

King

Command	Changes
During Rage ↘	• Active frames increased by 1F.
	• Damage increased from 12 to 15.
	• Opponent reaction changed on mid-air hit.
	• Opponent closer on block.
	• Changed from +1F to +3F on hit.
	• Changed from +3F to +4F on hit.
	• Consecutive hit even with delayed second input on counter hit.
	• Opponent closer on hit.
↔ (Only when hitting from the front)	• Throw transition changed from only on counter hit to only on hit from the front.
	• Opponent closer on hit.
	• Startup changed from 15F to 17F.
	• Changed from -6F to +2F on block.
	• Opponent reaction changed on mid-air hit and block.
	• Induces Wall Bounce on hit.
	• Pushback decreased so it hits easier.
	• No more clean-hit.
	• Opponent closer on block.
	• Opponent reaction changed on block on last half of the animation.
	• Opponent closer on hit.
	• Down status happens 15 frames quicker.
	• Increased damage from 20 to 25.
	• Opponent closer on hit.
	• Opponent reaction changed when hit mid-air
	• Opponent reaction changed on hit.
During sidestep	• Decreased damage from 30 to 25.
	• Changed to cause screw on hit or mid-air hit.
	• Startup changed from 18F to 19F.
Back towards enemy	• Damage increased from 15 to 18.
	• Changed from -16F to -13F on block.
	• Changed from +7F to +9F on hit.
	• Opponent reaction changed on mid-air hit.
	• Hitbox expanded.
Approach enemy	• Opponent can now ukemi sideways.
Approach enemy	• Input window for ukemi increased by 1F.
Approach (crouching enemy)	• Now causes floor break.
(Enemy on back) by the feet (or)	• Input window for ukemi increased by 1F.
During sidestep	• Now has crouch status.