

SAMURAI SHODOWN Patch Ver.2.10

Changed / Improved Features

- Added DLC character
- Added the Guard Crush function
 - An internal Guard Crush meter increases whenever an opponent blocks regular and special attacks.
 - The opponent will be able to be Guard Crushed once they turn red.
 - Landing a standing heavy slash during this phase will perform a Guard Crush.
 - Just Defending an opponent's attack will not reduce one's internal Guard Crush meter.
 - Also, Just Defending can prevent one from being Guard Crushed when glowing red.
- Weapons can now be picked up even if scrolled off screen.
 - Press the button to pick up your weapon while touching the edge of the screen where the weapon previously was to pick it up.
- Changed NAKORURU's 4P color.

Change / Improvements Made to Characters

Changed Area	Weapon	Description of Change
All Characters		
Stance Break	With / Without	Now invulnerable for the 1st frame of startup.
		All characters now have the same startup times.
Advancing	With / Without	Shortened the distance before touching the opponent and coming to a stop.
		Can now dodge even when advancing.
HAOHMARU		
Standing Close Heavy Slash	With	Decreased attack startup.
Cyclone Slash (Medium, Heavy)	With	Increased damage.
Renting Tremor Slash (Medium)	With	Now blows opponent back when hit in mid-air.
NAKORURU		
Standing Far Medium Slash	With	Decreased attack startup.
Advancing Light Slash	With	Now cancellable.
Annu Mutsube (Heavy, During Max Rage)	With	Shrank top-side of hurtbox.
Rera Mutsube (During Max Rage)	With	Now invulnerable to in-air attacks on startup.
Amube Yatoro	With / Without	No longer downs opponent on hit. Increased the input priority over Kamui Rimuse (← ↓ ↙)
HATTORI HANZO		
Standing Close Heavy Slash	With	Decreased attack startup.
Falling Ninja Cicada Larva	With / Without	Now disappears faster.
Gashing Ninja Cicada Larva	With / Without	Now disappears faster.
Ninja Silencer	With / Without	Now disappears faster.
Ninja Mon Dance	With / Without	Now disappears faster.
Ninja Exploding Dragon Blast	With / Without	Increased hitbox upwards.

GALFORD

Standing Close Heavy Slash	With	Decreased attack startup.
Crouching (Holding Forward) Kick	With / Without	Reduced recovery frames.
		Now cancellable.
Advancing Medium Slash	With	Decreased attack startup.

TACHIBANA UKYO

Standing Far Medium Slash	With	Expanded lower hitbox.
Advancing Light Slash	With	Character now slides forward slightly during attack.
Advancing Heavy Slash	With	Reduced recovery frames on block.
		Increased active hitbox frames.
Advancing Kick	With / Without	No longer downs opponent on hit.
Concealed Sabre Swallow Swipe (During Max Rage)	With	Decreased attack startup.

KYOSHIRO SENRYO

Standing Close Heavy Slash	With	Decreased attack startup.
Crouching Close Light Slash	With	Now cancellable.
Advancing Light Slash	With	Now cancellable.
Advancing Kick	Without	Resolved differences when armed or unarmed.
Crouch Walking	With / Without	Increased movement speed.
		Shrank the lower hurt box.
Toad Plague	With / Without	Reduced recovery frames.
		Increased active hitbox frames.
Twisting Heavens (Medium)	With	Decreased attack startup.
Tsunami Crunch	With / Without	Increased hitbox upwards.

JUBEI YAGYU

Standing Close Heavy Slash	With	Decreased attack startup.
Advancing Kick	With / Without	No longer downs opponent on hit.
Jumping Medium Slash	With	Expanded hurtbox horizontally.
Tsunami Sabre (Light, Medium)	With	Reduced recovery frames on miss.

TAM TAM

Gaboora Gaboora	With	Expanded grab hitbox horizontally.
Paguna Paguna (Medium)	With / Without	Decreased attack startup.

CHARLOTTE

Standing Close Heavy Slash	With	Decreased attack startup.
Standing (Holding Forward) Kick	With / Without	No longer downs opponent on hit while opponent is standing.
Tri-Slash (During Max Rage)	With	Increased amount of hits when charged to its fullest.

GENJURO KIBAGAMI

Standing (Holding Forward) Kick	With / Without	No longer downs opponent on hit.
		Now cancellable.
Slash of a Hundred Demons	With	Increased chip damage.

EARTHQUAKE

Fat Bound	With / Without	Added a hitbox behind the character on the third hit.
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SHIKI

Standing Close Heavy Slash	With	Decreased attack startup.
Advancing Kick	With / Without	No longer downs opponent on hit.
Lotus Dance of Sublimation (Light, Medium, Heavy)	With	Reduced recovery frames.
		Resolved an issue where under certain circumstances, the attack motion would perform even though the opponent was not grabbed.

YOSHITORA TOKUGAWA

Standing Close Medium Slash	With	Altered damage parameters. (First hit does more, second hit does less.)
Standing Far Medium Slash	With	Extended hitbox horizontally on second attack.
Advancing Medium Slash	With	Altered damage parameters. (First hit does more, second hit does less.)
Pink Blossoms (Light)	With	Increased opponent recovery on guard.
White Lilies (Medium)	With	Now invulnerable to in-air attacks on startup.
Camellias (Medium, Heavy)	With	Increased opponent recovery on guard.
Morning Glory (Light)	With	Decreased attack startup.

