

THE KING OF FIGHTERS XV Patch Ver.2.00

Changed Area	Description of Change
■ SYSTEM	
New Stages	<ul style="list-style-type: none"> Added a new stage: "Boulevard Riyadh City"
TRAINING	<ul style="list-style-type: none"> Added individual character settings to the Pause Menu. * The available settings are as follows: <ul style="list-style-type: none"> Ash: Sans-culotte Rock: Deadly Rave EXT Shingo: Critical Hit Najd: Retribution of the Unknown
RANKED MATCH	<ul style="list-style-type: none"> Added new ranks: IMMORTAL and Ranks 31-40. Players at the CHAMPION rank will be assigned a new rank based on the number of victory stars (★) held. <ul style="list-style-type: none"> ■ 0-24 ★ RANK 31-35 ■ 25-49 ★ RANK 36-40 ■ 50+ ★ IMMORTAL Your exact placement in Ranks 31-40 will depend on how many victory stars (★) you have. For the IMMORTAL rank, you'll start off with 50 fewer stars than what you had accumulated while at the CHAMPION rank. * Ranks 36-40 and the IMMORTAL rank are excluded from Daily Boost.
Matchmaking	<p>[General]</p> <ul style="list-style-type: none"> Improved matchmaking speed. Made it harder for consecutive matching to occur with opponents fought immediately prior. * Consecutive matching might still occur if there are no other matchable players available. <p>["Similar Rank" Searching/Waiting]</p> <ul style="list-style-type: none"> With the IMMORTAL rank, it's now easier to be matched with players who have a similar number of ★ as you. When there are several matchable players available, you'll be matched with players closer in rank to you. Broadened the eligible matching pool for ranks other than IMMORTAL. Example: Up till now a Rank 28 player would be matched with a Rank 26-30 opponent. With this new change, the player will be matched with a Rank 21-35 opponent instead.
LEADERBOARD	<ul style="list-style-type: none"> Reset the RANKED MATCH ranking display. * Players who launch the game after the update will be added to rankings sequentially.
Titles	<ul style="list-style-type: none"> Added the IMMORTAL title. Changed how to get the "Champion" title. * Players who have already obtained "Champion" will be able to keep it.
DJ STATION	<ul style="list-style-type: none"> Added "Proof of Succession" to the following album: THE KING OF FIGHTERS XV
BUTTON CONFIG	<ul style="list-style-type: none"> Resolved an issue where custom controller settings would not save under certain circumstances.
Other	<ul style="list-style-type: none"> Resolved several other minor issues.

Changed Area	Description of Change
■ General	
Counter Hitboxes	• Resolved several minor issues related to characters' counter hitboxes.
■ LEONA	
Leona Blade	• Expanded attack hitbox when performed after a Climax Cancel out of Slash Saber (Normal/MAX Ver.). * Adjusted to resolve an issue where it would whiff under certain circumstances.
■ MAI SHIRANUI	
Air Chou Hissatsu Shinobi-Bachi (Normal Ver.)	* Resolved an issue where, when activated during a Rush combo, the damage on the last hit was lower than normal.
■ LUONG	
Tou (MAX Ver.)	• Can no longer be Climax Canceled on first hit.
■ HAOHMARU	
Crouching HK	• Resolved an issue where players could whiff cancel this with Super Special Moves and above.