

SAMURAI SHODOWN Patch Ver.2.20

Changed / Improved Features

- Added DLC character HIBIKI TAKANE
- Fixed other minor issues and features.
- Resolved an issue where CHAM CHAM's section in the Gallery Mode would cause the game to lock up after updating to Patch Version 2.12.
- Added SFX upon Guard Crushing an opponent.

■ Concerning SHIZUMARU HISAME's Crazy Downpour

- In the 2.10 patch notes, it was incorrectly stated that the attack was "Changed so that holding TAP while weaponless no longer charges this attack."
- The correct change is, **"Upon being weapon flipped, any remaining charge is brought to zero, and continuing to hold TAP while in this weaponless state will not increase the charge at all."**

■ HIBIKI TAKANE

- HIBIKI TAKANE's attack Heavenly Being Blade has unintended issues arising from other attacks and is scheduled to be resolved. Therefore, HIBIKI TAKANE's ability to counter Rage Explosions, projectiles, Lightning Blades, Super Special Moves, crouching attacks, and attacks from behind will go away once this issue is resolved.
- Setting a dummy to auto block against HIBIKI TAKANE's Beckoning Slash attack results in recovery frames that differ from those blocked manually in Training Mode, and so this issue is scheduled to be resolved.

■ 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 |
|-------------------------|--------|---|
| GENJURO KIBAGAMI | | |
| Cherry Blossom Slice | With | No longer downs when hit mid-air. (2.10) |
| JUBEI YAGYU | | |
| Guard Crush | With | Resolved an issue where Rage Exploding after being Guard Crushed would cancel one's stun animation. Resolved an issue where kicking could cancel out of the attack leading to a Guard Crush. |
| WU-RUIXIANG | | |
| Advancing Light Slash | With | Added a Guard Point. (2.10) |
| BASARA | | |
| Jumping Heavy Slash | With | Expanded hitbox horizontally. *With these changes, the length of the front part of the hitbox is now the same as in patch 2.00. |
| KAZUKI KAZAMA | | |
| Annihilating Flames | With | Reduced opponent recovery frames on block. *With these changes, the recovery frames on block are now the same as in patch 2.00. |
| MINA MAJIKINA | | |
| Crouching Medium Slash | With | Resolved an issue where MINA's recovery frames weren't increased following the 2.10 update. |
| IROHA | | |
| Wind Slash (In Air) | With | Resolved an issue where IROHA's recovery frames weren't increased following the 2.10 update. |
| Pinwheel (In Air) | With | Increased recovery upon landing. (2.10) |