[Ver1.10]PlayStation®4/PlayStation®5/Steam Changes Made in Update to Ver1.10

Patch notes

An update to Version 1.10 will be released on October 15 for the PlayStation®4/PlayStation®5/Steam versions of Guilty Gear -Strive- with battle balance adjustments and fixes for issues in each game mode.

General / Game Modes

・Added support for the PS4 event "Tournament" feature.
Pressing the △ button at the main menu displays any upcoming PlayStation Tournaments open to entry, and will automatically match players with their opponents during supported tournaments.

Tournament organization: ESL
See here for more details: https://compete.playstation.com/

*This feature is not supported on the PS5 console, or on the PS4 version when running on a PS5 console.
*Arc System Works does not provide sponsorships, endorsements, or management.

・Reduced the network connection time upon login.
・Added a "Sync R-Code with Server" feature under System Settings from the main menu Settings option.
Using this feature downloads the R-Code from the server and applies it as the R-Code for the current save data.
Please use this feature when your save data has been deleted or lost.

Network Mode

・When the player's suggested floor is the Celestial Floor, they will now begin matching on the Celestial Floor after selecting Quick Start from the main menu.

Training Mode

・When Counter Setting and either Automatic Psych Burst or Automatic Roman Cancel are set simultaneously, the Counter Setting will be prioritized.

Battle

・The battle version has been updated from 1.04 to 1.05.
*You can check the battle version in the Replay Theater, etc.
Some missions in Mission Mode have been changed to reflect this.

・Fixed a bug where sound effects for flame attacks would be played multiple times under certain circumstances.

R-Code

・Fixed a bug where the Maximum Combo Damage and Maximum Combo Hits would not be displayed properly.
Previous data will be reset on login, and properly registered from current gameplay.

・Damage from Wall Break will now be included in Maximum Combo Damage, Total Damage Dealt, and Total Damage Taken.

Other

・Fixed a bug where the Network functions would not respond properly, mostly after viewing a large amount of play data from the Ranking screen.

Major Confirmed Issue:
■Network features are completely inaccessible under certain play environments.
We are continuing to look into and address this issue.

Any players experiencing this issue, please contact customer support with the following information:
-Type of console in use
-Internet provider or contracted service in use
-Model number of the router or network adapter in use
-If possible, an image of the error message or a video showing when the error occurs

Customer Support: https://arcsystemworks.com/support/

Character Balance and Bug Fixes

GUILTY GEAR -STRIVE-(Ver1.10)

Universal Mechanics

Balance Intentions

◆Overall changes

・We have revised the overall functions of projectile special moves, aerial attacks, and anti-airs.
Some projectile special moves now have less recovery, making them easier to use in neutral.

In accordance with this buff to projectiles, we have also increased the benefit gained from landing aerial attacks.
Many characters can now deal more damage than before on Counter Hit.
By increasing the number of moves that can be canceled into air dashes, it is now easier to launch an offensive after the opponent blocks your aerial attack.

Anti-air attacks have also been buffed, in particular by increasing the reward gained from a Counter Hit **→ + P**, making it easier to include special moves.
It was our intent to remove the disparity between characters when it came to their options after **→ + P**.

・We have revised the startup of the fastest normal moves.
Characters whose fastest moves had more startup than others now have faster startup on their P attacks, for example.
Although it varies, this generally makes it so that characters can counter throws on wake-up as a general rule.

・Input buffer
By increasing the time window for input buffering, it has become easier to act on the earliest possible frame.
We had previously chosen to keep the time window limited, as making inputs at the correct time is a technique in and of itself.
However, we have increased the time window to account for play under different circumstances such as offline matches.

・Startup for mix-up moves
We think of overheads in this game as falling into two categories: overheads that are difficult to react to (for example, standard **Dust attacks**) and overheads that are easily reacted to unless taken by surprise (for example, fully charged **Dust attacks**).
We have revised the startup frames for moves that fall in between these categories, which are various levels of difficult to react to depending on the player and environment.

・Throws
We have extended the time window for throw clashes, which previously only worked when input at almost the exact same time as the opponent's throw.
As there were times when a clash would not occur even when the player successfully predicted the opponent's throw, this change makes it easier to counter opponent's throws with your own.

