

THE KING OF FIGHTERS XV Patch Ver.1.51

Changed Area	Description of Change
■ System	
DJ STATION	<ul style="list-style-type: none"> • Added 3 tracks to the SAMURAI SHODOWN album. • Added the function RANDOM LIST It is a function that allows players to set music to play tracks randomly during battle, in the main menu, and during member select. *Refer to the in-game explanation for more information.
Room Match	<ul style="list-style-type: none"> • Can now alter the input delay settings during matches from the Room Menu. *Selecting Automatic sets rollback frames to variable. • A sound now plays notifying you when it is your turn to play.
Ranked Match, Casual Match	<ul style="list-style-type: none"> • Can now alter the input delay settings during matches. *Selecting Automatic sets rollback frames to variable.
PARTY VS	<ul style="list-style-type: none"> • Added Winner Stays On to the rules. *Refer to the in-game explanation for more information.
Issue where sounds stop and the game freezes.	<ul style="list-style-type: none"> • Playing sounds from the controller was disabled momentarily to resolve an issue, but as the issue has been successfully resolved, controllers will now play sounds. *PlayStation-only issue.
Results	<ul style="list-style-type: none"> • Resolved an issue with dialogue between CHRIS and O.CHRIS not playing correctly.
Trophies, Achievements	<ul style="list-style-type: none"> • Resolved a discrepancy in the trophy description of "Gotcha!". Correct description now reads: "Successfully executed 10 counter throws" Fixed languages: English, French, Italian, German, European Spanish, Latin Spanish, Brazilian Portuguese, Arabic, Russian, Thai.
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
■ ISLA	
Back to Back Wild Style	<ul style="list-style-type: none"> Adjusted command inputs. *Now the same as other characters with the same command move.
■ DOLORES	
Hadir (MAX Ver.)	<ul style="list-style-type: none"> Resolved an issue where this attack would become invulnerable on hit.
■ IORI YAGAMI	
Ura 316 Shiki · Saika	<ul style="list-style-type: none"> Altered some attack animations. *Attack properties were not altered.
■ CHIZURU	
Uramen 85 Katsu Reigi no Ishizue (Light, Heavy Ver.)	<ul style="list-style-type: none"> Increased the command priority of the Heavy Ver. over the Light Ver. *Now the same as other characters.
■ CHRIS	
Rush	<ul style="list-style-type: none"> Resolved an issue where this character was able to continue the RUSH combo even after whiffing the 1st hit. Expanded hitbox downward on the first hit. *This was adjusted to resolve an issue where O.CHRIS could not hit certain crouching characters.
Step Turn	<ul style="list-style-type: none"> Resolved an issue where O.CHRIS would have invulnerability during recovery on hit if the player did not move.
■ MAXIMA	
Rush	<ul style="list-style-type: none"> Resolved an issue where this character was able to continue the RUSH combo even after whiffing the 1st hit.
■ WHIP	
Strength Shot Type A "Code: Superior" (EX Ver.)	<ul style="list-style-type: none"> Now pulls opponents closer on 2nd hit on ground. *Adjusted to alleviate issues where this attack doesn't land on the 3rd hit during specific circumstances.
■ YURI	
Hien Houou Kyaku	<ul style="list-style-type: none"> Resolved an issue where under certain circumstances, this move would not behave as intended after hitting an opponent.

■ GEESE	
Guard Cancel into Blow Back attack	<ul style="list-style-type: none"> Resolved an issue where the character would be invulnerable during recovery.
■ O.YASHIRO	
Baku	<ul style="list-style-type: none"> Adjusted both recovery and downed opponent frames on hit. *Adjusted to make the behavior the same as with YASHIRO. Frames on hit have not been adjusted.
■ O.SHERMIE	
Crouching HK	<ul style="list-style-type: none"> Resolved an issue where players could not Cancel on whiff.
Raijin no Sabaki	<ul style="list-style-type: none"> Resolved an issue where under certain circumstances, this move would not behave as intended after hitting an opponent.
■ O.CHRIS	
Rush	<ul style="list-style-type: none"> Resolved an issue where this character was able to continue the RUSH combo even after whiffing the 1st hit. Expanded hitbox downward on the first hit. *This was adjusted to resolve an issue where O.CHRIS could not hit certain crouching characters.
Chi no Batsu	<ul style="list-style-type: none"> Resolved an issue where O.CHRIS would have invulnerability during recovery on hit if the player did not move.