

# THE KING OF FIGHTERS XV Patch Ver.1.70

Changed Area	Description of Change
<b>■ SYSTEM</b>	
DJ STATION	<ul style="list-style-type: none"> <li>• Added a new album: KOF Staff Roll BGM Collection 2</li> <li>• Added Random Lists for use on the main menu and Member Select screen.</li> </ul>
Customize Music Electronic Signage Text	<ul style="list-style-type: none"> <li>• Ranked Match, Casual Match, and Room Match settings are now consolidated under Battle Settings.</li> </ul>
VERSUS (PLAYER 1 VS PLAYER 2)	<ul style="list-style-type: none"> <li>• Game will now return to the main menu once either player selects the Main Menu option from the match results screen.</li> </ul>
MISSION	<ul style="list-style-type: none"> <li>• Resolved an issue where Shingo Yabuki individual trial progress would not save under certain circumstances.</li> <li>• Added a title to Omega Rugal Boss Challenge completion rewards. <ul style="list-style-type: none"> <li>* Title will automatically unlock if the Boss Challenge has already been cleared.</li> </ul> </li> </ul>
ONLINE TRAINING	<ul style="list-style-type: none"> <li>• Resolved an issue where Shingo Yabuki's Critical Hit RNG would not change upon restart.</li> </ul>
Other	<ul style="list-style-type: none"> <li>• Made minor adjustments to character graphics and sounds.</li> <li>• Resolved an issue where certain language versions would not display particular online IDs. <ul style="list-style-type: none"> <li>* Steam and Epic Games Store only</li> </ul> </li> <li>• Resolved several minor issues related to sounds and the UI.</li> </ul>
Changed Area	Description of Change
<b>■ GENERAL</b>	
Counter Hitboxes	<ul style="list-style-type: none"> <li>• Resolved several minor issues related to characters' counter hitboxes.</li> </ul>
<b>■ CLARK</b>	
Close Standing HP Close Standing LK	<ul style="list-style-type: none"> <li>• Resolved an issue where Clark would be invulnerable to throws during a certain window.</li> </ul>
<b>■ KING</b>	
Surprise Rose (Normal/MAX Ver.)	<ul style="list-style-type: none"> <li>• Resolved an issue where the descending portion of this attack was not considered in-air.</li> </ul>
Illusion Dance	<ul style="list-style-type: none"> <li>• Resolved an issue where this attack was not considered in-air.</li> </ul>
<b>■ SHINGO</b>	
Blow Back	<ul style="list-style-type: none"> <li>• Expanded pushbox backward.</li> <li>* Adjusted to resolve issues where it would pass through opponents under certain circumstances.</li> </ul>