It is also now possible to Roman Cancel at any point during the animation of throws (excluding Overdrives).
It's possible to Roman Cancel after an unsuccessful throw to cover up for the whiff recovery.
This change makes it possible to spend meter to Roman Cancel after a successful throw, as well.

・Base damage scaling of special moves
Although this varies between characters, we have increased base damage scaling on strong offensive special moves and combo starter moves.

・Faultless Defense
Previously, Faultless Defense had somewhat longer blockstun than standard blocking.
However, as it was not rewarding enough overall to spend Tension gauge on, the blockstun has been changed to match standard blocking.

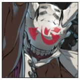
For certain moves that don't cause significant knockback on block, Faultless Defense wouldn't open up much distance between the player and opponent previously.
There is now a minimum amount of distance that will be created when using Faultless Defense.
Combined with the changes made to Guard Crush moves, there is now greater merit to using Faultless Defense against any move.

Changes

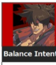
Input buffer	Increased time window for input buffering.
Throws (All Types)	Increased time window for throw clashes. No longer causes throw clash if the player is pressing a button other than D. A Roman Cancel can now be performed after a successful throw, even during the animation. Altered the damage distribution and red Roman Cancel activation conditions for some throw moves.
Air throws	A successful throw no longer increases the Wall Break value.
Counters	Fixed a bug where under certain conditions, the timing when the character hit by a Counter attack during slowdown would be later than intended. Increased the length of slowdown time caused when a Counter Hit lands during slowdown. Adjusted the visual counter hit effect.
Roman Cancel	Removed the slowdown adjustment caused by red and purple Roman Cancels. It's now possible to Roman Cancel during a jump animation. Red Roman Cancel will no longer activate during movement such as dash and backdash.
Overdrives	Overdrives no longer negate slowdown on activation. Activating Roman Cancel during an Overdrive now causes slowdown. Fixed a bug where it was possible to activate Roman Cancel at the same time as the super flash under certain conditions.
Homing Jump	It is no longer possible to activate Roman Cancel during the Dust attack follow-up. Adjusted the visual Dust attack follow-up effect.
Wall Stick	Fixed a bug where the character's position would change when stuck to the wall under certain conditions.
Wall Break	Fixed a bug where the Wall Break value would not be reset after the animation when a Wall Break occurs under certain conditions.
Psych Burst	Expanded the hitbox.
Clash	Fixed a bug where moves would behave strangely upon clashing under certain conditions.

Clash (Projectiles)	When two projectiles clash, the projectile with a lower clash level will now be erased.
Jump S	This move now triggers the counter effect. Can now be jump canceled and air dash canceled. Added gatling route to jump D.
Jump HS	This move now triggers the counter effect. Can now be jump canceled and air dash canceled. Added gatling route to jump D.
Jump D	This move now triggers the counter effect. This does not apply to Ky and Jack-O'. Can now be jump canceled and air dash canceled.
Block	Removed the increase to blockstun caused upon successful Faultless Defense. Successful Faultless Defense now causes a set amount of knockback. Even when the return knockback is overwritten by a projectile, a set amount of knockback will now remain. Characters no longer enter a blocking stance before a projectile makes contact. Added the difference in position height with the opponent to the conditions for entering a blocking stance before an opponent's attack.
Guard Crush	The knockback caused by Instant Block and Faultless Defense will now change when Guard Crushed by the opponent's attack. When an attack hits an opponent in the Guard Crush animation, that attack is treated as the first move in a combo.

Click icon



GUILTY GEAR -STRIVE-(Ver1.10)



Sol Badguy

Balance Intentions

One major point is that we have changed how **Bandit Revolver** functions.
While originally it could only be followed up on hit automatically, the follow-up hit can now be perform via manual input regardless of the situation.
It can now be used in more ways, such as maximizing the reward of a Counter Hit from normal moves such as **Crouching S**, as well as other uses outside of combos.

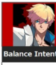
In accordance to changes to **→ + P** and **Bandit Revolver**, the wall bounce effect of **→+P** in the stage corner has been removed.
Sol has access to major damage when he lands a clean hit **Volcanic Viper (HS version)**.
However, the high damage and practicality of **→ + P** > **Volcanic Viper (HS version)** in the stage corner was so strong that there was no need to use other combo routes.
We revised this while also adding new combo parts.

