SAMURAI SHODOWN Patch Ver.1.20

Changed / Improved Features

-Added a DLC character
-Added a new stage.
-Fixed other minor issues and features.

Changes / Improvements Made to Characters

Changed Area	Weapon	Description of Change
HATTORI HANZO		
Ninja Exploding Dragon Blast	With/Without	Resolved an issue where under specific circumstances the burning effect of the "Ninja Exploding Dragon Blast" would disappear.
YAGYU JUBEI		
Sabre Thrash (Light, Medium, Heavy)	With	Command input specifics have been changed as follows: Before: The command would only work when the attack button is pressed 3 times in rapid succession while pressing forward at the same time as the 3rd press. After: Command now only works when pressing the attack button 4 times in rapid succession while holding forward.
TAM TAM		
Paguna Paguna	With	Command input specifics have been changed as follows: Before: The command would only work when the attack button is pressed 3 times in rapid succession while pressing forward at the same time as the 3rd press. After: Command now only works when pressing the attack button 4 times in rapid succession while holding forward.
CHARLOTTE		
Splash Fount (Light, Medium, Heavy)	With	Command input specifics have been changed as follows: Before: The command would only work when the attack button is pressed 3 times in rapid succession while pressing forward at the same time as the 3rd press. After: Command now only works when pressing the attack button 4 times in rapid succession while holding forward. Resolved an issue where, if an opponent with little health is hit while standing with this attack, the final strike must land or else the round would not be closed.
TOKUGAWA YOSHITORA		
Morning Glory	With	Resolved an issue where if the 3rd attack trades with the opponent's, then their behavior becomes bugged.
KURAMA YASHAMARU		
Azure Gale(During Max Rage and In Air (Heavy))	With	Resolved an issue where opponents at the edge of the screen would not get hit.
RIMURURU		
Upun Orb	With/Without	Command input specifics have been changed as follows: Before: The command would only work when the attack button is pressed 3 times in rapid succession while pressing forward at the same time as the 3rd press. After: Command now only works when pressing the attack button 4 times in rapid succession while holding forward.