THE KING OF FIGHTERS XV Patch Ver.1.11

Changed Area	Description of Change
■**System**	
Crashing/Soft Locks	・Resolved issues where the game would freeze during Story Mode.
Disconnections	・Resolved issues where some players were incorrectly thought to have disconnected during a match.
Replays	・Can now no longer receive replays (Replays that can't be replayed) from different versions. ・Replays now default to being public. *For those who wish to private their replays, please visit the settings panel.
Rooms	・Players can now see connection status within rooms.
PARTY VS	・Upon triggering an Extra Match, the HP of the anchor will now be fully replenished. *Anchor HP will transfer regularly during all other times.
Trial Mode	・Resolved issues where in some trials, cancelling into Super Special Moves at a certain ・timing would not clear the trial.

Training Mode	・Added the following guard settings:
	  Guard first hit
	   *Can be used to train mix-up/frame trap situations.

Sound Settings	・Changed the button used to open the Sound Settings from the Touchpad to the □ Button.
Other	・Resolved minor issues concerning UI and Sound.

Changed Area	Description of Change
■**General**	
Dashing	・Changed the input specifications for dashing. *Input window, etc., for back stepping is the same as previous. This is to prevent players from back stepping when trying to block quickly.
Shatter Strike	・All characters now wall bounce the same distance when hit with a Shatter Strike in mid-air.

■DOLORES

Blow Back attack during hops/hyper hops	· Resolved an issue where taking damage during this move would not be considered a counter.
Nesh (Light ver.) ←↓↙←+LK	· Resolved an issue where damage scaling did not work as intended.

■VANESSA

Machine Gun Puncher ←↙↓↘→+LP or HP. ←↙↓↘→+LP HP	· Lowered command input priority.

■ASH CRIMSON

Pluviose (Normal ver.) ↓↘→↓↘→+LK or HK	· Resolved an issue where this attack could be Advanced Canceled into Pluviose (MAX ver.).
Nivose (Normal ver.) ↓Charge↑+LK or HK	· Increased recovery on block during first hit (light ver.) Increased recovery on block during first and second hit (heavy ver.), so opponents will continuously block between hits.

■KUKRI

Bossa-Shougeki (Heavy ver.) ↓↙←+HK	· Resolved an issue where this attack could be Super Canceled into off a whiff.

■RALF JONES

Dive Bomber Punch (Normal ver.) In air↓↘→+LP or HP	· Resolved an issue where players could Super Cancel after landing.
Ralf Kick (Normal ver.) →↘↓↙←+LK	· Resolved an issue where this attack could be Super Canceled into off a whiff.
Vulcan Punch (Normal ver.) (Tap) LP or HP	· Changed command input from [Button 4 times] to [Button 5 times]
Bareback Vulcan Punch ↓↙←↙↓↘→+LK or HK. ↓↙←↙↓↘→+LK HK	· Resolved an issue where this attack would not hit properly under certain circumstances.

■MAXIMA

EX Special Moves	· Decreased EX Special Move meter consumption during MAX Mode from 400 to 200. (Now is the same as other characters.)

■ WHIP

Sonic Slaughter "Code: KW" ↓↘→↓↘→ + LP or HP. ↓↘→↓↘→ + LP HP	· Increased damage scaling during an OTG attack. (Now the same scaling as other characters' OTGs.) · Increased first hit damage from 25 to 75, decreased final hit damage from 70 to 20.
Crescent Swatter "Code: FS"(Normal ver.) ←↓↙←+LK or HK	· Increased damage from 70 to 90
Crescent Swatter "Code: FS"(EX ver.) ←↓↙←+LK HK	· Increased damage from 80 to 120.
Strength Shot Type C "Code: Victory" →↘↓↙←+HP	· Increased damage on final hit from 30 to 60.
Boomerang Shot "Code: SC" ←↙↓↘→+LP or HP. ←↙↓↘→+LP HP	· Opponents can no longer use Recovery after the first hit.

■ ANTONOV

Close Standing HK	· Extended the hitbox downward.

■ KYO KUSANAGI

212 Shiki・Kototsuki Yo (EX ver.) →↘↓↙←+LK HK	· Resolved an issue where this attack would not land properly.

■ ELISABETH BLANCTORCHE

Grand Rafale (MAX ver.) ↓↘→↘↓↙←+LP HP	· Resolved unintended character behavior after landing this attack under certain circumstances.

■ SHERMIE

Shermie Carnival ←↙↓↘→←↙↓↘→+LP or HP, ←↙↓↘→←↙↓↘→+LP HP	· Resolved an issue where this attack would not land properly.
Shermie Shock (Normal ver.) ↓↘→↓↘→+LK or HK	· Resolved an issue where this attack would not land properly.