

Gigas

Command	Changes
During Rage	•Active frames increased by 1F .
During Rage ⇨ Hold	•Recovery decreased by 7F.
レイジドライブ中に	•Damage changed from 40 to 45. (Damage when walking a distance changed from 50 to 60) •No longer reversible.
	•Changed from -14F to -17F on block.
	•Opponent closer on hit.
	•Startup changed from 23F to 18F. •Changed from -5F to -7F on block. •Changed from +6F to +4F on hit.
	•Added crouch status.
	•Damage changed from 20 to 17. •Opponent reaction on counter hit was changed.
	•Damage changed from 23 to 20.
⇨	•Opponent closer on hit and counter hit.
⇨	•Damage changed from 24 to 25. •Input window changed from 24F to 30F.
⇨ ⇨	•Damage changed from 17 to 20.
⇨ ↓	•Added crouch status.
⇨	•Changed from -13F to -9F on block. •Changed from +5F to +9F on hit. •Active frames decreased by 1F.
⇨ →	•Recovery decreased by 9F.
⇨	•Damage changed from 15 to 20. •Changed from -10F to -9F on block. •Changed from +5F to +6F on hit.
During Goliath	•Damage changed from 25 to 20. (Damage when walking a distance changed from 40 to 35) •Changed from +7F to -2F on block. •Opponent farther away on block.
During Goliath	•Damage changed from 28 to 40. (Damage when walking a distance changed from 40 to 55) •No longer reversible.
During Goliath	•Damage changed from 15 to 20.
	•Damage changed from 17 to 14. •Changed from -6F to -9F on block. •Changed from +7F to +4F on hit. •Opponent closer on block. •Hitbox expanded.
	•Damage changed from 14 to 15. •Opponent closer on block. •Opponent farther away on hit.
	•Hits now chain.

↓⊗⊗ (or While crouching ⊗⊗)	•Hitbox expanded.
↓⊗⊗	•Damage changed from 18 to 15.
↓⊗⊗⊗	•Damage changed from 17 to 20. •Changed from -10F to -12F on block. •Opponent reaction on counter hit was changed.
↓⊗⊗	•Opponent closer on block. •Causes Wall Bounce on hit. •Recovery decreased on hit by 5F.
↘⊗⊗	•Opponent closer on block.
↘⊗⊗	•Opponent reaction changed on hit.
↘⊗⊗	•Added crouch status.
During Golem Set Up ⊗⊗	•Property changed from High to Mid attack. •Changed from +5F to -13F on block. •Opponent closer on block.
During Golem Set Up ⊗⊗	•Changed from -5F to -8F on block. •Opponent closer on block. •Opponent closer on hit.
During Golem Set Up ↘	•Recovery increased by 5F. •Added jump status.
↔⊗⊗	•Damage changed from 15 to 20. •Opponent reaction on mid-air hit and hit while downed changed. •Opponent closer on hit.
↔⊗⊗→	•Recovery decreased by 9F.
↘⊗⊗	•Changed from +3 to +6 on hit.
↘⊗⊗	•Jump status start changed from 9F to 18F.
⇒→⊗⊗	•Active frames increased by 1F. •Changed from -13F to -8F on block. •Homing decreased. •Hitbox expanded.
⇒→⊗⊗	•Damage changed from 20 to 23. •Changed from -10F to -9F on block. •Recovery decreased on hit by 1F. •Opponent reaction changed on hit.
⇒→⊗⊗⊗	•Property changed from High to Mid attack. •Changed from -4F to -13F on block. •Opponent closer on block. •Recovery increased on hit by 8F.
⇒⇒⇒⊗⊗	•Opponent closer on block.
While rising ⊗⊗	•Opponent closer on block.
While rising ⊗⊗	•Opponent closer on block.
While rising ⊗⊗⊗	•Added new move.
While crouching ↘⊗⊗	•Opponent reaction on counter hit was changed.
During sidestep ⊗⊗	•Changed to Homing attack.