

THE KING OF FIGHTERS XV Patch Ver.1.40

Changed Area	Description of Change
■ System	
Customize BGM	<ul style="list-style-type: none"> Added the Customize BGM function to the Room Menu in Room Match. Player 1 Settings: BGM set through Player 1's settings will be played during fights. Your Settings: BGM set through your settings will be played during fights normally.
Game UI	<ul style="list-style-type: none"> Changed some of the assigned keyboard keys when playing in Spanish and Mexican Spanish on keyboard. *Only on STEAM / Epic Games Store / Windows10
Results	<ul style="list-style-type: none"> Can now select Member Select on the results screen in Room Match (excluding PARTY VS).
Room Menu	<ul style="list-style-type: none"> Changed settings for Chat, Notifications, and Customize BGM in the Room Menu can now be saved.
Room Match	<ul style="list-style-type: none"> Added the Pass function in Room Match (Excluding PARTY VS). Can now move a player in the fighter's seat to the end of the waiting line.
Room Match Spectating	<ul style="list-style-type: none"> Added the function "Return to Room" in the Room Menu while spectating. Can now stop spectating without having to leave the room.
Ranked Match Search	<ul style="list-style-type: none"> Now easier to find players of a similar rank to oneself when searching "Any" for Player Strength.
Casual Match Search	<ul style="list-style-type: none"> Now shows the matched opponent's name in the Fight Request Confirmation window.
Low Res Background Mode	<ul style="list-style-type: none"> Added Low Res Background Mode settings in the GRAPHICS tab inside Options. Reduces burden by suppressing rendering loads on specific stages. Applicable Stage: Concert Hall *Only on STEAM / Epic Games Store / Windows10
Other	<ul style="list-style-type: none"> Resolved minor issues concerning the UI. Resolved minor issues concerning character display and effects.

Changed Area	Description of Change
■ LEONA	
X-Calibur (HP Ver.)	<ul style="list-style-type: none"> Resolved an issue where this attack behaved like a projectile.
Slash Saber (MAX Ver.)	<ul style="list-style-type: none"> Increased movement speed during attack startup. Expanded attack hitbox forward. *Adjusted to alleviate issues where this attack doesn't hit under specific circumstances.
■ CHRIS	
Reverse Anchor Kick (Normal Ver.)	<ul style="list-style-type: none"> Resolved an issue where this couldn't be cancelled by Super Special Moves and above.
Reverse Anchor Kick (Cancel)	<ul style="list-style-type: none"> Resolved an issue where this attack could be cancelled by a Shatter Strike on the first hit.
■ CHIZURU KAGURA	
Uramen 85 Katsu Reigi no Ishizue (HP Ver.)	<ul style="list-style-type: none"> Resolved an issue where players could Climax Cancel on whiff.
■ BENIMARU NIKAIDO	
Raimeitou (Normal Ver.)	<ul style="list-style-type: none"> Expanded the pushbox backward on attack startup. Expanded the grabbox backward on attack startup. *Adjusted to resolve issues where it would pass through opponents under certain circumstances.
■ DOLORES	
Far HK	<ul style="list-style-type: none"> Expanded the pushbox backward on attack startup. Expanded the grabbox backward on attack startup. *Adjusted to resolve issues where it would pass through opponents under certain circumstances.
■ ATHENA ASAMIYA	
Psycho Remix☆Spark!	<ul style="list-style-type: none"> Resolved an issue where under certain circumstances, this move would not behave as intended after hitting an opponent.
■ RAMÓN	
Color 5	<ul style="list-style-type: none"> Resolved how the move looks visually.