

v500 Change List

Character	Command	Changes
Common	Wall crush inducing hit Wall crush inducing guard	•All characters now have moves that cause either "wall crush inducing hit" or "wall crush inducing guard". Both are the damage animations in standing position, and when the attacked character hits a wall, a wall crush occurs. Although the attacked character can block while being wall crushed, they will be at a big disadvantage as the recovery is long.
Paul	↓↘↘ hold	•Changed the opponent's behavior on block. Wall crush inducing guard is implemented.
Law	During Dragon Charge ↘↘↘ During Dragon Charge ⇒↘↘	•Changed the opponent's behavior on block. Wall crush inducing guard is implemented.
King	↘↘↘↘↘↘	•Bugs fixed. Changed the attack start-up from "24 to 24-25" as it sometimes misses an opponent in a low posture.
	During Sidestep ↘↘	•Changed the opponent's behavior on block. Wall crush inducing guard is implemented. •Improved the homing performance.
Yoshimitsu	⇒↘↘	•Changed the opponent's behavior on counter hit.
	During Kincho ⇒↘↘	•Changed the opponent's behavior on block. Wall crush inducing guard is implemented.
Hwoarang	↘↘↘↘	•Changed the opponent's behavior on hit/counter hit. Wall crush inducing hit is implemented.
Xiaoyu	⇒↘↘↘↘	•Changed the opponent's behavior on block. Wall crush inducing guard is implemented.
Jin	While rising ↘↘	•Changed the opponent's behavior on hit/counter hit. Wall crush inducing hit is implemented.
Bryan	⇒↘↘ hold	•Changed the opponent's behavior on block. Wall crush inducing guard is implemented.
Heihachi	↙↙↙	•Changed the opponent's behavior on block. Wall crush inducing guard is implemented.
Kazuya	While rising ↘↘	•Changed the opponent's behavior on hit/counter hit. Wall crush inducing hit is implemented.
Steve	During Peekaboo ↘↘↘↘	•Changed the opponent's behavior on hit/counter hit. Wall crush inducing hit is implemented.
	↓↘⇒↘↘↙	•Delayed the timing that enables him to do a standing block by 2 frames.
Jack-7	During Rage ↙↙↓↘↘↘	•Added the command for Rage Drive When the Rage Drive is performed with this command, the attack start-up will be 22-23 frames.
	↘↘↘↘	• It is now changed to trigger a screw upon counter hit.
	↙↘↘↘	•Changed the opponent's behavior on aerial hit.
	↙↘↘ hold	•Changed the opponent's behavior on block. Wall crush inducing guard is implemented. •Reduced the delay by 3 frames.
	⇒↘↘↘	•Decreased the distance to the opponent on hit.
	↙↘↓↘↘↘	•Changed the recovery when blocking from -11 frames to -9 frames.
	⇒⇒⇒↘↘	•Changed the opponent's behavior on aerial hit.
While rising ↘↘	•Reduced the recovery on hit by 1 frame.	
Asuka	↘↘↘	•Now a natural combo.
	↘↘↘↘↘	•Changed the damage from 23 to 26.
	↘↘	•Changed the opponent's behavior on success punch parry.
	⇒↘↘↓↘↘ ↙↘↘↘↓↘↘	•Changed the damage from 22 to 26.
	↘↘↘	•Changed the damage from 22 to 23.
	↘↘↘	•Changed the startup of the attack from 21 frames to 20 frames.
	↘↘↘	•Reduced the recovery on hit by 2 frames.
While rising ↘↘	•Changed the opponent's behavior upon hit. Wall crush inducing hit is implemented.	
Devil Jin	⇒↘↘	•Changed from -12 frames to -15 frames on block.
	↙↘↘↘	•Changed the startup of the attack from 30-31 to 28-29.
	↘↘↘	•Changed the damage from 21 to 23. •Changed the opponent's behavior on hit/counter hit. Wall crush inducing hit is implemented.
Feng	⇒↘↘ hold	•Changed the opponent's behavior on block. Wall crush inducing guard is implemented.
	↘↘	•Decreased the distance to the opponent on block. •Changed the opponent's behavior on hit.
	↘↘↘↘↘↘	•Changed the opponent's behavior on aerial hit.
	↘↘↘↘	•Changed the opponent's behavior on hit. Wall crush inducing hit is implemented.

