

# ADJUSTMENTS

*CE 202002 Ver.*

## ALL Fighters

Adjustment

Description

Behavior When CA Activation  
Screen Blackout Overlaps  
with Projectile Block-Stun

The defender can now activate a V-Reversal during projectile block-stun when the opponent's CA activates a screen blackout.



# RYU

Adjustment	Description
Back Dash	Character's central axis now remains stationary during 1st and 2nd frames. (Character appearance and all boxes remain unchanged.)
[Normal/V-Trigger I] Standing Medium Punch	1) Character's central axis now moves forward. 2) Increased cancel timing for an attack on hit by 1 frame. 3) When the attack misses, collision box now moves forward only after active attack frames end. 4) On hit or guard, collision box moves forward 1 frame after connecting.
Standing Light Kick	1) When the attack misses, collision box now moves forward only after active attack frames end. 2) On hit or guard, collision box moves forward 1 frame after connecting.
[Normal/V-Trigger I] Crouching Light Punch	1) When the attack misses, collision box now moves forward only after active attack frames end. 2) Collision box moves forward 1 frame after connecting. 3) Increased by 1 frame on hit or guard by a grounded character. 4) Both hit and block stun increased by 1 frame when connecting with a grounded character.
[Normal/V-Trigger 1] Crouching Hard Punch	Collision box moved backward during 1st to 5th frames.
Crouching Light Kick	1) When the attack misses, collision box now moves forward only after active attack frames end. 2) On hit or guard, collision box moves forward 1 frame after connecting.
[Normal/V-Trigger 1] Collarbone Breaker	Character's central axis now remains stationary during 1st and 4th frames. (Character appearance and all boxes remain unchanged.)
[Normal/V-Trigger 1] Solar Plexus Strike	Character's central axis now remains stationary during 1st and 5th frames. (Character appearance and all boxes remain unchanged.)
Axe Kick	Character's central axis moves forward during 1st frame.
[Normal/V-Trigger 1] Hadoken (all strengths)	Character's central axis now remains stationary during 1st and 5th frames. (Character appearance and all boxes remain unchanged.)
L. Jodan Sokutou Geri	Reduced backward movement on 1st frame.

Adjustment	Description
M. Jodan Sokutou Geri	Reduced backward movement on 1st to 2nd frames.
EX Jodan Sokutou Geri	Reduced backward movement on 1st to 5th frame.
Shinku Hadoken (CA)	Moved backward the collision box while unable to perform an action.
[V-Trigger 1] Denjin Hadoken (CA)	Moved backward the collision box while unable to perform an action.
Thust Strike	Fixed a phenomenon where the attack after parrying with this move was more difficult to land than expected; the size of the corresponding hitbox was expanded.



# CHUN-LI

Adjustment	Description
Back Dash	Character's central axis now remains stationary during 1st and 2nd frames. (Character appearance and all boxes remain unchanged.)
Normal Throw (Forward/Backward)	Character's central axis now remains stationary during 1st to 4th frames. (Character appearance and all boxes remain unchanged.)
[Normal/V-Trigger I] Standing Medium Punch	1) When the attack misses, collision box now moves forward only after active attack frames end. 2) On hit or guard, collision box moves forward 1 frame after connecting.
[Normal/V-Trigger I] Crouching Medium Punch	1) Character's central axis now remains stationary during frames 1 to 5. (Character appearance and all boxes remain unchanged.) 2) Hurtbox on frame 2 extended forward.
[Normal/V-Trigger I] H. Hyakuretsukyaku	Character's central axis now remains stationary on the 1st frame. (Character appearance and all boxes remain unchanged.)
[V-Trigger II] Kikoshō (Special Move)	1) Character's central axis now remains stationary during frames 1 and 2. (Character appearance and all boxes remain unchanged.) 2) Throw hurtbox extended forward.
Hazanshu	Fixed a phenomenon where Chun-Li's rear leg was placed in an unnatural position after jumping over a projectile attack with this move, allowing the attack to hit her. The corresponding hurtbox has been removed.



# NASH

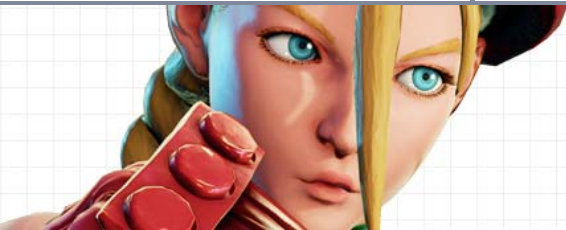
Adjustment	Description
Back Dash	Collision box moved backward.
Standing Hard Kick	Collision box on 1st frame moved backward.
Crouching Medium Punch	Collision box during 4th and 5th frames moved backward.
Crouching Hard Kick	Collision box during 4th and 5th frames moved backward.
Chopping Assault	Collision box during 5th frame moved backward.
Sonic Boom (all versions)	Collision box during 3rd to 5th frames moved backward.
Tragedy Assault (all versions)	Collision box moved backward during 1st to 5th frames.
L. to H. Moonsault Slash	Collision box moved backward during 1st to 5th frames.
Bullet Clear (V-Skill I)	Collision box during 5th frame moved backward.
[V-Trigger II] Stealth Dash (activation/special move)	Collision box moved backward during 5th frame to the end of the move.
Judgement Saber (CA) (Attack misses)	Moved backward the collision box while unable to perform an action.
L. Sonic Scythe (VS2 Ver.)	Fixed a phenomenon where if this move (after triggering VSII Silent Sharpness) was guarded against at a specific time, recovery time would worsen.



