



Update Details for Software Update Ver.2.2.0

Main Weapons Adjustments:

△ Indicates an upward adjustment ▼ Indicates a downward adjustment

*The numbers on the chart reflect base weapon stats

Splattershot Tentatek Splattershot Hero Shot Replica Octoshot Replica	▼ Decreased the base damage from 36.0 to 35.0
N-ZAP85 N-ZAP89	△ Increased walk speed by 11% when firing
Splash-o-matic Neo Splash-o-matic	△ Increased base damage from 26.0 to 28.0
Splattershot Pro Forge Splattershot Pro	△ Decreased ink usage by about 5%
Dual Squelcher Custom Dual Squelcher	△ Increased walk speed by about 20% when firing
Jet Squelcher Custom Jet Squelcher	△ Decreased ink usage by about 6%
L-3 Nozzlenose L-3 Nozzlenose D	△ Increased turf coverage by about 10%
H-3 Nozzlenose	△ Increased range by about 15% △ Increased turf coverage by about 15%
Luna Blaster	▼ Decreased maximum blast wave damage from 125.0 to 80.0 ▼ Set the limit for maximum blast wave damage to 100.0 even with gear that increases damage
Blaster Custom Blaster	
Range Blaster Range Blaster Custom	
Rapid Blaster Rapid Blaster Deco	△ Increased the fire rate from 0.28 to 0.20 when firing from a Squid state △ Decreased recovery time after firing from 0.43 to 0.33 seconds
Rapid Blaster Pro	
Carbon Roller Carbon Roller Deco	▼ Adjusted the splash damage. Players can only splat their opponents in one hit with the center of the roller ▼ Opponents cannot be splatted in one hit when the player is out of ink • Balanced the amount of damage given when the roller is repeatedly swung
Splat Roller Krak-On Splat Roller Hero Roller Replica	
Dynamo Roller Gold Dynamo Roller	

Inkbrush Inkbrush Nouveau	ΔDecreased ink usage by 10% when players are running while inking
E-liter 3K Custom E-liter 3K	▼The range of damage that can be done to opponents without fully charging the weapon has been adjusted to 40.0 – 100.0. It was previously 40.0 - 120.0
E-liter 3K Scope Custom E-liter 3K Scope	
Bamboozler 14 MK II	ΔDecreased ink usage by about 12.5%
Mini Splatling	ΔShortened the amount of time needed to charge to the first charge level from 0.33 seconds to 0.30 seconds ΔShortened the amount of time needed to charge to the second charge level from 0.50 seconds to 0.45 seconds
Heavy Splatling	ΔDecreased ink usage by 10%
Slosher	ΔIncreased damage against Rainmaker shields by about 33%
Tri-Slosher	

Sub Weapons Adjustments:

Δ Indicates an upward adjustment ▼ Indicates a downward adjustment
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Point Sensor	ΔIncreased the radius of the area that affects enemies by 17% ▼Decreased the duration from 10.0 seconds to 8.0 seconds
Splash Wall	▼Lowered the resistance against opponent attacks by about 40% ▼Increased the amount of time required to begin recharging the ink after throwing this weapon from 1.33 seconds to 2.67 seconds

Special Weapons Adjustments:

Δ Indicates an upward adjustment ▼ Indicates a downward adjustment
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Inkzooka	▼Decreased the fire rate from a maximum cooldown of 0.55 seconds to 0.92 seconds •Adjustments were made so the target displays consistently
Kraken	▼Increased the amount of turf needed to be inked for filling the Special Gauge from 180p to 200p ▼Added a period of 0.75 seconds before players can attack again after using Kraken ▼Increased the area that Kraken takes damage according to the size of its body

Ranked Battle Adjustments

Splat Zones	The leading team's Special Gauge will gradually charge when the counter for both teams is stopped *The Special Gauge will charge faster when the counter is active
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Tower Control	<ul style="list-style-type: none"> •The Special Gauge will automatically charge gradually for the team that has control of the Tower regardless of who has the lead *When neither team has the Rainmaker, the Special Gauge will automatically charge gradually for the losing team •Decreased the speed at which the Special Gauge automatically increases •Increased the amount of knockback when players using Bubbler or Kraken are hit from above or below •Changed the way in which the Splash Wall bounces when thrown against the top of the pillar of the Tower in order to increase the difficulty to place a Splash Walls on the Tower while riding the Tower
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Adjustments to Calculation Method for Ranking

•Rank S+ players will be matched up with other Rank S+ players more frequently. Adjusted the amount of Ranked Points gained and lost by players

Ranked Points	Ver.2.1.0		→	Ver.2.2.0	
	Win	Lose		Win	Lose
80 - 99	+2	-8		+2	-5
40 - 79	+2	-6		+3	-5
0 - 39	+3	-6		+4	-4

•Rank S players will be matched up with other Rank S+ players less frequently. Adjusted the amount of Ranked Points gained and lost by players

Ranked Points	Ver.2.1.0		→	Ver.2.2.0	
	Win	Lose		Win	Lose
80 - 99	+3	-6		+4	-6
40 - 79	+4	-5		+4	-5
0 - 39	+5	-4		+5	-5

• S+ teams will gain less points by winning whereas S teams will gain more points by winning
(The level of difficulty for maintaining the S+ rank with 99 points will remain about the same)