Lili	☹☹	·Changed the opponent's behavior on counter hit.
	↗☹☹☹	·Changed the opponent's behavior on hit. Wall crush inducing hit is implemented.
Dragunov	⇒⇒☹☹	·Changed the opponent's behavior on block. Wall crush inducing guard is implemented.
Leo	During Fo Bu ☹☹	·Changed the opponent's behavior on block. Wall crush inducing guard is implemented.
	↘☹☹	·Changed the opponent's behavior on crouching hit.
	↘☹☹	·Changed the start of the attack from 23 frames to 21 frames.
	⇐☹☹	·Changed the start of the attack from 15 frames to 14 frames.
	⇐☹☹	·Changed from -13 frames to -12 frames on block. ·Changed the second attack after the first attack counter hits from +16 frames to +14 frames.
	While rising ☹☹	·Changed the startup of the attack from 16 frames to 15 frames.
Lars	⇐☹☹	·Changed the opponent's behavior on first attack counter hit.
	⇒⇒☹☹☹☹	·Changed the opponent's behavior on hit/counter hit. Wall crush inducing hit is implemented.
Alisa	⇒☹☹	·Changed the damage from 25 to 21. ·Changed the opponent's behavior on hit/counter hit.
	↘☹☹	·Expanded the attack's hitbox downward.
	⇒⇒⇒☹☹	·Changed the opponent's behavior when blocking. Wall crush inducing guard is implemented.
	During Boot ☹☹	·Changed the damage from 22 to 25. ·Changed the startup of the attack from 18-19 to 17-19. ·Reduced recovery by 1 frame. ·Changed the opponent's behavior on downed hit.
	During Dual Boot ☹☹	·Expanded the attack's hitbox.
Claudio	⇒⇒⇒☹☹	·Changed the opponent's behavior on block. Wall crush inducing guard is implemented.
Katarina	↘☹☹	·Reduced the recovery when blocking or on whiff by 1 frame.
	↘☹☹☹☹	·Changed from -5frames to -4 frames on block.
	While rising ☹☹☹☹	·Changed from +6 frames to +7 frames on hit.
	↗☹☹	·Changed the startup of the attack from 24 frames to 23 frames.
	⇐☹☹☹☹	·Changed the opponent's behavior on hit/counter hit. Wall crush inducing hit is implemented.
	↘☹☹	·Improved the homing performance.
Lucky Chloe	While crouching ↘☹☹	·Changed from -16 frames to -14 frames on block. ·Changed from +1 frame to +3 frames on hit.
	☹☹	·Changed from +4 frames to +9 frames on counter hit.
	↓☹☹	·Changed the damage distribution from 5.5.5 to 6.6.6.
	⇐☹☹	·Shortened the distance to the opponent on counter hit.
	⇒⇒⇒☹☹	·Changed from +6 frames to +7 frames on block.
	Back towards enemy ⇒☹☹☹☹	·Changed the opponent's behavior on block. Wall crush inducing guard is implemented.
	Back towards enemy ↓☹☹	·Changed the startup of the attack from 23 frames to 22 frames.
	While crouching ↘☹☹	·Changed from -14 frames to -13 frames on block.
	While crouching ↘☹☹	·Changed the opponent's behavior on counter hit.
During sidestep ☹☹	·Changed the damage from 17 to 19.	
Shaheen	During Snake's Bite ☹☹	·Changed the opponent's behavior on hit. Wall crush inducing hit is implemented.
Josie	⇒☹☹☹☹	·Changed the opponent's behavior on hit. Wall crush inducing hit is implemented. ·Changed the opponent's behavior on counter hit. Increased the input window of the second attack by 10 frames.
	⇒☹☹	·Extended the reach.
	↘☹☹	·Changed the damage from 10 to 13.
	↓☹☹	·Changed the damage from 8 to 10. ·Changed the opponent's behavior on counter hit.
	During Switch Stance ☹☹	·Changed from -1 frame to +2 frames on hit.
Gigas	☹☹	·Changed from -9 frames to -7 frames on block. ·Changed from +2 frames to +4 frames on hit.
	☹☹	·Changed from -9 frames to -7 frames on block. ·Changed from +4 frames to +6 frames on block.
	⇒⇒☹☹	·Changed from -9 frames to -4 frames on block. ·Changed the opponent's behavior on hit. Wall crush inducing hit is implemented.
	While rising ☹☹	·Changed the opponent's behavior on counter hit.
Kazumi	During Fearless Warrior ☹☹	·Changed the opponent's behavior on block. Wall crush inducing guard is implemented.
Nina	⇒⇒☹☹ hold	·Changed the opponent's behavior on block. Wall crush inducing guard is implemented.

