

# 201705Ver.

## ADJUSTMENTS

### Jun 2, 2017 Update 2

The following are corrections for items that were mistakenly listed on the adjustment list.

Dhalsim

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Mistaken: Added a new normal move (down-forward + MK).

Corrected: Added a new normal move (down-backwards + MK).

Juri

- M Tensenrin

Mistaken: 2. Added invincibility for airborne attacks for frames 1F - 6F.

Corrected: 2. Added invincibility for airborne attacks for frames 1F - 7F.

### Jun 2, 2017 Update 1

The following are corrections for items that were mistakenly listed on the adjustment list.

Guile

- Sonic Break:

Mistaken: V-Timer gauge consumption restored to the 2016 Ver.

Corrected: V-Timer gauge consumption restored to the 2016 Ver. for the first and second shots of Sonic Break. No changes for the V-Timer gauge consumption for the third shot onward.

# ALL Fighters

変更箇所

調整内容

Hold frames for charge moves	The number of frames necessary to complete a charge has been increased from 6F to 10F.
V-Reversal	V-Reversal input delay and established frame for crouching block has been shortened by 1F.
Throw Escape	It is no longer possible to escape throws while inputting up during the throw escape.



# RYU

変更箇所

調整内容

Standing LK	Expanded the forward hitbox.
Standing MP (Normal/V-Trigger)	Expanded the forward hitbox.
M Shoryuken	<ol style="list-style-type: none"> <li>1. Added a hurtbox for frames 3F - 6F.</li> <li>2. Added invincibility for airborne attacks for frames 1F - 6F.</li> </ol>
H Shoryuken	Added attack and projectile invincibility for frames 3F - 6F.
Crouching HP	Changed the move animation.



# CHUN-LI

変更箇所

調整内容

Hyakuretsukyaku (Normal/V-Trigger)	Changed the number of necessary inputs when rapidly pressing K from 4 to 5.
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# NASH

変更箇所

調整内容

Forward Dash	Total movement frames changed from 19F to 18F.
Standing HP	<ol style="list-style-type: none"> <li>1. Increased the forward hitbox for the first active frame.</li> <li>2. Expanded the hitbox downward for frames 2F to 3F, and reduced the upwards hitbox.</li> </ol>
Crouching MK	<p>Quickened the timing for V-Trigger cancel by 1F.</p> <p>Note: After the change, Nash will go from +4F to +5F advantage from cancelling into V-Trigger (Sonic Move - Hide).</p>
M Sonic Scythe	Increased the pushback distance on block.
EX Sonic Scythe	<ol style="list-style-type: none"> <li>1. Added throw invincibility for frames 1F - 6F.</li> <li>2. Expanded the upwards hitbox for the first and second active frames.</li> </ol>



# CAMMY

変更箇所

調整内容

L Canon Spike	<ol style="list-style-type: none"> <li>1. Added a hurtbox for frames 3F - 6F.</li> <li>2. Added throw invincibility for frames 1F - 6F.</li> <li>3. Limited the follow-up attacks after a hit at the base.</li> </ol>
M Canon Spike	<ol style="list-style-type: none"> <li>1. Added a hurtbox for frames 3F - 6F.</li> <li>2. Added invincibility for airborne attacks for frames 1F - 6F.</li> <li>3. Limited the follow-up attacks after a hit at the base.</li> </ol>
H Canon Spike	Added attack and projectile invincibility for frames 3 - 6F.
EX Canon Spike	Expanded the downwards hitbox.
Neck Spiral	Added an air throw (press LP + LK during a jump)



# BIRDIE

変更箇所

調整内容

Crouching MP	Expanded the hitbox upwards for active frames 4F - 5F.
Crouching MK	Startup reduced from 11F to 10F.
EX Bull Head (Normal/V-Trigger)	Disadvantage on block increased from -2F to -5F.
EX Bull Horn	Armor startup and duration changed from 3F - 20F, to 1F - 20F.



