

THE KING OF FIGHTERS XV Patch Ver.1.33

Changed Area	Description of Change
■ System	
DLC Issues	<ul style="list-style-type: none"> Resolved an issue where some DLC were not appearing for owners. *Only on STEAM and Epic Games Store.
Customizing BGM	<ul style="list-style-type: none"> Resolved an issue where a specific track set to a Stages BGM would instead play a different track.
Room Match Search	<ul style="list-style-type: none"> Corrected the Search Again button text.
Other	<ul style="list-style-type: none"> Resolved minor issues concerning the UI.

Changed Area	Description of Change
■ DOLORES	
Altariq (LK Ver.)	<ul style="list-style-type: none"> Resolved an issue with unintended behavior when this attack is spammed.
IORI YAGAMI	
212 Shiki · Kototsuki In (LK Ver.)	<ul style="list-style-type: none"> Opponent no longer goes into a guard-pose.
■ CHIZURU KAGURA	
108 Katsu Tamayura no Shitsune (HP Ver.)	<ul style="list-style-type: none"> Resolved an issue where under certain circumstances, this move would not behave as intended.
■ YASHIRO NANAKASE	
Close Standing HP	<ul style="list-style-type: none"> Resolved an issue where the arm's hurtbox would not appear on some frames during the attack.
■ CHRIS	
Carry Off Kick	<ul style="list-style-type: none"> Resolved an issue where the combo scaling was increased. (Now the same as other characters)
■ TERRY BOGARD	
Crack Shoot (EX)	<ul style="list-style-type: none"> Resolved an issue where the alternate costume had different properties compared to the default one.
■ YURI SAKAZAKI	
Houyoku (EX)	<ul style="list-style-type: none"> Decreased opponent knockback duration from 14 to 11 when Yuri Rajjin Kyaku lands.
■ VANESSA	
Close Standing HK	<ul style="list-style-type: none"> Resolved an issue where under certain circumstances, this move would not behave as intended.

■ LUONG	
Tei (Normal Ver.)	• Resolved an issue where under certain circumstances, this move would not behave as intended.
■ GEESE HOWARD	
Reppuu Ken (EX)	• No longer hits multiple times during a combo. (Now the same as other characters' EX projectile)
■ RYUJI YAMAZAKI	
Kachikomi	• Decreased opponent knockdown frames. (Now the same as other characters)