

FATAL FURY: City of the Wolves - Ver. 1.2.0

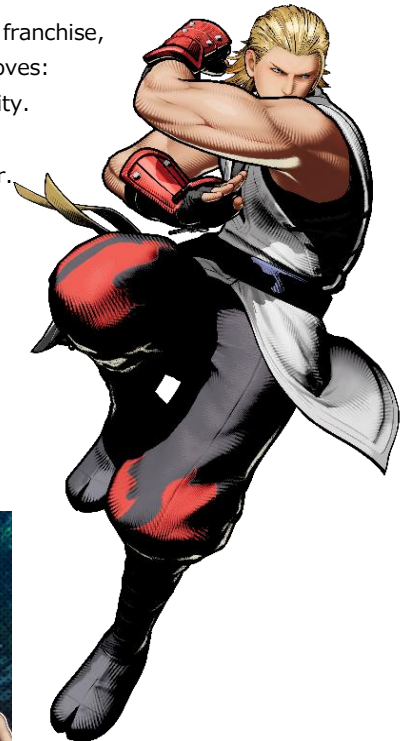
In this major update, City of the Wolves not only welcomes its first DLC character (the ever-popular Andy Bogard), but also a plethora of new features and quality-of-life improvements (including for Training Mode).

Enjoy, and as always: Thank you for playing, and keep revving it up!

■ New Playable Character: ANDY BOGARD

Koppo and Shiranui ninjutsu master Andy Bogard, a veteran of the Fatal Fury franchise, finally emerges from the shadows! He boasts a balanced arsenal of special moves: projectiles, anti-airs, rushdown options, and even some attacks with invincibility.

Of course, it wouldn't be Andy without a few shinobi tricks up his sleeve either. Master his technical playstyle and your foes won't know what hit them!



■ New Outfits: Cristiano Ronaldo

Five new uniform variations have been added to the mix!
Which colors will you take onto the field?



■ Event Collab: Esports World Cup (EWC)

FATAL FURY: City of the Wolves will be a tournament title at the Esports World Cup (EWC) in Riyadh this July!

To mark the occasion, special EWC tie-in visuals will grace various in-game locations for a limited time—including the pre-match versus screen, the training stage, and more.

The City of the Wolves EWC tournament kicks off July 10. Get ready to rev it up and throw down with the world's best!



■ Revamped Training Mode

Quality-of-life improvements across the board.
Hit the lab and get a grasp of what's new!

See the CotW web manual for more details.
(<https://www.snk-corp.co.jp/webmanual/fatalfury-cotw/>)

Overall

- Changed the layout of the pause menu.
Reorganized options and categories.



Attack Data

- UI will now show attack attributes and max damage.

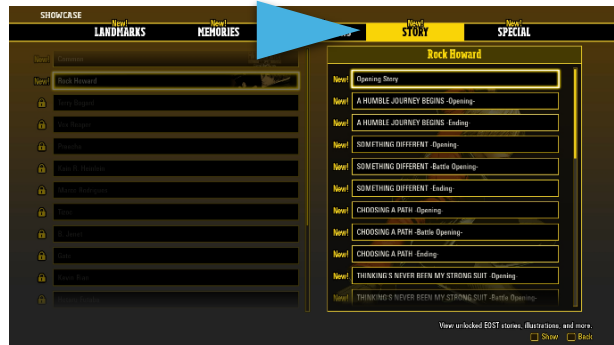
Pause Menu

- Parameters
 - Deeper customizations for meters and recovery.
- Dummy Behavior
 - Hyper Defense now has its own distinct settings.
 - Adjusted the timing of various dummy actions.
- Display
 - Virtual controller can now be repositioned.
- Recordings
 - Updated record/playback functionality.
- Environment
 - Input delay can now be set.
 - Added control scheme selectors for you and your opponent.

