



# Game Update content

March 21 2012

Topic / Character	Details
Caption	<div style="display: flex; align-items: center; justify-content: center;">  <div style="margin-left: 10px;"> <p><b>A:</b> <b>Horizontal Attack</b></p> <p><b>B:</b> <b>Vertical Attack</b></p> <p><b>K:</b> <b>Kick</b></p> <p><b>G:</b> <b>Guard</b></p> </div> <div style="margin-left: 20px;"> <p>All Moves for characters facing right</p> <p><b>Bold character</b>=Held button/direction</p> <p><b>Lowercaps character</b>=Slide input</p> <p><b>. (dot)</b>=pause</p> </div> </div>
Battle system adjustments	<p>Fixed a bug where players were able to evade low attacks and block mid attacks by inputting "up" direction when holding guard button. Although this makes it difficult for players to evade low attacks by just jumping, there is no change when evading with jump attacks.</p> <p>Unblockable frame duration is now longer during the back step. No change in moving distance and speed.</p> <p>Buffering time has decreased when you get hit by the opponent character. This is to avoid attacking when you accidentally hit buttons after getting hit. Direction key/pad buffer time has not changed.</p> <p>Attack cancel will no longer shorten unblockable frame in 8-way run and side step. The cancel frame of some characters' unblockable moves have also been changed to fix this issue (please refer to changes in individual</p> <p>Fixed character's guard burst damage not recovering between rounds. Characters that were affected: Voldo, Astaroth, Raphael, Tira, Algol, Z.W.E.I., Patroklos, αPatroklos, Xiba, and Ezio.</p> <p>Fixed incorrect moves coming out when inputting in the buffering frame during front/back roll.</p> <p>Fixed characters being thrown outside the screen when certain moves are performed by both characters simultaneously.</p>
Overall move adjustments	<p>Fixed crouching stance being forced to stand when hit by some character's 2A, 2K, crouch A, or crouch K.</p> <p>Lowered jump attacks' guard burst damage and critical gauge increase rate.</p> <p>Lowered guard burst damage and critical gauge increase rate for some characters' 2B. As a result, most characters will not execute guard burst with 2B.</p> <p>Re-balanced move lists for following characters due to unintended aerial combos connecting even during aerial control: Ivy (while turning moves), Cervantes (AA, 6A, etc.), Leixia (6B, etc.), Xiba (3B).</p>
Mitsurugi	<p>4A (Drawn Breath), 66A+B (Phoenix Tail): decreased guard burst damage.</p> <p>B.B (Forced Prayer Divide): created distance on hit in order to maintain distance on block.</p> <p>3B (Heaven Cannon): decreased guard burst damage and lowered critical gauge increase rate.</p> <p>2K.A+B+K during midair hit B (Harvest Dance): lowered critical gauge increase rate.</p> <p>66 or 33 or 99B.B (Heavenly Dance): lowered guard burst decreased damage and critical gauge increase rate.</p>
Maxi	<p>6A (Lunging Snake ~ Right Outer): decreased damage (18→14).</p> <p>4B (Snake Kiss ~ Left Outer): created distance after hit and block.</p> <p>A+B (Serpent's Pleasure): decreased damage (18, 30→12, 26).</p> <p>6a+bA+B+K (Hydra's Brand ~ Left Inner): decreased damage (30→25).</p> <p>While standing B+K (Canyon Carve ~ Behind Lower): decreased damage (38→30).</p> <p>66 or 33 or 99A (Striking Snake): changed to maintain distance when the attack is blocked. Opponent does not face back when hit by the attack. Opponent's freeze shortened after hit. Lowered guard burst damage and increased rise in critical gauge.</p> <p>22 or 88A (Northern Lights ~ Left Inner): decreased damage (20→16).</p> <p>66B (Stampede Wave ~ Left Inner): changed to maintain distance on block. Shortened opponent's freeze when blocking the attack.</p> <p>44B (Illusion Serpent ~ Right Outer): increased damage (24→28).</p> <p>A+G (Falling Heaven Dragon): decreased damage (55→50).</p> <p>B+G (Lynching): decreased damage (52→50).</p> <p>During Right Outer A.K (Dragon Bite): decreased damage (14→10).</p> <p>Neutral Guard: opponent does not stun when an attack hits. Longer freeze when guard impact fails.</p> <p>During Left Outer B.K (Wing Sobat): decreased damage for first attack(24→18). Increased damage for second attack(30→36). Total damage has not changed.</p> <p>During Left Inner A (Backfist Blow): decreased chance of clean hit. Attack property changed from horizontal to vertical attack. During Left Inner aA+B+K (Backfist Ceremony) has not been changed.</p> <p>During Left Inner aA+B+K (Backfist Ceremony): decreased damage (60→50). Decreased chance of clean hit.</p> <p>During Left Inner B (Ravine Carve ~ Left Inner): decreased damage (38→30).</p> <p>During Left Inner B (Ravine Carve ~ Left Inner): decreased damage (48→40).</p> <p>During Left Inner K (Skewering Hunt): decreased damage (20→16).</p> <p>During Right Cross A.B (During Right Cross): decreased damage for first attack(15→12). Increased damage for second attack(25→28). Lengthened freeze for performing the move. Maintain distance on block.</p> <p>236236A+B+K (Rampaging Dragon): decreased chance of clean hit.</p>
Voldo	<p>1K (Scorpion Tail ~ facing away): shortened opponent's freeze when blocked.</p> <p>22 or 88A (Blind Blade): decreased damage (36 to 26).</p> <p>44 or 11 or 77B (Katar Gore ~ facing away): decreased damage (38 to 28).</p>



