Bob

Command	Changes
During Rage ⇨🔘🔘➡	・Command changed from During Rage ⇨⇨⇨🔘🔘➡ to During Rage ⇨🔘🔘➡ ・Damage changed from 27,20 to 27,16. ・Active frames of 1st hit increased by 2F. ・Opponent farther away on hit of 1st hit. ・Moves from Spinner Ball come out faster by 3F.
🔘🔘🔘🔘	・Damage changed from 10 to 12 . ・Changed from −1F to +2F on hit.
During Spinner Ball 🔘🔘	・Damage changed from 18 to 17. ・Startup changed from 19F to 18F. ・Opponent reaction on hit while downed was changed. ・Hitbox expanded downward.
During Spinner Ball 🔘🔘	・Changed from −26F to −24F on block.
↘🔘🔘🔘	・Changed from +1F to +4F on hit.
↘🔘🔘🔘🔘	・Damage changed from 17 to 20. ・Opponent reaction on mid-air hit was changed.
⇩🔘🔘🔘🔘	・Hitbox expanded upward.
⇦🔘🔘	・Opponent closer on block. ・Opponent closer on hit.
⇦🔘🔘🔘	・Move comes out slower by 3F.
⇦🔘🔘🔘	・Hits now chain. ・Opponent reaction changed on hit. ・Hitbox expanded downward.
⇧🔘🔘🔘	・Causes Wall Bounce on hit.
⬈🔘🔘	・⬈🔘🔘➡ now transitions to Spinner Ball. ・「⬈🔘🔘⬅」 now transitions to Reverse Spinner Ball.
⇦⬅🔘🔘	・Damage changed from 40 to 32. ・Causes Screw on mid-air hit.
⇨☆⇩↘🔘🔘	・Damage changed from 20 to 25. ・Hitbox expanded downward.
⇨☆⇩↘🔘🔘	・Opponent closer on block. ・Causes Wall Bounce on hit.
⇨☆⇩↘🔘🔘 Hold	・Causes Wall Bounce on hit.
While rising 🔘🔘🔘	・Causes Screw on mid-air hit.
While crouching ↘🔘🔘🔘	・Move comes out slower by 2F. ・Reaction on block was changed.
⬈🔘🔘🔘🔘	・Damage changed from 15,12,12,12 to 9,9,10,10.