

Rising Dragon Changelog

Special thanks to **7turbo1ag** for helping me so much with porting animations
also this is kinda abridged a bit, if you want the nerd changelog [click this text](#)

Animation Replacements

All of the animations listed below have been swapped for updated ones from later released games (Yakuza 5 and Kiwami 1):

- Free roam animations for Kiryu and Haruka (walking, running, etc)
- SOME of Kiryu's base moveset
- Enemy heavy knockback animations
- Grab moves

(Not porting over some Y5 animations like Kiryu's rush combo, since it made bounding harder to do, due to how they were animated)

Minor Edits

I just made these a bit faster lol

- Charged Kick
- Brass Knuckles Equip
- Bat/Club Equip
- Shotgun Equip
- Player chase animations (running and bumping into NPCs)

Follow Ups/Control Windows

All of the moves listed below now follow up to each other faster and let you act/move out of them faster as well

Also, Kiryu also starts out with his max combo speed, like in Yakuza 2

Hand-to-Hand:

- * rush combo
- * combo finishers
- * heavy kicks (locked-on, not locked-on & charged)
- * stomp kick
- * dropkick

- * grab combo, kicks and throws
- * grab shakeoffs
- * knockdown grabs
- * taunt
- * quicksteps
- * komaki daruma tumbler
- * komaki dodge shot
- * komaki knockback
- * komaki parry
- * komaki tiger drop

Weapons

- ALL weapon equip/unequips
- all stick/pipe moves
- all dagger/broken bottle moves
- all bat/club moves
- all two-handed light weapon moves
- all two-handed heavy weapon moves
- all hammer/greatsword moves
- all spear/pole moves
- all brass knuckles moves
- all sword moves
- all nunchaku/tonfa/kali sticks moves
- all shotgun moves (Imao)

Miscellaneous

- * stun animation (that is seemingly only used for the player)

Move Properties

Player Tweaks

- Tiger Drop's hyper armor swapped for invincibility frames
- Some moves have received guard breaking properties
 - * Kiryu's SSSS cover art kick (restored PS2 feature)
 - * ALL finishers, including back variants
- Stole the quickstep restoration mod and merged it onto this LOL sorry
- The goofy dropkick that nobody ever uses is replaced by its superior iteration from Yakuza 6
- Slightly increased damage output & heat gain for:
 - * Hand-to-Hand light combo & reverse variants
- Kiryu's taunt got a control lock now, meaning you can move out of it early
- Bounding Throws have been buffed a bit

- * Earlier control locks aka moving out of them faster
- * SST and SSST's hitbox frames linger for a bit now
- * SSSST's damage has been jacked up by 2x since it used to be the weakest throw, for some reason??
- Kiryu's leg grab kick damage has been doubled since it's almost impossible to land this move
- Backported quickstep properties from Y4
 - * Slightly higher i-frames for Kiryu's base unupgraded quicksteps
 - * Fixed the forward quickstep and Komaki Daruma Tumblers not being affected by the Wind God upgrade
- Quickstep strikes buffs
 - * Left and right attacks now give a gut punch reaction (restored PS2 feature)
 - * Back attack's heat gain has been buffed by 2.5x
- Lotus Palm Strike now has hyper armor on it's startup and release, also buffed it's damage by 2x
- Charged Kick has half of Flare Fist's heat gain and has hyper armor on release.
- Kiryu's bump chase animations have also received control locks

Enemy Tweaks

- Enemies standing up have been revoked of their i-frames
- Rikiya's chop attack has been stripped of its stun and control lock
- Mike Long & Volleyball dudes from the coliseum have been nerfed:
 - * Removed bullshit stun from some moves
 - * Changed hit reactions for slightly more fairness
 - * Nerfed control locks & follow up windows
 - * Reduced hyper armor frames
- Nerfed quickstep i-frames for various fighting stances
 - * Bruce Lee's quicksteps
 - * White Lotus' left and right quicksteps
- Knuckleduster Tamashiro's control locks have been MASSIVELY nerfed, they were fuckin' overkill for such an early game boss
- Kanda now has more endlag so he's less stinky, also his lariat spin's hitbox has been tweaked to make it easier-ish to parry
- i nerfed mine just a little bit, just a tiny lil bit, hes fine

Audio Tweaks

- Some low quality sounds swapped for HQ versions found in Kiwami 2
 - * Key Lockers opening and closing
 - * Equipping a weapon
 - * Discarding an item
- SFX consistency between bounding throws' forward and back variants
 - * Argentine Backbreaker (SST)
 - * Giant Swing (SSST)
- Fixed the jingle from the claw machines at the arcades being fucking EARRAPE

