

# FATAL FURY: City of the Wolves - 2nd Open Beta Test

## ■ Added Character

TIZOC

Tizoc, invincible pro wrestler and pride of South Town, has been added as a playable character. With his impressive arsenal of powerful grabs (such as the bombastic Big Fall Griffon), one thing's for sure: when this heroic champion steps into the ring, not even the sky is his limit!



## ■ Added Game Modes

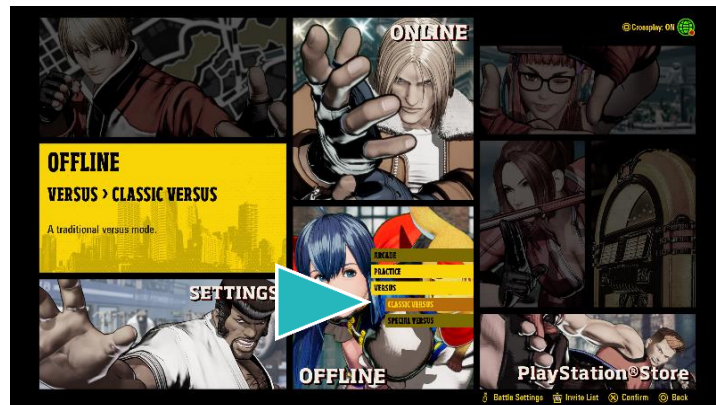
CLASSIC VERSUS

Added Classic Versus Mode, where you can fight against the CPU or other players locally.

(Note: Classic Versus will be playable offline in the full release, but for the purposes of the OBT an Internet connection is required.)

Navigation

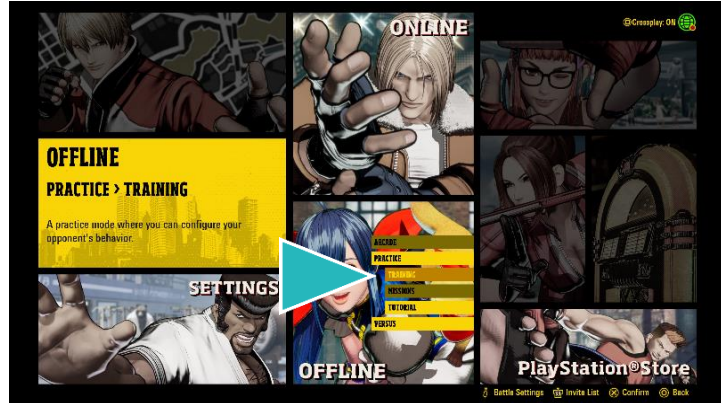
Offline > Versus > Classic Versus



## TRAINING

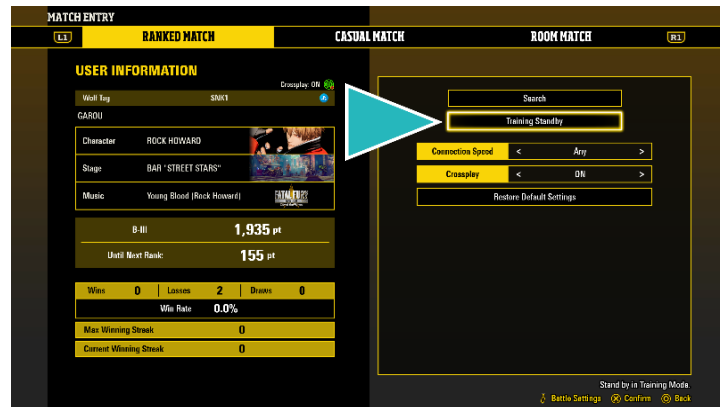
Added Training Mode, where you can hone your skills in preparation for the fights ahead.  
Customize your training session by adjusting dummy behavior, power gauge settings, and more!  
(Note: Training will be playable offline in the full release, but for the purposes of the OBT an Internet connection is required.)

Navigation  
Offline > Practice > Training



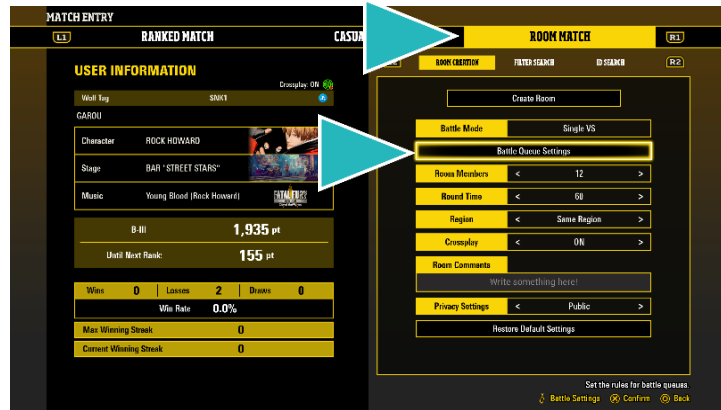
## Training Standby

Added a standby feature that allows you to play in Training Mode while waiting to be matched online.



