

Announcement date	Announcement contents
6/15/2016	<p>▼ Header Notice of distribution for <i>Pokkén Tournament</i> Wii U version update data (Ver. 1.3)</p> <p>▼ Text Thank you for playing <i>Pokkén Tournament</i>.</p> <p>We are distributing an update for the Wii U version of <i>Pokkén Tournament</i> (Ver. 1.3) We apologize for any inconvenience, but please download the update.</p> <p>Please be aware that if you do not download the update, you will be unable to use some modes, such as online battles.</p> <p>[Version Number after Update] Ver.1.3 *After the update, "Ver. 1.3" will be displayed in the upper left of the title screen.</p> <p>[Update Contents] ▼ Battle-Related Changes</p> <ul style="list-style-type: none"> •We performed repairs to resolve a situation where players could use Mewtwo to create a difficult to escape sequence of moves. •We made adjustments to the battle balance of Mewtwo, Shadow Mewtwo, Braixen, and Charizard. •We made adjustments to the Support Pokémon Diglett and Latios. •We repaired issues for Mewtwo, Shadow Mewtwo, Braixen, and Chandelure. •We repaired an issue for the Support Pokémon Croagunk.

Notes:

You will need 367 MB of available space in your Wii U console's memory in order to download the update. Please use separate USB media if you do not have enough available space.

Please see this link for details: http://en-americas-support.nintendo.com/app/answers/detail/a_id/1585

The update may be automatically downloaded for users who have enabled Standby Functions in their Wii U console's system settings. The previous save data will be usable after the update.

We hope that you will continue to enjoy playing *Pokkén Tournament*.

▼ Changes to Battles

- We made the following balance adjustments and repairs.

Battle Pokémon

Lucario			
Adjustment	Burst Attack	We have made an adjustment to prevent the animation of Lucario's Burst Attack from stopping when it is hit by a Support Pokémon after the Burst Attack hits.	↑
Adjustment	Bone Rush to downward swing follow up	We adjusted it so that combo damage doesn't increase as easily.	↓
Adjustment	forward strong attack: charge	We decreased the ease with which it causes Guard Break.	↓
Pikachu			
Adjustment	Volt Tackle	We increased the amount of time that it can counter an opponent's attack	↑
Adjustment	Nuzzle	We increased the recovery time after being unable to grab an opponent	↓
Machop			
Adjustment	low stance strong attack	We decreased the amount of block stun when an opponent blocks the first hit.	→
Gardevoir			
Adjustment	backward weak attack	We increased the speed with which the attack flies towards the opponent.	↑
Weavile			
Adjustment	Icicle Crash to Signal Slash	We decreased the recovery time.	↑
Adjustment	Taunt to Night Slash	We adjusted it so that Weavile is not invincible only when canceling Night Slash by pressing R and then using Taunt again.	↓
Suicune			
Adjustment	weak attack to strong attack follow up	We increased the distance that a blocking opponent is pushed back	↑
Adjustment	midair weak attack	We decreased the amount of block stun it deals to a blocking opponent	↓
Charizard			
Adjustment	Air Slash	We increased the size of the hit and alleviated a situation where it would miss in combos against some Battle Pokémon.	↑
Adjustment	Synergy Burst	We decreased the duration of Synergy Burst.	↓

