

SAMURAI SHODOWN Patch Ver.2.12

Changed / Improved Features

■ Regarding found issues

- Resolved an issue where the sign indicating which side of the stage a disarmed weapon is located at would appear at unintended times.
- Resolved an issue where CHAM CHAM could not land attacks normally after performing a specific movement.
- Resolved an issue where CHAM CHAM would seemingly warp after performing a specific movement.
- Resolved an issue where opponents wearing Retro 3D skins would not glow red indicating they can be Guard Crushed.

■ Regarding the Guard Crush mechanic

Below offers an expanded view of the mechanics regarding the Guard Crush system:

- Opponents will be Guard Crushed once their internal Guard Crush meter reaches 0%.
- An opponent's internal Guard Crush meter decreases by a set amount depending on which attack they block. (An unarmed opponent's internal Guard Crush meter will not decrease when they block attacks.)
- Characters will glow red when they are able to be Guard Crushed.
- Opponents that are glowing red and block either Far or Near Standing Heavy Slashes will result in them being Guard Crushed on account of their internal Guard Crush meter reaching 0%.
- Attacks besides the ones listed above are able to reduce an opponent's internal Guard Crush Meter, but they can never bring it to 0% (and thus cannot be used to Guard Crush).
- Upon Guard Crushing an opponent, players have the ability to cancel out of the initial starting Heavy Slash (including any additional hits it may have), and into a Special Move, Weapon Flipping Technique, or Lightning Blade.

Regarding 2.12 resolved issues

- Resolved an issue where players could perform and then cancel out of an additional Heavy Slash after Guard Crushing an opponent.
- Some attacks, including projectiles, have had their Guard Crush damage parameters adjusted as they did far too much damage to an opponent's internal Guard Crush meter.
- The percentages listed in the current Ver.2.12 patch notes relate to redefined Guard Crush damage values for each given note.
 - Example: If "(15%)" is listed in a note, then that means, "This attack lowers an opponent's internal Guard Crush meter by 15%".
 - For attacks with multiple hits, the values displayed are according to "the total damage done to HAOHMARU's internal Guard Crush meter when forced to block every hit in the corner."
- Currently, the Guard Crush sound is being worked on.

■ Additional information

- Some notes were left out of the previous 2.10 patch notes. They have been added to this version instead. These notes are marked by (2.10).

Change / Improvements Made to Characters

Changed Area	Weapon	Description of Change
All Characters		
Advancing	With / Without	Decreased the amount traveled after stopping advancing. (2.10)
HAOHMARU		
Earthquake Slice	With	Adjusted damage done to internal Guard Crush meter. (Light: 15% Medium: 20% Heavy: 25%)

NAKORURU		
Standing Far Heavy Slash	With	Resolved an issue where this character could cancel out of a Super Special Move after Guard Crushing an opponent.
Kamui Rimuse	With / Without	Adjusted damage done to internal Guard Crush meter. (5%)
Kamui Rimuse Return	With / Without	Adjusted damage done to internal Guard Crush meter. (10%)
Amube Yatoro	With / Without	Resolved an issue where this attack would not damage the opponent's internal Guard Crush meter. (5%)
Mamahaha Attack (Light, Medium)	With / Without	Adjusted damage done to internal Guard Crush meter. (Light: 5% Medium: 10%)
Annu Mutsube (During MAX Rage)	With	Adjusted damage done to internal Guard Crush meter. (27%)
Kamuyhum Kesupu	With / Without	Adjusted damage done to internal Guard Crush meter when attacking while holding onto Mamahaha. (5%)

HATTORI HANZO		
Standing Far Heavy Slash	With	Resolved an issue where the first hit of this attack would not trigger a Guard Crush.
Falling Ninja Cicada Larva	With / Without	Adjusted damage done to internal Guard Crush meter. (12%)
Gashing Ninja Cicada Larva	With / Without	Adjusted damage done to internal Guard Crush meter. (12%)
Advancing Kick	With / Without	Adjusted damage done to internal Guard Crush meter. (5%)

GALFORD		
Standing Holding Forward Kick	With / Without	Adjusted damage done to internal Guard Crush meter. (5%)
Advancing Kick	With / Without	Adjusted damage done to internal Guard Crush meter. (5%)
Jumping Heavy Slash	With	Resolved an issue where, under certain conditions, this attack could Guard Crush an opponent.
Jumping Kick	With / Without	Adjusted damage done to internal Guard Crush meter. (5%)
Rush Dog	With / Without	Adjusted damage done to internal Guard Crush meter. (5%)
Machine Gun Dog	With / Without	Adjusted damage done to internal Guard Crush meter. (5%)
Replica Dog	With / Without	Adjusted damage done to internal Guard Crush meter. (5%)
Overhead Crash	With / Without	Adjusted damage done to internal Guard Crush meter. (10%)
Replica Attack	With / Without	Adjusted damage done to internal Guard Crush meter. (10%)

TACHIBANA UKYO		
Jumping Diagonal Heavy Slash	With	Adjusted damage done to internal Guard Crush meter. (20%)
Jumping Kick	With / Without	Adjusted damage done to internal Guard Crush meter. (5%)
Concealed Sabre Phantom Strike (Heavy)	With	Adjusted damage done to internal Guard Crush meter. (26%)
Concealed Sabre Swallow Swipe (During MAX Rage)	With	Adjusted damage done to internal Guard Crush meter. (29%) Reduced damage. (2.10) Did lower damage than was intended, but is now resolved.

