Character	Command	Content
King	□◂· (only during hit from front)	·Fixed an issue in which the character would shift to a throw after hitting an airborne opponent.
Bob	During Spinner Ball ⌄	·Fixed an issue in which the move's damage would vary depending on the timing at which it was performed.
Eddy	☑︎⌃	·Fixed an issue in which the opponent's behavior would differ from normal after you had blocked their attack and hit them in midair.
Geese	□⌃◂	·Lengthened the recovery from the 1st hit by 3 frames, changing the frame advantage when guarded from -9 frames to -12 frames, and from +2 frames to -1 frame when the move lands. ·Fixed an issue in which the 1st hit would track the opponent depending on the input timing of the 2nd hit, which was unintended.
Anna	✔·⌄· ✔■■◂⌄·	·Fixed an issue in which your state after shifting to Chaos Judgement would be registered as "jumping." It now properly registers as "standing."
Julia	During Rage ■·	·Fixed an issue in which the 2nd hit would not be performed in the direction of the opponent if the 1st hit had landed/been guarded when the opponent was sidestepping.
Julia	〖·◂〗⌄	·Fixed in issue in which unintended behavior was exhibited depending on the timing at which the move was input.
Julia	Approach enemy ⌄ Approach enemy ■⌄	·Changed the move's name.
Julia	Approach enemy · Approach enemy ■·	·Changed the move's name.
Julia	Approach from left side ⌄ (or ·)	·Changed the move's name.
Julia	Approach from right side ⌄ (or ·)	·Changed the move's name.
Julia	Approach enemy ■⌄	·Changed the move's name and animation.