

Software update details for Splatoon ver.2.6.0

△ Indicates changes that increase gear ability strength ▼ Indicates changes that decrease gear ability strength

Gear ability adjustments:

Ink Saver (Main)	△Maximum ink usage reduction increased from 40% to 45%.
Ink Saver (Sub)	△Maximum ink usage reduction increased from 25% to 35%.
Ink Recovery Up	△Maximum ink recovery rate increased from 67% to 82%.
Special Duration Up	△Maximum duration for Inkzooka and Bomb Rush increased from 40% to 60%. △For Inkstrike and Killer Wail, in addition to the other effects, the time that you can't move after firing is reduced.
Opening Gambit	△Effect of the Run Speed Up and Swim Speed Up increased to three times that of the main gear abilities.
Last-Ditch Effort	△In a Ranked Battle, the ability will activate if the opposing team's counter reaches 30 or less. △The effect will still apply in Extra Time for Ranked Battles. △In addition to the other effects, when this ability has activated your recovery time will also be reduced.
Tenacity	△Rate of special meter will increase when the ability is active. Rate increased by 20% compared to before.
Comeback	△In addition to the other effects, when this ability is active there will also be a Special Charge Up effect.
Haunt	△In addition to the other effects, while you are marked by an opponent you will also receive Damage Up, Defence Up and Run Speed Up effects.
Recon	△The effect now lasts for 3.5 seconds after leaving your starting point. △In addition to the other effects, the gear that your opponents have equipped is also displayed on the map.
Bomb Sniffer	△In addition to the other effects, damage under 100.0* for Splat Bomb, Suction Bomb, Seeker and Ink Mine is reduced by 40%, and damage for Burst Bomb is reduced by 20%. *Before calculating the effects of Damage Up and Defence Up.