# KEN

変更箇所

調整内容

Thunder Kick	Changed the recovery on block from -2F to -4F.
M Shoryuken	<ol style="list-style-type: none"> <li>1. Added a hurtbox for frames 3F - 6F.</li> <li>2. Added invincibility for airborne attacks for frames 1F - 6F.</li> <li>3. Increased the knockback distance for the first hit.</li> </ol>
H Shoryuken	Added attack and projectile invincibility for frames 3F - 6F.



# NECALLI

変更箇所

調整内容

The Disc's Guidance (V-Trigger)	Disadvantage on block increased from -4F to -6F.
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# VEGA

変更箇所

調整内容

Standing HP (claw)	<ol style="list-style-type: none"> <li>1. Advantage on hit increased from +6F to +7F.</li> <li>2. Pushback on hit slightly decreased.</li> <li>3. Pushback on block slightly decreased.</li> </ol>
Crouching HP (claw)	<ol style="list-style-type: none"> <li>1. Advantage on hit changed from -2F to +5F.</li> <li>2. Advantage on block changed from -5F to +3F.</li> </ol>
V-Trigger: Bloody Kiss - Azul	Changed so that Vega will be fully invincible from the first frame after hit.
Flying Barcelona Attack (claw)	<ol style="list-style-type: none"> <li>1. Damage increased from 90 to 120.</li> <li>2. Advantage on block increased from 0F to 3F.</li> <li>3. Relaxed the restrictions on mid-air juggles after hit. (Can follow-up with anything.)</li> </ol>
Flying Barcelona Attack (no claw)	Damage increased from 60 to 80.
EX Crimson Terror	Increased the movement distance. (Now somewhere between 2016 and 2017 update versions.)



# RASHID

変更箇所

調整内容

Hurtbox	Fixed issue where Rashid's collision boxes would shrink in the reverse direction of other characters if Rashid turned around while crouching. This led to characters being able to cross him up with certain moves after he landed from mid-air recovery, when they were not supposed to.
Standing LK	<ol style="list-style-type: none"> <li>1. Reduced the upwards hitbox.</li> <li>2. Increased the horizontal knockback distance on mid-air hit.</li> </ol>
EX Eagle Spike (V-Skill)	If Rashid KO's the opponent with EX Airborne Eagle Spike during his V-Skill, he will get the EX flashing screen finish.



# ZANGIEF

変更箇所

調整内容

Head Butt	Reduced the amount of CA meter gain upon use to cancel a projectile attack. (From 50 to 30.)
Double Lariat	1. Reduced the downwards hitbox on his arms while spinning (1st revolution). 2. Changed so that the hitbox on his arms while spinning (2nd and 3rd revolutions) will not hit crouching opponents. 3. Expanded the hurtbox to the same position as his hitbox.
Harasho Choke Slam	New neutral/forward normal throw (LP+LK) that is triggered against crouching opponents.
Flying Head Butt	New move: press up + HK during a neutral jump.
Tundra Storm	New move: F, D, DF + P - perform a counter (only works against horizontally-angled kick attacks).

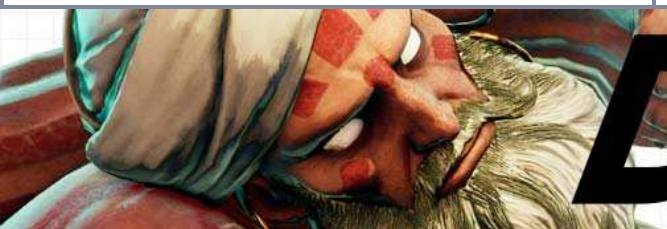


# LAURA

変更箇所

調整内容

L Bolt Charge (Normal/V-Trigger)	Reduced the active frames from 4F to 3F.
Crouching LK	Reduced the advantage on block from +1F to 0F.



# DHALSIM

変更箇所

調整内容

Thrust Kick	Added a new normal move (down-backwards + MK).
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# F.A.N.G

変更箇所

調整内容

Standing LP	1. Reduced the advantage on hit from +6F to +5F. 2. Reduced the advantage on block from +3F to +2F. 3. Increased the hitbox on the second active frame. 4. Increased the hit hold from the second and third active frames by 1F.
Standing MK	Reduced the startup from 6F to 5F.