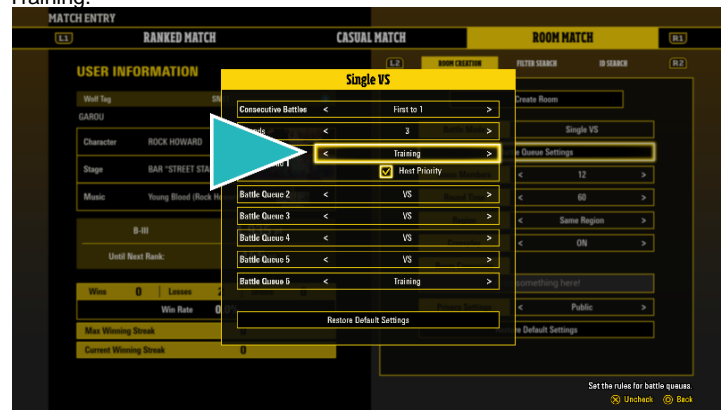
Added the ability to enter Training Mode from Room Match. This setting can be enabled for individual Room Match battle queues, fellow room members to enter Training Mode together.

1) Open the Battle Queue Settings menu on the Room Match screen.



2) Navigate to any Battle Queue selector and change the setting from VS to Training.

Room Match (Training)



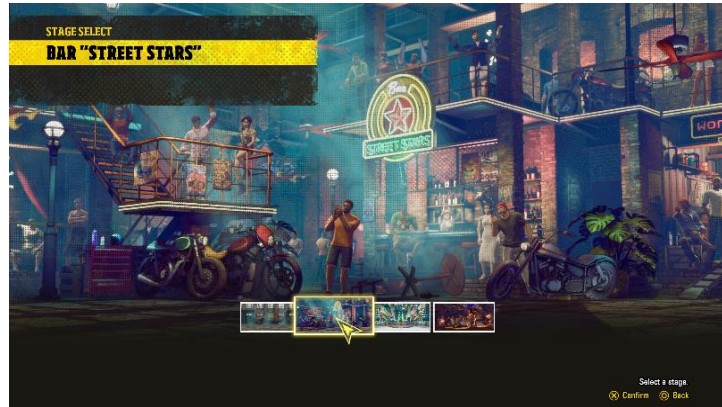
3) Select Create Room and enter the Training battle queue.



■ Added Stages

FREIGHT EXPRESS  
↓  
BAR "STREET STARS"



A new stage will appear in this OBT.  
The cool atmosphere of Street Stars makes for a perfect place to throw down.



B. PORT  
↓  
UNIVERSAL ARENA

A new stage will appear in this OBT.  
This is where the invincible Tizoc first became champion.



Adjustments	Notes
<b>■ Battles</b>	
General	Character balance has been adjusted since the previous OBT.
<b>■ System</b>	
Network	<p>Adjustments to online matchmaking.</p> <ul style="list-style-type: none"> <li>• Matchmaking wait time has been shortened.</li> <li>• Players whose connections are compatible with each other are more likely to match.</li> </ul>
Character Select (Control Scheme)	<p>There is now a designated Control Scheme selector on the Character Select screen. Choose from either Arcade Style or Smart Style.</p> <p>* CPU control scheme settings cannot be changed.</p> 
Character Select (Player 2 S.P.G.)	<p>Reversed the order of S.P.G. zone names on the Player 2 S.P.G. selector. This is to match the zones' actual positions on P2's in-game health bar, which depletes from right to left (not left to right like for P1).</p> 

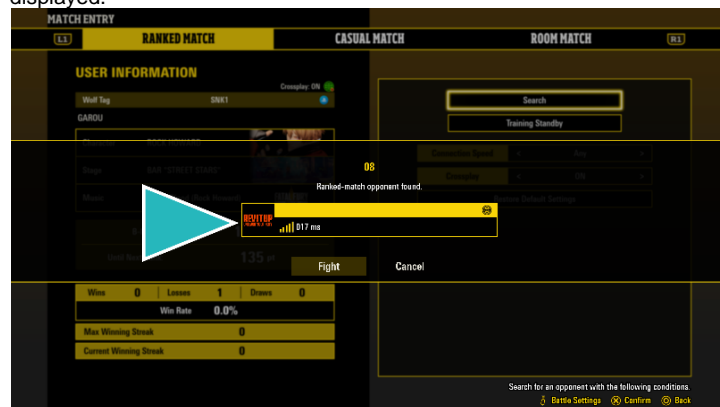
Battle HUD

Adjusted the look of the REV Meter (when overheated) and power gauge to improve visibility.  
The way battle announcement text displays on the sides of the screen has also been adjusted.



