



Version 1.3.0 Patch Notes

GENERAL CHANGES

	This is FAR's second major update! This patch includes a brand new set of stages, new dialogue system, and general quality of life all around.	
Ground Bounces	More moves should connect after a ground bounce i.e. crouching and air attacks.	Previously, many non standing attacks whiffed against ground bounced opponents.
Stages	Many new stages, along with respites of most existing stages. Also, the size of each stage is shown in their name as: Small Stages- - -Medium Stages- - - - -Large Stages- - -	
New effects	So many new effects, you'll realize how many effects this game took from other	

	games lol.	
Damage	Characters got many small tweaks to their damage to make the game feel slightly better. Supers also have been adjusted to be more similar.	
Chains versus Strings	A slight distinction for future updates: A string is a unique set of attacks for a character. A string is made of normals that are not unique. i.e LP>LK for Null is a chain LK>LK for Null is a string	
Guard Rush	Now makes a sound when activated.	
Throws	All throws now cause the opponent to be immune to attacks and projectiles while in the grab animation.	This should eliminate the ability to get hit before the grab is teched.
First Hit Bonus	Removed	eh.
Forward Guard Rush	Increased end lag by 3 frames.	Should be less free of an option now.

JOJO

	Jojo was a fairly strong character before. However, his df. SP attack lacked utility and was essentially another launcher. We altered the move and a few moves around it to give it more interesting utility.	
New Chain: SP>SK	Allows for more unique conversions.	
SP>SP	Now is +7 on hit (was +4).	Now has unique linking capabilities thanks to revamped df.SP.
SK	Now is +4 on hit (was +1). Has more forward movement. Launches slightly higher.	
Air d.SK	Damage is now 50 (was 35).	
df.SP	Now has frame 1 projectile invulnerability. Lasts for 26 frames. Held version can activate significantly faster. Only 1 use per combo now.	Move should have significantly more utility in neutral, while being slightly weaker for extended juggles.
QCF SP	Startup increased by 3 frames.	Was difficult to properly interrupt, especially after SP>SP.
DD SP	No longer cancels from DD LP on block.	Was an unintentional cancel.
MENACING MELEE	Reworked to be more consistent. Blockstun was normalized.	
QCF LK	Previously could cancel into Launcher at any time.	what.

AKIRA

	Akira is quite strong and does not conform similarly to other characters. His air fireballs were slightly too flexible in certain combos, so they've been toned down. His movement was also extremely unorthodox, so we have tuned him to be similar to other characters.	
Evil Akira Reversal Art	Now has a backwards version.	
b.SK	Linking properties return. If used in a combo, hitstun is decreased by one each use.	
b.Launcher	Shares limiter with launcher. Now deals 45 damage (was 35).	
Forward Dash	Can no longer be canceled.	
Back Dash	Can no longer be canceled. 4 frames longer (matches forward dash).	
QCF LK & QCF SK	Combo properties of each only apply once per combo. No longer has a hard limit.	Previously did not fit with how many other moves function.
b.LP	Startup increased by 1 frame. Now +1 on block (was +3).	Was tied for fastest move in the game with plus frames.
cr.LP	Startup increased by 1 frame. Increased pushback on block.	Was the other move that was tied for the fastest.
j. QCF LP & SP	Have less launch height.	Reduces shenanigans™

DEMON'S GRASP	Does 25 less damage.	
EX j.QCF P	Fixed an issue with it snapping characters into place.	Increases consistency of the move if it is interrupted.

YURI

	Yuri last patch was updated to be less frustrating to fight fullscreen. However, she was not as consistent in close range as we wanted her to be.	
LK > LK > SK > SK	Increased hitboxes and slight reduction of pushback	Linking these normals used to whiff depending of the distance, now it is more consistent to link fully as well as reaching further to compete with other normals
QCF LK (Close Hit)	Increased hit stun and juggle properties	Allows more combo routes in conjunction in the corner as well for allowing a new grounded combo route with Qcb P.
QCB LP	Increased pull in properties and juggle height	While light gun is one of Yuri's most useful specials it was inconsistent to link from if you weren't in the corner, it has been increased to fix this issue.
QCB P EX	Standardized juggle properties	It now lands all its hits consistently and is easier to combo extend with
Launcher	Lowered launch height	While this removes some grounded combo options this also makes it easier to

		link into jump attacks thanks to its jump cancel properties.
j.LK, j.LP and j.SK	Lowered juggle height	Yuri was able to do 3 loops of aerial rejets into themselves, this of course allowed her to do more damage meterless than intended, so it has been toned down.
QCF K (Far Hits)	Normalized blockstun regardless of range and lowered juggle properties	Used to make the far hits of shotgun much safer than the close hit, now both are equally unsafe on their own

