

SAMURAI SHODOWN Patch Ver.2.22

Changed / Improved Features

- Resolved issues where sounds would not properly play in the gallery mode on some consoles.
- Resolved an issue where the subtitles displayed during the results screen between HIBIKI TAKANE and NAKORURU would display incorrect information. (Japanese only)
- Resolved an issue with the announcer's voice during casual online matches.
- *The announcer voice does not change when HIBIKI TAKANE appears during the ELIMINATION MATCH within CASUAL MATCH.
- Resolved an issue where HIBIKI TAKANE's command list would display incorrect information.

Change / Improvements Made to Characters

Changed Area	Weapon	Description of Change
HATTORI HANZO		
Sealed Scroll: Shadow Particle	With	Changed attack hitbox from its standard hitbox to a projectile hitbox. *This change is in accordance with the alterations made to HIBIKI TAKANE's Heavenly Being Blade.
HIBIKI TAKANE		
Standing Close Heavy Slash	With	No longer downs when first hit lands in-air. Now only the second hit of this attack downs when it proceeds a jumping heavy slash deep hit or jumping heavy slash on a crouching opponent.
Piercing Moon Pounce	With	Expanded attack hitbox downwards. Increased damage.
Heavenly Being Blade	With	Heavenly Being Blade no longer counters Rage Explosions, Projectiles, Lightning Blades, Super Special Moves, low attacks, and attacks from behind. *This counter differs from those seen with YAGYU JUBEI and WARDEN in that Heavenly Being Blade will trigger against unarmed punches and kicks. Now invulnerable to damage after successful counter. Expanded counter hitbox.
Draw and Die	With	Now invulnerable to damage.
Draw and Hit	With	Now invulnerable to damage.
Beckoning Slash	With	Resolved the difference in recovery frames between when this attack is guarded against manually and automatically within Training Mode.
Heavenly Spirit of Victory	With	Resolved an issue where Heavenly Spirit of Victory could be performed, regardless of RAGE GUAGE status, when cancelled into from a Beckoning Slash.
No Fear Feint	With	Resolved an issue where, if performed under certain conditions, HIBIKI TAKANE would not take out her sword after performing the skill No Fear Feint.