■ EOST Additions

Story log
(Showcase > Story)

EOST story scenes can now be revisited anytime via the Showcase.
Relive your favorite characters' emotions, encounters, and escapades to your heart's content!



EXP allocator

You can now earn EXP for EOST level-ups by playing other modes.
Beef up your EOST character while enjoying the game as a whole!

All playtime, from release till now, has also been converted into EXP.



Battle rule
(Just Defense)

Introducing a new battle rule: Just Defense!

To clear this special stage you'll need to successfully Just Defend a set number of times before beating your opponent.

It's the perfect way to up your JD game!

Just Defense stages will appear on the EOST map for Andy and (in future updates) subsequent characters.



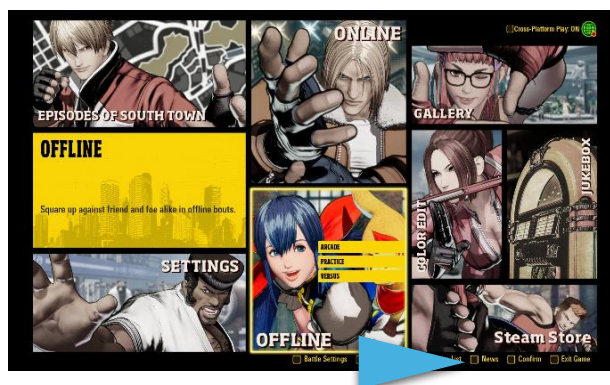
■ New and Improved Notifications

Friend requests	Get notified whenever you receive a friend request.
Notification toggles (Settings > Game)	<p>You can now turn the following notifications on and off.</p> <ul style="list-style-type: none"> • Friend requests • Room match invitations <p>For consistency and usability, we've also moved the following option from your invite list to the Settings screen.</p> <ul style="list-style-type: none"> • Receive Invites
Content unlocks	Get notified whenever you unlock movies, artworks, and other content.

■ News Link

Quick access to all the latest info and announcements!

We've added a News button to the main menu screen. Use it to jump to the official website and stay in the know!

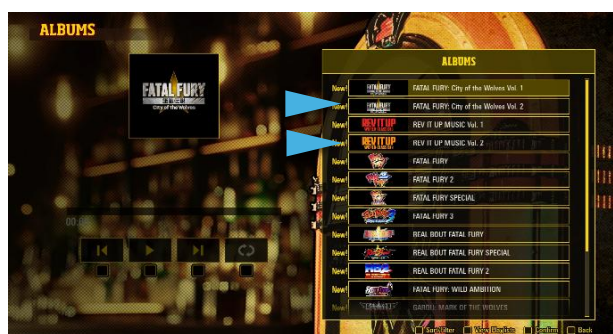


■ Jukebox Additions

More musical goodness!

We've added the following albums and tracks.

- FATAL FURY: City of the Wolves Vol. 2
 - Pasta Burger (Andy Bogard)
 - Boss Scene 7
- REV IT UP MUSIC Vol. 2
 - Fatal Fury Title Rave / Salvatore Ganacci
 - Terry Andy Joe / Salvatore Ganacci
 - Thunder Waves / Sidney Samson Remix
 - TAKU HATSU / R3HAB Remix



■ Easier Access: Command List

View a character's command list before you pick them!
Lists can now be accessed directly from the standard Character Select screen in offline versus and other modes.

For consistency, we've also changed the button that pulls up the command list at EOST Character Select.



