close range 1 (left/right); ground, close range 1 (up/down); aerial, alternate close range finisher
 - Increased the damage output
- Ground, close range 2
 - Can now home and attack downed opponents
- Aerial, close range 1
 - Expanded the hit effect so that it can strike lower hit boxes
- Aerial, alternate close range 1
 - Changed the cancel into her close range attack into her alternate close range 2 move
- Long range, alternate, close range 2
 - Adjusted the distance of travel when using this attack sequence
- Ground, long range 1
 - Adjusted the cancel timing into her close range move
- Ground, long range 2
 - Adjusted the attack's travel distance
 - Can now home and attack downed opponents
- Aerial, long range 1
 - When the clone hits immediately after it is created, the hit back occurs in the direction the clone was thrown

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■Nui

- Aerial, long range 2
 - When the clone hits immediately after it is created, the hit back occurs in the direction the clone was thrown
 - The clone's spinning attack can now home and attack downed opponents
- Ground, alternate close range 1; aerial, long range 1; dash, long range; special, long range; super, long range
 - Fixed an issue where her shots would react out of design
- Aerial, EX clone break
 - Adjusted the hit back effects on her clone attacks
 - Fixed an issue where her clones acted out of design when using her ground or aerial break moves after her aerial EX hits
- Special, close range
 - Adjusted the attack's travel distance, and fixed a bug that prevented cancelling from some of her moves

■Ragyo

- Ground, close range 4
 - Can now home and hit downed opponents. Changed her warp position when used normally, and can now cancel out of the move, even when her uppercut attack doesn't connect
 - Added a cancel into her close range aerial 1 move when the attack is done normally
- Aerial, close range 1
 - Reduced the damage output

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■Ragyo

- Aerial, close range 3
 - Changed so that she can cancel into her aerial long range 2 move or her aerial break move, even while falling
- Aerial, long range 2
 - Slowed her fall, adjusted the hit back effect, and greatly increased the length of time her wires stay on stage
 - Changed so that all her wires disappears when one of her wires hit. Added a cancel into her aerial close range 2 move when her attack hits or is guarded
- Dash, long range
 - Stopped the dragging effect for a certain distance so that the opponent's body doesn't overlap her shots

■Ryuko (Dual Blade)

- Ground, transformed, long range 1
 - Increased the down time, and increased the opening after the action is taken
- Ground, transformed, close range 3 (left/right)
 - Adjusted the hit back effect
- Ground break
 - Slowed her fall after her homing dash
- Special, long range 1
 - The shockwave's visual has been adjusted to better match the actual attack range

Patch 1.02 Details ⑨

■ Ryuko (Dual Blade)

- Special break
 - Added a wall slam effect on its finisher move, and increased the cooldown time needed to lift the hold on her SP gauge recovery
 - Fixed an issue where the dragging in of some characters from the special breaks weren't working properly
- Super break
 - Increased the finishing jump kick attack, and increased the cooldown time needed to lift the old on her SP gauge recovery
 - Fixed an issue where the dragging in of some characters from the super breaks weren't working properly

■ Satsuki (Dual Blade)

- Ground, close range 3
 - Expanded the hit range against opponents above her head
- Aerial, long range 4
 - Fixed an issue where her shots would disappear when used near the wall
- Aerial, close range 4 (left/right) (Valor Level 1 or more)
 - Increased the stun time until being able to cancel into a move
- Ground, long range 4
 - Adjusted the hit back effect when the attack lands

Patch 1.02 Details ⑩

■ Satsuki (Dual Blade)

- Ground, long range charge
 - Increased the stun time until being able to move, and changed the effect so that opponents are blown back when the attack hits when the opponent is in the air
 - Added a cancel into her alternate close range ground move
 - Adjusted her stun time when she guards a projectile
- Aerial break
 - Adjusted the hit back effect of her homing dash
- Special break
 - Removed the ability for the move to strike side steps