Gengar			
Adjustment	Shadow Punch	We increased the size of the first hit and alleviated a situation where it would miss in combos against some Battle Pokémon.	↑
Blaziken			
Adjustment	low stance weak attack	We decreased the recovery time.	↑
Adjustment	midair weak attack	We have given it a property that lets it nullify some ranged attacks.	↑
Adjustment	Burst Attack	We made it so that it doesn't cause Guard Break.	↓
Pikachu Libre			
Adjustment	low stance strong attack	We made it easier to evade high-hitting attacks.	↑
Adjustment	Synergy Burst	We decreased the duration of Synergy Burst.	↓
Adjustment	high stance weak attack	We adjusted it so that combo damage doesn't increase as easily.	↓
Sceptile			
Adjustment	Bullet Seed	We made growth occur more quickly after Bullet Seed.	→
Adjustment	strong attack / strong attack: charge	We decreased the ease with which it causes Guard Break.	↓
Chandelure			
Adjustment	charge strong attack	We decreased the time of the negative status on Chandelure and further increased the amount of time that an opponent is inflicted with negative status.	↑
Adjustment	backward strong attack / backward strong attack: charge	We increased the base damage.	↑
Adjustment	side Ranged Attack	We decreased the speed with which it travels.	↓
Repair	Minimize	We repaired an issue that made Chandelure's Pokémon moves go away from an opponent when the opponent got behind Chandelure while it uses Minimize.	-
Braixen			
Adjustment	Flame Charge	We increased its evasive properties and made it easier to evade low-hitting	↑
Adjustment	strong attack	We made it possible to combo after hitting a grounded opponent with the second	↑
Adjustment	Burst Attack	We have made an adjustment to prevent the animation of Braixen's Burst Attack from stopping when it is hit by a Support Pokémon after the Burst Attack hits. <i>However, we made it so that it doesn't cause Guard Break</i>	→
Adjustment	dash step	We adjusted the enhanced properties of Sunny Day when used after dashing in an enhanced state, and then using a Pokémon move or Grab Attack.	→
Adjustment	Fire Spin / Fire Spin: charge / Fire Spin (enhanced) / Fire Spin (enhanced): charge	We decreased the ease with which it causes Guard Break.	↓
Adjustment	backward Ranged Attack / backward Ranged Attack: charge	We decreased the ease with which it causes Guard Break.	↓
Repair	Light Screen	We repaired an issue that allowed Braixen to jump when pressing the B Button to follow up with Sunny Day.	-
Garchomp			
Adjustment	Stone Edge	We sped up the timing of when the attack occurs after successfully countering an	↑
Adjustment	counter attack	We raised the hit box of the attack to make it easier to hit midair opponents	↑
Adjustment	backward strong attack	We increased the amount of block stun it deals to blocking opponents	↑
Adjustment	low stance strong attack	We increased the amount of time that it can dodge high-hitting attacks	↑
Repair	Burst Attack	We repaired an issue that forced opponents to block up to the third hit after blocking the first hit and increased the amount of block stun dealt to opponents that block the fourth hit.	-
Repair	Dig	We have made weak attack to Dig combo against opponents with Synergy Burst active.	-
Mewtwo			
Adjustment	Drain Punch	We increased the amount of Synergy Gauge gained when it hits.	↑
Adjustment	Burst Attack	We decreased the amount of invincible time after it misses to adjust it so that it is more easily punishable.	↓
Adjustment	Pokémon moves	We increased the amount of Synergy Gauge they consume.	↓
Adjustment	Barrier	We delayed the timing of when it can counter an opponent's attack	↓
Adjustment	Confusion	We have made it more punishable when it misses or is blocked.	↓
Adjustment	forward Ranged Attack	We decreased its reach. Also, we have increased the size of the visual effect to	↓
Adjustment	backward Ranged Attack	We made the window in which the move can be canceled with a Pokémon move	↓
Adjustment	Homing Attack	We have decreased the number of hits of the second part of the attack to make it more easily counterattacked. *This change has not been made for when Synergy Burst is active.	↓
Repair	counter attack	We repaired an issue that caused Synergy Gauge to be consumed when counter attack was input by pressing back + X + A.	-
Shadow Mewtwo			
Adjustment	Recover	We decreased recovery time.	↑
Adjustment	Thunder	We made it possible to combo after hitting a midair opponent as well	↑
Adjustment	backward Ranged Attack	We increased the amount of hit stun it deals to midair opponents to make it easier to connect the Miracle Eye follow up.	↑
Adjustment	backward Ranged Attack to Miracle Eye	We increased the amount of hit stun it deals to opponents	↑
Adjustment	backward dash step (Field Phase)	We made it possible to perform the following actions afterward sooner: jump, grab attack, counter attack, Pokémon moves, and call Support Pokémon.	↑
Adjustment	counter attack with Synergy Burst active	We made it possible to combo after a critical hit or a charged hit.	↑
Adjustment	Psywave: vortex	We increased the amount of HP it consumes. We also decreased the amount of block damage it deals. However, we adjusted it so that if players delay vortex after the startup of Psywave, they will be able to move sooner than a blocking opponent.	→
Adjustment	Miracle Eye	We increased the amount of HP it consumes.	↓
Adjustment	Earthquake	We made it more punishable when it misses or is blocked.	↓

Adjustment	jumping Ranged Attack	We increased its recovery time. We also adjusted the hit box and timing of the attack to make it easier for opponents to dodge it.	↓
Adjustment	Homing Attack	We have decreased the number of hits of the second part of the attack to make it more easily counterattacked. *This change has not been made for when Synergy Burst is active.	↓
Adjustment	Synergy Burst	We decreased the duration of Synergy Burst.	↓
Adjustment	side Ranged Attack to Miracle Eye with Synergy Burst active	We made the attacks disappear after hitting an opponent or if Synergy Burst ends.	↓
Repair	Psywave: vortex	We repaired an issue that made the attack animation not appear when used just after Synergy Burst has ended.	-

Support Pokémon

Snivy			
Adjustment	Leaf Tornado	We increased the base damage.	↑

Croagunk			
Adjustment	Toxic	We increased the amount a blocking opponent's recoverable HP is reduced	↑

Magneon			
Adjustment	Tri Attack	We increased the base damage. We also made the attack more powerful after successfully countering an attack.	↑

Quagsire			
Adjustment	Mud Bomb	We decreased the distance that an opponent is pushed back when blocking the attack.	↑

Diglett			
Adjustment	Dig	We increased the recovery time of Battle Pokémon calling Diglett. We decreased its base damage and the ease with which it can cause Guard Break.	↓

Yveltal			
Adjustment	Oblivion Wing	We made it possible to combo after hitting a midair opponent, as well.	↑

Latios			
Adjustment	Luster Purge	We made the timing of when the Support Gauge begins to refill after calling Latios later. We also decreased the ease with which it can cause Guard Break.	↓

Cresselia			
Adjustment	Lunar Dance	We removed invincibility from Battle Pokémon calling Cresselia.	↓