Bandit Bringer can now be followed up on Counter Hit, making it a more highly rewarding option.

Changes

→ + P	Now floats the opponent up higher, while also reducing the horizontal distance they are sent flying back. Removed wall bounce effect.
→ + HS	Sol is no longer in a Counter Hit state after the active frames of the attack.
Bandit Revolver (all types)	The second hit can now be performed with the K button. Adjusted movement speed and opponent blow back due to functional changes. Now triggers the counter effect. Lowered attack level. Reduced recovery time. Expanded hitbox in front and below on the second hit. Increased distance from which the attack connects. Increased base damage scaling.
Grounded Bandit Revolver	Reduced startup time.
Bandit Bringer (all types)	Now triggers the counter effect.
Night Raid Vortex	Increased base damage scaling.
Fafnir	Increased base damage scaling.
Facedown knockdown	Expanded hurt box above.

GUILTY GEAR -STRIVE-(Ver1.10)



Ky Kiske

Balance Intentions

Ky greatly benefits from the buff to projectile special moves,
as it is now easier to take control of neutral by using **Stun Edge** as a poke.

We had previously intentionally set relatively high recovery for projectiles to prevent making their ability to lock the opponent down too powerful.
This resulted in **Stun Edge** having limited use, which was a stressful element of playing Ky.

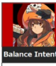
We have reduced the overall length of the action while maintaining the original lockdown capabilities of the attack, making it easier to use in neutral.
We have also increased the chip damage on block, making it more rewarding to make the opponent block **Stun Edge** in neutral.

We have increased the benefits of using **Dragon Install** due its comparatively low damage as an Overdrive.

Changes

→ + HS	Ky is no longer in a Counter Hit state after the active frames of the attack.
Shock State	Increased chip damage of special moves and Overdrives during shock state.
Stun Edge (all versions)	Reduced hitstop.
Grounded Stun Edge (all versions)	Increased startup. Reduced recovery. Increased movement speed of the hitbox.
Stun Edge Charged Attack (all versions)	Reduced hitstop. Reduced recovery. Increased movement speed of the hitbox.
Foudre Arc	Increased base damage scaling.
Sacred Edge (all versions)	Increased movement speed of the hitbox.
Sacred Edge (during Dragon Install)	No longer reduces the number of attacks to the opponent when it hits anything other than the opponent.
Dragon Install	Increased damage. The activation is now a more powerful attack when used during Shock State.
Dragon Install (while activated)	Increased chip damage of special moves and Overdrives while Dragon Install is activated.

GUILTY GEAR -STRIVE-(Ver1.10)



May

Balance Intentions

These balance changes increase the return of landing aerial attacks.
Combined with additional gatling routes for aerial normal moves, this greatly develops aerial combos.

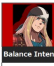
We adjusted the hit effects of uncharged **→+HS** as it was not commonly used, and less rewarding than her other normal moves.
Due to now being easier to follow up on and overall damage increase, we have removed the wall bounce effect.
However, her combos in the stage corner remain powerful as it is now easier to combo from her **Sweep** (↓+D) into **Mr. Dolphin (Vertical)**.

Previously the counter-strategy to **Mr. Dolphin (Horizontal)** has been to beat it with fast moves such as **Standing P**.
However, in order to prepare more counters to lunging attacks, it is now more likely to lose to **→+P** as well.

Changes

Sweep (↓+D)	Creates less distance from the opponent on hit in the stage corner.
→ + P	Now floats opponent up higher, while also reducing the horizontal distance they are sent flying back. Removed wall bounce effect.
→ + HS	Sends opponent flying up upon grounded hit. Reduced the amount of R.I.S.C. level decrease. Reduced the amount of combo blowback scaling increase.
Jump S	May is no longer in a Counter Hit state after the active frames of the attack.
Mr. Dolphin Horizontal (all types)	Increased base damage scaling. Reduced the hitbox below.
Mr. Dolphin Vertical (all types)	Increased base damage scaling during ascent. Reduced hurt box above during ascent. Increased distance from which the attack can connect.