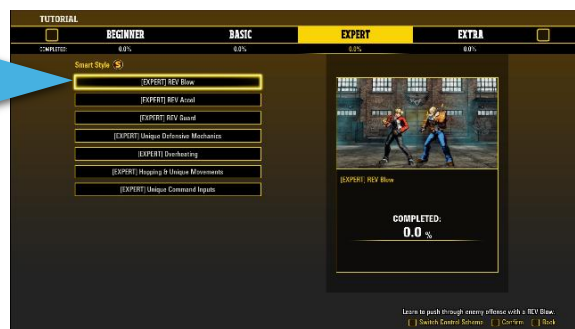
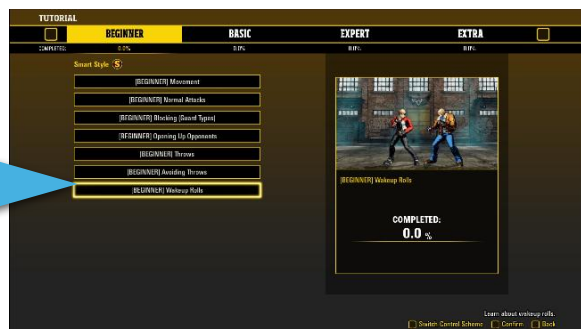
■ Control Scheme: Online/Offline-Specific Settings

Control scheme selections are now specific to either online or offline play.

- Online: The scheme you pick in Battle Settings.
- Offline: The scheme you pick in EOST, Classic Versus, or another offline game mode.

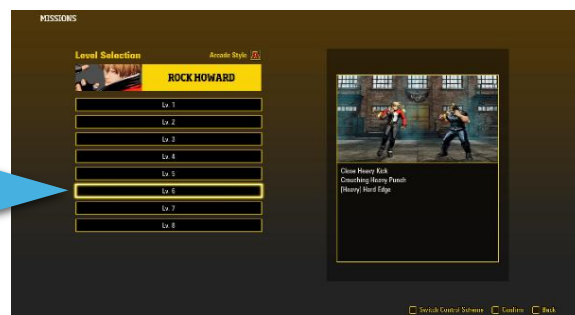
■ Revised Tutorial

- Beginner: Learn about quick recovery options after knockdown with the new Wakeup Rolls exercise!
- Expert: Updated the REV Blow exercise. It's now easier to understand.




■ More Trials (All Characters)

New trials for everyone on the roster.
Unleash your inner combo monster!
Arcade Style: Lv. 6-8
Smart Style: Lv. 4-5



■ Battle Adjustments

Changes		Notes
■ General		
Arcade Style	Moves with this motion input: 	Changed input recognition time (10F→8F) for the following. <u>Changed</u> <ul style="list-style-type: none"> • Rock: Rising Tackle • Terry: Power Dunk • Vox: Kyou Chou Jin • Preecha: Sine-Cosine • Marco: Kohou • Tizoc: Active Typhon • Jenet: Secret Mademoiselle • Gato: Lightning Fang • Kevin: Hell Arrest, Hell Drop • Hotaru: Tenshin Shou • Mai: Hana Arashi • Billy: Senpuu Kon • Dong Hwan: Kuusajin • Ronaldo: Rising C Cross <u>Planned</u> <ul style="list-style-type: none"> • Hokutomaru: Karakusa Wari (Scheduled in or around July; please wait a little longer.)

■ Resolved Issues (Battle)

Changes		Details
■ General		
Arcade Style	Feint	Resolved: Feints would work for some characters even with the assigned button held down. Characters: Kain, Marco, Tizoc, Jenet, Gato, Hotaru, Dong Hwan
Arcade Style	Combination Attack	Resolved: Couldn't wakeup roll after a low Combination Attack ender (crouching HK) on counter hit. This issue only applied to some characters. Characters: Rock, Vox, Marco, Tizoc, Billy
■ Kain R. Heinlein		
Arcade Style Smart Style	Schwarze Lanze (REV)	Changed the required ↓ input time for a successful REV Accel from Schwarze Flamme (REV) into this move (35F→20F).
Smart Style	Schwarze Lanze (REV)	Changed the required ↓ input time for a successful REV Accel from Schwarzer Panzer (REV) into this move (30F→20F).
Arcade Style	Schwarze Lanze (REV)	Resolved: Couldn't brake when the second hit caused a guard crush.

