

Devil Jin

Command	Changes
⇒○○ ○○○○○○○○	•Wasn't registered as a counter hit when hit by opponent during first half of attack. This was fixed.
⇒○○	•Causes Wall Bounce on hit. •Can also be done by 「⇐⇒○○」
⇐○○○○⇒→	•Can now perform a move 2F quicker.
⇐○○	•Opponent reaction changed on mid-air hit.
⇐○○ (or ⇐○○)	•Opponent closer on hit and block.
↑○○	•Homing decreased.
⇐⇒○○○○○○	•Hitbox expanded downward.
⇐⇒○○○○○○	•Opponent reaction changed on mid-air hit.
⇒☆⇐⇐○○ (pressed at same time as input)	•Homing increased.
⇒☆⇐⇐○○	•Opponent closer on hit.
⇒☆⇐⇐○○	•Opponent reaction on hit was changed.
⇒☆⇐⇐○○○○	•Damage changed from 23 to 30.