KYOSHIRO SENRYO		
Standing Kick	With / Without	Adjusted damage done to internal Guard Crush meter. (5%)
Standing Holding Forward Kick	With / Without	Adjusted damage done to internal Guard Crush meter. (5%)
Crouching Kick	With / Without	Adjusted damage done to internal Guard Crush meter. (5%)
Crouching Holding Forward Kick	With / Without	Adjusted damage done to internal Guard Crush meter. (5%)
Advancing Kick	With / Without	Adjusted damage done to internal Guard Crush meter. (5%)
Far Crouching Light Slash	With	Now cancellable. (2.10)
Crouch Walking	With / Without	Altered the size of the hurtbox to fit the character when crouch walking.

JUBEI YAGYU		
Standing Far Heavy Slash	With	Resolved an issue where this attack was cancellable regardless if it Guard Crushed an opponent or not.
Advancing Light Slash	With	Adjusted damage done to internal Guard Crush meter. (5%)
Advancing Medium Slash	With	Adjusted damage done to internal Guard Crush meter. (10%)
Advancing Heavy Slash	With	Adjusted damage done to internal Guard Crush meter. (20%)
Advancing Kick	With / Without	Adjusted damage done to internal Guard Crush meter. (5%) No longer downs when opponent is hit in-air.
Geyser Thrust (Heavy)	With	Adjusted damage done to internal Guard Crush meter. (10%)

TAM TAM		
Paguna Paguna	With	Adjusted damage done to internal Guard Crush meter. (Medium: 17% Heavy: 21%)
Ahaoh Gaboora (During MAX Rage)	With / Without	Adjusted damage done to internal Guard Crush meter. (14%)

CHARLOTTE		
Close Standing Heavy Slash	With	Increased damage done to internal Guard Crush meter on second hit. (Second hit: 25%)
Standing Holding Forward Kick	With / Without	No longer downs when opponent is hit in-air.
Jumping Heavy Slash	With	Adjusted damage done to internal Guard Crush meter. (20%)
Advancing Heavy Slash	With	Increased damage done to internal Guard Crush meter for second hit. (10%)
Advancing Kick	Without	Adjusted damage done to internal Guard Crush meter. (5%)
Tri-Slash(During MAX Rage)	With	Adjusted damage done to internal Guard Crush meter. (Normal: 6% Fully Charged: 12%)

GENJURO KIBAGAMI		
Advancing Light Slash	With	Adjusted damage done to internal Guard Crush meter. (5%)
Advancing Heavy Slash	With	Adjusted damage done to internal Guard Crush meter. (20%)
Standing Kick	With / Without	Adjusted damage done to internal Guard Crush meter. (5%)
Cherry Blossom Slice	With	Adjusted damage done to internal Guard Crush meter. (Normal: 5% On Card Bounce: 2%)

EARTHQUAKE		
Standing Kick	With / Without	Adjusted damage done to internal Guard Crush meter. (5%)
Fat Bound	With / Without	Adjusted damage done to internal Guard Crush meter. (Light: 15% Medium: 24% Heavy: 48%)
Fat Chainsaw	With	Adjusted damage done to internal Guard Crush meter. (Light: 16% Medium: 20% Heavy: 28% MAX Rage (Heavy): 35%)

SHIKI		
Advancing Light Slash	With	Adjusted damage done to internal Guard Crush meter. (5%)
Advancing Medium Slash	With	Adjusted damage done to internal Guard Crush meter. (10%)
Advancing Heavy Slash	With	Adjusted damage done to internal Guard Crush meter. (20%)
Advancing Kick	With / Without	No longer downs when opponent is hit in-air.
Lotus Dance of Oblivion	With	Adjusted damage done to internal Guard Crush meter. (Light: 6% Medium (From first hit): 12% (Final hit): 8% Heavy: 6%) *This attack does different damage depending on multiple elements, and so the damage percentages are listed here as single hits and not the total for all hits.
Tartarus Drop	With / Without	Decreased attack startup. (2.10)

YOSHITORA TOKUGAWA		
Standing Far Heavy Slash	With	Increased damage done to internal Guard Crush meter on fifth hit. (5%)
		Does 25% total damage to internal Guard Crush meter when each hit is blocked.

