

# FATAL FURY: City of the Wolves - Ver. 1.1.4

Changed Area	Description of Change
■ Preecha	
Jump	• The start of Preecha's jump has been corrected to no longer be invincible against low attacks.
$P = mc^2$ (Redline)	• Resolved an issue where the attack's active frames could land successfully but fail to transition into the correct action.
■ Salvatore Ganacci	
Bug Fixes	• His pushbox when taking damage has been fixed to no longer be larger than other characters.
■ Miscellaneous	
Bug Fixes	• Resolved several minor issues.

Known Issues	
■ Preecha	
Preecha's Last Theorem	The move may not function correctly under certain conditions.
■ Mai	
Normal Throw	Does not recover REV Meter.
Hana Arashi	The move can be executed from unintended inputs.
■ Hokutomaru	
Zetsu: Hishou Ken	The opponent may slip through Hokutomaru.
■ Kevin	
Far Light Kick	The move can be executed from unintended distances.
■ Battle	
Guard Cancel	Guard canceling during certain conditions may freeze the opponent in place.
■ Miscellaneous	
Replay	Certain conditions can cause replays to differ from what happened in the actual match.
Replay (PS4, PS5)	An error message displays when saving replay data from Online Mode.
EOST	The game may crash on certain stages.

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

Please wait for further information once fixes are completed.

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

#### Additional Measures

We have confirmed reports of the following behavior from some users:

- Playing the game illegally via applications obtained from external sites.
- Use of external tools to perform misconduct.

We are taking action against these violations, with penalty measures such as account suspension being considered.

The development team will continue to strengthen systems so that everyone can enjoy the game safely and properly.  
To that end, we ask for the cooperation of all users to help create an enjoyable game environment for all.