GUILTY GEAR -STRIVE-(Ver1.10)



Axl Low

Balance Intentions

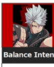
Axl benefits greatly from the overall changes to fast normals and aerial attacks.
As an example, on Counter Hit his **Jump S** can be followed up on using an air dash cancel.

As his options after landing an attack are now more powerful,
we have revised the function of each of his normals so that the player must use each of his aerial normals for distinct purposes.

Changes

Dash	Reduced the upper hurt box right after the animation starts.
Air Throw	Fixed a bug where the forced base damage scaling would not be applied.
Crouching K	Reduced startup.
Crouching S	Increased base damage scaling.
→ + P	Made the opponent float higher.
Jump S	Increased startup. Reduced active frames. Expanded hurt box in front.
Jump HS	Reduced hitbox in front and behind. Increased knockback.
Jump D	Reduced active frames. Reduced hitbox and hurt box.
Sickle Flash	Axl is now in a Counter Hit state until the animation ends. Increased clash level.
Rainwater	Axl is no longer in a Counter Hit state after the active frames of the attack.
Sickle Storm	The projectile no longer reduces the number of attacks to the opponent when it hits anything other than the opponent.

GUILTY GEAR -STRIVE-(Ver1.10)



Chipp Zanuff

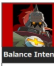
Balance Intentions

Alpha Blade is now easier to use in combos and strings.
Combined with changes to **Crouching HS**, he now has more options to lead into combos mid-screen.
Due to these changes and the ability to follow up after bounding off the stage corner, he has access to greater reward.

His mix-up, however, has somewhat increased startup as it was overly influenced by individual reaction times and play environments.

Changes

Crouching HS	Decreased the horizontal distance the opponent is sent flying back.
Jump HS	Chipp is no longer in a Counter Hit state after the active frames of the attack.
Alpha Blade (Diagonal)	Increased startup. Adjusted the movement speed and blowback. Adjusted the movement speed and blowback when bounding off of the stage corner.
Aerial Alpha Blade (Diagonal)	Reduced startup. Moved the hitbox further back. Chipp is now in a Counter Hit state until the active frames end.
Shuriken	Increased the distance from which the attack connects.
Wall Run	Chipp is no longer in a Counter Hit state during the animation.
Facedown knockdown	Expanded the hurtbox upward.



Potemkin

Balance Intentions

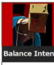
In accordance with the general direction of making anti-airs easier to combo off of, his **→ + P** can now be special canceled, which is a major buff for him.
By canceling it into **Heat Knuckle**, he can continue his offense both on hit and on block.

Standing far S now connects into **Slide Head** on a non-Counter aerial hit,
making for greater return on hit in neutral.

On the other hand, due to the changes to Faultless Defense, **Garuda Impact** has lost some of its ability to maintain his offense.

Changes

Far Standing S	Increased rolling time.
Standing HS	Reduced the hurtbox in front.
→ + P	Can now be special canceled.
→ + K	Decreased the amount of R.I.S.C. level reduction. Reduced the amount of combo blowback adjustment increase.
→ + HS	Reduced the hurtbox in front.
Jump D	Can now be special canceled when Potemkin lands.
Slide Head	Potemkin is no longer in Counter Hit state after the active frames end. The ground cracks no longer disappear during the active frames.
F.D.B.	Now triggers the counter effect. Now reflects projectiles while holding down the S button. Increased base damage scaling.
Garuda Impact	Increased base damage scaling.
Heavenly Potemkin Buster	Increased distance from which the attack connects.
Giganter Kai	Reduced the hitbox of the projectile in front and behind. The interval before an attack can hit again after this connects with the opponent is now consistent.



Faust

Balance Intentions

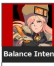
Love now has different properties when used while Faust is in Afro state.
The properties are stronger as the explosion will only hit the opponent, making it beneficial for Faust either to take the Afro item himself or for the opponent to take it when it appears via **What Could This Be?**
Changes to the Donut and Banana make it more likely to receive a beneficial item when repeatedly using **What Could This Be?**

Crouching S has been greatly buffed as a pre-emptive anti-air, making his anti-air capabilities greatly improved when combined with the ability to follow up on **→ + P**.