# MR. BISON

Adjustment	Description
Back Dash	Character's central axis now remains stationary during 1st and 2nd frames. (Character appearance and all boxes remain unchanged.)

Adjustment	Description
Standing Medium Punch	Collision box during 4th and 5th frames moved backward.
Standing Hard Punch	Collision box during 5th frame moved backward.
Crouching Medium Punch	Collision box moved backward during 1st to 5th frames.
Psycho Axe	1) Collision box moved backward during frames 15 to 17. 2) Collision box moved backward on frames 22 to 43 when the attack misses.



# CAMMY

Adjustment	Description
Back Dash	Character's central axis now remains stationary during 1st and 2nd frames. (Character appearance and all boxes remain unchanged.)
Standing Light Punch	1) When the attack misses, collision box now moves forward only after active attack frames end. 2) On hit or guard, collision box moves forward 1 frame after connecting.
Standing Hard Punch	When the attack misses, collision box moves forward on 6th frame instead of 1st.
Standing Hard Kick	1) Collision box moved backward during frames 9 to 30. 2) Collision box moves forward 1 frame after connecting.
Crouching Light Kick	1) When the attack misses, collision box now moves forward only after active attack frames end. 2) On hit or guard, collision box moves forward 1 frame after connecting.
Crouching Medium Punch	1) When the attack misses, collision box now moves forward only after active attack frames end. 2) On hit or guard, collision box moves forward 1 frame after connecting.
Lift Upper	1) When the attack misses, collision box now moves forward only after active attack frames end. 2) On hit or guard, collision box moves forward 1 frame after connecting.
Hooligan Combination (all versions)	Collision box during 3rd to 5th frames moved backward.

Adjustment	Description
Axel Spin Knuckle (V-Skill I)	1) Collision box during frames 32 to 50 moved backward. (When moving behind enemy) Collision box during frames 33 to 54 moved backward. 2) Collision box moves forward 1 frame after connecting.
Spinning Attack (V-Skill II)	Character's central axis now remains stationary during frames 4 and 5. (Character appearance and all boxes remain unchanged.)
Cross Stinger Assault (CA) (Attack misses)	Reduced size of collision box to the rear while unable to perform an action.



Adjustment	Description
Forward Dash	Collision box moved backward during frames 6 to 20.
Standing Medium Punch	Collision box during 4th and 5th frames moved backward.
Standing Light Kick	1) When the attack misses, collision box now moves forward only after active attack frames end. 2) On hit or guard, collision box moves forward 1 frame after connecting.
Crouching Hard Punch	Collision box moved backward during 1st to 5th frames.
Crouching Medium Kick	Collision box during 5th frame moved backward.
Crouching Hard Kick	1) Collision box moved backward during frames 1 to 4. 2) Collision box moved backward on frame 5.
[Normal] Bull Head	Collision box moved backward during 1st to 5th frames.
L. to H. Killing Head	Character's central axis now remains stationary on the 1st frame. (Character appearance and all boxes remain unchanged.)



Adjustment	Description
Forward Dash	Collision box for 3rd to 16th frames moved backward.

Adjustment	Description
Back Dash	Character's central axis now remains stationary during 1st and 2nd frames. (Character appearance and all boxes remain unchanged.)
Standing Light Kick	1) When the attack misses, collision box now moves forward only after active attack frames end. 2) On hit or guard, collision box moves forward 1 frame after connecting. 3) Pushback on block increased.
Crouching Light Punch	1) When the attack misses, collision box now moves forward only after active attack frames end. 2) On hit or guard, collision box moves forward 1 frame after connecting.
Crouching Medium Punch	Collision box during 5th frame moved backward.
Crouching Hard Punch	Collision box moved backward during 1st to 5th frames.
Crouching Light Kick	1) When the attack misses, collision box now moves forward only after active attack frames end. 2) On hit or guard, collision box moves forward 1 frame after connecting.
Crouching Medium Kick	Collision box during 4th and 5th frames moved backward.
Crouching Hard Kick	Collision box moved backward during 1st to 5th frames.
Thunder Kick	1) Collision box moved backward during frames 12 to 18 (all variations). 2) Collision box moved backward during frames 19 to - the final frame (when not following up with another move).
[Normal/V-Trigger 1] Hadoken (all strengths)	Character's central axis now remains stationary during 1st to 5th frames. (Character appearance and all boxes remain unchanged.)
[Normal/V-Trigger 1] Quick Step	1) Collision box moved backward during frames 1 to 15 (all variations). 2) Collision box moved backward during frames 16 to the final frame (when not following up with another move).



Adjustment	Description
[Normal/V-Trigger] Back Dash	Character's central axis now remains stationary during 1st and 2nd frames. (Character appearance and all boxes remain unchanged.)

Adjustment	Description
Crouching Light Kick	<ul style="list-style-type: none"> <li>1) When the attack misses, collision box now moves forward only after active attack frames end.</li> <li>2) On hit or guard, collision box moves forward 1 frame after connecting.</li> </ul>
[Normal/V-Trigger] Crouching Medium Punch	<ul style="list-style-type: none"> <li>1) When the attack misses, collision box now moves forward only after active attack frames end.</li> <li>2) On hit or guard, collision box moves forward 1 frame after connecting.</li> </ul>
[Normal/V-Trigger] Opening Dagger	Character's central axis now remains stationary during 1st to 5th frames. (Character appearance and all boxes remain unchanged.)



