

## Update Patch Version 1.41 Details

Thank you for playing JoJo's Bizarre Adventure: All-Star Battle R. The 1.41 Patch will be out with balance adjustments.

### General Changes

#### Jumping Movement

- Standardized animation lead-in to jumping:
  - Robert E. O. Speedwagon
  - Iggy (Stand Mode)
  - Yukako Yamagishi
  - Diego Brando (Mounted)
  - Weather Forecast
  - Risotto Nero
- Standardized with other characters to reduce imbalances as a result of jumping differences.

### Character Specific Changes

#### Jonathan Joestar

##### "Scarlet Overdrive" skill

- Reduced hurtbox during activation.
  - Reduces the possibility of being countered by attacks from above (e.g. jumping opponents), improves usability in neutral.
- Increased speed of attack start up.
  - Improves usability in neutral.

##### "Scarlet Overdrive" skill \*Hamon version

- Made the higher damage version activatable when the first hit of the triple hit connects.
- Balanced force of knockback effect.
- Increased invincibility period.

- Now an attack for dealing high burst damage when drawing the opponent into it or incorporating into combos.

This improves usability in neutral and in combos.

Note that the knockback force has also been rebalanced so that the extended invincibility period does not allow high-damage combos with invincible openings.

The weak attack version of Scarlet Overdrive can now be used as part of an aerial combo.

## **Dio Brando**

### **Assist**

- Rebalanced assist use count.
  - Reversal Assist count down from 2 to 1 to bring it more in line with other options.

## **Robert E. O. Speedwagon**

### **With Tattoo as partner: "Go nuts with those knives, boys!" skill**

- Altered the 2 hit attack.
- Increased speed of attack start up.
  - If the first rush hits, the move can now transition into the second knife part. Improves usability in neutral.

### **With Tattoo as partner: "GYAAAAAAAH!"**

- Increased attack area.
- Shortened recovery period.
  - Improves usability in neutral and in combos.

### **With Tattoo as partner: "That does it!"**

- Increased speed of attack start up.
- Changed recoil animation.
  - Improves usability in neutral and in combos.

### **With The Asian as partner: "Martial Arts, the Eastern mystery!"**

- Shortened recovery period.

- Improves usability in neutral and in combos.

### **With The Asian as partner: "You've got a lot to learn..."**

- Increased forward motion.
- Shortened recovery period.
  - Improves usability in neutral and in combos.

## **Joseph Joestar**

### **"Clacker Volley" skill \*Hamon version**

- Removed ability to Flash Cancel and HHA cancel.
  - The ability to cancel from the invincibility period into Flash Cancel or HHA made it easy to gain an advantage.

### **Action after stepping backward**

- Added ability to cancel into an attack.
  - This was unintended and has been fixed.

### **"I'm so outta here!" special**

- Removed ability to cancel animation into other actions.
  - This was unintended and has been fixed.

## **Caesar Anthonio Zeppeli**

### **"Hamon Kick" skill \*Hamon version**

- Extended recovery after missing or being guarded.
- Increased damage.
- Removed ability to Flash Cancel and HHA cancel.
  - The ability to cancel from the invincibility period into Flash Cancel or HHA made it easy to gain an advantage.  
Increased both damage and recovery to make this more of a high-risk, high-reward move.

### **"Hamon Kick" skill**

- Extended recovery after missing or being guarded.
- Increased damage.

- Increased both damage and recovery to make this more of a high-risk, high-reward move.

## **Lisa Lisa (Elizabeth)**

### **"Super Aja" HHA**

- Adjusted timing of the final animation. (No effect on damage or mechanics.)
  - This was unintended and has been fixed.

## **Wamuu**

### **"I, Wamuu, will now consider you to be worthy prey!" skill (while "I shall see with the wind." is active)**

- Adjusted pushback on hit.
  - Fix for the attack not landing multiple hits.

## **Mariah**

### **"What are you drooling over?" HHA**

- Increased additional damage from Magnetization Gauge level.
  - Improves usability in neutral and in combos through building Magnetization Gauge.

### **"Heh heh heh... Enjoy..." skill**

- Increased additional binding duration from Magnetization Gauge level.
  - Improves usability in neutral and in combos through building Magnetization Gauge.

## **Mohammed Avdol**

### **User Mode crouching medium normal attack**

- Increased forward motion.
  - Improves usability in neutral and in combos.

### **User Mode standing strong normal attack**

- Adjusted lifting force.

- When comboing this move into HHA against airborne opponents, the HHA often failed to land multiple hits. This change improves usability.

#### **Stand Mode standing medium normal attack**

- Shortened pushback on hit
- Adjusted lifting force.
  - The move often failed to combo into standing strong. This change improves usability.

#### **Stand Mode standing strong normal attack**

- Expanded hitbox.
- Adjusted lifting force.
  - When comboing this move into HHA against airborne opponents, the HHA often failed to land multiple hits. This change improves usability.

#### **"Cross Fire Hurricane Variation" skill**

- Made the projectile persist and deploy its object even if it hits the opponent.
  - Improves usability in neutral.

#### **"I'll burn you to cinders!" skill**

- Extended pushback on hit
- Increased speed of attack start up.
  - Improves usability in neutral.

#### **"Flaming Life Detector" skill**

- Made the projectile vanish if user is hit by an attack.
  - Both homing and continuing even if the user was hit on one move made it easy to gain an advantage.

### **Jotaro Kujo**

#### **"My STAND will be the judge!" skill**

- Added protection from knockback from opponent's attacks to the period from animation start to the beginning of the attack.
  - Improves usability in neutral.

