

SAMURAI SHODOWN Patch Ver.1.30

Changed / Improved Features

- A new DLC character was added.
- Balances to character interactions during battle have been made.
- Fixed other minor issues and features.

Changes / Improvements Made to Characters

Changed Area	Weapon	Description of Change
All Characters		
Countering / Blade Catching	-	Resolved an issue where at times it was possible to counter / blade catch an attack coming from behind.

HAOHMARU

Standing Far Light Slash	With	Reduced recovery frames.
Standing Far Heavy Slash	With	Hastened attack startup.
Jumping Heavy Slash	With	Resolved an issue where it was difficult to hit opponents at the edge of the screen.
Advancing Light Slash	With	Increased opponent knockback duration on hit.

NAKORURU

Crouching Medium Slash	With	Altered so that upon block the player character enters a recoil state.
------------------------	------	--

HATTORI HANZO

Jumping Heavy Slash	With	Resolved an issue where it was difficult to hit opponents at the edge of the screen.
Standing (Holding Forward) Kick	With / Without	Reduced recovery frames.
Advancing Kick	With / Without	Increased attack frames. Attack now behaves the same regardless if a weapon is held or not.
Ninja Exploding Dragon Blast (Light, Medium, Heavy)	With / Without	Reduced recovery frames.
Ninja Exploding Dragon Blast (During Max Rage)	With / Without	Increased time where this attack can be followed-up with another attack.
Ninja Mon Dance (Light, Heavy)	With / Without	Now has the same recovery frames as a normal jump upon landing regardless if one attacks or not.

GALFORD

Jumping Heavy Slash	With	Resolved an issue where it was difficult to hit opponents at the edge of the screen.
Standing Kick	With / Without	Shortened the top of the hurtbox.
Advancing Kick	With / Without	Increased attack frames. Reduced recovery frames.
Rush Dog	With / Without	Hastened attack startup.
Rush Dog (During Max Rage)	With / Without	Hastened attack startup. Increased damage.
Overhead Crash	With / Without	Increased damage. Hastened attack startup. Reduced recovery frames.

SENRYO KYOSHIRO

Dance of Fire (Light, Medium, Heavy)	With / Without	Changed so that the hitbox doesn't disappear when trading with an opponent's projectile.
Twisting Heavens (Light, Medium, Heavy)	With	Added a lower hitbox which triggers on first attack frame.
Flesh and Blood Fandango	With	Increased opponent down time on hit.

TAM TAM

Ahau Teotihuacan	With	Resolved an issue where, for a brief moment, Tam Tam was registered as "in-air" even after landing.
------------------	------	---

KIBAGAMI GENJURO

Reverse Five Flash Rip	With	Resolved an issue where opponent's are knocked out of Genjuro's Reverse Five Flash Rip when hit by Cherry Blossom Slice during the attack animation.
------------------------	------	--

EARTHQUAKE

Standing Far Heavy Slash	With	Expanded hitbox of third attack backwards.
Fat Breath (Light, Medium, Heavy)	With / Without	Changed so that the hitbox doesn't disappear when trading with an opponent's projectile.

TOKUGAWA YOSHITORA

Advancing Medium Slash	With	Resolved an issue where the hitbox would disappear mid attack.
------------------------	------	--

KURAMA YASHAMARU

Crouching Far Heavy Slash	With	Increased opponent knockback duration on hit.
---------------------------	------	---

DARLI DAGGER

Standing Kick	With / Without	Increased opponent knockback duration on hit. Increased opponent recovery frames on block.
---------------	----------------	---

WU-RUIXIANG

Standing Far Light Slash	With	Expanded the hitbox forward and upwards.
Standing Far Medium Slash	With	Hastened attack startup.
Crouching Close Heavy Slash	With	Hastened attack startup.
Crouching Far Heavy Slash	With	Hastened attack startup.
Jumping Light Slash	With	Hastened attack startup.
Jumping Medium Slash	With	Hastened attack startup.
Standing Punch	Without	Hastened attack startup. Expanded the hitbox downwards. Reduced recovery frames.
Crouching Punch	Without	Hastened attack startup. Reduced recovery frames.
Jumping Punch	Without	Hastened attack startup.
Advancing Punch	Without	Expanded the hitbox downwards.
Standing Kick	With / Without	Increased opponent knockback duration on hit. Increased opponent recovery frames on block.
Black Tortoise Torrent (Medium)	With	Expanded the hitbox downwards.
Vermilion Bird Blaze (Light, Medium, Heavy, During Max Rage)	With	Changed so that the hitbox doesn't disappear when trading with an opponent's projectile.
Kirin Earthen Rampage	With	Increased hitbox on a successful counter.

RIMURURU

Standing Far Light Slash	With	Hastened attack startup.
Standing Far Heavy Slash	With	Hastened attack startup.
Crouching Light Slash	With	Increased attack frames.
Crouching Medium Slash	With	Expanded hitbox forward.
Advancing Light Slash	With	Now cancellable.
Advancing Kick	With	Hastened attack startup on second attack. Can now cancel into Konru Shiraru during the rebound animation after the second hit.
Advancing Kick	Without	Reduced recovery frames.
Konril Nonril	With / Without	Increased damage.
Konril Nonril (During Max Rage)	With / Without	Increased damage.
Rupu Tum (Light)	With	Increased damage.
Rupu Tum (Medium)	With	Increased damage. Expanded hitbox forward.
Rupu Tum (Heavy)	With	Increased damage. Expanded hitbox forward. Opponent now reacts the same as when hit by a crouching heavy slash.
Rupu Kuare•Nishi (Light, Medium)	Without	When an opponent guards between startup and the moment before the attack begins, their guard pose would be triggered and they wouldn't be able to move. This has been changed to match the weapon-equipped version where their guard pose would not be triggered.
Rupu Kuare•Tu Tu	With / Without	Reduced recovery frames. Decreased opponent knockback duration on hit. Reduced opponent recovery frames on block.
Upun Orb (Light, Medium, Heavy)	With / Without	Changed so that it no longer hits from behind.

SHIZUMARU HISAME

Counter	With	Resolved an issue when, in the case where a player is unarmed (by performing a Mist Blast, etc.), they could not cancel a kick into a counter even when the weapon returns.
Advancing Light Slash	With	Resolved an issue where an opponent's recovery frames from blocking this attack were longer compared to blocking the same attack by a different character.
May Shower Slice	With	Resolved an issue with Shizumaru's model when an opponent is chipped to death at the edge of the screen.
Rains of Time	With	Resolved an issue where Shizumaru will continue jumping on the opponent even after the time is up.
Crazy Downpour	With	Charging now resets whenever the player Rage Explodes or performs a Lightning Blade attack. *Note: The intention was there to be a trade-off between Rage Bursting / Lightning Blades and charging Crazy Downpour by disabling the kick button as a way of charging. However, players were able to hold both a slash and the kick button to circumvent this, and so now the charge will automatically reset instead. Resolved an issue where the 2nd tier of this attack would trigger on release before the appropriate amount of time had passed.
Demon Memory: Heaven's Tears	With	Resolved an issue where characters weren't locked in place for this attack during certain conditions.