Because of the overall balance change to damage distribution, the damage caused by **Snip Snip Snip** is less impacted by the opponent's character and current health.

Changes

Dash	Reduced the upper hurtbox directly after the animation starts.
Standing P	Reduced startup.
→ + P	Decreased the horizontal distance the opponent is sent flying back. Expanded the hitbox in front.
Crouching S	Increased base damage scaling. Decreased the upper hurtbox during the end of the active frames.
Mix Mix Mix (each type)	Faust is no longer in a Counter Hit state after the active frames end. Increased base damage scaling.
Donut	Lowered the chance of a Donut appearing when there is already a Donut on screen.
Banana	Lowered the chance of a Banana appearing when there is already a Banana on screen. When throwing an item, there is now a set chance that the Banana will become a Banana Peel.
Snip Snip Snip	Decreased the horizontal distance the opponent is sent flying back. Reduced recovery. The opponent will no longer enter Afro state due to an item effect during this move.
Love	The properties now change when activated while in Afro state. Faust now remains in Counter Hit state until the end of the animation.
Afro	Extended the time until it disappears after touching the ground. No longer enters Afro state during certain animations.
W-W-What Could This Be?	Decreased recovery.



Millia Rage

Balance Intentions

Her special moves have been buffed overall due to **Mirazh** and **Turbo Fall** becoming special cancelable.

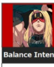
Many characters gained access to forward air dash cancels for their aerial attacks.
However, only Millia has gained access to aerial back dash cancels, which mainly strengthens her mix-up.

Previously, her **Standing far S** would beat most characters' **→ + P**, however this has been made more difficult due to the buffs to the situation after it hits.
The hurt box has been reduced to match this change.
The changes to **Mirazh** and **Tandem Top** make it easier to get higher return.

→+K can now be special canceled, and combos into **Lust Shaker** and other moves.

Changes

Standing far S	Reduced the lower hurt box and hitbox.
Crouching P	Decreased startup.
→ + P	Decreased the horizontal distance the opponent is sent flying back, while making them float higher.
→ + K	Can now be special canceled and super canceled. The opponent is now forced into crouching state on grounded hit. No longer expands Millia's pushbox, preventing the opponent from being pushed away during the animation. Increased recovery.
→ + HS	Reduced startup of the second hit.
Jump K	Can now be canceled with air back dash.
Jump S	Can now be canceled with air back dash.
Jump HS	Can now be canceled with air back dash.
Jump D	Can now be canceled with air back dash.
Turbo Fall	Can now be canceled mid-animation with some special moves. Millia is no longer in Counter Hit state during the animation.
Tandem Top (S version)	Reduced startup.
Iron Savior	Fixed a bug which caused unnatural behavior under certain circumstances.
Mirazh	Can now be canceled mid-animation with some special moves. Millia is no longer in Counter Hit state during the animation. Adjusted movement speed. Reduced the length of time during which she can phase through the opponent.
Lust Shaker	Added knockback. Expanded the lower hurt box and hitbox. Fixed a bug which caused unnatural behavior under certain circumstances.
Winger	Expanded the lower hitbox while ascending.



Zato-1

Balance Intentions

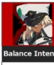
The amount of Eddie gauge expended for command inputs while Eddie is summoned has been decreased.
Although Zato will perform motions on activation as well, this opens up new potential set-ups with Eddie.

The range of **Invite Hell** has been improved, as it would often fail to connect when canceled into from normals.

→+K can now be special canceled to distinguish its use from **Dust** attack.
Its startup is longer making it easier to block, but Zato faces less risk using it solo, and can follow up with further set-ups while using it in tandem with Eddie.

Changes

Dash	Reduced the upper hurt box directly after the animation starts.
Standing P	Decreased startup.
→ + P	Decreased the horizontal distance the opponent is sent flying back.
→ + K	Now can be special canceled and super canceled. The opponent is now forced into crouching state on grounded hit. No longer expands Zato's pushbox, preventing the opponent from being pushed away during the animation. Decreased startup.
Eddie	Reduced the amount of gauge spent when controlling Eddie with ✥ + attack button while Eddie is summoned.
Invite Hell	Expanded the hitbox in front and behind.
Sun Void (all versions)	No longer reduces the number of attacks to the opponent when it hits anything other than the opponent.