Master Raven	[↖↗]	·Changed the damage distribution from 13.20 to 11.17.
	↖↗	·Changed the damage from 20 to 17.
	Back towards enemy ↖↗ Back towards enemy ↖↗ (when hit)	·Changed the damage from 25 to 20. ·Changed the opponent's behavior on hit/counter hit. Wall crush inducing hit is implemented.
	Back towards enemy ↖↗ ↖↗	·Changed the damage from 48 to 45.
Lee	During Hitman ↖↗	·Changed the opponent's behavior on hit/counter hit. Wall crush inducing hit is implemented.
Bob	↖↗↖↗	·Changed the opponent's behavior on hit/counter hit. Wall crush inducing hit is implemented.
	↖↗↖↗↖↗	·Increased the recovery when missed by 3 frames.
Akuma	During Hyakkishu ↖↗	·Changed the opponent's behavior on counter hit.
	↖↗↖↗	·Changed the opponent's behavior on block. Wall crush inducing guard is implemented.
Kuma/Panda	↖↗	·Changed to trigger a screw on counter hit.
	↖↗	·Changed the opponent's behavior on counter hit.
	↖↗↖↗	·Changed the opponent's behavior on block. Wall crush inducing guard is implemented.
Eddy	During Rage ↖↗↖↗	·Decreased the distance to the opponent on block.
	↖↗↖↗↖↗ ↖↗↖↗	·Changed the opponent's behavior on block. Wall crush inducing guard is implemented.
	↖↗↖↗ ↖↗↖↗	·Decreased the distance to the opponent on hit/counter hit.
	↖↗↖↗	·Changed the opponent's behavior on counter hit.
	During Negativa [↖↗↖↗]	·Changed the damage distribution from 7.8 to 9.9.
Eliza	During EX Moon Glide ↖↗	·Changed the opponent's behavior on block. Wall crush inducing guard is implemented.
Miguel	During Savage Stance ↖↗	·Changed from -21 frames to -18 frames on block.
	During Savage Stance ↖↗ hold	·Changed the opponent's behavior on block. Wall crush inducing guard is implemented.
	During Savage Stance ↖↗↖↗	·Changed the opponent's behavior on counter hit.
Geese	↖↗	·Changed the opponent's behavior on hit/counter hit. Wall crush inducing hit is implemented.
	During sidestep ↖↗	·Changed the opponent's behavior on counter hit.
	↖↗ Time with enemy attack ↖↗↖↗↖↗↖↗	·Changed the damage on wall hit from 44 to 40. ·Changed from +16 frames to +14 frames on successful attack reversal.
Noctis	↖↗ hold	·Changed the opponent's behavior on block. Wall crush inducing guard is implemented.
Anna	During Rage ↖↗	·Added the command for Rage Drive.
	↖↗↖↗↖↗	·Changed from -12 frames to -13 frames on block. ·Changed the opponent's behavior on hit/counter hit.
	↖↗	·Changed the damage from 17 to 19.
	During Chaos Judgment ↖↗↖↗	·Changed the opponent's behavior on block. Wall crush inducing guard is implemented.
Lei	During Snake ↖↗↖↗	·Changed from +1 frame to +3 frames on hit/counter hit.
	During Drunken Master Walk ↖↗↖↗	·Now a natural combo. ·Changed the opponent's behavior on hit.
	During Drunken Master Walk ↖↗↖↗	·Changed the startup from 33 frames to 29 frames. ·Reduced recovery by 6 frames. ·Changed the opponent's behavior on block. Wall crush inducing guard is implemented. ·Extended the reach.
	During Sidewind (Head first) ↖↗ During Sidewind (Head first) ↖↗	·Changed from -20 frames to -15 frames on block. ·Extended the reach. ·Changed from -13 frames to -8 frames on block.
Marduk	During Rage ↖↗	·Changed the damage from 35 to 25.
	↖↗↖↗↖↗ hold	·Changed the opponent's behavior on block. Wall crush inducing guard is implemented.
Armor King	While rising ↖↗ ↖↗ after ↖↗(or ↖↗)	·Changed the opponent's behavior on hit. Wall crush inducing hit is implemented.
Julia	↖↗↖↗	·Changed the opponent's behavior on hit/counter hit. ·We changed the opponent's behavior on aerial hit.
	During ↖↗↖↗, ↖↗	·Changed the opponent's behavior on counter hit.
	↖↗	·Changed the damage from 27 to 25.
	↖↗↖↗	·Changed the damage from 21 to 18.
	↖↗↖↗ While rising ↖↗	·Changed the opponent's behavior on hit/counter hit. Wall crush inducing hit is implemented.

