

Bryan

Command	Changes
	•Is now +5F on second hit after 1st hit is normal or counter hit.
	•3rd hit is now guaranteed after 2nd attack counter hits.
	•Opponent closer on hit.
	•Recovery for both players decreased by 3F for faster game play. •Recovery decreased by 3F.
	•Opponent reaction on normal and counter hit was changed.
	•Opponent closer on block.
	•Causes Screw on mid-air hit.
	•Opponent closer after blocking first hit.
	•During Sway, input window for moves 5F faster.
	•Changed from +5F to +7F on hit.
	•Both players recovery decreased by 3F to speed up game play. •Recovery decreased by 3F on hit.
	•Recovery decreased by 3F on block to speed up game play. •Recovery decreased by 3F on hit.
	•Wasn't registered as a counter hit when hit by opponent during first half of attack. This was fixed.
	•Causes Wall Bounce on hit.
While rising	•Opponent closer on block.
While rising	•Changed from -8F to -10F on block. •Changed from +3F to +1F on hit.
While rising	•Opponent reaction on counter hit was changed.
	•Homing increased.
after successfully parrying an opponent's right punch ((or	•Changed from +2F to +7F on hit.