

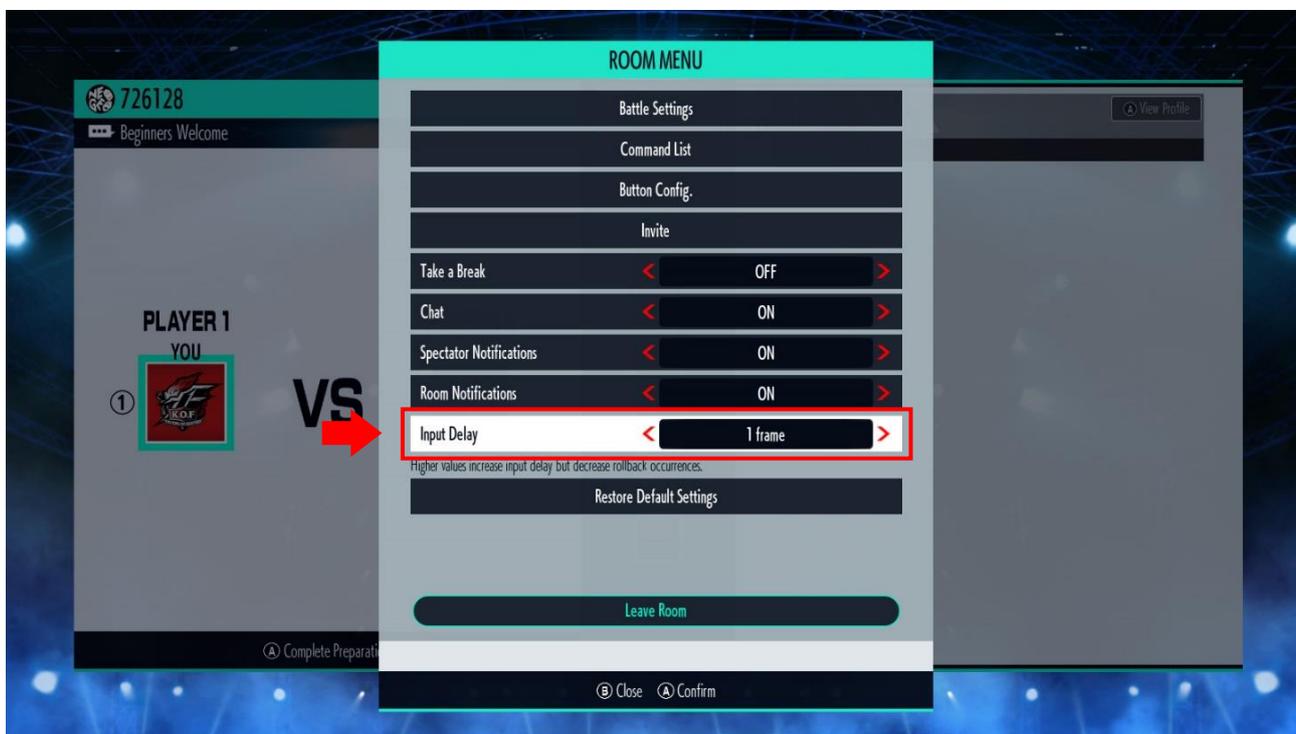
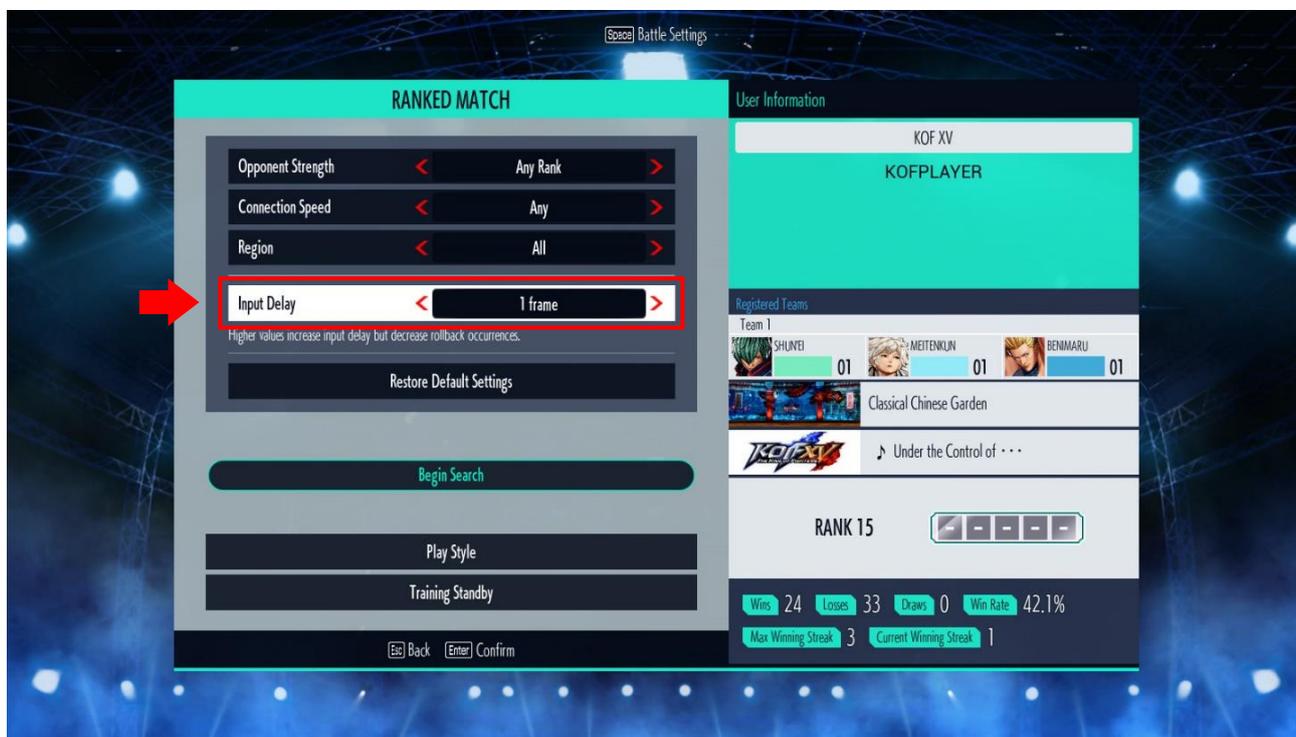
THE KING OF FIGHTERS XV Patch Ver.1.80

