

THE KING OF FIGHTERS XV Patch Ver.1.20

Changed Area	Description of Change
■ SYSTEM	
Fair Play Score	The Fair Play Score of all players have been reset.
Added Characters	Added OMEGA RUGAL to the roster.
Added Game Modes	Added the new mode, BOSS CHALLENGE.
Other	Resolved various issues with the sound, UI, etc.

Changed Area	Description of Change
■ All Characters	
CLIMAX Super Special Moves	The timer now stops during the CLIMAX Super Special Move attack animation.
Jumping	Resolved an issue where performing an Emergency Evasion during a jump at a specific time would negate landing frames.
■ SHUN'EI	
Rising Efreet (Heavy) → ↓ ↘ +HP	Resolved an issue where opponents would be blown back differently when hit either standing or crouching (They're now blown back as if they are standing, regardless)
■ DOLORES	
Ghadab ↓ ↙ ← ↓ ↙ ← +LP or HP, ↓ ↙ ← ↓ ↙ ← +LP HP	Resolved an issue that caused unintended behavior on hit in certain situations.
■ YASHIRO NANAKASE	
Crouching	The crouching push/throwable hitbox was moved back. (Now the same as other characters)
■ SHERMIE	
Shermie Cute During a S. Clutch ↓ ↘ → +LK or HK	Resolved an issue where this attack did not provide the character with invulnerability.
■ ATHENA ASAMIYA	
Hurt voice	Resolved an issue where an unintended hurt voice would play for Athena when she's hit by her own reflected Crystal Shoot.
Phoenix Arrow (Light) In-Air ↓ ↙ ← +LK	As players could, in certain circumstances, continuously combo from Phoenix Arrow multiple times, we altered the attack so that it can no longer hit continuously.

■ CLARK STILL	
Far Standing HK	Resolved an issue where this attack could cancel into Vulcan Punch.
Flashing Elbow During S. Lift (D.D.T.) ↓ ↘ → + LP or HP	Resolved an issue where this attack did not provide the character with invulnerability.
■ RAMÓN	
Flying Body Attack During Rolling Sobat → ↓ ↘ LK or HK	Resolved an issue where this attack did not provide the character with invulnerability.
■ ÁNGEL	
Unchain • Step (EX) ← ↙ ↓ ↘ → + LK HK	Resolved an issue where damage scaling did not work as intended on hit during certain circumstances.
■ ROCK HOWARD	
Shinkuu Nage (Normal) → ↘ ↓ ↙ ↖ ← → LP or HP	<ul style="list-style-type: none"> • Resolved an issue where this attack did not provide the character with invulnerability when it connects. • Resolved an issue that caused unintended behavior on hit in certain situations.
■ B. JENET	
Facial Expression	B. Jenet didn't close her eyes when getting hit by some CLIMAX Super Special Moves (Now she has the same expression as other characters)