VAN

 Van has seemed to fly under the radar, but as of recently we have discovered he is somewhat of a hidden top tier. With extremely high damage and mobility, he was truly a character with immense potential. We have made his damage much lower and tweaked the way his hats work on hit, while also balancing his dashes to be closer in line with other characters.		
EX DD P	Added an upwards variant.	
Overhead	Can properly cancel from all standing normals.	
LK Hat Toss	Projectile speed increased to match LP Hat Toss.	
Dashes	Increased duration by 3 frames.	Was previously the fastest dash (excluding Akira canceling his dash).
QCF LK & j.QCF LK	Minimum damage reduced to 5 (was 7)	
[B]F ANY	Minimum damage reduced	

	to 3 (was 7)	
[B]F LK & SK	Launches less high.	
[B]F SP	Hitstun reduced by 10 frames.	
f.SP>SK	Can no longer be performed before the second hit comes out.	

REBIRTH VAN

 Rebirth Van is a character that has a large amount of utility, but ends up using the same few tools because they're quite strong. We really wanted him to focus on his stance more, and attempted to make his Kai assists a little bit more evenly distributed in usefulness. His normals have also been slightly nerfed.		
QCF SK	-10 on block (was previously -12)	Reward versus risk of using it in neutral was a little too low.
QCF LP	Damage increased to 65 (was 55).	Previously underutilized.
j.LP and j.LK	Hitstun was slightly increased.	
QCF LK	+4 on hit (was +1).	Previously did not have a large amount of reward for landing on grounded opponents.
Stance LP>SK	Startup decreased by 1 frame.	Makes it slightly harder to react to and slightly easier to combo into.
Stance LP>LP	Increased gap between hits by 2 frames.	Takes away some juggle utility and makes pressure utilizing the move more fair.

All Normals	Increased recovery on whiff	Previously you were able to spam moves with rebeat and be safe regardless of if it hit or not, now your actions have consequences, so play smart about it.
Dashing SK	Launches air opponents slightly less high.	
SK	Increased pushback on block and hit	Previously ReVan was able to spam this in conjunction to LK and be safe with or without Rebeat due range and speed, this forces him to switch it up a bit rather than use the same option repeatedly
QCB SP	Damage reduced to 65 (was 85)	Had too high of burst damage when used at the beginning of a combo.
Stance	After LP whiff, it was previously impossible to perform stance SP. This has been remedied.	
Kai Assists	Spawn locations have been slightly altered so Kai isn't floating slightly above the ground now.	
cr.LK	No longer causes a floating knockdown state on a ground bounced opponent.	

ARYR



Aryr is a solid pick with well defined strengths and weaknesses. However, her bombs previously allowed her to access extremely high damage in many scenarios, so we have toned it down. Additionally, a lot of her specials did great scaled damage but extremely low raw damage, so we have shifted the power of these moves.

Reversal Art Followup	Now turns Aryr around if she gets crossed up.	
cr.SP	Now -5 on block (was -8)	
QCF LP	Damage increased to 60 (was 31). Minimum damage decreased to 3 (was 7).	
QCF SP	First hit now scales. Last hit damage increased to 55 (was 30). Last hit minimum damage decreased to 5 (was 10).	
LP, LK, cr.LP, cr.LK	Damage slightly reduced.	Previously did more than the standard light attacks from other characters.
QCB LP	Damage reduced from 93 to 66. Now +40 on hit (was previously +56)	
QCB SP	Damage reduced from 93 to 66.	
BIG BOMBER	Fixed an issue which caused the bomb to slide across the ground indefinitely.	

ZERKER



Zerker was fairly well balanced, just with ridiculous damage through specific corner combos. We've toned these moves down while also giving him plenty of QoL changes to his frame data.

OH	Startup decreased by 2 frames.	Was previously slower than all other OHs.
LK	Now -3 on block (was -5). Now +3 on hit (was 0).	Fits better with other LKs.
cr.LK	Damage increased to 26 (was 22). Now +1 on hit (was 0).	
cr.LP	Startup decreased by 1 frame.	Was the same speed as cr.LK, which led to large overlap over the moves' functions.
cr.SK	Now +3 on hit (was 0).	
j.QCF SP	5 frames less recovery after landing the move.	
SP>SP	Move launches less high and less far away on air opponents.	Allows for better juggles midscreen than before but worse juggles in the corner.
Down Grab	Minimum damage is now 1 (was 10).	
HCB SK	Launches air opponents less high. Minimum damage decreased to 10 (was 25).	Had powerful loops in the corner that dealt overly high damage.
f.SK	Has more pushback on hit. Less launch height on air opponents.	Allowed for long loops.
f.SK > OH	No longer special cancelable.	

