

THE KING OF FIGHTERS XV Patch Ver.1.71

Changed Area	Description of Change
■ SHUN'EI	
Thruster Vision · Under	<ul style="list-style-type: none"> · Move properties have been returned to pre-1.70 patch status, as they were not behaving as intended. * Resolved an issue where, under certain circumstances, landing recovery frames were reduced.
■ ASH	
Ventose (LP Ver.)	<ul style="list-style-type: none"> · Move properties have been returned to pre-1.70 patch status, as they were not behaving as intended. * Increased stun value.
Germinal Caprice (LK Ver.)	<ul style="list-style-type: none"> · Move properties have been returned to pre-1.70 patch status, as they were not behaving as intended. * Altered the behavior when an opponent not in a hit state is hit while in the air.
■ LUONG	
Ren (EX Ver.)	<ul style="list-style-type: none"> · Move properties have been returned to pre-1.70 patch status, as they were not behaving as intended. * Resolved an issue where players could not cancel into this from Jumping LP.
■ GATO	
Counterattack Fang (Normal/EX Ver.)	<ul style="list-style-type: none"> · Move properties have been returned to pre-1.70 patch status, as they were not behaving as intended. · Resolved an issue where the counter would unintentionally trigger even when hit from behind.
■ GEESE	
Raigou Reppuu Ken (Normal Ver.)	<ul style="list-style-type: none"> · Move properties have been returned to pre-1.70 patch status, as they were not behaving as intended. * Resolved an issue where, under certain circumstances, the damage was higher than normal.
Raigou Reppuu Ken (MAX Ver.)	<ul style="list-style-type: none"> · Move properties have been returned to pre-1.70 patch status, as they were not behaving as intended. * Resolved an issue where, under certain circumstances, the damage was lower than normal.
■ KIM	
Graphics & Voices	<ul style="list-style-type: none"> · Resolved minor issues related to graphics and voices.