



FIGHTING GAME COMMUNITY UPDATES

June 9, 2025 - Newsletter #10

FGC Highlights

This week in the Fighting Game Community:



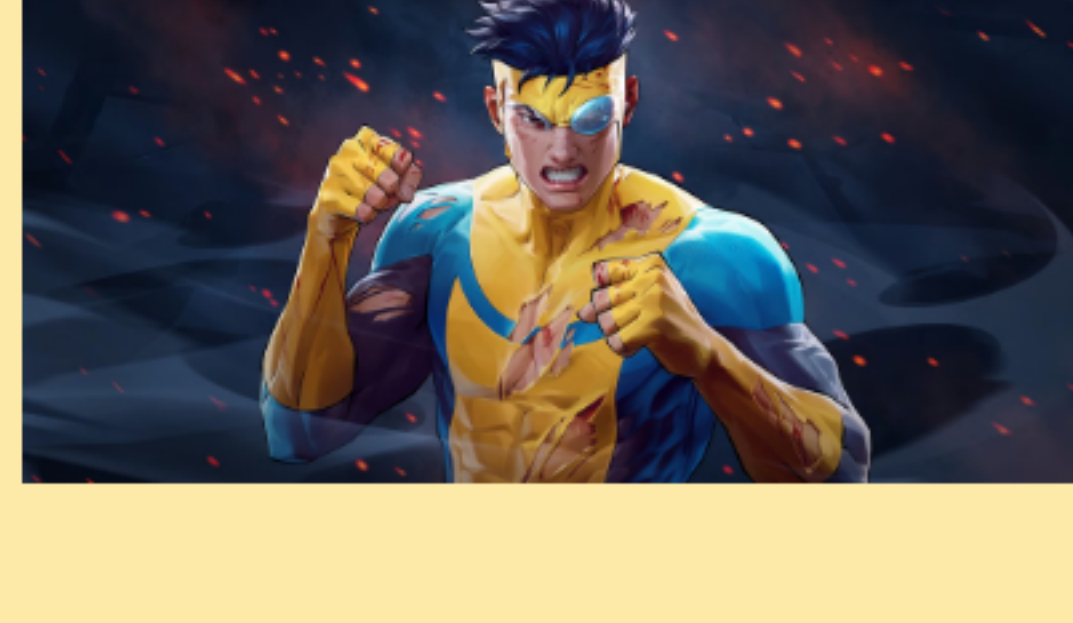
Street Fighter 6 - Year 3 Character Reveal Trailer

Capcom unveils the Year 3 roster for Street Fighter 6, headlined by the long-awaited return of Sagat, C. Viper, Alex, and Ingrid. Each character will be released across 2025 and 2026, with Sagat leading the charge this summer. The trailer stars pro wrestler Kenny Omega, channeling his inner fighter to celebrate the legacy of these returning icons.



MARVEL Tōkon: Fighting Souls - Announce Trailer

Marvel Games teams up with Arc System Works and PlayStation Studios for MARVEL Tōkon: Fighting Souls, a stylish 4v4 tag fighter coming to PS5 and PC in 2026. With flashy animation and fast-paced combat, this crossover project is shaping up to be ArcSys's boldest collaboration yet.



3v3 Tag Fighter 'Invincible VS' Announced

Invincible VS is a newly announced 2D 3v3 tag-team fighting game set in the universe of Robert Kirkman's Invincible comic series. Revealed during the Xbox Games Showcase, the game is being developed by Skybound Games and stays true to the franchise's ultra-violent tone, featuring brutal, bloody combat that reflects the gritty world fans know from the comics and the Amazon Prime animated series. Players will be able to form teams from a roster that includes popular characters like Invincible, Omni-Man, Atom Eve, Thula, and Bulletproof. It is being developed by a newly formed studio, Quarter Up at Skybound, led by former members of the core Killer Instinct (2013) dev team

Tournaments



TIPPED OFF 16

Tipped Off 16: Safari, a major Super Smash Bros. Melee tournament held over June 7-8, 2025, in Atlanta's Zoo Atlanta, featured a stacked field of over 600 competitors, including top players like Cody Schwab, Zain, Hungrybox, Mango, aMSa, Plup, and more. In singles, **Cody Schwab** emerged victorious, defeating **SR | Zain** in a thrilling grand final reset 3-2 (initial set) and 3-1 (second set), with **Spiral | Krudo** placing third and **aMSa** securing fourth. The top eight was rounded out by **lloD** and **Mango** at joint fifth, and **Trif** and **Magi** at joint seventh. Notable early matches included impressive upsets such as **Nouns | Nicki** eliminating **Hungrybox** 3-1. In doubles, the duo of **Liquid | Hungrybox & XIF** took first place, with **ABG | Salami & Darkatma** in second, and **Noot | Panda & Spiral | Krudo** finishing third.

TOP 8

1. Cody Schwab (Fox)
2. SR|Zain (Marth)
3. Spiral|Krudo (Sheik)
4. RB|aMSa (Yoshi)
5. lloD (Peach)
5. C9|Mango (Falco)
7. Trif (Peach)
8. Magi (Falco)

Patch Notes



SF6 Season 3 Patch Notes - Battle Changes Overview

Capcom's "202506 Ver. Battle Change List" for Street Fighter 6 Season 3 introduces character and system updates across all 25 fighters—though not as major as many in the community had hoped. Perfect Parry now requires directional input to reduce accidental triggers and increase skill expression, while system mechanics like Drive Parry, Drive Reversal, and Drive Impact have been adjusted for frame windows, hurtboxes, and gauge dynamics. Universal changes include tweaks to light/medium attack scaling, input recognition consistency, and jump land hurtboxes. Elena joins the roster as the final Year 2 DLC character, alongside modest balance updates and new training mode features.

Community



Street Fighter 6 Season 3 Patch Notes Breakdown

Sajam breaks down the surprisingly modest SF6 Season 3 patch. While the update delivers smart balance tweaks across the cast, the biggest meme to come out of the patch is Ryu's buffed level 1 super, jokingly referred to as "Ryu with a gun." A must-watch if you're curious how the meta may shift.



I Played Andy Bogard Early - Fatal Fury: City of the Wolves

Diaphone shares early impressions of Andy Bogard in Fatal Fury: City of the Wolves. The video highlights Andy's new toolkit, movement quirks, and how he fits into the current roster. A valuable first look for players excited about SNK's upcoming revival.

About Us

Thanks for joining our newsletter! Fighting games have been our passion since we first played Super Turbo on the SNES and we're still just as obsessed today. We're excited to share our love for this evolving community with fans around the world. We understand how crazy and busy life gets and how quickly updates come and go—that's exactly why we created this passion project, to help FGC fans stay connected without missing a beat!



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