SOULCALIBUR™ V & © 2012 NAMCO BANDAI Games Inc.



# Game Update content

March 21 2012

Caption	<div style="display: flex; align-items: center; justify-content: space-between;"> <div style="display: flex; flex-direction: column; align-items: center;">  </div> <div style="display: flex; flex-direction: column; align-items: center;"> <p><b>H</b>: Horizontal Attack</p> <p><b>B</b>: Vertical Attack</p> <p><b>K</b>: Kick</p> <p><b>G</b>: Guard</p> </div> <div style="text-align: right;"> <p>All Moves for characters facing right</p> <p><b>Bold character</b>=Held button/direction</p> <p><b>Lowercaps character</b>=Slide input</p> <p><b>. (dot)</b>=pause</p> </div> </div>
<b>Siegfried</b>	<p>b4 (Rampart Buster): decreased guard burst damage.</p> <p>2A+B (Grief Impact): no longer hits opponents lying down at close distance.</p> <p>22 or 88A (Memento Slap): decreased tech crouch.</p>
<b>Ivy</b>	<p>6A.K (Dashing Wind): 2nd input can be delayed longer. Shortened freeze for performing the move. Opponent stays standing after hit.</p> <p>3A (Raven Gash): increased damage (18→26).</p> <p>3A (Dancing Tezhas): opponent stuns after counter hit.</p> <p>bK (Queen's Pleasure): increased damage on down hit (24→34).</p> <p>6b8 (Ivy Lick): increased damage (30→35).</p> <p>6B.2 or 8 (Biting Ivy Inner): more difficult to evade sideways.</p> <p>3B (Cursed Heavens): increased damage (22→26).</p> <p>1bA+B+K (Prophecy's Pledge): removed opponent stun effect when counter hit with this move. Increased damage (12→14).</p> <p>6K.B (Dark Cage): improved the spec which tended to miss first attack when combined into combo attack.</p> <p>6B+K (Embrace of Guilt): shortened freeze caused by performing the move.</p> <p>While crouching 1B (Twilight Flow): increased damage (26→28).</p> <p>66 or 33 or 99A (Eclipse Raven): shortened opponent's freeze when blocking first attack, but lengthened freeze when blocking second attack.</p> <p>22A (Wolf Sign) or 88A (Wolf Lash): lengthened opponent's freeze on normal hit and on block.</p> <p>44A (Insanity Light): more difficult to evade sideways.</p> <p>44A+B (Crucifixion): unblockable is locked in with reduced hold time. No change in move speed. Decreased damage (40→30).</p> <p>8A+B.B (Piercing Bolt): increased damage (14→20).</p> <p>7 or 8 or 9B+K (Stinging Souls): removed specific effect for opponent on normal hit (equivalent to counter hit).</p> <p>a+gA+B+K (Summon Suffering): increased chance of clean hit. Decreased rise in opponent's critical gauge.</p> <p>236236A+B+K (Acausal Paradox): faster execution and increased damage (90→100). Decreased rise in opponent's critical gauge. Fixed some characters being able to escape during the throw animation.</p> <p>28284666B+G (Calamity Symphony): increased clean hit chance. Decreased rise in opponent's critical gauge.</p>
<b>Nightmare</b>	<p>66B (Crimson Vortex): lengthened opponent's freeze on block.</p> <p>A+G (Shoulder Claw Throw): decreased damage (55→45).</p> <p>B+G (Soul Devour): decreased damage (50→40).</p> <p>B+K (Night Side Stance): longer freeze when canceled by G.</p>
<b>Astaroth</b>	<p>1A.A (Double Discus): decreased second attack damage (32→26).</p> <p>4B (Bear Fang, Bear Fang): longer reach. 4Bh is also changed.</p> <p>66B (Ax Crash): increased clean hit chance.</p> <p>44B (Canyon Creation): longer freeze when canceled by G.</p> <p>44B (Canyon Creation): slower execution.</p> <p>66 or 33 or 99kA+B+K (Apocalypse Rush): improved spec for revenge.</p> <p>63214A+G (fastest input) (Titan Bomb): increased damage (64→74)</p> <p>236236A+B+K (Cestemus Doctrine): faster execution and increased damage (50→65). Fixed some characters being able to evade during throw animation. Decreased rise in opponent's critical gauge.</p>
<b>Cervantes</b>	<p>4K.K (Anchor Steep Kick): opponent falls down on second attack's counter hit.</p> <p>While turning B+K (Pressure Astern): lengthened opponent's freeze when hit.</p> <p>3A+B (Shattering Man of War): changed to maintain distance when 2nd attack hits.</p> <p>a+gA+B+K (Curse of the Ancient Mariner): decreased rise in opponent's critical gauge.</p> <p>Dread Charge: once B (Geo Da Ray, Shadow Flare) is buffered during Dread Charge, you cannot re-buffer to other moves except B+K (Shadow Flare).</p> <p>Dread Charge B (fastest input) (Geo Da Ray Conclusion): decreased chance of clean hit.</p>