YASHAMARU KURAMA		
Jumping Neutral Heavy Slash	With	Resolved an issue where this attack would not damage the opponent's internal Guard Crush meter. (20%)
Arctic Tempest	With	Adjusted damage done to internal Guard Crush meter. (Normal: 18% During MAX Rage: 24%)

DARLI DAGGER		
Advancing Kick	With / Without	Adjusted damage done to internal Guard Crush meter. (10%)
Far Crouching Heavy Slash	With	Resolved an issue where this attack would not recoil when the first attack was guarded against.
Serpentine Breaker (Medium, Heavy (Lv0))	With	Adjusted damage done to internal Guard Crush meter. (Medium: 16% Heavy: 18%)

WU-RUIXIANG		
Azure Dragon Thunderstrike	With	Adjusted damage done to internal Guard Crush meter. (Light: 10% Medium: 20% Heavy: 30%)
White Tiger Fangs	With	Adjusted damage done to internal Guard Crush meter. (10%)

RIMURURU		
Advancing Kick	With	Adjusted damage done to internal Guard Crush meter. (5%)
Rupu Kamui Emyu•Tu Tu	With	Resolved an issue where, when this WFT is guarded against and punished, RIMURURU cannot use any special moves thereafter.

SHIZUMARU HISAME		
Advancing Kick	With / Without	No longer downs when opponent is hit in-air.
May Shower Slice	With	Adjusted damage done to internal Guard Crush meter. (Light: 4% Medium: 7% Heavy: 11%)
Crazy Downpour	With	Resolved an issue where players would lose their charge after using a special move.

BASARA		
Close Crouching Heavy Slash	With	Adjusted damage done to internal Guard Crush meter. (25%)
Ground Slash	With	Adjusted damage done to internal Guard Crush meter. (5%)
Aerial Jab	With	Adjusted damage done to internal Guard Crush meter. (5%)
Shadow Exit	With	Adjusted damage done to internal Guard Crush meter. (Normal: 22% During MAX Rage: 25%)

KAZUKI KAZAMA		
Jumping Diagonal Light Slash	With	Adjusted damage done to internal Guard Crush meter. (5%)
Jumping Diagonal Medium Slash	With	Adjusted damage done to internal Guard Crush meter. (10%)
Soul Burner (Lv1, 2, 3)	With	Adjusted damage done to internal Guard Crush meter. (Lv1: 6% Lv2: 9% Lv3: 15%)
WAN-FU		
True Confucius Thunder Bomb	With	Adjusted damage done to internal Guard Crush meter. (10%)
MINA MAJIKINA		
Mortal Missile	With	Adjusted damage done to internal Guard Crush meter. (Lv0: 3% Lv1: 5% Lv2: 7% Lv3: 10%)
Geo Drive	With	Adjusted damage done to internal Guard Crush meter. (Lv0: 3% Lv1: 5% Lv2: 7% Lv3: 10%)
Heavenly Precipice	With	Adjusted damage done to internal Guard Crush meter. (Lv0: 3% Lv1: 5% Lv2: 7% Lv3: 10%)
Shooting Star – Fire Arrow	With	Adjusted damage done to internal Guard Crush meter. (Lv0: 3% Lv1: 5% Lv2: 7% Lv3: 10%)
Shooting Star – Fire Arrow LV3	With	Resolved an issue where this attack did not behave as intended. –Will down an opponent if hit while rising up. –Like in patch ver.2.00, this attack does not down opponents hit while coming down.
SOGETSU KAZAMA		
Jumping Diagonal Light Slash	With	Adjusted damage done to internal Guard Crush meter. (5%)
Jumping Diagonal Medium Slash	With	Adjusted damage done to internal Guard Crush meter. (10%)
Moon Glow	With	Adjusted damage done to internal Guard Crush meter. (5%)
Moon Glow (During MAX Rage)	With	Adjusted damage done to internal Guard Crush meter. (9%)
Moon Rise (Light)	With	Resolved an issue where Aquatic Moon Rise would trigger regardless of time spent holding.
IROHA		
Iron Feather Ridge	With	Adjusted damage done to internal Guard Crush meter. (8%)
Dew Drizzle	With	Adjusted damage done to internal Guard Crush meter. (Light: 15%)
Dew Drizzle (In-air)	With	Adjusted damage done to internal Guard Crush meter. (Heavy: 15% During MAX Rage (Heavy): 27%)
Pinwheel	With	Adjusted damage done to internal Guard Crush meter. (Light: 10% Medium: 15% Heavy: 20%)
WARDEN		
Shoulder Bash (During MAX Rage (Lv0,1))	With	Adjusted damage done to internal Guard Crush meter. (Lv0: 10% Lv1: 15%)
GONGSUN LI		
Cloud Fall (Lv3)	With / Without	Adjusted damage done to internal Guard Crush meter. (10%)
Autumn Tide	With	Adjusted damage done to internal Guard Crush meter. (5%)
CHAM CHAM		
Sideway Thrown Out!	With	Adjusted damage done to internal Guard Crush meter. (Light, Medium: 5% Heavy: 9% During MAX Rage (Heavy): 15%)
Upper Thrown Out!	With	Adjusted damage done to internal Guard Crush meter. (Light, Medium: 5% Heavy: 9% During MAX Rage (Heavy): 15%)