YASHAMARU KURAMA

Standing Close Heavy Slash	With	Decreased attack startup.
Arctic Tempest	With	Slightly reduced the amount traveled forward on final hit.
Azure Gale (On Ground (Heavy, During Max Rage))	With	Now invulnerable to in-air attacks on startup.
Azure Gale (In Air (Heavy, During Max Rage))	With	Can now perform this attack low to the ground.
Azure Gale (On Ground (Medium, During Max Rage))	With	Now invulnerable to projectiles on while moving forward.
Double Jump (After Wintry Gust)	With	Can now double jump while holding up.

DARLI DAGGER

Standing Close Heavy Slash	With	Decreased attack startup.
Advancing Medium Slash	With	First hit now cancellable.
High Tide	With	Extended grab hitbox in front of character.
Blade Surf (During Max Rage)	With	Now invulnerable to in-air attacks on startup.

WU-RUIXIANG

Standing Close Heavy Slash	With	Decreased attack startup.
		Second attack now downs opponent when hit in mid-air.
Crouching Close Medium Slash	With	Added a guard point.
Crouching Close Heavy Slash	With	Now attacks twice, with the second hit pulling the opponent closer.
Crouching Kick	With / Without	Increased opponent knockback duration on hit.

RIMURURU

Standing Far Medium Slash	With	Decreased attack startup.
Standing Kick	With / Without	Now cancellable.
Konril Nonril	With / Without	Increased hitbox upwards.
Konril Nonril (During Max Rage)	With / Without	Now invulnerable to in-air attacks on startup.
Kamui Shtokke	With / Without	If the first hit lands, the second will also now land, too.
Rupu Kuare · Tu Tu	With	Resolved issues where, under certain circumstances, damage was not properly dealt out.
Rupu Tum	With	Increased the input priority over Kamui Shtokke (← ↓↙).

SHIZUMARU HISAME

Crazy Downpour	With	Changed so that holding TAP while weaponless no longer charges this attack.
Wall Jump	With / Without	Decreased distance moved after jumping off wall.
Advancing Kick	With / Without	No longer downs opponent on hit while opponent is standing.
Rains of Time	With	Now cancellable into an in-air attack when bounding upwards after hitting an opponent.
May Shower Slice (Light)	With	Decreased attack startup.

BASARA

Jumping Heavy Slash	With	Expanded hitbox horizontally.
Shadow Dance Dream Pull	With	No invulnerable during the dash.

KAZUKI KAZAMA

Flames of Disaster	With	All recovery frames have been reduced.
Exploding Death	With	Now invulnerable to air-attacks regardless the Flames of Disaster level.
Annihilating Flames	With	Now hits only once on guard instead of multiple times.
Soul Burner (Lv0,1,2.)	With	No longer downs opponent when hit in-air.

WAN-FU

Standing Close Medium Slash	With	Decreased attack startup.
Crouching Medium Slash	With	Altered distance designations for determining close/far proximity.
Spirit Blast Whirlwind	With	Increased hitbox upwards.
Spirit Blast Whirlwind (Medium)	With	Now invulnerable to in-air attacks on startup.
Spirit Blast Whirlwind (Heavy)	With	Now invulnerable to all attacks on startup.
Crouch Walking	With / Without	Increased movement speed. Shrank the lower hitbox

MINA MAJIKINA

Standing Heavy Slash	With	Altered distance designations for determining close/far proximity.
Crouching Medium Slash	With	All recovery frames have been increased.
		No longer downs opponent on hit.
		Extended upper hurtbox.
Mortal Missile	With	No longer downs in-air opponents when hit by levels 0, 1, and 2.
Shooting Star	With	Reduced recovery when landing without firing.
Shooting Star (LV3)	With	Now downs opponent on hit.
Vanishing Soul Stance	With	Increased time in between shots when arrows are at LV0.

SOGETSU KAZAMA		
Standing Far Medium Slash	With	Now cancellable.
Crouching Close Medium Slash	With	Decreased attack startup.
Advancing Heavy Slash	With	Increased attack hit frames.
Moon Rise	With	Shortened the guard pose whenever an enemy blocks this attack.
		Extended time needed before controlling the orb when holding down the button.
Aquatic Moon Rise	With	All recovery frames have been reduced.
Moon Glow (Light)	With	Decreased attack startup.
		Now invulnerable to in-air attacks on startup.
Moon Glow (During Max Rage)	With	Reduced recovery frames on block.
		All recovery frames have been reduced.
		Now invulnerable to in-air attacks on startup.

IROHA		
Jumping Heavy Slash	With	Shrank hitbox horizontally.
Iron Feather Ridge	With	Increased frames where attack is cancellable.
Dew Drizzle (Medium)	With	Reduced damage.
		Decreased attack startup.
Dew Drizzle (Heavy)	With	Reduced damage.
Wind Slash	With	Extended upper hurtbox. No longer downs opponents hit in-air.
Wind Slash (In Air)	With	Increased landing recovery frames. No longer downs opponents hit in-air.

WARDEN		
Standing Heavy Slash	With	Altered distance designations for determining close/far proximity.
Standing Kick	With	Now cancellable.
Jumping Kick	With / Without	Expanded hitbox horizontally.
Warden's Wrath (Cancel)	With	All recovery frames have been reduced.
Guardian's Assault (Cancel)	With	All recovery frames have been reduced.

GONGSUN LI		
Twisting Maple	Without	Decreased attack startup.
Cloud Fall	With / Without	No longer downs opponent on hit in mid-air.
		Increased area where this projectile can be negated by other projectiles.
Lunar Recall (Light)	With	Decreased attack startup.
Autumn Tide (Heavy)	With	Now launches upwards.
Flash Step	Without	Increased Flash Step recovery frames when weapon is outside screen bounds.