SOULCALIBUR™V & © 2012 NAMCO BANDAI Games Inc.



# Game Update content

March 21 2012

Caption	<div style="display: flex; justify-content: space-between; align-items: center;"> <div style="text-align: center;">  </div> <div style="text-align: center;"> <p><b>A:</b> Horizontal Attack</p> <p><b>B:</b> Vertical Attack</p> <p><b>K:</b> Kick</p> <p><b>G:</b> Guard</p> </div> <div style="text-align: right;"> <p>All Moves for characters facing right</p> <p>Bold character=Held button/direction</p> <p>Lowercaps character=Slide input</p> <p>. (dot)=pause</p> </div> </div>
<b>Raphael</b>	<p>6B.bA+B+K (Dreaded Rampage): shortened freeze caused by performing the move. Decreased guard burst damage and rise in opponent's critical gauge.</p> <p>1B (Single Montante): removed tech crouch.</p> <p>22 or 88B (Quick Mandritti): increased damage (20→26). Lengthened freeze for performing the move.</p> <p>33 or 99kA+B+K (Vicious Moon): increased damage (18, 50→30, 46).</p> <p>66A+G (Mermet de Vec): decreased rise in opponent's critical gauge.</p> <p>During Preparation B.B.B (Preparation Tac Plus): opponent stuns when the move hit as counter hit. Decreased damage (20→14). Shortened opponent's freeze when guarding the attack.</p> <p>During Preparation B.bA+B+K (Preparation Rampage): shortened freeze for performing the move. Decreased guard burst damage and lowered critical gauge increase rate.</p> <p>During Preparation K (Pirouette Kick): opponent stuns when the move hit as counter hit. Decreased damage (28→18). Shortened opponent's freeze when guarding the attack.</p> <p>During Preparation kA+B+K (Folie a Deux): Increased damage (38→48). Total damage has not changed.</p> <p>During Shadow Evade B (Bloody Terror): easier to evade sideways.</p> <p>During Shadow Evade A (Bloody Assault): shortened opponent's block freeze.</p> <p>236236A+B+K (Royal Vexation): decreased rise in opponent's critical gauge.</p>
<b>Tira</b>	<p>Tira defaults to Jolly when selecting rematch in VS mode.</p> <p>A.A (Harmonic Wing): lengthened opponent's block freeze. Opponent can no longer duck second attack after blocking the first attack.</p> <p>In Jolly 6A.B (Snare Robin): created distance on 1st attack hit or block. Shortened opponent's freeze on hit. Decreased damage (16→14). Lengthened freeze for performing the move for both first and second attack.</p> <p>In Gloomy 6A (Wailing Minerva): decreased tech crouch.</p> <p>In Gloomy 3A (Fin Beat): created distance on hit or block.</p> <p>In Jolly 2A.B.A+B (Ptarmigan Polka ~ Gestopft Madness (change persona)): decreased 2nd attack's delay. Second attack keeps opponent standing after hit.</p> <p>In Gloomy 4A (Noise Break): lengthened freeze for performing the move. Decreased damage (24→18).</p> <p>In Gloomy 3B (Peregrine Rhythm), In Gloomy 33or99B (Peregrine Rhythm): decreased damage (24→20, 24→22). Lower launching height on hit. Lengthened freeze for performing the move.</p> <p>In Gloomy 4B.B.B(just) (Oratorio Halcyon (change persona)): increased chance of personality change when move is stopped with second attack. Shortened freeze when performing the third attack.</p> <p>6K (Cadence Back Kick): decreased tech crouch.</p> <p>3K (Fear Pecker): opponent stays standing after being hit.</p> <p>4K (Bremen Fortissimo (change persona)): increased damage (15→20). Shortened freeze for performing 4K in Gloomy. Decreased chance of personality change on hit.