Changed Area	Description of Change
■ SYSTEM	
User Agreement	<ul style="list-style-type: none"> Updated the User Agreement in accordance with the SNK head office relocation. * A screen asking you to agree to the new User Agreement and Privacy Policy will be displayed on first launch after the update.
Online Matches	<ul style="list-style-type: none"> Reduced the frequency of errors occurring when you search for Ranked/Casual Matches or enter player rooms.
Input Delay	<ul style="list-style-type: none"> Improved an issue where large input delays would sometimes occur in Round 1 when you set the Input Delay option to Automatic. Reduced the frequency of those delays. * Issue only occurred on Steam, the Epic Games Store, and Windows 10.
DJ STATION	<ul style="list-style-type: none"> Added "Electric Imagination" and "CRYSTAL -KOF XV ver.-" to the following album: THE KING OF FIGHTERS XV Added eight Destiny Battle tracks to the following album: THE KING OF FIGHTERS XV Added "Sivilelu Passion" to the following album: SNK ETC Listed unlock criteria for Destiny Battle and Special Condition tracks.
Other	<ul style="list-style-type: none"> Resolved several minor issues related to the UI. Resolved minor issues related to character graphics and voices.
Changed Area	Description of Change
■ General	
Certain characters' normals	<ul style="list-style-type: none"> Can now be canceled into Super Special Moves and above, as intended. * Applies to the following normals: <ul style="list-style-type: none"> Meitenkun: Far Standing LK Dolores: Far Standing LK K': Far Standing LP Maxima: Far Standing LK Clark: Far Standing LK Terry: Far Standing HK Mai: Crouching LK Yuri: Far Standing HK, Crouching LK Athena: Far Standing HK Luong: Far Standing HK Billy: Far Standing HP
■ RAMÓN	
Sankaku-Tobi	<ul style="list-style-type: none"> Resolved an issue where this could not be performed after being hit by (and while under the sealing effect of) Chizuru's Uramen 85 Katsu Reigi no Ishizue.
■ NAKORURU	
Sankaku-Tobi	<ul style="list-style-type: none"> Resolved an issue where this could not be performed after being hit by (and while under the sealing effect of) Chizuru's Uramen 85 Katsu Reigi no Ishizue.

Regarding Input Delay

This update reduces the frequency of the above input delay issue. A fix will continue to be worked on going forward.

If similar issues occur for you, please try adjusting your fixed input delay settings.



We recommend 1 frame for opponent pings up to 90 ms, or 2 frames for opponents up to 150 ms. We're very sorry for the inconvenience. Thank you for your patience and understanding.