

# FATAL FURY: City of the Wolves - Ver. 1.1.3

Changed Area		Description of Change
■ General		
Bug Fixes		• Resolved several minor issues.
■ Terry Bogard (DLC Costume "FATAL FURY 2: Terry")		
Arcade Style	Burning Wave (Heavy/REV Ver.)	• Move properties will now match the default costume version.
	Cosmic Strike Geyser	• Resolved an issue where, under certain conditions, activating this move would not consume the power gauge.
Smart Style	Cosmic Strike Geyser	• Resolved an issue where, under certain conditions, activating this move would not consume the power gauge.
■ Marco Rodrigues		
Arcade Style	Combination Attack	• Can no longer cancel into Far Heavy Kick (Feint) from a Combination Attack.
■ Salvatore Ganacci		
Arcade Style	Magical Step	• Delayed the timing at which canceling is possible.
	Fight Dirty (Ignition/Redline Ver.)	• Resolved an issue where, under certain conditions, the opponent would still be able to move (despite successful activation).
Smart Style	Fight Dirty (Ignition/Redline Ver.)	• Resolved an issue where, under certain conditions, the opponent would still be able to move (despite successful activation).

Known Issues	
■ Issue Details	
Battle	We are investigating an issue in which guard canceling during certain conditions may freeze the opponent in place.
Replay	We are investigating an issue in which certain conditions can cause replays to differ from what happened in the actual match.
EOST	We are investigating an issue in which the game will sometimes crash on certain stages.

Fixes for the above known issues are currently being worked on.

Please wait for further updates once fixes are completed.

We apologize for any inconveniences that may occur in the meantime.