	While crouching ↘☪☪☪	·Extended the distance to the opponent on hit/counter hit.
Negan	↗☪☪	·Changed the opponent's behavior on hit. Wall crush inducing hit is implemented.
Zafina	↗☪☪	·Changed the opponent's behavior on hit. Wall crush inducing hit is implemented.
Ganryu	During Tachiai ⇨☪☪	·Changed the opponent's behavior on block. Wall crush inducing guard is implemented.
Leroy	☪☪☪☪☪☪	·Changed the opponent's behavior on hit/counter hit. Wall crush inducing hit is implemented.
	When ⇨☪☪ parry is successful ☪☪(or ☪☪)	·Changed from -9 frames to -10 frames on block. ·Decreased the distance to the opponent on block. ·Changed from +7 frames to +6 frames on hit.
	⇨☪☪	·Changed the opponent's behavior on hit/counter hit.
	⇨☪☪	·Changed the opponent's behavior on hit/counter hit.
	⇨☪☪	·Changed from -9 frames to -10 frames on block.
	⇨☪☪☪☪☪☪	·Increased recovery on block/miss by 3 frames. ·Delayed the input window of low parry during Hermit by 3 frames. ·Delayed the timing of sidestep during Hermit by 3 frames.
	While rising ☪☪☪	·Increased recovery by 3 frames. ·Delayed the input window of low parry during Hermit by 3 frames. ·Delayed the timing of sidestep during Hermit by 3 frames.
	↖☪☪ ↑☪☪ ↗☪☪	·Increased recovery when missed by 3 frames.
⇨→☪☪☪	·Changed from -13 frames to -15 frames on block.	
Fahkumram	During Rage ↗☪☪	·Changed the damage of the first attack from 25 to 27. ·Changed the damage of the throw from 15 to 10.
	☪☪☪☪☪☪	·Changed the opponent's behavior on hit/counter hit. Wall crush inducing hit is implemented.
	☪☪☪☪☪☪	<Third attack> ·The third attack no longer naturally combos second attack counter hit. ·Changed from -13 frames to -15 frames on block. ·Changed from +3 frames to +1 frame on hit. <Fourth attack> ·Changed from -14 frames to -15 frames on block.
	☪☪[☪☪☪] ⇨☪☪☪[☪☪☪] While rising ☪☪[☪☪☪]	·Changed the opponent's behavior on counter hit.
	☪☪ ☪☪☪ ☪☪☪☪ ↓☪☪☪	·Changed the opponent's behavior on counter hit.
	☪☪	·Changed from -9 frames to -11 frames on block.
	⇨☪☪☪☪☪	·Changed the opponent's behavior on hit/counter hit.
	↓☪☪	·Changed the damage from 20 to 18. ·Changed the opponent's behavior on counter hit.
	↗☪☪	·Changed the damage from 21 to 19. ·Changed from -14 frames to -15 frames on block. ·Changed from +5 frames to +4 frames on hit.
	⇨☪☪	·Changed the opponent's behavior on hit/counter hit
⇨→☪☪	·Changed from -14 frames to -15 frames on block.	
Kunimitsu	Rage Arts ⇨☪☪ ↗☪☪	·Changed recovery after throwing animation from ±0 frame to -4 frames.
	☪☪☪☪☪	·Bug fixed. Fixed the issue in which you not crouch the third attack when the first attack hit from behind.
	↘☪☪ Second attack	·Changed the damage distribution from 10.20 to 10.10. ·Changed from -2 frames to -4 frames on block. ·Changed from +7 frames to +5 frames on hit.
	↘☪☪←	·Changed from -2 frames to -4 frames on block. ·Changed from +7 frames to +5 frames on hit.
	⇨☪☪	·Changed the opponent's behavior on hit/counter hit. Wall crush inducing hit is implemented.
	⇨☪☪	·Changed the opponent's behavior on hit/counter hit.
	↖☪☪ During ⇨☪☪, ↗☪☪	·Hitbox after the move is made bigger to make opponent's attack easier to hit.
	While rising ☪☪☪	·Changed from -8 frames to -12 frames on block.
	During sidestep ☪☪☪	·Changed the opponent's behavior on hit/counter hit.
	Back towards enemy ☪☪	·Changed the damage from 45 to 40.
☪☪☪☪☪	·Increased the distance to the opponent on hit/counter hit.	
☪☪☪	·Changed from +8 frames to +4 frames on hit/counter hit.	
⇨☪☪☪	·Changed the opponent's behavior on hit/counter hit.	

