

Common

Command	Changes
Spring Kick (1) ※1 (Feet towards opponent) While facing up ☉☉	• Startup changed from 16F to 19F. • Jump status startup frame changed from 22F to 12F.
Spring Kick (2) ※2 (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. • 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 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 Akuma, Eliza, Geese
- ※4 Everyone but Akuma, Eliza, Geese

Other bugs also fixed

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