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Switch - Ver1.10 Update Log
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■New Contents
- Added new playable character, "Nudist Beach D.T.R"
*Playable in all versus modes and Gallery mode.

- Added a notification upon matching with an opponent in the Ranked Match lobby
- Added an opponent search filter for [Any Skill Level]

■Balance changes
- Changed the algorithmn on certain ways ranking orders are displayed.
- Fixes to the voice library.
- Fixed Story Mode's score calculating system.
- Fixed issues concerning the double K.O. in Versus Mode.

- Fixed the IA behavior of the CPU controlled opponents.
- Adjusted the amounts of gallery points in each Mode.
- Fixed an issue concerning the random Stage select in case of rematches in Free Battle Mode.
- All character actions are now the same as of PS4 and Steam 1.04 version.

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PS4/Steam - Ver1.04 Update Log
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■New Contents
          - Added new playable character, "Nudist Beach D.T.R"
          *Playable in all versus modes and Gallery mode.

■Balance changes
          - Changed the algorithmn on certain ways ranking orders are displayed.
          - Adjusted the actions of each characters.

■Character balance changes details:

■Universal Balance changes
          - Fixed an issue where the reduction of hitstun for attacks after surpassing the limit value of 300
          does not function as intended upon the hitback off a ground bounce.

■Ryuko Matoi (Single-blade)
          - Short Range Deathblow
          → Made it easier to connect the shockwaves when used at the edge of a stage
          by adjusting the area of effect of the shockwaves.

■Ira Gamagoori
          - Short Range Deathblow
          → Changed the hitback of the throw finisher of the whip variant.

■Houka Inumuta
          - Ground Camoflaged Long Range attack 3
          → Fixed an issue where the cube and clone attacks do not spawn correctly.

■Nui Harime
          - Homing Dash
          → Changed the cancel routes to either Long Range or Short Range

attacks according to the attack limit value now.
- Homing Dash
→ Changed the cancel route to Short Range attacks according to the attack limit value now.
- Ground Short Range 1N attack
→ Changed the cancel route to Short Range attacks according to the attack limit value now.
- Ground Short Range 1 horizontal attack
→ Fixed an issue where further cancels do not function as intended
if the first one was canceled quickly into Ground Short Range 2 attack.
→ Changed the cancel route to Short Range attacks according to the attack limit value now.
- Ground Short Range 1 vertical attack
→ Changed the cancel route to Short Range attacks according to the attack limit value now.
→ Changed the cancel timing of the finisher route to be after landing, depending on the attack limit value now.
- Ground Short Range 3 vertical attack
→ Changed the cancel route to Short Range attacks according to the attack limit value now.
→ Adjusted hitbacks during combo
- Aerial Short Range 1 attack
→ Changed the cancel route to Short Range attacks according to the attack limit value now.
→ Allows cancelling to another Short Range attack even when whiffed.
- Aerial Short Range 2 attack
→ Fixed an issue where Nui cannot correctly cancel out of the dive depending on the height.
- Dash Short Range attack
→ When converted to the finisher route due to reaching attack limit value,
now changed to be non-cancellable upon ground roll or bounce back.
- Ground Long Range 1 attack (converted off Short Range attacks)
→ Unified all damage and hitbacks regardless of where they hit.
- Ground Long Range 2 attack
→ Prolonged the stagger time.
- Aerial Long Range 2 attack
→ Adjusted hitbacks of the clones
→ Reduced damage of the clones (100x2 ⇒ 60x2)
- Dash Long Range attack
→ Now sends opponent rolling off even when hit at extreme close proximity.

■Ryuko Matoi (Dual-wield)
- Aerial Scissors-form Long Range Attack
→ Changed shockwave hit count to 1 hit.
→ Made it easier to connect the shockwaves when used at the edge of a stage
by adjusting the area of effect of the shockwave.