

THE KING OF FIGHTERS XV Patch Ver.1.02

Changed Area	Description of Change
■ Improved Features	
TRAINING	When playing back a recording under certain circumstances, the player 1 character behaved in an unintended way. This has now been resolved.

Changed Area	Description of Change
■ ASH CRIMSON	
Shatter Strike	Adjusted Shatter Strike meter usage during Max Mode from 200 to 400. (Now is the same as other characters)
■ YASHIRO NANAKASE	
Shatter Strike	Adjusted Shatter Strike meter usage during Max Mode from 200 to 400. (Now is the same as other characters)
■ CHRIS	
Shatter Strike	Adjusted Shatter Strike meter usage during Max Mode from 200 to 400. (Now is the same as other characters)
■ JOE HIGASHI	
Bakuretsuken →↓ ↘ + LP or HP、 →↓ ↘ + LP HP	Resolved an issue where only Bakuretsuken could be cancelled into from the beginning of attack normals.
■ ROBERT GARCIA	
Ryuuko Ranbu (Normal ver.) ↓ ↘→↘ ↓↙← + LP or HP	When Ryuuko Ranbu (Normal ver.) hits on either edge of the screen, another hit can be followed up. As this is not intended, landing recovery frames were added to prevent a follow up.
■ ATHENA ASAMIYA	
Psychic Shoot Close, In-air ← or → + HP	Resolved an issue where under circumstances, Athena becomes silent in mid-air.
■ VANESSA	
Guard Cancel Emergency Evasion (Fwd / Back)	Reduced distance traveled during Guard Cancel Emergency Evasion (Fwd / Back) (Now is the same as other characters)
	Adjusted Guard Cancel Emergency Evasion (Fwd / Back) meter usage during Max Mode from 0 to 200. (Now is the same as other characters)