

FATAL FURY: City of the Wolves - Ver. 1.1.7

■ Battle Adjustments

Changes		Notes
■ B. Jenet		
Arcade Style Smart Style	Rolling Thunder	<ul style="list-style-type: none"> • Players performing a reactionary REV Blow to this move would often lose the exchange. Adjusted as follows to help alleviate the situation. • Expanded hurtbox and pushbox on the first and second part of the move. • Quickened startup on the second part of the move. Also expanded hitbox.
■ Hotaru Futaba		
Arcade Style Smart Style	Tenshin Shou (Light)	<ul style="list-style-type: none"> • Changed attack startup (4F→5F).
Arcade Style	Tenshin Shou (Heavy)	<ul style="list-style-type: none"> • Reduced travel distance.
■ Hokutomaru		
Arcade Style Smart Style	Nidan Jump	<ul style="list-style-type: none"> • Reduced travel distance. • Counter state will now apply during the movement.
Arcade Style Smart Style	Ninpo Bakuen Punch	<ul style="list-style-type: none"> • Expanded hurtbox. • Expanded pushbox. • Changed frame advantage on block (-27F→-5F). • Increased pushback distance on block.
Arcade Style Smart Style	Command Combo	<ul style="list-style-type: none"> • Now only activates when the first part hits.
Arcade Style Smart Style	Zetsu Hishou Ken (Normal)	<ul style="list-style-type: none"> • Reduced pushback distance on block.
■ Salvatore Ganacci		
Arcade Style Smart Style	Magical Step	<ul style="list-style-type: none"> • Reverted cancelable frames (except for dashes and backsteps) to their pre-fix state.

■ Resolved Issues

Changes		Details
■ General		
Other		• Resolved several minor issues.
■ Preecha		
Arcade Style Smart Style	Preecha's Last Theorem	• Resolved: Move wouldn't function correctly under certain conditions.
■ Tizoc		
Smart Style	Icarus Crash (REV)	• Resolved: Move would activate unintentionally.
Arcade Style Smart Style	Active Typhon	• Resolved: Counter state would not apply during the movement.
■ B. Jenet		
Arcade Style Smart Style	The Hind	• Resolved: Counter state would not apply during the movement.
■ Kevin Rian		
Arcade Style	Far Light Kick	• Resolved: Move could be executed from unintended distances.
■ Hokutomaru		
Arcade Style Smart Style	Zetsu Hishou Ken	• Resolved: Opponent would slip through Hokutomaru.
■ Mai Shiranui		
Arcade Style Smart Style	Normal Throw	• Resolved: Your REV Meter would not recover.
Arcade Style	Hissatsu Shinobi Bachi	• Resolved: Move wouldn't come out at certain input timings.
■ Billy Kane		
Arcade Style Smart Style	High Dodge Attack	• Resolved: Possible dodge frames differed from other characters. Frames adjusted to match others.
■ Kim Dong Hwan		
Arcade Style Smart Style	Kuusajin (REV)	• Resolved: Move would travel unintended distances when activated under certain conditions.
■ Salvatore Ganacci		
Arcade Style Smart Style	Normal Throw	• Resolved: Recovery on whiff was shorter than for other characters. Adjusted to match others.

■ Miscellaneous	
Replay	<ul style="list-style-type: none"> • Resolved: Replays would differ from actual match content under certain conditions. • Resolved: Unable to enter Replay Mode under certain conditions. • Resolved: Error displayed when saving replay data in Online Mode.
Matchmaking	<ul style="list-style-type: none"> • Improved matching speed. • Reduced the possibility of matching between users with different ranks.
Usability Optimization	<ul style="list-style-type: none"> • Optimized usability for certain input devices.

■ Other Changes

Changes	Notes
Settings (PS5, Xbox)	<ul style="list-style-type: none"> • Added a V-sync toggle (ON/OFF). * Changing the V-sync setting will reduce input lag (results vary from monitor to monitor). Note that screen tearing may occur.
Misconduct Measures	<ul style="list-style-type: none"> • Game application obtained through improper means (from third-party channels and so on) will no longer be playable.

■ Known Issues

Known Issues (To Fix)	
■ Miscellaneous	
Trial	If you change the S.P.G. position in Training Mode and then switch to Trial Mode from the pause menu, that position will be retained in trials.
Gallery	In Movies > Special, "REAL BOUT FATAL FURY 2: THE NEWCOMERS -Xiangfei ver.-" does not have Xiangfei's voice.
EOST	The game may crash on certain stages.

Fixes for the above 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
<p>We have confirmed reports of the following behavior from some users:</p> <ul style="list-style-type: none"> • Playing the game illegally via applications obtained from external sites. • Using external tools to engage in misconduct. <p>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.</p>