Ramlethal Valentine

Balance Intentions

Due to the reduction of knockback for **Standing far S**, it is easier to connect into **Dauro** on cancel.
The increased knockback to **Standing HS** makes the situation after hit similar to how it was previously after landing **Standing S** → **Standing HS**.

The properties of **Jump HS** and **Jump D** have been adjusted to the large benefit gained from additional gatling routes.

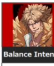
Due to being an overhead, it was difficult to buff **Sildo Detruo** and it was useful in limited situations.
By making it a mid, it can now be used more freely in neutral and in strings.

When dash canceling **Erarlumo**, the initial dash startup can now be special canceled, opening up potential strings.
Since canceling from **Standing far S** or **Crouching S** makes a tight blockstring, this means you can launch a powerful offense after making the opponent block a grounded poke.

Changes

Swords	Fixed a bug where the swords would attack in an unnatural direction under certain conditions.
Dash	Reduced the upper hurtbox directly after the animation begins.
Standing far S	Reduced knockback.
Standing HS	Increased knockback.
→ + P	Made the opponent float higher.
Jump HS	Increased startup. Increased knockback.
Jump D	Increased knockback.
Bajoneto (all versions)	Fixed the location on the ground where it will be set after touching the stage corner. After sending out the sword, if Ramlethal takes damage before it reaches the stage corner, the sword will no longer explode when it reaches the stage corner.
Dauro	Increased base damage scaling.
Sildo Detruo (all versions)	Changed from an overhead to a mid attack. Reduced base damage scaling. Expanded the lower and behind hitbox.
Sildo Detruo	Adjusted the movement speed and blow back. Reduced recovery. The opponent is now forced into crouching state on grounded hit. Added wall bounce effect.
Aerial Sildo Detruo	Adjusted the movement speed and blow back. Decreased recovery.
Sabrobato	Increased base damage scaling.
Erarlumo	Can no longer be dash canceled on whiff. When Roman Cancel is activated while dash canceling this move, it will now be a blue Roman Cancel. Can now be special canceled only immediately after dash canceling.
Erarlumo (first hit)	Increased attack level. Reduced startup. Reduced recovery. Adjusted blow back. Sped up the timing when the follow-up is buffed.
Erarlumo (second hit)	Added dash cancel. Increased attack level. Reduced startup. Reduced recovery. Adjust blow back. Sped up the timing when the follow-up is buffed. Sped up the timing when the follow-up can be used. Removed Guard Crush effect.
Erarlumo (third hit)	Reduced startup. Increased recovery. Adjusted blow back. Reduced knockback.
Calvados	Increased clash level. Reduced recovery. Added Guard Crush effect to the final hit.

GUILTY GEAR -STRIVE-(Ver1.10)



Leo Whitefang

Balance Intentions

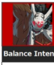
The timing he can cancel into guard point follow-up moves has been sped up due to the long overall recovery of **Standing far S** and **Standing HS**.

→ + HS can now be comboed into from **Crouching S** Counter Hit and other moves.

Changes

Standing far S	Sped up the timing when it can be followed up with Command Normal 4 (hold standing far S or hold standing HS).
Standing HS	Sped up the timing when it can be followed up with Command Normal 4 (hold standing far S or hold standing HS).
→ + P	Made the opponent float higher.
→ + HS	Now floats opponent on grounded hit. Decreased the horizontal distance the opponent is sent flying back.
Command Normal 4 (Hold standing far S or hold standing HS)	Increased movement speed.
Command Normal 5 (HS while holding far standing S or S while holding standing HS)	Reduced recovery.
Jump S	Leo is no longer in a Counter Hit state after the active frames end.
Zweites Kaltes Gestöber	Increased startup. Increased base damage scaling.
Turbulenz	Increased base damage scaling.
P during Brynhildr Stance	No longer can be jump canceled.
Blitzschlag	Increased base damage scaling.
Cancel Brynhildr Stance	Leo is no longer in a Counter Hit state during the animation.

GUILTY GEAR -STRIVE-(Ver1.10)



Nagoriyuki

Balance Intentions

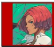
Shizuriyuki has been greatly changed from its former function, and the downward swing can now be manually activated by an HS button input.
With buffs to the startup time, it's now easier to use as an anti-air or punish.

