

## Software update details for Splatoon ver.2.8.0

△ Indicates increase to ability      ▼ Indicates decrease to ability

The numbers in the tables reflect base stats.

### Changes to special gauge level on respawn

Luna Blaster	△Special gauge reduction changed from medium (60%) to low (40%)
Zink Mini Splatling	▼Special gauge reduction changed from medium (60%) to high (75%)
Refurbished Mini Splatling	△Special gauge reduction changed from medium (60%) to low (40%)

### Main weapon balance changes

Aerospray MG Aerospray RG	△Spread reduced when player is jumping so it is the same as when player is not jumping.
Rapid Blaster Rapid Blaster Deco	△Movement speed while firing increased by about 12%
Rapid Blaster Pro Rapid Blaster Pro Deco	△Movement speed while firing increased by about 15% △Spread when player is jumping reduced by about 50%
L-3 Nozzlenose L-3 Nozzlenose D	△Damage to the Rainmaker shield increased by about 20%
H-3 Nozzlenose H-3 Nozzlenose D	△Damage to the Rainmaker shield increased by about 40%
Sloshing Machine Sloshing Machine Neo	△Movement speed while firing increased by about 11%
Inkbrush Inkbrush Nouveau Permanent Inkbrush Octobrush Octobrush Nouveau	△When repeatedly using swinging attacks, ink will also be painted where you are standing.

### Sub weapon balance changes

Ink Mine	△ Reduced the distance the player is moved backwards when placing an Ink Mine
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### Ability balance changes

Stealth Jump	▼ When doing a Super Jump with this ability equipped, you can't perform any attacks until you have completely landed.
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