</p> <p>236kA+B+K (Scratch Glissando (change persona)): decreased chance of personality change and increased chance on block.</p> <p>A+B (Gestopft Madness (change persona)): Changed guard impact property (Upper Mid Attacks→Mid Attacks). Same change to other moves with the same animation (e.g.: In Jolly 2A.B.A+B). Decreased chance of personality change. Also decreased chance of personality change with successful guard impact in Gloomy.</p> <p><b>A+B</b>: increased chance of going to the pain animation when nerfed. Same change to other moves with the same animation (e.g.: In Jolly 2A.B.A+B (Ptarmigan Polka ~ Gestopft Madness (change persona))).</p> <p>In Gloomy B+K (Grim Reaper (change persona)): changed guard impact properties (cannot impact kicks and pokes).</p> <p>While standing B.K (Up Bow Cantabile ~ Updraft): maintain distance when 1st attack is blocked.</p> <p>During Updraft A (Diving Wing Flap (change persona)): decreased chance of personality change when performed from while standing B.K (Up Bow Cantabile ~ Updraft).</p> <p>In Gloomy 66 or 33 or 99A (Scolding Starling): decreased damage (46→38). Decreased guard burst damage and lowered critical gauge increase rate.</p> <p>22 or 88A (Deriding Thrush): created distance on hit. Shortened opponent's block freeze.</p> <p>In Jolly 44 or 11 or 77A.A (Canary Waltz C-Dur): changed to maintain distance on block. Shortened opponent's block freeze.</p> <p>In Jolly 44 or 11 or 77A.2A (Canary Waltz C Minor): opponent stays standing on normal hit. Decreased damage (20→16).</p> <p>In Gloomy 44 or 11 or 77A (Chattering Pinion (change persona)): increased chance of personality change when being blocked or missed.</p> <p>In Gloomy 66 or 33 or 99bA+B+K (Wild Beat Scherzo (change persona)): decreased damage (20→15). Decreased chance of personality change.</p> <p>In Gloomy 66 or 33 or 99bA+B+K (Metsä Gigue Canon (change persona)): decreased damage (30→25).</p> <p>In Gloomy 666B (Hiisi Gigue Baroque (change persona)): decreased chance of personality change on hit. Increased damage (25→40).</p> <p>In Gloomy 666bA+B+K (Hiisi Gigue Canon (change persona)): decreased chance of personality change. Increased damage (40→45).</p> <p>In Jolly 22 or 88B (Double Rhythm): can be evaded sideways.</p> <p>In Gloomy 22 or 88B (Staccato Ravage): decreased damage (50→40). Shortened opponent's block freeze. Created distance on block.</p> <p>In Gloomy 44 or 11 or 77B (Murderous Vibrato): increased guard burst damage and raised critical gauge increase rate.</p> <p>In Gloomy 66 or 33 or 99K (Hell's Barkarole): lengthened opponent's block freeze. Create distance on block. Decreased damage on air hit(30→20).</p> <p>In Jolly After running some distance K (Chattering Tear (change persona)): increased chance of personality change on block.</p> <p>In Jolly While turning B+K.B.A+B (Retro Noise ~ Gestopft Madness (change persona)): decreased second attack's damage (26→20).</p> <p>In Gloomy While turning B+K (Retrograde Fortissimo (change persona)): decreased damage on air hit (20→10). Changed guard impact properties (Upper Mid Attacks→Mid Attacks). Increased chance of personality change.</p> <p>In Jolly 236236A+B+K (Discord Parade (change persona)): Increased damage.</p>





