

THE KING OF FIGHTERS XV Patch Ver.2.20

Changed Area	Description of Change
■ SYSTEM	
Main Menu	<ul style="list-style-type: none"> Added a [PlayStation Tournaments] feature. Visit the link below for more info. How to play in tournaments on PSN (US) (playstation.com) * PlayStation 5 only
Matchmaking	<ul style="list-style-type: none"> ["Similar Rank" Searching/Waiting] Broadened the matching pool for the IMMORTAL rank.
LEADERBOARD	<ul style="list-style-type: none"> Reset leaderboard rankings for Boss Challenge (Ω Rugal), as they were not displaying correctly. * Steam and Epic Games Store only
DJ STATION	<ul style="list-style-type: none"> Added "Come Up Smiling -KOF XV ver.-" to the following album: THE KING OF FIGHTERS XV
Other	<ul style="list-style-type: none"> Resolved several other minor issues.
Changed Area	Description of Change
■ GENERAL	
Counter Hitboxes	<ul style="list-style-type: none"> Resolved several minor issues related to characters' counter hitboxes.
Certain Anywhere Juggle Moves	<ul style="list-style-type: none"> Resolved an issue where, under certain circumstances, the combo scaling value was higher than normal on hit. Resolved an issue where the moves were hitting unintended areas. <p><u>Affected Moves</u></p> <ul style="list-style-type: none"> Benimaru: Inazuma Sandan-Geri Dolores: Nesh (EX Ver.) Elisabeth: Grand Rafale K': Air Minute Spike Robert Garcia: Gen-ei Kyaku (EX Ver.) Blue Mary: M. Snatcher [Vertical Arrow (EX Ver.) follow-up] Rock Howard: Neo Deadly Rave (Buffed), Deadly Rave EXT (Buffed) Darli Dagger: Tall High Tide (EX Ver.) Najd: Anticipated Power (EX Ver.), Retribution of the Unknown (Level 3) Duo Lon: Target Combo 1, Air Genmuken (EX Ver.) Goenitz: Wanhyo: Tokobuse (EX Ver.)
■ DOLORES	
Qafas Qabl (LP Ver.)	<ul style="list-style-type: none"> Resolved an issue where, under certain circumstances, the damage was lower than normal.
Nesh (EX Ver.)	<ul style="list-style-type: none"> Increased all recovery frames on whiff. * Adjustment in line with the revised approach taken for other characters' invincible moves.
■ ELISABETH BLANCTORCHE	
Étincelle	<ul style="list-style-type: none"> Resolved an issue where, under certain circumstances, the projectile would travel off the screen.

■ WHIP	
Sonic Slaughter "Code: KW"	<ul style="list-style-type: none"> Resolved an issue where, under certain circumstances, the move behaved in an unnatural way on hit.
■ CLARK STILL	
Crouching Guard	<ul style="list-style-type: none"> Reduced pushbox downwards. * Now consistent with that of other characters.
■ KING	
Silent Flash (MAX Ver.)	<ul style="list-style-type: none"> Resolved an issue where this move could be Climax Canceled when the first hit whiffed. Can also no longer Climax Cancel when the first hit lands or is blocked.
Illusion Dance	<ul style="list-style-type: none"> Resolved an issue where this move could be performed from a backwards jump.
■ VANESSA	
Jumping HP (Normal/Hyper Jumps)	<ul style="list-style-type: none"> Made the movement look more natural. * No change in attack properties.
■ ROCK HOWARD	
Type: Dunk (Buffed)	<ul style="list-style-type: none"> Resolved an issue where, under certain circumstances, the pre-buff version would come out when performing this move.
Type: Overhead Kick	<ul style="list-style-type: none"> Corrected the button input stated in the Command List.
■ HAOHMARU	
Jumping HP (Hops, Hyper Hops)	<ul style="list-style-type: none"> Resolved an issue where, under certain circumstances, the damage was lower than normal.
■ DARLI DAGGER	
Far Standing LK	<ul style="list-style-type: none"> Resolved an issue where the hurtbox was larger than intended.
■ GOENITZ	
Wanhyo: Tokobuse (EX Ver.)	<ul style="list-style-type: none"> Increased all recovery frames on block and whiff. * Adjustment in line with the revised approach taken for other characters' invincible moves.