Adjustment	Description
Back Dash	Character's central axis now remains stationary during 1st and 2nd frames. (Character appearance and all boxes remain unchanged.)
Standing Light Punch (with claw)	<ul style="list-style-type: none"> <li>1) When the attack misses, collision box now moves forward only after active attack frames end.</li> <li>2) On hit or guard, collision box moves forward 1 frame after connecting.</li> </ul>
Standing Medium Punch (with claw)	<ul style="list-style-type: none"> <li>1) Character's central axis now remains stationary during frames 1 and 2. (Character appearance and all boxes remain unchanged.)</li> <li>2) Hurtbox on frame 1 extended forward.</li> </ul>
Standing Light Kick	Collision box on 1st frame moved backward.
Crouching Light Punch (bear hands)	<ul style="list-style-type: none"> <li>1) When the attack misses, collision box now moves forward only after active attack frames end.</li> <li>2) On hit or guard, collision box moves forward 1 frame after connecting.</li> </ul>
Crouching Light Kick	<ul style="list-style-type: none"> <li>1) When the attack misses, collision box now moves forward only after active attack frames end.</li> <li>2) On hit or guard, collision box moves forward 1 frame after connecting.</li> </ul>
Crouching Medium Kick	Collision box during 4th and 5th frames moved backward.
Bloody Rain (back) (claw/bear hands) (CA)	Collision box moved backward during 1st to 7th frame.





Adjustment	Description
Back Dash	Character's central axis now remains stationary during 1st and 2nd frames. (Character appearance and all boxes remain unchanged.)
Standing Light Punch	1) When the attack misses, collision box now moves forward only after active attack frames end. 2) On hit or guard, collision box moves forward 1 frame after connecting.
Standing Hard Punch	Collision box on 1st frame moved backward.
Standing Hard Kick (no hold)	Collision box does not leave central axis during frames 4 to 5.
Crouching Light Punch	1) When the attack misses, collision box now moves forward only after active attack frames end. 2) On hit or guard, collision box moves forward 1 frame after connecting.
Crouching Medium Punch	Character's central axis now remains stationary during frames 1 to 5. (Character appearance and all boxes remain unchanged.) Collision box moved backward during frames 19 to the end of the technique.
Crouching Hard Punch	1) Character's central axis now remains stationary during frames 1 to 5. (Character appearance and all boxes remain unchanged.) 2) Collision box moved backward on frame 1.
Crouching Light Kick	1) When the attack misses, collision box now moves forward only after active attack frames end. 2) On hit or guard, collision box moves forward 1 frame after connecting.
Crouching Medium Kick	Collision box moved backward during 1st to 5th frames.
Crouching Hard Kick	1) Character's central axis now remains stationary during frames 1 to 5. (Character appearance and all boxes remain unchanged.) 2) Collision box moved backward during frames 1 to 5.
Lady Mika	Character's central axis now remains stationary during 1st and 2nd frames. (Character appearance and all boxes remain unchanged.)
L. to H. Shooting Peach	Collision box moved backward during 1st to 5th frames.
EX Shooting Peach	Character's central axis now remains stationary on 1st frame.

Adjustment	Description
Rainbow Typhoon (all versions)	Collision box moved backward during frames 1 to 6.
Brimstone (all versions)	Collision box moved backward during frames 1 to 6.
Heated Mic Performance (V-Skill I)	Character no longer moves backward on frame 4.



Adjustment	Description
Back Dash	Character's central axis now remains stationary during 1st and 2nd frames. (Character appearance and all boxes remain unchanged.)
Crouching Light Kick	Collision box on 1st frame moved backward.
[Normal] M./H. Eagle Spike	Character's central axis now remains stationary during 1st to 4th frames. (Character appearance and all boxes remain unchanged.)
[V-Trigger II] Eagle Spike / [Normal/V-Trigger II] EX Eagle Spike	Character's central axis now remains stationary during frames 1 to 3. (Character appearance and all boxes remain unchanged.)



Adjustment	Description
Standing Light Punch	1) When the attack misses, collision box now moves forward only after active attack frames end. 2) On hit or guard, collision box moves forward 1 frame after connecting.
Standing Medium Punch	1) Collision box moved backward on frame 5. 2) Collision box extends forward on frame 6 on hit.
Standing Light Kick	1) When the attack misses, collision box now moves forward only after active attack frames end. 2) On hit or guard, collision box moves forward 1 frame after connecting.

Adjustment	Description
Crouching Medium Punch	<p>1) When the attack misses, collision box now moves forward only after active attack frames end.</p> <p>2) On hit or guard, collision box moves forward 1 frame after connecting.</p>
Crouching Light Kick	<p>1) When the attack misses, collision box now moves forward only after active attack frames end.</p> <p>2) On hit or guard, collision box moves forward 1 frame after connecting.</p>
Fudo Sosho (V-Skill II)	Character's central axis now remains stationary during frames 4 and 5. (Character appearance and all boxes remain unchanged.)



Adjustment	Description
Back Dash	Character's central axis now remains stationary during 1st and 2nd frames. (Character appearance and all boxes remain unchanged.)
Taunt	Collision box moved backward while being performed.
Standing Hard Punch	Character's central axis now remains stationary during 1st to 5th frames. (Character appearance and all boxes remain unchanged.)
Crouching Hard Punch	Character's central axis now remains stationary during 1st to 5th frames. (Character appearance and all boxes remain unchanged.)
Jump movement animation	Zangief had an unintended low hurtbox during his jump movement animation. This has been fixed to give him the same hurtbox size as his neutral standing status.



