

Comparison done with respect to PC Version

- Lock on feature added, press and hold L3 to lock on and press again to swap targets.
- Interact, Team Attack, and Revive now all are activated by the same button as counter.
 - Yes, this means that if you try to cancel an animation mid fight while a Team Attack prompt is up you perform a Team Attack instead of cancelling the animation.
- Jumps have noticeably stronger gravity, feel more heavy and grounded. Attacks that put characters in the air are unaffected.
- Local Co-Op for 2 players added. Player 1 controls the camera. If player 1 is dead, player 2 controls the camera.
- 8 new skins (2 for each member of team rwby)
 - Power armor set
 - Vol 7/8 Set
 - Currently confirmed exclusive for switch version on official aspyr discord.
- Gauntlet reinforcements are once again Major Ursa (just like before the december update on pc)
- Port has a new VA.
- Frames locked to what I estimate to be 60 FPS.
- BUG: If playing online, sometimes the cart in chapter 4 will not move on player 2's screen.
 - Not sure how to recreate it right now, but has happened more than once.
 - The cart moves on player 1's screen and the chapter can be completed properly.
 - If player 2 adds dust to the cart on their screen it also counts on player 1's screen.