# Game Update content

March 21 2012

Caption	<div style="display: flex; align-items: center;">  <div style="margin-left: 10px;"> <p><b>A:</b> <b>Horizontal Attack</b></p> <p><b>B:</b> <b>Vertical Attack</b></p> <p><b>K:</b> <b>Kick</b></p> <p><b>G:</b> <b>Guard</b></p> </div> <div style="margin-left: 20px; flex-grow: 1;"> <p>All Moves for characters facing right</p> <p><b>Bold character</b>=Held button/direction</p> <p><b>Lowercaps character</b>=Slide input</p> <p><b>.</b> (dot)=pause</p> </div> </div>
<b>Hilde</b>	<p>6A.K.B (Climbing Flame): decreased third attack's damage (40→18). Launches higher when the third attack hits.</p> <p>3A (Aerial Power): decreased guard burst damage and lowered critical gauge increase rate.</p> <p><b>3A</b> (Aerial Power): launches higher when the second attack hits. Shortened opponent's block freeze. Decreased guard burst damage and lowered critical gauge increase rate. Same changes to 3A (counter) (Aerial Power).</p> <p>3bA+B+K (White Monument): shortened opponent's block freeze for first attack. Decreased second attack's damage (20→15). The second attack launches up in front when it hits the opponent.</p> <p>1K.K: decreased second attack's damage (20→14).</p> <p><b>A+B</b> (Double Falcon): lengthened freeze for performing the second attack and opponent's block freeze. Advantage has not changed, but releasing <b>B</b> button (stage 2) (Moonlit Dance) on counter hit will hit opponent on the ground</p> <p>6A+B (Royal Windmill): Shortened opponent's block freeze.</p> <p>2A+B (Golden Heart): Increased damage (22→34).</p> <p>B+K (Iron Tower): decreased damage on air hit(30→5). Same change to 3bA+B+K (White Monument).</p> <p><b>66</b> or <b>33</b> or <b>99bA+B+K</b> (Red Stone): Opponent stays standing after first attack's normal hit. 2nd input can be delayed longer. 2nd attack no longer stuns opponent on both normal hit and counter hit.</p> <p><b>66</b> or <b>33</b> or <b>99K</b> (Knee Assault): lengthened freeze for performing the move.</p> <p><b>44K</b> (Sickle Kick): Increased damage (20→30). No change to <b>11</b> or <b>77K</b>.</p> <p><b>A</b> release (stage 2) (Mystic Star): increased damage (20→24).</p> <p><b>A</b> release (stage 3) (Mystic Star): decreased first attack's damage (28→20).</p> <p><b>B</b> release (stage 2) (Moonlit Dance): launches opponent higher on air hit.</p> <p>236236A+B+K (Storm and Urge): fixed tendency for fifth attack in the move to miss.</p>
<b>Algol</b>	<p>6B.Bhit or during guard B (Talitha Eltanin Nath): shortened freeze for performing the third attack. Stay close after shooting.</p> <p>While crouching <b>8B</b> (Alruccaba Vega): Increased damage (20,30→40,20). Increased chance of clean hit possibility. Reduced hold time when executing from standing.</p> <p><b>44B</b> (Wazn Nath Tawr): Increased damage (30→34).</p> <p>During Qamar I'kilil B (I'kilil UF'uwan): lengthened opponent's freeze on hit.</p> <p>236236A+B+K (Al Qamar Qahhar): decreased second attack's (optional input) damage (125→120).</p>
<b>Dampierre</b>	<p><b>66</b> or <b>33</b> or <b>99A</b> (Koh-i-nur Diamond): more difficult to evade sideways.</p> <p>236236A+B+K (Cockaigne, the Land of Plenty): improved guard impact properties. Increased damage (80→90).</p>
<b>Z.W.E.I.</b>	<p><b>3A.A</b> (Aloft Revolver): lengthened opponent's freeze on first attack hit.</p> <p><b>B+K</b> (Poor Fish): lengthened attack reach.</p> <p><b>33</b> or <b>99bA+B+K</b> (Rush &amp; Savage): increased 4th attack's damage (18→26).</p>
<b>Viola</b>	<p><b>3A</b> (Cancer Afterglow): lengthened attack reach.</p> <p><b>4B</b> (Scorpius Needle): lengthened opponent's block freeze. Increased damage (22→32).</p> <p><b>3K</b> (Sign of Trine): opponent stays straight in front when being hit or blocked.</p> <p><b>1A+B</b> (Saturnus Fan): more difficult to evade sideways. Lengthened opponent's freeze on downed hit.</p> <p>When orb is set <b>4A+B</b> (Mercurius Helix): changed to maintain distance on hit.</p> <p>When orb is set <b>b+kA+B+K</b> (Lilith Triumph): increased damage (10→50). Shortened distance for orb retrieval so that it stays longer to hit opponents.</p> <p>While standing <b>B</b> (Capricornus Dawn): decreased freeze for the move. Increased damage. (18→26).</p> <p><b>66A.A.B</b> (Sol Grand Trine): increased damage (14→24).</p> <p><b>44A.B</b> (Luna Tiara): 2nd input can be delayed longer. Increased damage (12→18). No change to <b>11</b> or <b>77A</b>. Increased 2nd attack's damage (14→20).</p> <p>When orb is set <b>44</b> or <b>11</b> or <b>77aA+B+K</b> (Lilith Triregnum): Increased 2nd attack's damage (14→20).</p> <p><b>66B</b> (Sagittarius Angular): attack comes out faster. Shortened freeze for performing the move. Normal hit now has the same hit effect as counter hit.</p> <p><b>33</b> or <b>99B</b> (Virgo Vesper): shortened freeze for performing the move. Same change to <b>33</b> or <b>99B</b> (Virgo Vesper).</p> <p>When orb is set <b>2b+kA+B+K</b> (Lilith Recurrence): increased damage (10→20).</p>