Standing HP	<ol style="list-style-type: none"> <li>1. Reduced the startup from 8F to 7F.</li> <li>2. Reduced the hitbox.</li> <li>3. Slightly increased the hurtbox.</li> </ol>
Standing HK	<ol style="list-style-type: none"> <li>1. Reduced the startup from 14F to 12F. (The entire movement is reduced by 2F.)</li> <li>2. Advantage on hit reduced from +7F to +6F.</li> </ol>
Crouching MP	Reduced the startup from 7F to 6F.
Nirenko	Reduced the pushback on hit for the first hit.



Hurtbox	Fixed issue where Alex's collision boxes would shrink in the reverse direction of other characters if Alex turned around while crouching. This lead to characters being able to cross him up with certain moves after he landed from mid-air recovery, when they were not supposed to.
Vitality	Vitality increased from 1000 to 1025.
Standing MP	Move recovery changed from 14F to 12F. (No changes to advantage/disadvantage.)
Standing MK	Startup reduced from 9F to 8F. (The entire move has been reduced by 1F.)
Crouching MK	Startup reduced from 10F to 9F. (The entire move has been reduced by 1F.)
V-Skill - Overhaul	The entire move has been reduced from 55F to 52F.
EX Air Knee Smash	Timing of the hurtbox activation has been restored to the 2016 Ver.
L Slash Elbow	Disadvantage on block has been reduced from -4F to -2F.



Forward Throw	Recovery after a successful throw increased by 3F.
Reverse Spin Kick	Advantage on hit reduced from +6F to +4F.
M Somersault Kick	<ol style="list-style-type: none"> <li>1. Added a hurtbox to the attack/projectile invincibility for frames 3F - 8F.</li> <li>2. Added invincibility for airborne attacks for frames 1F - 8F.</li> </ol>

V-Trigger - Solid Puncher	Number of V-Gauge blocks increased from 2 to 3.
Sonic Break	V-Timer gauge consumption restored to the 2016 Ver. for the first and second shots of Sonic Break. No changes for the V-Timer gauge consumption for the third shot onward.
EX Sonic Break	V-Timer gauge consumption restored to the 2016 Ver.



# IBUKI

Kunai Hoju	Placed lower in the command priority than Kazekiri.
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# BALROG

Hurtbox	Fixed issue where Balrog's collision boxes would shrink in the reverse direction of other characters if Balrog turned around while crouching. This led to characters being able to cross him up with certain moves after he landed from mid-air recovery, when they were not supposed to.
Vitality	Vitality reduced from 1025 to 1000.



# JURI

Standing LP	<ol style="list-style-type: none"> <li>Decreased the size of the upwards hitbox.</li> <li>Increased the horizontal knockback distance on mid-air hit.</li> </ol>
L Tensenrin	Added throw invincibility for frames 1F - 8F.
M Tensenrin	<ol style="list-style-type: none"> <li>Added a hurtbox for frames 3F - 6F.</li> <li>Added invincibility for airborne attacks for frames 1F - 7F.</li> </ol>
H Tensenrin	Changed the 1F - 8F throw invincibility frames to attack/projectile invincibility from 3F - 7F.



# URIEN

Vitality	Vitality reduced from 1025 to 1000.
Crouching MK	Advantage on block changed from +2F to -2F.
Jumping LK	Expanded the hitbox downwards.
EX Dangerous Headbutt	Increased the recovery on whiff from 15F to 25F.
EX Chariot Tackle	①Increased the disadvantage on block from 0F to -2F. ②Reduced the pushback distance on block.



Vitality	Increased vitality from 875 to 900.
M Goshoryuken	<ol style="list-style-type: none"> <li>1. Added a hurtbox for frames 3F - 6F.</li> <li>2. Added invincibility for airborne attacks for frames 1F - 6F.</li> <li>3. Increased the knockback distance for the first hit.</li> <li>4. Slightly expanded the forward hitbox during rising animation.</li> </ol>
H Goshoryuken	Added attack and projectile invincibility for frames 3F - 6F.