Adjustment	Description
Back Dash	Character's central axis now remains stationary during 1st and 2nd frames. (Character appearance and all boxes remain unchanged.)
Standing Medium Punch	Collision box moved backward on frame 4.

Adjustment	Description
Crouching Hard Punch	Collision box moved backward during 1st to 5th frames.
Crouching Light Kick	1) When the attack misses, collision box now moves forward only after active attack frames end. 2) On hit or guard, collision box moves forward 1 frame after connecting.
Crouching Medium Kick	Collision box during 3rd to 5th frames moved backward.
[Normal/V-Trigger I] Volty Line (V-Skill I)	Character's central axis now remains stationary during 1st and 2nd frames. (Character appearance and all boxes remain unchanged.)
[Normal/V-Trigger I] Linear Movement - Esquiva (V-Skill I)	Character's central axis now remains stationary during 1st and 2nd frames. (Character appearance and all boxes remain unchanged.)

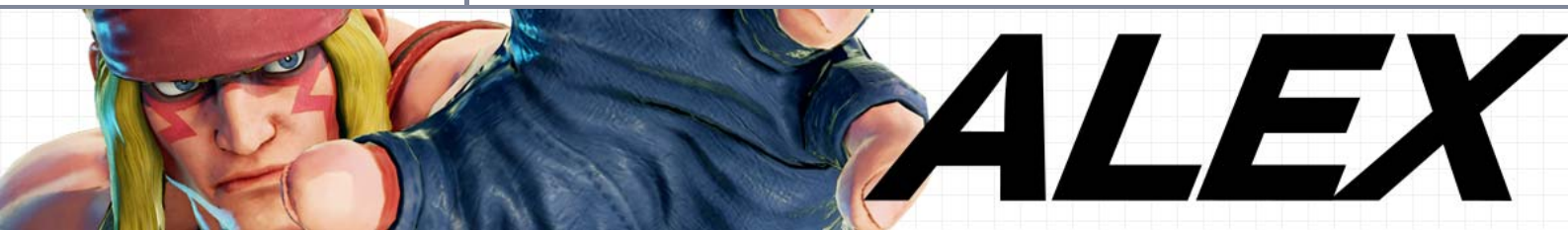


Adjustment	Description
Crouching Light Punch	1) When the attack misses, collision box now moves forward only after active attack frames end. 2) On hit or guard, collision box moves forward 1 frame after connecting.
Crouching Light Kick	Collision box during 3rd to 5th frames moved backward.
Crouching Medium Kick	Collision box during 4th and 5th frames moved backward.
Yoga Anvil	Character's central axis now remains stationary during 1st to 5th frames. (Character appearance and all boxes remain unchanged.)
Divine Kick	Character's central axis now remains stationary during frames 1 to 3. (Character appearance and all boxes remain unchanged.)
Yoga Flame	1) Fixed a phenomenon where the tire from Abigail's C'mon Spare Tire behaved in an unnatural manner when it came into contact with this move. 2) When using this move with VTII Yoga Sansara, once the enlarged Yoga Sansara exits the screen, moving a certain distance now cancels its hit box and effect.

Adjustment	Description
Yoga Gale	<p>1) Fixed a phenomenon where the tire from Abigail's C'mon Spare Tire behaved in an unnatural manner when it came into contact with this move.</p> <p>2) When using this move with VTII Yoga Sansara, once the enlarged Yoga Sansara exits the screen, moving a certain distance now cancels its hit box and effect.</p>
Yoga Sansara	Fixed a phenomenon where Dhalsim was unable to cancel into this move from a Jumping Medium Punch or Kick after using Yoga Teleport while in the air.



Adjustment	Description
Back Dash	Character's central axis now remains stationary during 1st and 2nd frames. (Character appearance and all boxes remain unchanged.)
Standing Hard Punch	Character now does not move backward on frame 5.
L. to H. Nikankyaku	Reduced size of rear collision box during frames 29 and 30.
EX Nikankyaku	Reduced size of rear collision box during frames 31 and 32.
[Normal/V-Trigger II] Nishikyū (all versions)	Character's central axis now remains stationary on the 1st frame. (Character appearance and all boxes remain unchanged.)
M. and H. Sotoja	When recovery times for these moves were reduced by 1 frame in the latest set of battle updates, recovery times and other areas were unintentionally affected. The system was reverted to its status from before the update. Now the recovery time for them will be reduced by 1 frame on the first hit only.



Adjustment	Description
All Standing Motions	Forward hurtbox reduced during cases where no buttons are being pressed, such as forward/backward movement, taking damage while standing, blocking while standing. Additionally, collision box no longer moves backward.

Adjustment	Description
Forward Dash	Collision box moved backward.
Back Dash	Character's central axis now remains stationary during 1st and 2nd frames. (Character appearance and all boxes remain unchanged.)
Normal Throw (Forward/Backward)	Collision box when moved backward when attack misses.
Standing Light Punch	1) When the attack misses, collision box now moves forward only after active attack frames end. 2) On hit or guard, collision box moves forward 1 frame after connecting.
Standing Medium Punch	Collision box moved backward during 1st to 5th frames.
Standing Hard Punch	Collision box moved backward during 1st to 5th frames.
Standing Light Kick	1) When the attack misses, collision box now moves forward only after active attack frames end. 2) On hit or guard, collision box moves forward 1 frame after connecting.
Standing Hard Kick	Collision box moved backward during 1st to 5th frames.
Crouching Light Kick	1) When the attack misses, collision box now moves forward only after active attack frames end. 2) On hit or guard, collision box moves forward 1 frame after connecting.
Chop	Collision box moved backward during 1st to 5th frames.
Lariat	Collision box moved backward during 1st to 5th frames.
[Normal/V-Skill II] Slash Elbow (all versions)	Collision box moved backward during 1st to 5th frames.
[Normal/V-Skill II] Air Knee Smash (all versions)	Grounded part of collision box on startup moved backward.
[Normal/V-Skill II] Air Stampede (all versions)	Collision box moved backward during 1st to 5th frames.
[Normal/V-Skill II] Flash Chop (all versions)	Collision box moved backward during 1st to 5th frames.
L. to H. Head Crush	Collision box moved backward during 1st to 5th frames.
EX Head Crush	Collision box moved backward during frames 1 to 4.

