

THE KING OF FIGHTERS XV Patch Ver.1.21

Changed Area	Description of Change
■ SYSTEM	
Game Crashes	Resolved an issue that could cause the game to crash when joining a lobby from a link invite or friends menu in the Steam version.
Starting Round Positions	Resolved an issue where under certain circumstances, the characters would start the round in unintended positions.

Changed Area	Description of Change
■ OMEGA RUGAL	
SHATTER STRIKE	Increased total recovery frames by 3. (Because there were significantly fewer unfavorable frames than normal)
Gigantic Pressure (MAX) ↓ ↘ → ↘ ↓ ↙ ← +LP HP	Shortened the cancel window into CLIMAX Super Special Move for the second hit. (This is to resolve an issue when canceling into the CLIMAX Super Special Move under a certain timing, which would result in the opponent not being able to move.)
Dread Fatal Wave ↓ ↙ ← ↙ ↓ ↘ → +HP HK	<ul style="list-style-type: none"> Resolved an issue where if the opponent is hit with a projectile as this CLIMAX Super Special Move is active, then regardless of their distance, the CLIMAX Super Special Move would land. Resolved an issue that would cause the opponent's neck to look off during the zoomed in cinematic.