

# SAMURAI SHODOWN Patch Ver.1.50

## Changed / Improved Features

- A new DLC character (WAN-FU) was added.
- Fixed other minor issues and features.

## Changes / Improvements Made to Characters

Changed Area	Weapon	Description of Change
<b>All Characters</b>		
Advancing / Retreating	-	Resolved input timing issues that led to incorrect outputs.
<b>GALFORD</b>		
POPPY	-	Resolved issues where under certain circumstances,Poppy would act as unintended.
<b>BASARA</b>		
Receiving a Guard Break (Push Forward)	With / Without	When an opponent guard breaks Basara when he's against a wall, the amount of distance he travels compared to other characters was too great so it has been balanced out.
Shadow Dance Dream Pull	With	Resolved an issue where the character's collision box would disappear on execution.