

THE KING OF FIGHTERS XV Patch Ver.1.93

| Changed Area | Description of Change |
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| ■ SYSTEM | |
| MISSION | <ul style="list-style-type: none"> Resolved an issue where the game would crash after hitting the boss with certain moves in Boss Challenge Mode. |
| Online Modes | <ul style="list-style-type: none"> Strengthened measures to prevent the unauthorized use of boss characters. Measures are also now in place to prevent unauthorized boss characters from using special moves and the like. |
| Other | <ul style="list-style-type: none"> Resolved several minor issues related to matchmaking. Resolved several minor issues related to sounds. |
| Changed Area | Description of Change |
| ■ GOENITZ | |
| Yonokaze (EX Ver.) | <ul style="list-style-type: none"> Resolved an issue where, under certain circumstances, the damage would vary on hit. |
| Shin Ya Otome: Yomotsu (MAX Ver.) | <ul style="list-style-type: none"> Expanded attack hitbox. (Expanded area for attack can only land when opponent is in an in-hit state.) * Adjusted to resolve issues where the move would not land under certain circumstances when Advanced Canceled into. |
| Tokoshie no Kaze | <ul style="list-style-type: none"> Resolved an issue where, under certain circumstances, the damage would vary on hit. |