

THE KING OF FIGHTERS XV Patch Ver.1.63

Changed Area	Description of Change
■ System	
DJ STATION	<ul style="list-style-type: none"> Now displays the unlock criteria for each album.
MISSION	<ul style="list-style-type: none"> Resolved an issue where even after completing Shingo Yabuki's trials, the data would not be saved properly.
GALLERY	<ul style="list-style-type: none"> Resolved an issue where even after completing the game with Shingo Yabuki, his special ending movie would not be saved. Resolved an issue where Shingo Yabuki's voice lines would not be properly unlocked.
Other	<ul style="list-style-type: none"> Resolved several minor issues related to the UI and sound. Resolved several minor issues related to character displays and effects.

Changed Area	Description of Change
■ General	
Counter Throw	<ul style="list-style-type: none"> Adjusted recovery frames after a counter throw so there is no discrepancy. *This note was missing from the ver1.62 patch notes. There were no changes made to it in ver1.63.
■ SHUN'EI	
Thruster Vision · Under	<ul style="list-style-type: none"> Resolved an issue where under certain circumstances, landing recovery frames were reduced.
■ ASH	
Ventose (LP Ver.)	<ul style="list-style-type: none"> As the attack's properties were behaving as unintended, they were reverted to pre patch ver1.62. *Increased stun value.
Germinal Caprice (LK Ver.)	<ul style="list-style-type: none"> As the attack's properties were behaving as unintended, they were reverted to pre patch ver1.62. *Altered the behavior when an opponent not in a hit state is hit while in the air.
■ TERRY BOGARD	
Crouching LP	<ul style="list-style-type: none"> Reduced all recovery frames. *This note was missing from the ver1.62 patch notes. There were no changes made to it in ver1.63.
■ LUONG	
Ren (EX Ver.)	<ul style="list-style-type: none"> Resolved an issue when cancelling from Jumping LP where the combo scaling was smaller than intended.
■ GATO	
Counterattack Fang (Normal/EX Ver.)	<ul style="list-style-type: none"> Resolved an issue where the counter would unintentionally trigger even when hit from behind.
■ GEESE	
Raigou Reppuu Ken (Normal Ver.)	<ul style="list-style-type: none"> Resolved an issue where under certain circumstances, the damage was higher than normal.
Raigou Reppuu Ken (MAX Ver.)	<ul style="list-style-type: none"> Resolved an issue where under certain circumstances, the damage was lower than normal.
■ SHINGO	
Voice	<ul style="list-style-type: none"> Resolved an issue where the volume settings for some of Shingo's lines would not apply properly.