

SNK VS. CAPCOM SVC CHAOS

Patch Ver. 1.0.2



■ Feature improvements:

OPTIONS > GAME > Hitboxes now has a "PRACTICE" setting, where hitboxes will be enabled in Practice Mode only.

Infinite continues in one-player arcade mode.

Character select timer increased to 30 seconds.

Will now cycle back to attract mode if idle on title splash screen.

Slowed down pre-match dialogue.

Added unlockable endings to Gallery.

Xbox controllers now default to using both left stick and D-pad for movement.

Now waits 4 seconds before saving resolution change, in case the desired resolution causes a crash.

■ Bug fixes:

Fixed scaling of scanlines in STRETCH mode.

Addressed rare crashes due to spectating challenges and rapid Gallery use.

Correction to reporting of Draw/Time Out games in online win/loss tally.

Corrections to hitbox colors.