

# SAMURAI SHODOWN Patch Ver.2.00

## Changed / Improved Features

- A new DLC character (GONGSUN LI) was added.
- Fixed other minor issues and features.

## Changes / Improvements Made to Characters

Changed Area	Weapon	Description of Change
<b>UKYO TACHIBANA</b>		
6 Swallow Flash	With	Movement speed has been increased.
<b>YAGYU JUBEI</b>		
Guard Break	With / Without	Resolved a issue where damage from behind during this move would take longer to be received than other characters.
<b>DARLI DAGGER</b>		
Guard Break	With / Without	Resolved a issue where damage from behind during this move would take longer to be received than other characters.
<b>RIMURURU</b>		
Konril Nonril	Without	Resolved an issue where this attack would act differently unarmed than when armed.
Konril Nonril (MAX Rage)	Without	Resolved an issue where this attack would act differently unarmed than when armed.
<b>HISAME SHIZUMARU</b>		
Mist Blast	With	Resolved an issue where under certain circumstances, the umbrella would appear at his feet.
<b>KAZAMA SOGETSU</b>		
Moon Glow	With	Expanded the hitbox horizontally.
Moon Glow (MAX Rage)	With	Expanded the hitbox horizontally.
<b>IROHA</b>		
Crane's Dance	With	Resolved an issue where IROHA would sometimes be completely black after her Super Special Move finishes.
<b>WARDEN</b>		
Catapult	With	Resolved an issue where the catapult would look different between P1 and P2's screens.
Crouching Heavy Slash	With	Resolved an issue where this attack would not down opponents when hit from behind.