■ Marco Rodrigues		
Arcade Style Smart Style	High Dodge Attack	Moved the foot hurtbox forward. Position adjusted to prevent unintended visual effects.
Arcade Style	Hien Shippuu Kyaku	Resolved: Input timing was less lenient than for other moves.
Arcade Style Smart Style	Zanretsu Ken (REV Blow)	Resolved: Inputting the REV Blow at certain timings would result in its Combination Attack variant instead.
Smart Style	Smart Combo	Resolved: Couldn't cancel the first hit of a crouching Smart Combo into a Hidden Gear.
■ Tizoc		
Arcade Style Smart Style	Other	Resolved: Midair hurtbox was smaller than intended.
■ B. Jenet		
Arcade Style	Gulf Tomahawk (Heavy)	Resolved: REV Meter would fill more than intended when performing REV Arts under certain conditions.
■ Kevin Rian		
Arcade Style Smart Style	Crouching LK	Slightly reduced the size of the upper hitbox area. Some characters couldn't avoid the move with their Low Dodge Attack.
■ Hotaru Futaba		
Arcade Style Smart Style	Kobi Kyaku	Resolved: Getting a counter hit after projectile reflection would lead to a grounded in-hit state at certain timings.
■ Hokutomaru		
Arcade Style Smart Style	Crouching HK	Reduced the size of the upper hitbox area. Some characters couldn't avoid the move with their Low Dodge Attack.
Arcade Style	Sliding	Resolved: The game would treat Hokutomaru as being in a standing position during the move.
Arcade Style	Kuuha Dan (Heavy/REV)	Resolved: Wild Punish state wouldn't apply to the braked version on whiff.
■ Kim Dong Hwan		
Smart Style	Smart Combo	Resolved: Couldn't cancel the first hit of a crouching Smart Combo into a REV Blow or Hidden Gear.
Arcade Style	[In Air] Raimei Zan (Heavy)	Resolved: REV Meter would fill more than intended when performing REV Arts under certain conditions.
■ Cristiano Ronaldo		
Arcade Style Smart Style	Crouching LK	Reduced the size of the upper hitbox area. Some characters couldn't avoid the move with their Low Dodge Attack.
Arcade Style Smart Style	Field Dominator (REV)	Resolved: Wild Punish state would apply even when the opponent was in block stun.

■ Resolved Issues (Non-Battle)

Changes		Details
■ Clone Mode		
Clones		Improved clone accuracy.
■ Trials		
Terry (Arcade Style) Billy (Smart Style)		Resolved: Some command notations differed from the command list.
S.P.G.		Resolved: S.P.G. position settings in Training Mode would carry over when switching to Trial Mode. Some trials couldn't be completed as a result.
■ Gallery		
Special		Resolved: In Movies > Special, "REAL BOUT FATAL FURY 2: THE NEWCOMERS -Xiangfei ver.-" didn't have Xiangfei's voice.
Character Voices		Removed some voices that were playing unintentionally.
■ Training		
Frame Saves		Resolved: Repeatedly saving and loading frames would lead to unintended behavior, depending on the save timing.
■ Room Match		
Button Config		Revised available pause menu options when spectating.
■ CPU		
Nightmare Geese		Resolved: Some counter moves wouldn't behave as intended.
■ General		
Other		Resolved: Several minor issues.

■ Known Issues

Known Issues (To Fix)		
■ Kim Dong Hwan		
Arcade Style	Raimei Zan (REV)	When braking this move into the midair version of Raimei Zan (REV), the game treats it as a REV Accel—even if it doesn't hit.
Arcade Style	[In Air] Raimei Zan (REV)	When braking this move into Hishou Kyaku (REV), the game treats it as a REV Accel—even if it doesn't hit.
■ Survival / Time Attack		
S.P.G.		Reverts to Accel Ratio on start, even if you pick Flux or Final Ratio when selecting your character.

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

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

- Playing the game illegally via applications obtained from external sites.
- Using external tools to engage in 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.