

THE KING OF FIGHTERS XV Patch Ver.2.30

Changed Area	Description of Change
■ SYSTEM	
Story	• Resolved an issue where a cutscene (Duo Lon vs Elisabeth) was not playing.
Other	• Resolved minor issues.
Changed Area	Description of Change
■ General	
Advance Strike	• Added "Advance Strike," performed with [↓↙← + HP+HK]. This new attack mechanic helps you fend off enemy throws. See the "Advance Strike" tutorial explanation for more details.
Shatter Strike	• Increased combo scaling value. * No change in scaling value when it hits during a combo. • Made command input window consistent with [↓↘→ + button] Special Moves. • Raised input priority so that Super Special Moves will not come out unintentionally. • Made the attack's active frames consistent for all characters. * Extended active frames by 1-2F for Ralf Jones, Isla, Ryuji Yamazaki, and Darli Dagger.
Anywhere Juggles	• Some moves with Anywhere Juggle properties, like Ryo's Zanretsuken (EX Ver.), were hitting crumpled opponents (after a Shatter Strike impact, for example) on the ground unnaturally. Adjusted for consistency so that the affected moves will no longer hit in this way.
■ KYO KUSANAGI	
Shatter Strike	• Resolved an issue where it would pass through opponents under certain circumstances.
■ ANDY BOGARD	
Chou · Shin · Soku · Zan-ei Ken	• Resolved an issue where, under certain circumstances, the move would not catch the opponent on hit.
■ YURI SAKAZAKI	
Tsubame Otoshi	• Resolved an issue where a <i>Tsubame Otoshi</i> performed immediately after attacks with high combo scaling (such as Blow Backs) would, on successful hit, deal damage that ignored the scaling value. * In line with this adjustment, damage when used during regular combos has been reduced by about 5.
■ RYUJI YAMAZAKI	
Todome	• Move was slightly harder to perform than other [→↘↓↙←→ + button] ones. Made input properties consistent with those of the others.
■ NAKORURU	
Drop from Mamahaha (↑ Input)	• Resolved an issue where players could cancel this into the EX version of Drop from Mamahaha (→ Input).
■ DARLI DAGGER	
Serpentine Breaker (Normal Ver.)	• Can no longer avoid the Level 3 version of this attack using counter moves or Guard Points.

■ NAJD	
Far Standing HP	• Can now be canceled into Special Moves.
Crouching HP	• Increased cancel window.
Blade of Purity (HP Ver.)	• Changed damage on the final hit from 60 to 80, and on all other hits from 20 to 15. * Total damage has changed from 120 to 125.
Unleashed Soul (HP Ver.)	• Changed damage, stun value, and Guard Crush value from 60 to 80.
Anticipated Power (EX Ver.)	• Expanded attack hitbox.
Circling Rotation (In Air)	• Increased the command input window when Super Canceling from <i>Unleashed Soul</i> .
■ DUO LON	
Close Standing LP	• Changed attack start-up from 5F to 4F.
Far Standing LP	• Can now be canceled into Command Moves.
Far Standing HP	• Reduced all recovery frames.
Crouching HP	• Expanded attack hitbox. • Reduced hurtbox. • Reduced all recovery frames.
Far Standing HK	• Changed attack start-up from 11F to 9F.
Jumping LK (Normal/Hyper Jumps)	• Expanded attack hitbox.
Jumping Blow Back	• Increased active frames. • Reduced hurtbox.
Genmuken (Cancel/EX Ver.)	• Changed attack start-up from 12F to 10F.
Air Genmuken (Normal/EX Ver.)	• Reduced hurtbox.
Air Genmukyaku (Normal Ver.)	• Reduced hurtbox.
Air Genmukyaku (EX Ver.)	• Reduced hurtbox. • Reduced knockback distance on hit.
Hiei Kyaku	• Reduced hurtbox. • Reduced all recovery frames.
Genmukyaku (LK Ver.)	• Changed attack start-up from 15F to 13F. • Increased hitstop on hit and block. • Increased Super Cancel window. • The power gauge now increases more on hit and block.
Genmukyaku (HK Ver.)	• Increased hitstop on hit and block. • Increased Super Cancel window. • The power gauge now increases more on hit and block.
Shaki Juuryuu ① (LP Ver.)	• Reduced all recovery frames.
Juon Shikon (Normal Ver.)	• Increased active frames. • The power gauge now increases more on hit and block.
Juon Shikon (EX Ver.)	• Can now be canceled into <i>Himou Kyaku</i> .
Hidden Genmu Bakuto Shikon (Normal Ver.)	• Increased forward charging speed.
Hidden Genmu Onryou Heki (Normal Ver.)	• Changed attack start-up from 10F to 7F.