Adjustment	Description
[V-Trigger I] Sledgehammer	Collision box moved backward during 1st to 5th frames.
[V-Trigger II] Flying DDT	Collision box moved backward during 1st to 5th frames.
Overhaul (V-Skill I)	Collision box moved backward during frames 1 to 11 and frames 60 to 93.
Overchain (V-Skill II)	Collision box moved backward.
Heavy Hammer (CA)	Moved backward the collision box while unable to perform an action.
Air Stampede	Changed this move so that it can be triggered while performing a backward charge.



Adjustment	Description
Back Dash	Character's central axis now remains stationary during 1st and 2nd frames. (Character appearance and all boxes remain unchanged.)
Standing Light Punch	1) When the attack misses, collision box now moves forward only after active attack frames end. 2) On hit or guard, collision box moves forward 1 frame after connecting.
Standing Light Kick	1) When the attack misses, collision box now moves forward only after active attack frames end. 2) On hit or guard, collision box moves forward 1 frame after connecting.
Standing Hard Punch	Collision box during 4th and 5th frames moved backward.
Crouching Light Punch	1) When the attack misses, collision box now moves forward only after active attack frames end. 2) On hit or guard, collision box moves forward 1 frame after connecting.
Crouching Light Kick	1) When the attack misses, collision box now moves forward only after active attack frames end. 2) On hit or guard, collision box moves forward 1 frame after connecting.
Full Bullet Magnum	Character's central axis now remains stationary during frames 1 to 3. (Character appearance and all boxes remain unchanged.)

Adjustment	Description
Rolling Sobat (backward)	Character's central axis now remains stationary during 1st to 4th frames. (Character appearance and all boxes remain unchanged.)
Reverse Spin Kick	1) Collision box moved backward during frames 1 to 4. 2) Character's central axis now remains stationary during frames 1 to 6. (Other boxes also changed to accommodate above changes.)
[Normal/V-Trigger I] Sonic Blade	Collision box moved backward during frames 1 to 4.



# IBUKI

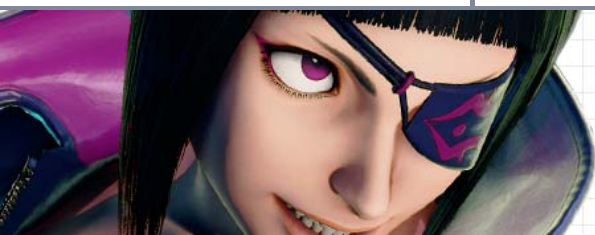
Adjustment	Description
Back Dash	Character's central axis now remains stationary during 1st and 2nd frames. (Character appearance and all boxes remain unchanged.)
Taunt	Character's central axis now remains stationary during frames 4 and 5. (Character appearance and all boxes remain unchanged.)
Standing Medium Punch	Collision box moved backward during frames 1 to 4.
Standing Light Kick	1) When the attack misses, collision box now moves forward only after active attack frames end. 2) On hit or guard, collision box moves forward 1 frame after connecting.
Crouching Light Punch	1) When the attack misses, collision box now moves forward only after active attack frames end. 2) On hit or guard, collision box moves forward 1 frame after connecting.
Crouching Light Kick	1) When the attack misses, collision box now moves forward only after active attack frames end. 2) On hit or guard, collision box moves forward 1 frame after connecting.
M. Kasumigake	1) Character's central axis moved forward during frames 3 to 5. (Character appearance and all boxes remain unchanged.) 2) Rear collision box during frames 14 to 25 reduced.





# BALROG

Adjustment	Description
Standing Light Punch	<p>1) When the attack misses, collision box now moves forward only after active attack frames end.</p> <p>2) On hit or guard, collision box moves forward 1 frame after connecting.</p>
Standing Medium Punch	<p>1) When the attack misses, collision box now moves forward only after active attack frames end.</p> <p>2) On hit or guard, collision box moves forward 1 frame after connecting.</p>
Standing Light Kick	<p>1) When the attack misses, collision box now moves forward only after active attack frames end.</p> <p>2) On hit or guard, collision box moves forward 1 frame after connecting.</p>
Standing Medium Kick	Collision box during 5th frame moved backward.
Standing Hard Kick	Collision box moved backward during 1st to 5th frames.
Crouching Hard Punch	Collision box moved backward during 1st to 5th frames.
Turn Punch	Character's central axis now remains stationary during frames 1 to 3. (Character appearance and all boxes remain unchanged.)
L. Screw Smash	Character now does not move backward on frame 1.
Standing High Kick	Fixed a phenomenon where if Balrog's V-Trigger I or II missed, it could be cancelled with this move.