Zarameyuki is now a powerful option in neutral and strings at mid-range.

Changes

Grounded throw	Fixed a bug where forced base damage scaling would not be applied.
Aerial throw	Adjusted the descent timing.
→ + P	Reduced the horizontal distance the opponent is sent flying, while making them float up higher.
Blood Rage	The hitbox can no longer clash or be reflected.
Zarameyuki	Reduced startup. Increased movement speed of the hitbox. Unified the size of the clash range.
Kamuriyuki	Increased base damage scaling.
Shizuriyuki	Can now follow up with the second hit by pressing the HS button. Adjusted blow back, etc. in accordance with changes to its function. Reduced startup. The second hit now triggers a counter effect.

GUILTY GEAR -STRIVE-(Ver1.10)



Giovanna

Balance Intentions

She can now quickly perform normals after her dash, greatly improving her neutral, set-ups, and strings overall.

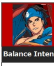
Crouching S would sometimes whiff oddly depending on the opponent's character after a Counter Hit, so we improved its range.

Sol Nascente works better against aerial attacks, while now being more likely to lose to grounded attacks, solidifying its role as an anti-air.

Changes

Dash	Sped up the timing when it can be canceled into other actions.
Standing K	Adjusted blow back.
Standing close S	Increased knockback.
Standing far S	Decreased the lower hitbox and hurt box.
Crouching S	Expanded the upper hitbox. The second hit now triggers a counter effect.
→ + P	Now floats the enemy up higher.
Sepultura	Increased base damage scaling.
Trovão	Increased base damage scaling.
Sol Nascente	Moved the hitbox of the initial part of the attack upwards.
Ventania	Now floats the enemy when any hit other than the final one hits a grounded opponent.

GUILTY GEAR -STRIVE-(Ver1.10)



Anji Mito

Balance Intentions

We have revised the properties of **Shitsu** so that it can be used outside of okizeme.
It can be canceled into from normals and used at mid-range more easily.
His standard throw has also been changed in accordance with **Shitsu**, making it easier to carry the opponent into the stage corner.

By making the startup of **Fuujin** faster, it can now be linked into from **Far standing S** and **Crouching S**.

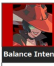
Kou is easier to use in combos and also stronger as an anti-air.
As the opponent floats less, jump attacks after **Kou** can connect more easily.
As the second hit now causes Guard Crush, you can also continue your offense now when the opponent blocks it.

We have addressed the problem where his **→ + P** would struggle to connect due to being shorter horizontally than other characters.

Changes

Dash	Decreased the upper hurt box directly after the animation begins.
Grounded throw	Increased the horizontal blow back.
Standing far S	Decreased the lower hitbox and hurt box.
Crouching P	Reduced startup.
→ + P	Increased the hitbox in front.
→ + HS	Anji is no longer in Counter Hit state after the active frames end.
Shitsu	Reduced startup. Reduced recovery. Reduced hitstop on the first hit.
Fuujin	Reduced startup. Increased base damage scaling.
Issokutobi	Anji is no longer in Counter Hit during the animation.
Kou	Added Guard Crush effect to the second hit. Reduced the horizontal distance the opponent is sent flying back on the second hit.
Issei Ougi: Sai	No longer can clash.

GUILTY GEAR -STRIVE-(Ver1.10)



I-No

Balance Intentions

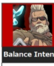
Standing far S now works better as a pre-emptive poke. The hit box has been expanded with little change to the hurt box.
Although it doesn't lead to major direct reward, it works well as a poke against opponents who are watching for a hover-dash.

Antidepressant Scale has been changed to be more useful in neutral, while remaining strong as okizeme.

Changes

Standing far S	Reduced startup. Expanded hitbox in front.
→ + P	Now floats enemy up higher.
Antidepressant Scale (all versions)	Increased startup. Reduced recovery. Increased movement speed of the hitbox. Reduced hitstop. Sped up the timing when the number of attacks increases. Made it easier to alter the trajectory by inputting up (↑) or down (↓).
Sultry Performance (all versions)	Increased base damage scaling.