Lidia

⇒○○○○○	<ul style="list-style-type: none"> ·Increased recovery on block/when missed by 3 frames.
⇒○○○○○	<ul style="list-style-type: none"> <Third attack> ·Changed from -10 frames to -14 frames on block. ·Changed from +1 frame to -3 frames on hit. <Fourth attack> ·Changed from -10 frames to -14 frames on block. ·Changed from +1 frame to -6 frames on hit. <Fifth attack> ·Changed the damage from 23 to 20. ·Changed the opponent's behavior on hit/counter hit. Wall crush inducing hit is implemented. ·Changed the input window from 18 frames to 14 frames.
↘○○	<ul style="list-style-type: none"> ·Increased the distance to the opponent upon hit.
↘○○○	<ul style="list-style-type: none"> <First attack> ·Increased the recovery delay by 5 frames. ·Changed the damage from 13 to 10. ·Decreased the distance that registers as a clean hit. ·Decreased the reach. <Second attack> ·Changed from -10 frames to -12 frames after throwing. ·Increased the distance to the opponent after throwing.
⇐○○○○	<ul style="list-style-type: none"> ·Changed the damage distribution from 16.18.19 to 16.16.19. ·Changed from -5 frames to -10 frames on block. ·Decreased the distance to the opponent on block. ·Decreased the distance to the opponent upon aerial hit.
⇐○○○○↓↘⇒○○	<ul style="list-style-type: none"> ·Changed the damage distribution from 16.18.23 to 16.16.21. ·Changed from -5 frames to -10 frames on block. ·Decreased the distance to the opponent on block. ·Decreased the distance to the opponent upon aerial hit.
⇐○○○○	<ul style="list-style-type: none"> <Second attack> ·Changed the damage from 13 to 7 ·Added clean hit judgment ·Changed the opponent's behavior on long distance hit. <Third attack> · The reach is decreased to make it harder for her to jump over the opponent when performing the move after cornering the opponent at the wall.
During Cat Foot Stance I ○○	<ul style="list-style-type: none"> ·Changed from +8 frames to +4 frames on block. ·Increased the distance to the opponent on block.
During Heaven and Earth ○○	<ul style="list-style-type: none"> ·Decreased the homing performance.
During Cat Foot Stance II ○○	<ul style="list-style-type: none"> ·Changed the damage from 27 to 23. ·Changed the opponent's behavior on hit.
During Cat Foot Stance II ○○○○	<ul style="list-style-type: none"> ·Changed from -7 frames to 12 frames on block. ·Decreased distance to the opponent on block. ·Increased the input window from 20 frames to 30 frames.
During Cat Foot Stance II ○○○○	<ul style="list-style-type: none"> <First attack> ·Changed the damage from 10 to 7 ·Added the clean hit judgment ·Changed the opponent's behavior on long distance hit. <Second attack> · The reach is decreased to make it harder for her to jump over the opponent when performing the move after cornering the opponent at the wall.
During Pouncing Tiger, Stalking Wolf ○○	<ul style="list-style-type: none"> ·Changed the damage from 30 to 24.
During Pouncing Tiger, Stalking Wolf ○○	<ul style="list-style-type: none"> ·Changed from -12 frames to -13 frames on block. ·Decreased the distance to the opponent on block.
During Pouncing Tiger, Stalking Wolf ○○○	<ul style="list-style-type: none"> ·No longer a natural combo.
↘○○	<ul style="list-style-type: none"> ·Changed the damage distribution from 13.23 to 10.23.
⇒⇒○○	<ul style="list-style-type: none"> ·Removed the clean hit judgment.
While rising ○○○	<ul style="list-style-type: none"> ·Changed from -12 frames to -13 frames on block.
During sidestep ○○	<ul style="list-style-type: none"> ·Changed the opponent's behavior on hit/counter hit.
After successful Upper Parry ○○○	<ul style="list-style-type: none"> ·Changed the damage distribution from 9.9 to 5.5.

フォント : Meiryo UI

文字サイズ : 9

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