# JURI

Adjustment	Description
Back Dash	Character's central axis now remains stationary during 1st and 2nd frames. (Character appearance and all boxes remain unchanged.)
[Normal/V-Trigger I] Standing Light Punch	<p>1) When the attack misses, collision box now moves forward only after active attack frames end.</p> <p>2) On hit or guard, collision box moves forward 1 frame after connecting.</p>

Adjustment	Description
[Normal/V-Trigger I] Standing Light Kick	1) When the attack misses, collision box now moves forward only after active attack frames end. 2) On hit or guard, collision box moves forward 1 frame after connecting.
[Normal/V-Trigger I] Standing Medium Kick	1) When the attack misses, collision box now moves forward only after active attack frames for first hit end. 2) On hit or guard, collision box moves forward 1 frame after first hit connects.
[Normal/V-Trigger I] Crouching Light Punch	1) When the attack misses, collision box now moves forward only after active attack frames end. 2) On hit or guard, collision box moves forward 1 frame after connecting.
[Normal/V-Trigger I] Crouching Medium Punch	Collision box during 5th frame moved backward.
[Normal/V-Trigger I] Crouching Light Kick	1) When the attack misses, collision box now moves forward only after active attack frames end. 2) On hit or guard, collision box moves forward 1 frame after connecting.
[Normal/V-Trigger 1] Crouching Hard Kick	Collision box during 4th and 5th frames moved backward.
EX Fuharenkyaku	Collision box during 4th and 5th frames moved backward.



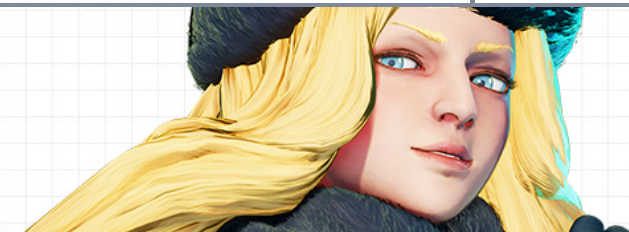
# URIEN

Adjustment	Description
Forward Dash	Collision box moved backward during frames 18 and 19.
Back Dash	Character's central axis now remains stationary during 1st and 2nd frames. (Character appearance and all boxes remain unchanged.)
Crouching Hard Punch	1) Character's central axis now remains stationary on 1st frame. (Character appearance and all boxes remain unchanged.) 2) Collision box moved backward during frames 1 to 5.



# AKUMA

Adjustment	Description
Back Dash	Character's central axis now remains stationary during 1st and 2nd frames. (Character appearance and all boxes remain unchanged.)
Crouching Medium Punch	Collision box during 3rd to 5th frames moved backward.
Tenha	Collision box during 5th frame moved backward.
Sekiseiken	1) Collision box moved backward during frames 4 and 5, frames 29 to 31, and frames 51 to 59. 2) Collision box moved forward during frames 32 to 38.
Sekia Kuretsuha (CA)	Reduced size of collision box to the rear while unable to perform an action.
Rakan Goshō (crouching)	Fixed a phenomenon where Akuma was unable to cancel into a V-Trigger II attack after performing this move while crouching.



# KOLIN

Adjustment	Description
[V-Trigger II] Forward Dash	Character now does not move backward on frame 1.
Back Dash	Character's central axis now remains stationary during frames 1 and 2. (Traversal distance adjusted slightly to accommodate this change.)
[Normal/V-Trigger II] Standing Light Punch	1) When the attack misses, collision box now moves forward only after active attack frames end. 2) On hit or guard, collision box moves forward 1 frame after connecting.
[Normal/V-Trigger II] Crouching Light Punch	1) When the attack misses, collision box now moves forward only after active attack frames end. 2) On hit or guard, collision box moves forward 1 frame after connecting.
Crouching Light Kick	1) When the attack misses, collision box now moves forward only after active attack frames end. 2) On hit or guard, collision box moves forward 1 frame after connecting.

## Adjustment

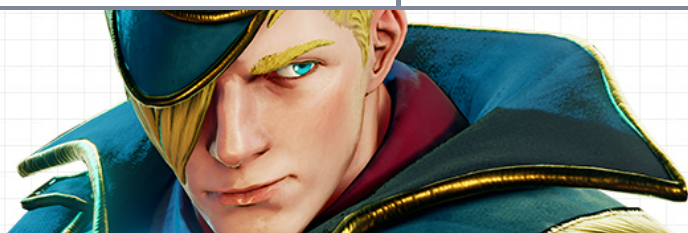
## Description

L. to H. Vanity Step

Character's central axis now remains stationary during 1st to 5th frames.  
(Character appearance and all boxes remain unchanged.)

[V-Trigger II] Frost Edge

Character's central axis now remains stationary during 1st to 5th frames.  
(Character appearance and all boxes remain unchanged.)

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## Adjustment

## Description

Back Dash

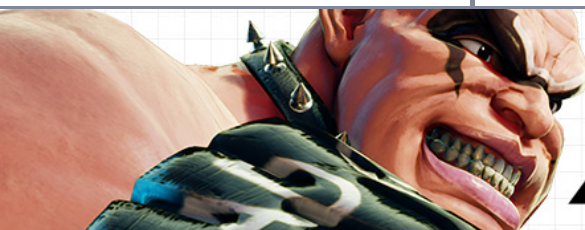
Character's central axis now remains stationary during frames 1 and 2.  
(Traversal distance adjusted slightly to accommodate this change.)

Standing Hard Punch/Psycho Knuckle

Collision box moved backward during 1st to 5th frames.

Psycho Cannon

When Psycho Cannon exits the screen, moving a certain distance now cancels its hit box and effect.  
(In conjunction with this change, Psycho Shot can now be activated even when it is still on the screen.)

