THE KING OF FIGHTERS XV Patch Ver.1.92

Changed Area	Description of Change
■ **SYSTEM**	
New Characters	Added Goenitz.
Cross-Platform	Added Cross-Platform functionality. * Specific terminology varies by platform, but the feature itself is the same. ・PlayStation®5, PlayStation®4: Cross-Play ・Xbox Series X|S, Windows10: Cross-Network ・Steam, Epic Games: Cross-Platform
KOFID	As part of the newly added cross-platform functionality, players will need to create a KOFID for use online. You'll be asked to do this when launching the game for the first time. * KOFIDs are visible to other players when using the game's online features. * Max 13 alphanumeric characters and certain symbols * KOFIDs can't be changed after creation.
Cross-Platform ON/OFF	Added a cross-platform support toggle (ON/OFF). The toggle icon appears in the top-right corner of the Main Menu screen. Use it to check your current online status. * Cross-platform support is ON by default when you first launch the game. Cross-platform support is ON Cross-platform support is OFF Offline

Cross-Platform Matchmaking	Cross-platform matchmaking works as follows:
	■ Ranked Match, Casual Match
	・**Cross-Platform: ON**
	  You'll be matched with users on any platform.
	
	・**Cross-Platform: OFF**
	  You'll only be matched with users on the same platform as you.
	* Matching will occur in this situation even if the other user (on the same platform as you) has set Cross-Platform to ON.
	
	■ Room Match, Online Training
	・**Cross-Platform: ON**
	  You'll be matched with users on any platform.
	
	・**Cross-Platform: OFF**
	  If you're hosting a room, any user on the same platform as you can enter it — regardless of whether that user has set Cross-Platform to ON or OFF.
	  If you're joining a room as a guest, the creator of the room must: (a) be on the same platform as you, and (b) have Cross-Platform set to OFF.

Invite From Follow List	Added the ability to invite users to Room Matches and Online Training from Follow Lists.

Block	Added the ability to block other users from within online profiles. Blocking a user results in the following: ・You won't receive any Follow List invites from them. ・You won't be able to see any of their custom text. * Note: This feature doesn't block players from being matched with you.
Report	Added the ability to report other users from within online profiles. * Note: SNK will not be able to reply to individual cases. * Reports will be checked and addressed sequentially (as required). SNK cannot guarantee that every report will require action.
Leaderboards	If Cross-Platform is ON, Ranked Match leaderboards will show your ranking among the entire player base (i.e. all platforms). If Cross-Platform is OFF, leaderboards will only show your ranking among players on the same platform as you (as has been the case so far).
Platform Icons	Added platform icons next to player names. These icons will let you see whether or not a player is on a different platform than you. PlayStation® icon (PS4®/PS5®) Xbox icon (Series X|S/Windows10) PC icon (Steam/Epic Games) Network icon * The network icon will show when you're matched with someone playing on a different platform. If both of you are on the same platform, your opponent's icon will be identical to yours.

MISSION	・Added Goenitz to Boss Challenge Mode.
	  Completion Rewards
	  ■ BGM
	  ■ Goenitz Alternate Costume
	  ■ Title
	・Resolved an issue where Kukri's Level 3 trial could not be completed properly.

DJ STATION	・Added "Gusty Wind" to the following album: THE KING OF FIGHTERS XV
Other	・Resolved several minor issues related to the UI. ・Resolved minor issues related to character graphics.

Changed Area	Description of Change
■ General	
Jumping Blow Back	Raised input priority. * This adjustment reduces the chance of midair specials coming out accidentally when you perform a Jumping Blow Back input.
■ ASH CRIMSON	
Floreal Floreal (backwards) Floreal・Instant	・Resolved an issue where the opponent was unable to block this move at certain distances, and would instead walk backward.
■ KULA DIAMOND	
Falling Snowman (Normal/EX Ver.)	・Resolved an issue where the opponent was unable to block this move at certain hdistances, and would instead walk backward.
■ MAI SHIRANUI	
Koukaku no Mai (Normal Ver.)	・Resolved an issue where the opponent was unable to block this move at certain distances, and would instead walk backward.
■ SYLVIE PAULA PAULA	
Color 4 (Normal Costume)	・Resolved an issue where, under certain circumstances, Sylvie's skin color would change upon MAX Activation.
Crouching LK	・Resolved an issue where it would hit in-air opponents.
Super Magnetic-Pop! (Normal/EX Ver.)	・Resolved an issue where it would hit in-air opponents in a hit state during a certain window.