

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)