

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.

<p>Large Reduction ▼50%→75%</p>	<p>Tentatek Splattershot Octoshot Replica .96 Gal Deco Luna Blaster Neo Dynamo Roller Gold Dynamo Roller Splat Charger Hero Charger Replica Splatterscope</p>
<p>Medium Reduction ▼50%→60%</p>	<p>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</p>
<p>Small Reduction △50%→40%</p>	<p>All other weapons</p>

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