

Software update details for Splatoon ver.2.2.0

Δ Indicates changes that increase weapon strength

▼ Indicates changes that decrease weapon strength

The numbers in the tables reflect base weapon stats.

Main weapon adjustments:

Splattershot Tentatek Splattershot Hero Shot Replica Octoshot Replica	▼Decreases the base damage from 36.0 to 35.0.
N-ZAP '85 N-ZAP '89	ΔIncreases walking speed by 11% when firing.
Splash-o-matic Neo Splash-o-matic	ΔIncreases base damage from 26.0 to 28.0.
Splattershot Pro Forge Splattershot Pro	ΔDecreases ink usage by about 5%.
Dual Squelcher Custom Dual Squelcher	ΔIncreases walking speed by about 20% when firing.
Jet Squelcher Custom Jet Squelcher	ΔDecreases ink usage by about 6%.
L-3 Nozzlenose L-3 Nozzlenose D	ΔIncreases turf coverage by about 10%.
H-3 Nozzlenose	ΔIncreases range by about 15%. ΔIncreases turf coverage by about 15%.
Luna Blaster	▼Decreases maximum blast wave damage from 125.0 to 80.0. ▼Sets the limit for maximum blast wave damage to 100.0, even with gear that increases damage.
Blaster Custom Blaster	
Range Blaster Custom Range Blaster	
Rapid Blaster Rapid Blaster Deco	ΔIncreases the fire rate from 0.28 to 0.20 when firing from a squid state. ΔDecreases recovery time after firing from 0.43 to 0.33 seconds.
Rapid Blaster Pro	
Carbon Roller Carbon Roller Deco	▼Adjusts the splash damage. Players can only splat their opponents in one hit with the centre of the Roller. ▼Opponents cannot be splatted in one hit when the player is out of ink. •Balances the amount of damage given when the Roller is repeatedly splashed.
Splat Roller Krak-On Splat Roller Hero Roller Replica	

Dynamo Roller Gold Dynamo Roller	<ul style="list-style-type: none"> ▼Increases the amount of time needed before the ink begins filling after splashing the Roller from 0.83 seconds to 1.17 seconds. ▼ Adjusts the splash damage. Players can only splat their opponents in one hit if the centre of the Roller is used. ▼Opponents cannot be splatted in one hit when the player is out of ink. • Changes the calculation method for damage when the Roller is repeatedly splashed.
Inkbrush Inkbrush Nouveau	ΔDecreases ink usage by 10% when players are running while inking.
E-Litre 3K Custom E-Litre 3K	▼The range of damage that can be done to opponents without fully charging the weapon adjusted to 40.0 – 100.0. Previously it was 40.0 – 120.0.
E-Litre 3K Scope Custom E-Litre 3K Scope	
Bamboozler 14 MK II	ΔDecreases ink usage by about 12.5%.
Mini Splatling	<ul style="list-style-type: none"> ΔShortens the amount of time needed to charge to the first charge level from 0.33 seconds to 0.30 seconds. ΔShortens the amount of time needed to charge to the second charge level from 0.50 seconds to 0.45 seconds.
Heavy Splatling	ΔDecreases ink usage by 10%.
Slosher	ΔIncreases damage against Rainmaker shields by about 33%.
Tri-Slosher	

Sub weapon adjustments:

Point Sensor	<ul style="list-style-type: none"> ΔIncreases the radius of the area that affects enemies by 17%. ▼Decreases the duration from 10.0 seconds to 8.0 seconds.
Splash Wall	<ul style="list-style-type: none"> ▼Lowers the resistance against opponent attacks by about 40%. ▼Increases the amount of time required to begin recharging the ink after throwing this weapon from 1.33 seconds to 2.67 seconds.

Special weapon adjustments:

Inkzooka	<ul style="list-style-type: none"> ▼Decreases the fire rate from a maximum of 0.55 seconds to 0.92 seconds. • Adjustments made so the target displays consistently.
Kraken	<ul style="list-style-type: none"> ▼Increases the points required to fill the special gauge from 180p to 200p. ▼Adds a period of 0.75 seconds before players can attack again after using Kraken. ▼Increases the area that Kraken takes damage to match the size of its body.

Ranked Battle adjustments

Splat Zones	The leading team's special gauges will now gradually charge when the counter for both teams is stopped. The special gauges will charge faster when the counter is active.
Tower Control	<ul style="list-style-type: none"> • The special gauges will now automatically charge gradually for the team that has control of the tower, regardless of who has the lead. • When neither team is in control of the tower, the special gauges will now automatically charge gradually for the losing team. • Decreases the speed at which the special gauge automatically increases. • Increases the amount of knockback when players using the Bubbler or Kraken are hit from above or below. • Changes the way in which the Splash Wall bounces when thrown against the top of the pillar of the tower, therefore making it more difficult to place a Splash Wall on the tower while riding the tower.

Adjustments to calculation method for ranking

• Rank S+ players will be matched up with other Rank S+ players more frequently. Adjusts the amount of 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 rank S+ players less frequently. Adjusts the amount of 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

• Rank 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.

Battle adjustments

- Fixes an issue where the ink refills slightly while beginning to charge an empty Splatling weapon.
- Fixes an issue where the Point Sensors and Disruptors do not function when there are significant lags in connectivity.
- In Tower Control, fixes an issue where players are able to move the tower by swimming in the area bordering the top and sides of the tower, even when they are not on the tower.

- Fixes an issue where the Rainmaker shield does not take damage when the shield is extremely close to a wall.
- Fixes an issue where some visual effects do not display when some of the ink hits the Rainmaker shield and Splash Walls.
- Fixes an issue where some ink splats occasionally go through thin walls.
- Fixes an issue where Rollers occasionally inflict damage through thin walls.
- Fixes an issue where the Kraken occasionally inflicts damage against opponents hiding on the other side of a thin wall.
- Fixes an issue where Shooter type main weapons shoot at a faster fire rate than usual when specific special weapons are activated.