

## Software update details for Splatoon ver.2.7.0

△ Indicates increase to ability      ▼ Indicates decrease to ability

The numbers in the tables reflect base stats.

### Changes to special gauge level on respawn

Previously, on respawn the special gauge would always be reduced by 50%, but now the reduction depends on the weapon.

Please note: after this software update, the amount of reduction will be shown on the customisation screen in-game.

Large Reduction ▼50%→75%	Tentatek Splattershot Octoshot Replica .96 Gal Deco Luna Blaster Neo Dynamo Roller Gold Dynamo Roller Splat Charger Hero Charger Replica Splatterscope
Medium Reduction ▼50%→60%	Splattershot Jr. .52 Gal Luna Blaster Custom Blaster L-3 Nozzlenose D Carbon Roller Krak-On Splat Roller Tri-Slosher Kelp Splat Charger Kelp Splatterscope E-Litre 3K Custom E-Litre 3K E-Litre 3K Scope Custom E-Litre 3K Scope Zink Mini Splatling Heavy Splatling Deco
Small Reduction △50%→40%	All other weapons

## Player performance balance changes

Dynamo Roller Gold Dynamo Roller E-Litre 3K Custom E-Litre 3K E-Litre 3K Scope Custom E-Litre 3K Scope Hydra Splatling Custom Hydra Splatling	▼Swim speed reduced by about 10% when any of these weapons are equipped.
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## Main weapon balance changes

Splash-o-matic Neo Splash-o-matic	△Initial velocity of shots increased by about 10%. △Spread reduced by about 10%. △Range increased by about 10%.
N-ZAP '85 N-ZAP '89	△The radius of the droplets that fall before the shot hits has been increased by about 7%. △Intervals between the droplets that fall before the shot hits have been reduced.
Splattershot Pro Forge Splattershot Pro	△Initial velocity of shots increased by about 20%. △Range increased by about 5%.
.96 Gal .96 Gal Deco	▼Damage per shot reduced from 62.0 to 52.0. △Spread reduced by about 11%.
Jet Squelcher Custom Jet Squelcher	△Movement speed while firing increased by about 50%.
Carbon Roller Carbon Roller Deco	△Ink consumption when flinging ink reduced by about 30%.
Splat Charger Kelp Splat Charger Hero Charger Replica	▼Range when not fully charged reduced by about 20%. △Range when fully charged increased by about 4%.
Splatterscope Kelp Splatterscope	▼Range when not fully charged adjusted to match that of the Splat Charger. △Range when fully charged increased by about 4%.

E-Litre 3K Custom E-Litre 3K	<p>▼Range when not fully charged reduced by about 20%.          △Time taken to fully charge reduced by about 6%.</p>
E-Litre 3K Scope Custom E-Litre 3K Scope	<p>▼Range when not fully charged adjusted to match that of the E-Litre 3K.          △Time taken to fully charge reduced by about 6%.</p>
Slosher Slosher Deco	<p>△Reduced time needed to fire by about 20%.          △Increased the time a player who has been hit suffers reduced movement by about 26%.</p>
Hydra Splatling Custom Hydra Splatling	<p>△Increased the damage per shot when fully charged from 28.0 to 35.0.</p>

### Sub weapon balance changes

Burst Bomb	<p>▼Ink consumption changed from 25% to 40%.          ▼Weakened the knockback effect.          ▼Radius for dealing minimum damage reduced by 20%.          △Minimum damage increased from 20.0 to 25.0.          △Radius for dealing medium damage (35.0) increased by about 14%.          △Painting radius increased by about 43%.</p>
Ink Mine	<p>△Ink consumption reduced from 60% to 50%.          △An Ink Mine can be set when one has already been placed.          Note: Placing the second Ink Mine will cause the first unexploded Ink Mine to disappear.</p>
Seeker	<p>△Painting width increased by about 38%.          △Movement speed increased by about 3%.</p>
Splash Wall	<p>▼Even if the Splash Wall is used on a slope, so that it hits the ground immediately, it will still take as long to activate as when it is used on flat ground.</p>

### Special weapon balance changes

Inkstrike	△Time needed to fire after selecting the target reduced by about 33%.
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### Changes for attacks that reveal enemy positions

The amount of time that enemy positions are exposed has been changed as follows:

(Times in seconds)

	Cold-Blooded	
	Inactive	Active
Point Sensor	8	2
Echolocator	12	3
Haunt	12	3

→

Cold-Blooded	
Inactive	Active
8	4
9	4.5
9	4.5