EX QCB P	No longer shares a limiter with EX FDF P.	
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VILE

 Vile had a particularly large number of ways to open up his opponents. His overhead and low options are slower to make his options feel less oppressive. In return, we have boosted his ability to do bubble combos.		
DD ANY	Recovers 4 frames faster.	Allows for better combos and setups.
QCF LK	Launches less far on airborne connect.	Allows for more unique combos.
DD ANY (air)	Can now be canceled into from QCB K.	
LAUNCHER	Increased launch height	Allows for easier conversions
QCF SK	Increased juggle height	Allows for easier DD any set ups mid combo
All Specials and Heavy Normals	Increased minimal damage and max damage	
QCF LK && QCF SK	Active 2 frames later.	Makes it easier to respond to Vile's offense.
EX QCF P	Active 2 frames later.	Makes it easier to respond to Vile's offense.
QCF SP	Has launch decay.	Was previously an infinite in the corner.
Grab	Has three more frames of recovery.	Previously too spamable.
QCF SK	Fixed a bug which allowed	

	Vile to bypass the limiter.	
DD ANY (Explosion)	Fully scaled does 5 damage instead of 55.	Coding error made this move not scale its damage.

NULL

	Null felt a bit lacking compared to their contemporaries. The slower frame data felt especially limiting, so we've tuned it up to be still slower than average, but faster than before. The damage has also been redistributed to have more focus on big charge moves that deal big damage.	
Reversal Art	Active 1 frame earlier.	More consistent as a Reversal now.
All Heat and Ex moves	Increased damage, Blockstun and Launch rates	Allows more for more freestyle when using these options in combos and pressure as well as making their damage more <i>explosive</i>
LP	Active 2 frames earlier.	Easier for Null to use as a whiff punish or interrupt.
cr.LP	Active 2 frames earlier.	Easier for Null to use as a whiff punish or interrupt.
LK	Active 1 frame earlier with more forward movement.	Stronger in neutral.
SP	Active 2 frames earlier.	Range was quite poor for the speed.
QCF SP QCF LK QCB SP	Increased launch height, has scaling after one use	Null lacked ways to do reliable combos without heat and without the corner, so they now have more options to do so once per combo
Dash Cancel	At 50% heat or higher, it	Consistency with how

	can cancel into other movement options.	heated up dashes work for Null.
ERUPTION	Can combo extend	Funny explosion sends you flying
Damage	Null's damage has been retooled to be much more frontloaded and explosive.	
Grab	More end lag when landed.	Could previously be combo'd from with Level 3 super.
OH	Only launches grounded opponents.	
j.SP	Hits overhead instead of mid.	
ELIMINATE THE TARGET	No longer causes opponents to stand in mid-air if they are hit close to the ground.	

BOG

			LP puppet over centralized many parts of Bog's combo game. The cost of it has been increased while other puppet moves' price has been decreased. He also had a few problematic specials, so those have been toned down.		
Puppet: SK		Costs 300 puppet meter (was 400).	Wasn't utilized nearly as much as other puppet options.		
Puppet: LK		Costs 200 puppet meter (was 250).	Was previously expensive for the amount of utility.		
Puppet: LP		Costs 200 puppet meter (was 150).	Previously too spamable in combos.		

QCF LP	Damage reduced to 75 (was 85). Chip damage reduced to 7 (was 12). Startup increased by 2 frames.	
QCF SP	Juggle height decreased.	Previously too easy to loop.
cr.SP	Juggle height decreased.	Previously too easy to loop.

FRY

	Fry is in a good spot; however, he had a few awkward scenarios that led to things he probably should not have so we've updated him to fit slightly better with the rest of the game.	
QCB SP	Now launches grounded opponents. Removed short hop cancel. Additionally, it launches air opponents less high.	Weird he had 1 special that canceled to launcher. Also extended long loops in the corner.
QCF SK	Launches air opponents slightly lower and has increased pushback for Fry in the corner.	Previously allowed for extremely easy highly damaging loops in the corner..
COOK CANCEL	Cannot be performed during install anymore.	Was a change meant to be in the previous update.