GUILTY GEAR -STRIVE-(Ver1.10)



Goldlewis Dickinson

Balance Intentions

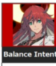
Using **Aerial Behemoth Typhoon** from an air dash allows him to move an extremely long distance, which combined with the changes to his forward dash hurt box significantly improves his ability to approach from a distance.

As **Skyfish** was previously safer to use at a low Security Level, it is now possible to cancel the animation with an additional input to address this issue.
The reduction of its startup also makes it powerful in both neutral and combos.

Changes

Dash	Reduced the upper hurt box directly after the animation begins.
Crouching P	Reduced startup.
→ + P	Now makes the opponent float higher.
Aerial Behemoth Typhoon	The trajectory now changes when activated above a set movement speed. When activating ↷+ HS, the Counter Hit state now ends when the active frames do. When activating ↺+ HS, the Counter Hit state now ends when the active frames do. When activating ↷+ HS, the movement speed is now the same as other Behemoth Typhoon versions.
Skyfish	Reduced startup when activating at a Security Level above 2. Can now cancel the action by pressing the S button when activating at a Security Level above 2.
Burn It Down	Increased clash level.

GUILTY GEAR -STRIVE-(Ver1.10)



Jack-O'

Balance Intentions

It's now easier for her **Standing HS** to connect after the edge of **Standing far S** hits.

Changing inputs regarding her Servants has made it easier to avoid accidentally performing other attacks, while also improving ease of execution.

She can now perform Overdrives even while lifting a Servant.
She can now quickly punish the opponent with **Forever Elysion Driver**, and perform new setplay using **Cheer Servant On**.

Changes

Dash	Reduced the upper hurt box directly as the animation begins.
Standing HS	Adjusted movement speed.
Crouching S	Increased base damage scaling.
→ + P	Reduced horizontal distance the opponent is sent flying back, while also floating them higher. Delayed the timing when the upper hurt box shrinks.
Servants	The Servants' pushbox now disappears when the Servants vanish, preventing the opponent from being pushed away. Fixed a bug where the Servants would behave unnaturally when Jack-O' attacks a Servant under certain conditions. When Jack-O' activates Roman Cancel while lifting a Servant, it no longer causes a purple Roman Cancel.
Throw Servant	Can now be activated by the diagonal input (↘) instead of only forward (→).
Aerial Throw Servant	Can now be activated by the diagonal input (↘ or ↗) instead of only forward (→).
Release Servant	No longer activates when an upwards direction (↑, ↗, or ↖) is being inputted.
Recover Servant	No longer activates when an upwards direction (↑, ↗, or ↖) is being inputted while lifting a Servant.
Attack Command	No longer activates when an upwards direction (↑, ↗, or ↖) is being inputted while lifting a Servant.
Defend Command	No longer activates when an upwards direction (↑, ↗, or ↖) is being inputted while lifting a Servant.
Defend Command (Servant)	Increased clash level. Fixed a bug where the invincibility state during the animation would not be processed properly.
Countdown	No longer activates when an upwards direction (↑, ↗, or ↖) is being inputted while lifting a Servant.
Servant Shoot	Expanded the upper hurt box and hitbox. Can now be canceled into Overdrives.
Forever Elysion Driver	Can now be activated even while lifting a Servant. Increased the distance from which the attack can connect. Adjusted movement speed.
Cheer Servant On	Can now be activated even while lifting a Servant. Fixed a bug where Servants would behave unnaturally under certain conditions.

Further information on update contents and timing will be announced on our official Twitter. Thank you for your continued support of Guilty Gear -Strive-.

Return

SHARE

SELECT LANGUAGE

Publishers

Japan & Korea
ARC SYSTEM WORKS
North America
Arc System Works America
EU+EMEA+ANZ+Central and South Asia
BANDAI NAMCO Entertainment Europe
Rest of East Asia + South East Asia
BANDAI NAMCO Entertainment Asia

" ", "PlayStation", "PS4", "PS5" and "PS5" are registered trademarks or trademarks of Sony Interactive Entertainment Inc.
©2020 Valve Corporation. Steam and the Steam logo are trademarks and/or registered trademarks of Valve Corporation in the U.S. and/or other countries.

© ARC SYSTEM WORKS