

SAMURAI SHODOWN Patch Ver.2.30(2.31)

Changed / Improved Features

-Added DLC character SHIR -Added DLC character SHIRO TOKISADA AMAKUSA
 -Fixed other minor issues and features.

-NAKORURU's alt color green now selectable.
 You can change to this color by pressing a certain button (whatever the default light slash button is) while this character is highlighted on the character select screen.

-Resolved inaccuracies within CHAM CHAM's command list.

Change / Improvements Made to Characters

Changed Area	Weapon	Description of Change
All Characters		
Guard Crush	With	-Increased duration one is able to Rage Explode while they are being Guard Crushed.
NAKORURU		
Cling to Mamahaha	With/Without	Expanded hurtbox. Attacks landed on Nakoruru while she's clinging onto Mamahaha are now considered counters.
HATTORI HANZO		
Standing Far Heavy Slash	With	Removed crouching hitbox during attack.
CHARLOTTE		
Tri Slash MAX Rage	With	Can no longer be reflected.
SOGETSU KAZAMA		
Standing Far Heavy Slash	With	Removed in-air hitbox during attack. *This attack can be Weapon Flipped or Blade Caught. Removed invulnerability to low attacks during attack.
IROHA		
Rain Hollyhock	With/Without	Resolved an issue where this attack would be missing sound effects on hit. (2.31)
CHAM CHAM		
Defense	-	Increased defense.
Standing Close Heavy Slash	With	Extended hitbox upwards. Extended hurtbox upwards.
Jumping Heavy Slash	With	Narrowed the sides of the hurtbox. Increased duration of active hit frames.
Sideway Thrown Out! MAX Rage	With	Can no longer be reflected.
Upper Thrown Out! MAX Rage	With	Can no longer be reflected.
Caught!	With/Without	Reduced recovery upon landing.
Scratches Face!	With/Without	Decreased all recovery frames when this grab whiffs.
Surprise Bop!	With	Increased opponent recoil recovery when guarding this attack.
It's the End, My Fur-end!	With	Increased damage.
HIBIKI TAKANE		
Surprise Attack	Without	Now unable to use as a pursuit attack.