SOULCALIBUR™ V © 2012 NAMCO BANDAI Games Inc.



# Game Update content

March 21 2012

Caption	<div style="display: flex; align-items: center; justify-content: center;">  <div style="margin-left: 10px;"> <p><b>A</b>: <b>Horizontal Attack</b></p> <p><b>B</b>: <b>Vertical Attack</b></p> <p><b>K</b>: <b>Kick</b></p> <p><b>G</b>: <b>Guard</b></p> </div> </div> <div style="margin-left: 20px;"> <p>All Moves for characters facing right</p> <p><b>Bold character</b>=Held button/direction</p> <p><b>Lowercaps character</b>=Slide input</p> <p><b>. (dot)</b>=pause</p> </div>
<b>Pyrrha</b>	<p>During Angel Step B (Angel's Strike): lengthened freeze for performing the move. Same change to During Angel Step B (fastest input) (Angel's Strike).</p> <p>236236A+B+K (Trinity Strike): shortened opponent's block freeze.</p>
<b>Pyrrha Ω</b>	<p>During Nemesis Step B (Nemesis Strike): lengthened freeze for performing the move. Same change to During Nemesis Step B (fastest input) (Nemesis Strike).</p>
<b>Patroklos</b>	<p>B+K (Sainly Noble): launches opponent higher on normal hit.</p> <p>66B+G (Heroic Knee Punishment): decreased damage (35→25).</p> <p>66B (Justice Strike): fixed tendency for 66B+K (Rhadamanthus Punish) to miss.</p>
<b>α Patroklos</b>	<p>agB (Rising Red Moon): move can no longer be executed with aB+G.</p> <p>1B.B (just) (Reverse Pheasant): decreased 2nd input timing. Increased 4th attack's damage (14→20) when 1B.B is done twice in a row.</p> <p>During Ring of Heaven B (Island Divide): decreased damage (20→14).</p> <p>While crouching 3B.B (just) (Shade Thrust): increased damage (18→23).</p> <p>While standing B (Crescent Blade): decreased damage (18→12).</p>
<b>Natsu</b>	<p>1A (Reaping Hook): decreased damage (34→30). Easier to hit the opponent in down state.</p> <p>A+B (Scroll of Darkness): shortened opponent's freeze on hit.</p> <p>6A+B (Assassin's Secret): 1st attack no longer stuns opponent on counter hit. Decreased 2nd attack's damage (12→10).</p> <p>While standing K (Divine Cannon): lengthened freeze for performing the move. Easier to evade sideways.</p> <p>While crouching A+B (Poison Dart): no longer stuns opponent on down hit.</p> <p>22 or 88B (Illusion Scroll): improved issue where 2nd attack sometimes missed after landing 1st attack.</p> <p>22 or 88K.A (Storm Cloud Scroll): decreased opponent's freeze on 1st attack counter hit.</p> <p>11 or 77K (Heavy Burden): launches opponent lower on hit.</p> <p>During Possession a6 (Air Scroll): decreased damage (20→10).</p> <p>During Possession a6(just) (Phantom Scroll): decreased damage (20→10).</p> <p>During Wind Roll B.B.B (Wind Death Sault): decreased opponent's block freeze on 1st attack. This will make it easier for players to deal with the 3rd attack.</p> <p>236236A+B+K (Great Curse of Arahabaki): decreased 1st attack's damage (30→20). Improved issue where 2nd and 3rd attack sometime missed after 1st attack was blocked.</p>
<b>Xiba</b>	<p>6A.K (Cross Bo ~ Channeling Kick): shortened opponent's block freeze.</p> <p>6B.K (Heavy Bo ~ Channeling Kick): shortened opponent's block freeze. Decreased damage (20→16). Decreased 2nd attack's guard burst damage and lowered rise in critical gauge.</p> <p>6B.kA+B+K (Heavy Bo ~ Kong's Head Slam): decreased guard burst damage. Same change to 6A.kA+B+K (Cross Bo ~ Kong's Head Slam), A+B.B.kA+B+K (Phoenix Spring ~ Kong's Head Slam).</p> <p>3B.K during Hit K (Rising Monkey): shortened opponent's block freeze decreased to maintain distance when 2nd attack is guarded. Decreased 3rd attack's damage (46→36).</p> <p>3B (Rising Monkey ~ Remembrance): increased time to shift to Remembrance. This will make it easier for players to deal with Remembrance attacks.</p> <p>66A (Gale Cross Haste): decreased guard burst damage and lowered rise in critical gauge.</p> <p>22 or 88A.B (Mountain Carve): shortened opponent's block freeze decreased to maintain distance when 2nd attack is guarded.</p> <p>66 or 33 or 99B.B (Raging Monkey): shortened opponent's block freeze.</p> <p>66K.B (Kong's Ryui Bang Tail): shortened opponent's block freeze on 1st attack.</p> <p>During Remembrance A.K (Kong's Scarlet Remembrance): shortened opponent's block freeze on 1st attack. Decreased guard burst damage and lowered rise in critical gauge. Lengthened opponent's block freeze on 2nd attack.</p> <p>During Remembrance B (Quaking Remembrance): decreased damage (24→22).</p> <p>236236A+B+K (Kong's Dance of Qi Tian Da Sheng): shortened opponent's block freeze.</p>



