

FATAL FURY: City of the Wolves - Ver. 1.2.1

This update introduces additional features and quality-of-life improvements for a smoother, more seamless gaming experience. Story scenarios have also been added for Cristiano Ronaldo. Thank you for playing City of the Wolves! Keep revving it up!

■ New Stories: Cristiano Ronaldo

Follow the football star on his special quest through South Town!
Stories added to both Arcade and EOST Mode.

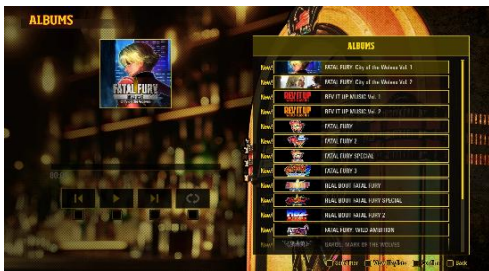


■ Jukebox: New Sights and Sounds

Get down to a fresh new groove in celebration of Ronaldo's story additions!
Don't miss the updated album covers for FATAL FURY: City of the Wolves (Vol. 1/2), featuring Rock and Terry, while you're at it!

New Track

"Fury (Siuuu) / Alok"
(REV IT UP MUSIC Vol. 2)



■ Graphics: VRR and More

Settings (PC)	Rearranged options under the Graphics tab.
Settings (PS5)	<p>Added a 120 Hz Refresh Rate toggle to Settings. The following criteria must be met for 120 Hz output. (Note: Frame rate will be 60 FPS.)</p> <ul style="list-style-type: none">• 120 Hz Refresh Rate toggle: Set to ON• Monitor: Supports 120 Hz output• Enable 120 Hz Output option (PS5): Set to Automatic
VRR support (PS5)	<p>The game now supports VRR (variable refresh rate). Setting 120 Hz Refresh Rate to ON may reduce input delay and improve the smoothness of rendering on compatible devices. Results may vary; effects are not guaranteed for every operating environment.</p>

■ Other Changes	
Training	<ul style="list-style-type: none"> • Added "Throw" to the Attack Type indicator. • Startup indicator now shows corresponding data for counter hitboxes.
Room Match	<ul style="list-style-type: none"> • Made improvements to the game screen for spectators. • You can now invite Steam friends. • Revised available pause menu option while in a room.

■ Resolved Issues (Battle)

Changes		Details
■ General		
Hyper Defense		Resolved: Couldn't Hyper Defend for a set period of time following a successful Hyper Defense.
Projectiles		Resolved: Visual effects would remain on-screen, under certain circumstances, even after the attack hitbox deactivated.
Braking		Resolved: Couldn't brake moves, under certain circumstances, that you should be able to.
■ Rock Howard		
Arcade Style	Rage Run (Normal/REV)	Resolved: Couldn't move behind the opponent under certain circumstances.
■ Vox Reaper		
Arcade Style	Gou Dangai (REV)	REV Accel afterimage now shows properly.
Arcade Style Smart Style	Shougeki Raku (Redline)	Resolved: Damage was too high under certain circumstances.
■ Kevin Rian		
Arcade Style	Avoid Mine (REV)	Resolved: Couldn't move behind the opponent under certain circumstances.
■ Hotaru Futaba		
Arcade Style Smart Style	Kobi Kyaku	Resolved: Hitting the opponent with a reflected projectile would prevent some attacks from connecting thereafter.

■ Hokutomaru		
Arcade Style Smart Style	Dodge Attack (High)	No longer any backward movement when taking damage.
Arcade Style	Karakusa Wari	Changed input recognition time (10F→8F).
■ Billy Kane		
Arcade Style	Combination Attack 1	Resolved: Could feint cancel.
■ Mai Shiranui		
Arcade Style Smart Style	Dodge Attack (High)	Resolved: Upper invincibility during startup ended too early.
■ Andy Bogard		
Arcade Style	Shouryuu Dan	Resolved: Brake buffer timing was too short.
Arcade Style Smart Style	Zetsu Tougai Narashi	Resolved: Wouldn't guard crush.
■ Miscellaneous		
Other		Resolved: Several minor issues.

■ Resolved Issues (Non-Battle)

Changes	Details
■ Training	
Startup indicator	Resolved: Data wouldn't show properly for some actions.
Health gauge (auto-recovery)	Resolved: Recovering health via Just Defense would let you permanently exceed the % value in the Health Gauge adjuster (i.e. without reverting to the specified % value thereafter, as intended).
Frame saves/loads	Resolved: Costume wouldn't show properly during Mai Shiranui's Hidden Gear (Ouran no Mai: Akasuzumi) when you saved or loaded at certain moments.
Attack Type indicator	Resolved: Data wouldn't show properly for some actions.
Guard gauge	Resolved: Wouldn't exceed the % value in the Guard Gauge adjuster when Guard Gauge Recovery was set to Normal.
Control Scheme	<ul style="list-style-type: none"> Resolved: Certain configurations could change the control scheme after navigating to Settings (via the pause menu) and returning to training. Resolved: Control scheme would also revert to default after restoring default settings via the pause menu.
Dummy	Resolved: Dummy wouldn't Just Defend in the air when Guard Type was set to Random.
Recordings	<ul style="list-style-type: none"> Resolved: Dummy would behave differently than at the time of recording. Issue occurred if the dummy's control scheme upon playback was not the same as at the time of recording. Resolved: REV Blow wouldn't come out on reversal; a heavy punch would come out instead.
■ Online Training	
Display	Resolved: Settings wouldn't revert to default. Issue occurred when heading into Online Training again after restarting and returning to the room.
Restart	Resolved: Restart function would stop working after repeated use.
Button Config	Resolved: Offline Mode button mappings were being applied.

■ Trials	
Arcade Style Andy (Lv. 3)	Corrected a special move name on the Level Select screen.
■ Survival / Time Attack	
S.P.G.	Resolved: Would revert to Accel Ratio on start, even if you picked Flux or Final Ratio when selecting your character.
■ Tutorial	
[BASIC] REV Arts	Corrected the Smart Style exercise explanation.
■ Button Config	
Versus	Resolved: Your controls would stop working if you closed Button Config immediately after the other player.
Battle Settings / Settings screen	Resolved: Control scheme changes in Battle Settings would also apply to the Controller Settings option on the Settings screen.
■ GALLERY	
Voices > Andy	Removed some unrelated elements.
■ EOST	
Arcade Style Super Dodge Attack (Andy)	Resolved: Wouldn't come out when performing a Combination Attack overhead ender.
Smart Style Super Dodge Attack (Andy)	Resolved: Wouldn't come out when performing a Dodge Attack after the second part of a Combination Attack.
Fatal Rave (Mai)	Resolved: The first part of the skill's Hana Arashi portion wouldn't hit. Issue occurred if you landed the Fatal Rave after braking the first part of a separate Hana Arashi (Heavy/REV).
■ Andy	
Zan'ei Ken: Kyousen	Corrected the move name. (Kyoukyuu → Kyousen)
■ Miscellaneous	
Online	Made adjustments to reduce connection errors.
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.

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