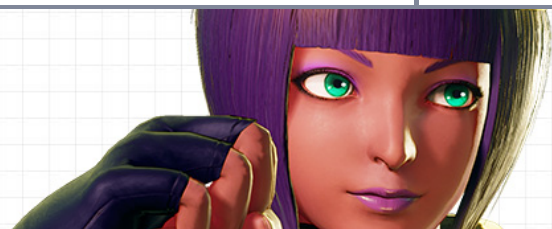
**ABIGAIL**

## Adjustment

## Description

[Normal/V-Trigger I] Nitro Charge (all versions)

1) Character's central axis now remains stationary when assuming stance.  
(Hurtbox positioning slightly adjusted to accommodate this change.)  
2) Collision box during motion moved backward.

**MENAT**

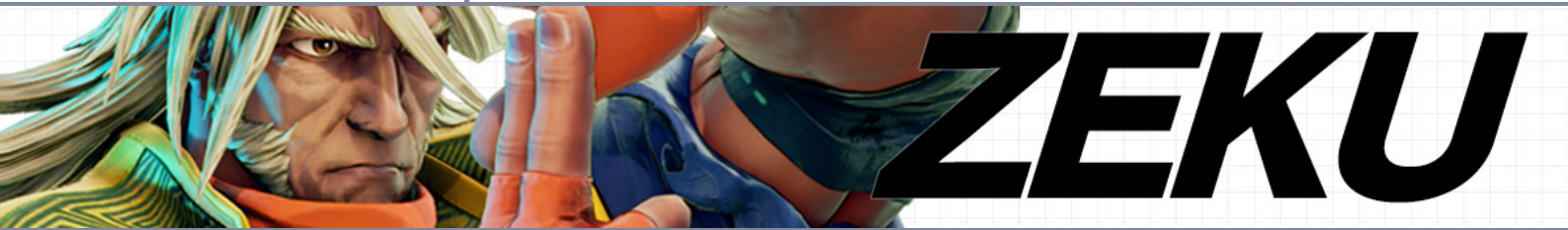
## Adjustment

## Description

Back Dash

Character's central axis now remains stationary during 1st and 2nd frames.  
(Character appearance and all boxes remain unchanged.)

Adjustment	Description
[Crystal Ball/Unarmed] Crouching Light Punch	1) When the attack misses, collision box now moves forward only after active attack frames end. 2) On hit or guard, collision box moves forward 1 frame after connecting.



Adjustment	Description
Back Dash (Old/Young)	Character's central axis now remains stationary during 1st and 2nd frames. (Character appearance and all boxes remain unchanged.)
Standing Medium Punch (old)	Collision box moved backward during 1st to 5th frames.
Nouten Wari (old)	Collision box moved backward during 1st to 5th frames.
Kubi Kudaki (young)	Character's central axis now remains stationary during 1st to 5th frames. (Character appearance and all boxes remain unchanged.)
L. Bushin Sho	Character's central axis now remains stationary on the 5th frame. (Character appearance and all boxes remain unchanged.)
Kaeshi Urasaiha (young)	In the latest set of battle updates, some of the adjustments made to Kaeshi Saiha were unintentionally applied to this move as well, so it has been returned to its previous state.



Adjustment	Description
Back Dash	Character's central axis now remains stationary during 1st and 2nd frames. (Character appearance and all boxes remain unchanged.)
Standing Light Punch	1) When the attack misses, collision box now moves forward only after active attack frames end. 2) On hit or guard, collision box moves forward 1 frame after connecting.
Crouching Light Punch	1) When the attack misses, collision box now moves forward only after active attack frames end. 2) On hit or guard, collision box moves forward 1 frame after connecting.

Adjustment	Description
Crouching Light Kick	<p>1) When the attack misses, collision box now moves forward only after active attack frames end.</p> <p>2) On hit or guard, collision box moves forward 1 frame after connecting.</p>
[V-Trigger I] Hogasho	Character's central axis now remains stationary during 1st to 5th frames. (Character appearance and all boxes remain unchanged.)
[Normal/V-Trigger I] Sakura Rain	Moved backward the collision box while unable to perform an action.
EX Shunpukyaku	<p>When this move's final stage was reduced by 1 frame during the latest set of updates, it caused other unintended changes to the battle system.</p> <p>The system has been restored to its previous state, except for the increased attack speed when canceling from a Standing Light Punch or Standing Medium Kick.</p>



Adjustment	Description
Back Dash	Character's central axis now remains stationary during 1st and 2nd frames. (Character appearance and all boxes remain unchanged.)
Standing Medium Punch	Collision box moved backward during 1st to 5th frames.
L. to H. Back Step Rolling	Character's central axis now remains stationary on the 4th frame. (Character appearance and all boxes remain unchanged.)
[V-Trigger I] Back Step Rolling	Character's central axis now remains stationary during 1st to 4th frames. (Character appearance and all boxes remain unchanged.)