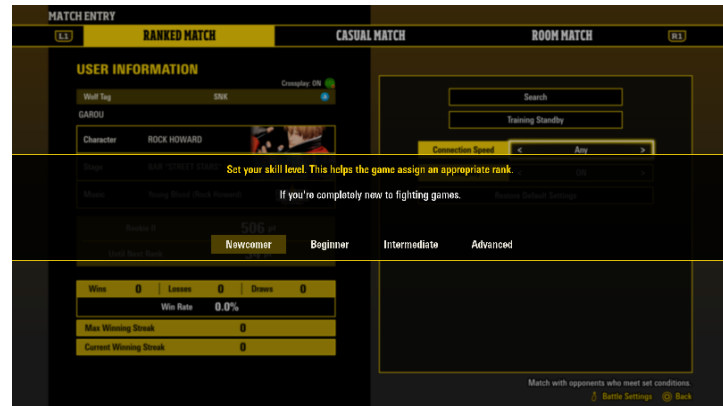
Online matches

When a match has been found, the opponent's Wolf Tag will no longer be displayed.



### Ranked Match

Changed how the game decides your initial rank.  
Before: Dictated by win/loss record after three matches against the CPU.  
Now: Dictated by the player's choice from one of four options regarding fighting game experience.



### Button Config

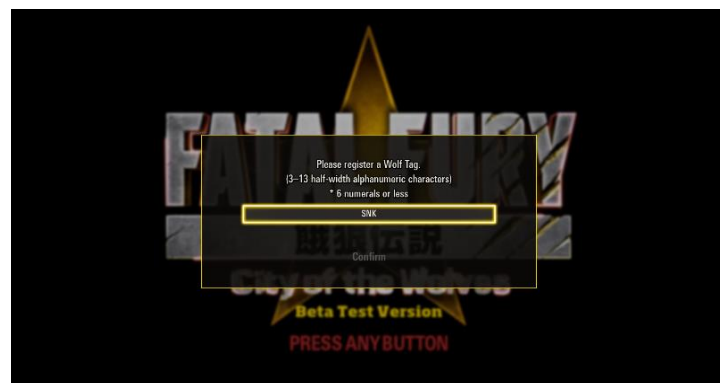
New macro options for simultaneous inputs have been added, improving usability.



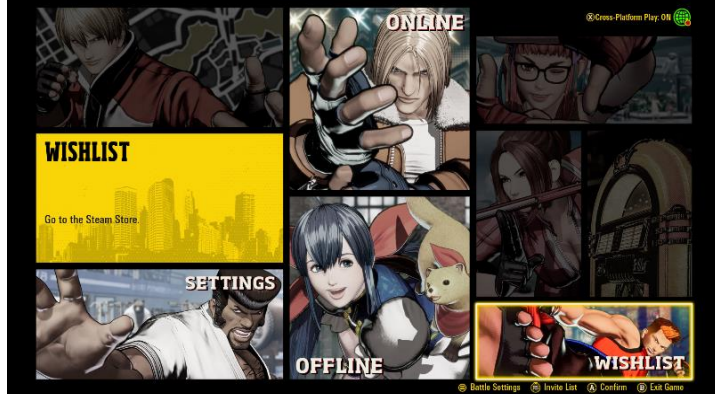
- Arcade Style
  - Dodge Attacks
  - Feints
- Smart Style
  - REV Arts
  - Ignition/Redline Gears



### Name input (PC only)

Pressing the Confirm button on controller will now stop name input.



<p>Other</p>	<p>Reduced the wait time on the VS screen, allowing for players to move into the match faster.</p> 
<p>Other</p>	<p>The Hidden Gear input has been changed for Smart Style. Press the Punch, Special Move, and REV Guard buttons at the same time to activate it.</p>
<p>Bug fix (Settings)</p>	<p>Language names will now be written in their native language/font, instead of whatever system language is currently selected.</p> 
<p>Bug fix</p>	<p>Resolved several minor issues.</p>
<p>Other</p>	<p>Players can now go directly to their respective platform store page from in-game. Steam users—make sure to add the game to your wishlist!</p> 



## Known Issues

### ■ Bug Details

Ranked Match	<p>There is currently a bug relating to point increases/decreases in Ranked Match. We plan to address this issue in the retail version.</p>
Training Standby	<p>While in Training Standby, opening the pause menu right before being matched with another player may cause matching to fail (even while the "Searching for opponents..." message is showing).</p> <p>Restarting the game will resolve the issue.</p> <p>We plan to address this in the retail version. Apologies for the inconvenience.</p>