## **Hol Horse**

### **"You lose, loser!" skill**

- Shortened time until attack beginning.
  - Improves usability in neutral.

### **"You lose, loser!" skill (enhanced)**

- Shortened time until attack beginning.
  - Improves usability in neutral.

## **Old Joseph Joestar**

### **Assist**

- Rebalanced assist use count.
  - Reversal Assist count up from 1 to 2 to bring it more in line with other options.

## **Cool Ice**

### **Assist**

- Rebalanced assist use count.
  - Reversal Assist count up from 1 to 2 to bring it more in line with other options.

## **Mariah**

### **Assist**

- Rebalanced assist use count.
  - Reversal Assist count up from 1 to 2 to bring it more in line with other options.

## **Iggy**

### **Assist**

- Rebalanced assist use count.
  - Reversal Assist count down from 2 to 1 to bring it more in line with other

options.

## **Kosaku Kawajiri**

### **Stand Mode jumping medium normal attack**

- Increased effective attack length.
  - Improves usability in neutral.

### **Stand Mode jumping strong normal attack**

- Increased gap between first and second hit.
  - Improves usability in neutral.

### **Stand Mode crouching medium normal attack**

- Shortened pushback on hit
  - The move often failed to combo into standing strong. This change improves usability.

### **Stand Mode crouching strong normal attack**

- Increased range.
  - Improves usability in neutral.

### **User Mode crouching strong normal attack**

- Increased range.
  - Improves usability in neutral.

### **"Air Bomb Cushion" skill**

- Extended pushback on hit
  - "When Flash Canceling this move, it can no longer be used to combo from Guard Cancel. (Kosaku Kawajiri can move forward when using Flash Cancel, which opens up options to gain an advantage.)"

### **"This stone is a bomb!" skill**

- Shortened recovery period.
  - Improves usability in neutral.

### **"Stray Cat's protecting me now!" HHA**

- Shortened recovery period.
  - Improves usability in neutral.

## **Yoshikage Kira**

### **Stand Mode standing strong normal attack**

- Altered the 2 hit attack.
  - Improves usability in neutral and in combos.

### **"It's your fate to be defeated here..." special**

- Changed recoil animation.
- Allowed canceling into Quick Stand On.
  - Improves usability in combos.

### **"Calm and cool" skill**

- Allowed Flash Cancel from a successful counter.
  - Improves usability in combos.

### **"Anything can be a bomb." skill**

- Sped up all animations.
  - Improves usability in neutral.

## **Akira Otoishi**

### **Assist**

- Rebalanced assist use count.
  - Reversal Assist count up from 1 to 2 to bring it more in line with other options.

## **Prosciutto and Pesci**

### **Stand Mode "How's this?" special**

- Allowed canceling into Quick Stand On.
  - Improves usability in neutral and in combos.

### **User Mode "You gutless rat!" special**



- Allowed canceling into Quick Stand On.
  - Improves usability in neutral and in combos.

### **"You're soft!" skill**

- Adjusted lifting force.
- Increased forward motion.
- Shortened recovery period.
  - Improves usability in neutral and in combos.

## **Risotto Nero**

### **Crouching medium normal attack**

- Decreased speed of attack beginning.
- Extended invincibility period.
  - It was easy to gain an advantage when hitting, missing, or being guarded.
- Shortened pushback on hit.
  - Makes it less likely that it won't combo properly into standing strong attack.

### **"You can find iron anywhere in this world." skill**

- Shortened recovery on medium and strong versions.
- Increased lifting force against airborne opponents on medium and strong versions.
  - Improves usability in neutral and in combos.

### **Control iron within 5-10 meters**

- Fixed to apply the combo correction after the HIT.
  - Since this is a special unguardable attack and categorize to throwing move, adjustments have been made to suppress follow-up damage by using assists after using this command move.

### **Assist**

- Rebalanced assist use count.
  - Reversal Assist count up from 1 to 2 to bring it more in line with other options.

## **Ghiaccio**

## **Assist**

- Rebalanced assist use count.
  - Reversal Assist count up from 1 to 2 to bring it more in line with other options.
- Changed the attack used to the strong attack version.
  - This was not as designed and has been fixed.

## **"Are you friggin' mocking me?!" skill**

- Extended pushback on hit
  - "When Flash Canceling this move, it can no longer be used to combo from Guard Cancel. (Ghiaccio can move forward when using Flash Cancel, which opens up options to gain an advantage.)"

## **Trish Una**

### **"Something soft is even more unbreakable than diamond!" skill**

- Extended pushback on hit
  - "When Flash Canceling this move, it can no longer be used to combo from Guard Cancel. (When using Flash Cancel, Trish Una will advance forward, opening up options to gain an advantage.)"

## **F.F.**

### **"I am a being of superior intellect than you!" GHA**

- Fix to make the projectiles no longer erased by attacks that erase some projectiles.
  - This was unintended and has been fixed.

## **Ikuro Hashizawa**

### **Jumping strong normal attack**

- Increased speed of attack start up.
- Increased effective attack length.
  - Improves usability in neutral and in combos.

## **"This is Baoh!" Style**

- Increased action speed.
  - Improves usability in neutral.

### **"Baoh Hardened Saber" skill**

- Increased forward motion of weak attack version.
  - Improves usability in neutral.
- Added "sends the opponent flying with the finishing blow" to strong attack version if it hits.
  - Improves usability in neutral.

### **"Astonishing Leap" special**

- Revised the entire animation. Adjusted forward and backward move distance.
  - Improves usability in neutral.