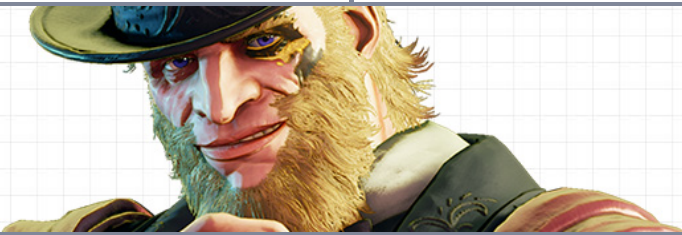


Adjustment	Description
Back Dash	<p>1) Character's central axis now remains stationary on 1st and 2nd frames. (Character appearance and all boxes remain unchanged.)</p> <p>2) Collision box moved backward.</p>



# CODY

Adjustment	Description
Back Dash	Character's central axis now remains stationary during 1st and 2nd frames. (Character appearance and all boxes remain unchanged.)
EX Zonk Knuckle (Lv. 1 & Lv. 2)	Character now does not move backward on frame 1.
Crime Sway (High)	Fixed a phenomenon where some projectile attacks could not be evaded with this move. (It has been confirmed that after avoiding some of these projectile attacks, performing a Wrench Fist or Lumber Sweep caused you to get hit. This issue will be fixed in the next update.)
Crime Sway (Low)	Fixed a phenomenon where some projectile attacks could not be evaded with this move. (It has been confirmed that after avoiding some of these projectile attacks, performing a Wrench Fist or Lumber Sweep caused you to get hit. This issue will be fixed in the next update.)



# G

Adjustment	Description
Back Dash	Character's central axis now remains stationary during 1st and 2nd frames. (Character appearance and all boxes remain unchanged.)
Crouching Medium Punch	Collision box during 4th and 5th frames moved backward.
Crouching Hard Punch	Collision box moved backward during 1st to 5th frames.
G Smash Under (Lv. 1: Medium & Hard / Lv.2: Medium & Hard / Lv. 3 / EX / V-Trigger I)	Character now does not move backward on frame 1.



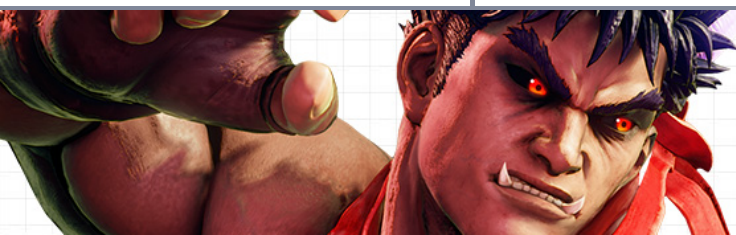
# SAGAT

## Adjustment

## Description

Back Dash

Character's central axis now remains stationary during 1st and 2nd frames.  
(Character appearance and all boxes remain unchanged.)



# KAGE

## Adjustment

## Description

Back Dash

Character's central axis now remains stationary during 1st and 2nd frames.  
(Character appearance and all boxes remain unchanged.)

Shun Goku Satsu (CA)

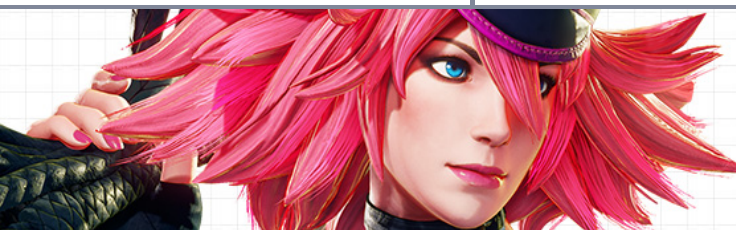
Moved backward the collision box while unable to perform an action.

Sekieiken (VT1 Ver.)

Fixed a phenomenon where if Kage took damage in the air when using this move while VTI is active, he would appear as if he was taking damage on the ground.

L. to H. Shoryuken

Fixed a phenomenon where, after landing these, Kage was unable to cancel Misogi while VTII was active.



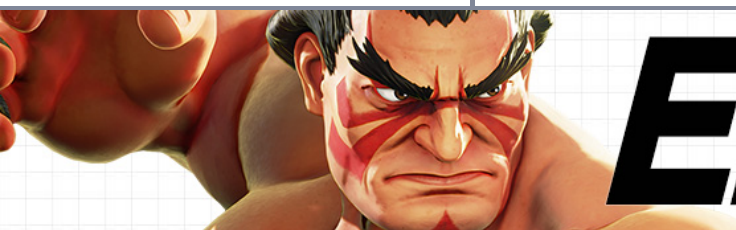
# POISON

## Adjustment

## Description

Back Dash

Collision box moved backward during frames 1 and 2.



# E. HONDA

## Adjustment

## Description

Back Dash

Character's central axis now remains stationary during 1st and 2nd frames.  
(Character appearance and all boxes remain unchanged.)

Sumo Smash

Fixed a phenomenon where the input retention frame for this move was shorter than other charging special moves.

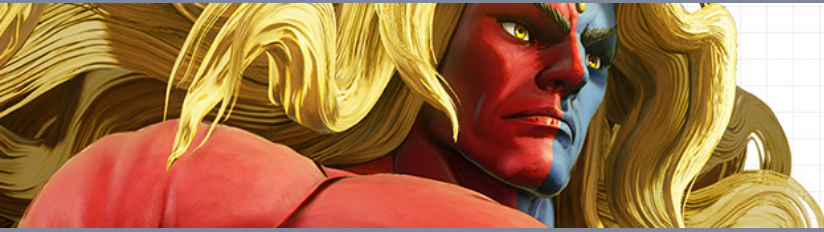


Adjustment

Description

H. Sumo Smash

Fixed a phenomenon where, under certain circumstances, if an opponent guarded the descending part of this move to the front, recovery times would differ when cross-guarding.  
(The difference in recovery times for when this phenomenon occurs has been changed from -5 frames to -2.)



# GILL

Adjustment

Description

Volcanic Storm (3-input version)

Fixed a phenomenon where an incorrect voice file was played if the projectile portion of this move was countered while V-Trigger I was active.