

## Common

| Command  | Changes  |
|--|--|
| Spring Kick (1) ※1<br>(Feet towards opponent) While facing up ☉☉   | • Startup changed from 16F to 19F.<br>• Jump status startup frame changed from 22F to 12F. |
| Spring Kick (2) ※2<br>(Feet towards opponent) While facing up   ☉☉ | • Jump status startup frame changed from 16F to 12F.                                       |
| Back turned ☉☉ ※3  | • Damage changed from 25 to 18.  |
| Back turned ↻☉☉ ※4   | • Damage changed from 21 to 18.  |
| Back turned ↑☉☉ ※4   | • Damage changed from 21 to 18.<br>• Opponent reaction on hit was changed.                 |
| Just before landing from straight jump ☉☉ ※4                       | • Damage changed from 25 to 20.  |
| Just before landing from backward jump ☉☉ ※4                       | • Damage changed from 25 to 20.  |
| Low parry<br>Timed with opponent low attack 🗡                      | • Bug in which some characters special moves didn't hit after low parry was fixed.         |

- ※1 Characters: Law, Hwoarang, Xiaoyu, Jin, Bryan, Heihachi, Kazuya, Jack-7, Asuka, Devil Jin, Lili, Dragnov, Leo, Lars, Alisa, Katarina, Lucky Chloe, Shaheen, Joshi
- ※2 Characters: King, Eddy
- ※3 Everyone but **Steve**, Akuma, Eliza, Geese
- ※4 Everyone but **Steve**, Akuma, Eliza, Geese

Other bugs also fixed

e, Kazumi, Nina, Master Raven, Lee, Bob, Akuma, Kuma/Panda, Eliza, Geese, Noctis