SOULCALIBUR™ V & © 2012 NAMCO BANDAI Games Inc.



# Game Update content

March 21 2012

Caption	<div style="display: flex; align-items: center; justify-content: space-between;"> <div style="text-align: center;">  </div> <div style="text-align: center;"> <p><b>A:</b> <b>Horizontal Attack</b>  <b>B:</b> <b>Vertical Attack</b>  <b>K:</b> <b>Kick</b>  <b>G:</b> <b>Guard</b></p> </div> <div style="text-align: center;"> <p>All Moves for characters facing right  <b>Bold character</b>=Held button/direction  <b>Lowercaps character</b>=Slide input  <b>. (dot)</b>=pause</p> </div> </div>
<b>Leixia</b>	<p>A.aA+B+K.K (Twilight Quake): shortened opponent's block freeze.</p> <p>3B (Lian Hua Rush): maintain distance when guarded.</p> <p>6K.K (Heaven and Earth): shortened opponent's block freeze on 1st attack to maintain distance. Opponent now stays sanding (not crouching) on 2nd attack hit and shortened opponent's block freeze. Decreased guard burst damage and lowered rise in critical gauge.</p> <p>4A+B (Muu Jiann Retreat): decreased guard burst damage and lowered rise in critical gauge. Shortened opponent's block freeze on 1st attack.</p> <p>4a+bB (Muu Jiann Twist): easier to evade sideways. Shortened opponent's block freeze. Same change to 44aB (Lan Hua Twist).</p> <p>3B+K.K (From the Highest Heavens): shortened opponent's freeze on down hit. Decreased damage (40→30).</p> <p>1B+K (Hwu Dye): opponent stays standing (not crouching) on hit.</p> <p>While crouching 3B (Mei Guei Hua): decreased damage (30→26).</p> <p>While standing B (Great Wall): later start for invincibility against vertical attack. Shortened opponent's block freeze.</p> <p>While standing bA+B+K (Winged Rhythm): later start for invincibility against vertical attack. Hitting the first hit stuns the opponent. Decreased guard burst damage. Changed guard impact properties (Upper Mid→Upper). Maintain distance when the opponent guards 3rd attack.</p> <p>44A (Lan Hua): starts out slower. Shortened opponent's block freeze on 1st attack. All characters can now duck the 2nd attack after blocking 1st attack.</p> <p>33 or 99B.B (Twin Rhythm): decreased 1st attack's guard burst damage and lowered rise in critical gauge. Stays close on block. Shortened opponent's block freeze. Maintain distance when 2nd attack is blocked.</p> <p>66 or 33 or 99K (Woan Shyong Swing): decreased guard burst damage and lowered rise in critical gauge.</p> <p>22 or 88K (Circle Breaker): opponent stays standing on normal hit. Same change to 22 or 88B+K.K (Circle Breaker).</p> <p>While turning B+K (Reverse Chicken Kick): decreased damage (20→16). Launch opponent higher on air hit.</p> <p>236236A+B+K (River of Stars): increased damage (40→46).</p>