YOYO

	Yoyo is pretty buggy in all honesty. This patch mostly focuses on increasing his overall consistency in combat.	
OH	Has 5 less recovery frames. Can be canceled into from all standing normals.	Was previously extremely punishable every time this move did not connect.
cr.LP	Decreased startup by 3 frames. Decreased recovery by 2 frames.	Was previously slower than cr.LK & cr.SP.
SP>SP	Animation changed to match the hitbox better.	
LK	Launches air opponents slightly less high.	
Hitboxes	Slightly altered for consistency.	
SP	Pushback edited to increase consistency with SP>SP.	
[B]F LP	Had a bug where it did extra damage at a specific range.	
EX [B]F K	Hits connect more reliably.	

ELFEEL



FLLFFL dominated neutral with Qcf K making his approach extremely dangerous to opponents for virtually no risk, this has been changed to make FL's neutral more dynamic and based on his stances, while his absurdly long loops were also removed, he cannot longer give you a death sentence from any stray hit.

QCF K and QCF K>6K	Now properly cancels into EX moves.	
j. QCF K EX	Now has a unique limiter to the grounded version.	
General	Normals, Stances, Specials and Ex's damage was slightly increased	Balances out his damage due to the removal of his insane loop capabilities
L > SP	Has less start up	It has been sped up to match L>SK speed
Reversal Art	Reworked to just be the sword slash. Has parry properties during the startup of the move.	
QCF K EX > QCF K	Unique grounded Ex follow up no longer costs sword meter. In return, the move's overall damage has been decreased.	Used to not be as useful to make use of due to FL's reliance to their sword meter and even more so now than ever, so it has been changed to be more useful and reliable.
QCB LP	No longer juggles in the air, now launches better on the ground.	Grants FL an alternate method of launching the opponent through his specials while removing the juggle and meter gain potential the move had in his previous loops
QCF K	Can no longer cancel into Launcher and also has reduced juggle capabilities.	Only special to go into stance, which made it stupidly safe and its juggle height made it stupidly good

		for corner carry and loops.
QCB SP	Reduced juggle height on the move. Can no longer cancel from QCB LP.	FL's QCB SP dash cancel gave him the most meter gain and loop potential out of any move so it has been reduced to decrease his loop combo capabilities.
OH	No longer special cancelable.	He didn't need it.
Sword Meter	Now starts off empty on round start.	
cr.LP	No longer a low attack.	
L > SP	No longer causes a juggle state on meaty	
EX QCB P	No longer keeps same side in the corner.	

YUPIA

		
SK>SP	Damage increased to 107 (was 53)	Underutilized option.
QCF SP	Takes 2 frames longer to fully charge. Now has launch decay.	Was previously way too easy to abuse in corner juggles.
QCB P	Increased scaling	Same as above

Palettes	They're back.	Who let me make a game?
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SPAR

	SPAR is an intentionally odd character. However, we have decided to reign him in as a character more defined by whiff punishing and neutral control rather than crummy offense and silly loops. (PS: Block high now :))	
QCB P	Now has a light and strong version.	Light version is now faster with less range and damage, while strong is slower with more range and damage.
f.LP	Special cancelable and has an expanding hitbox.	
b.SP>OH	Is now special cancellable and has faster start up.	Makes this option safer and more reliable for conversions in the corner.
b. SP>L	Can side switch once again	Due some changes to some of their most loopable normals they were granted the ability to side switch once more for combo extensions, however it now has juggle scaling and can only be properly used once
QCF SP	Has 3 frames less end lag on whiff & block.	
cr.SK	Comes out much faster when used to cancel cr.LK	SPAR can now convert cr.LK into cr.SK.
SK	New animation.	Now a long range kick instead of a short range

		knee.
SK>SK	New animation.	Now an overhead ax kick.
LK>LP>SP>LK>SK	New animations for each part of the string.	Has a lot more charm and stagger pressure then the previous version.
QCB P	New animation.	Now a slower, more advancing upwards slice.
QCB P>LP	New animation.	Now a slightly downwards slice with a large anti air hitbox.
CLOCK'S TICKING	Timer lasts for 10 seconds (was 5) and SPAR gets two air dashes that can cancel on hit. SPAR now takes 200 damage upon explosion.	lol
b.SP	Can be canceled into like other command normals and its startup has been increased as well for its recovery frames.	
cr.SK	Now launches grounded opponents and has more start up frames, has a gap between the first hit and the second that can be punished if up close.	Allowed for an infinite with command run. This option also was ridiculously strong, so it has been given a weakness while still being an extremely useful tool
OH	Startup increased by 2 frames.	Was previously much faster than other OH attacks.
f.SP>SP	Less juggle height after scaling.	Allowed for extended loops in the corner.
QCB P>LK	No longer sends opponents as far after wall bounce.	SPAR could do an infinite in the corner by crossing the opponent up infinitely.