<b>Aeon</b>	<p>4A (Symplegades): more difficult to evade sideways.</p> <p>B.B.B (Turnus Style Furious Drought): lengthened opponent's freeze on 2nd attack. 3rd attack can no longer be evaded with ukemi.</p> <p>6bA+B+K (Sandland Battalion): decreased damage (50→30).</p> <p>3B (Rising Grit): changed to maintain distance on block.</p> <p>1B (Mezentius Style Camel Blow): lengthened opponent's freeze on hit or block.</p> <p>4B (Sand Gale Dart): created distance after normal hit and block. Lengthened opponent's freeze on hit or block. Opponent falls down on counter hit.</p> <p>While standing A.B (Desert Carrefour): opponent no longer faces backwards on 1st attack hit.</p> <p>66 or 33 or 99A (Grit Draft): shortened freeze for performing the move. 66A maintains distance on hit.</p> <p>66B (Camilla Style Dune Riser ~ Sand Winger): During Sand Winger K (Atomic Revenger) can be delayed longer.</p> <p>A+G (Mezentius Style Sand Tomb): lengthened attack reach. Same change to B+G (Mezentius Style Santana Storm) and 214B+G (Mezentius Style Reptile Rumble).</p>
<b>Yoshimitsu</b>	<p>During Indian Stance A (Warp Rolling Shark): decreased damage (28→22). Lengthened freeze for performing the move.</p> <p>236236A+B+K (Manji Virtue and Influence): lowered rise in critical gauge.</p>
<b>Soul of Devil Jin</b>	<p>A.A.B (Flash Punch Combo): shortened opponent's freeze on 1st attack hit. 3rd can no longer connect into a combo when 2nd attack missies (even if 1st attack hits). Same change to 6A (Jab).</p> <p>3K.B.K (Rengoku): created distance after 3rd attack hits. This will make During Fly A+B easier to evade. Same change to 7K.</p> <p>666K (Leaping Side Kick): changed property from Mid to High. Every character can now duck 666K.</p> <p>While standing A.B (Twin Pistons): launch height lowered on hit.</p> <p>66K.A.2K (Demon Cyclone): lengthened opponent's freeze on 2nd attack counter hit. Decreased 3rd attack's ring out range.</p> <p>During Advanced Step B (Rising Uppercut): launch height lowered on counter hit.</p> <p>During Advanced Step A.9 (Heaven's Door): ring out range has been decreased. Same change to During Advanced Step aA+B+K.9 (Heaven's Door).</p> <p>a+gA+B+K (Obliteration): lowered rise in critical gauge.</p>
<b>Ezio</b>	<p>A.A (Hidden Left): changed to maintain distance on hit.</p> <p>6A.B.B (Stiletto Rush): reduced tendency for 2nd attack to miss when 1st attack is a counter hit. Lengthened opponent's block freeze on 2nd attack. Increased 3rd attack's guard burst damage and rise in critical gauge.</p> <p>3A (Brutus' Smite): lengthened opponent's block freeze. More difficult to evade sideways.</p> <p>B.B (Palm Slash): reduced tendency for 1st and 2nd attack to miss when opponent is crouching.</p> <p>6B (Darius' Stab): lengthened opponent's block freeze.</p> <p>236236A+B+K (Full Synchronization): lowered rise in critical gauge.</p>

