

ACTIVE BUGS

Agents

[Numerous Agents] Ground AOE abilities like Hot Hands and Nanoswarm fail to damage a list of destructible ability/objects. (Fix Version: 3.06)

- **Cypher Trapwire**
- **Killjoy Nanoswarm**
- **Killjoy Alarmbot**
- **Killjoy lockdown**
- **Raze blast pack**
- **Reyna leer**
- **Sage barrier**
- **Skye bird**
- **Sova recon bolt**

FIXED AND WILL REMOVE FOR 3.00 [Brimstone] [Jett] Multiple abilities lose their functionality when inside Brimstone's Sky Smoke(E) or Jett's Cloudburst(C)

It was observed that when Players cast certain abilities against a Player who is hidden inside Brimstone's Sky Smoke(E) or Jett's Cloudburst(C), the abilities don't affect the hidden Player. The affected abilities are:

- Breach's Flashpoint(Q), Skye's Guiding Light(E), Phoenix's Curveball(Q) don't flash the enemy
- Reyna's Leer(C) doesn't nearsight the enemy and no warning is triggered for the enemy when looking directly at the spawned eye
- Killjoy's Turret(E) is unable to track and shoot the opponent
- Killjoy's Alarmbot(Q) is unable to track the opponent. Furthermore when the smoke is deployed at the last moment before the Alarmbot's explosion no Vulnerable effect is applied to the Player
- Raze's Boom Bot(C) is unable to track opponent
- Skye's heal(C) cannot be used on an ally if both are inside the smoke.

[Cypher] Shots fired *instantly* as the player exits spy cam are invalid - the client will display shots but the ammo will be refunded and they will not deal damage (Fix Version: 3.04)

[Cypher] Enemy yellow silhouette can be seen when the player has LOS of tracked enemy (Fix Version: 3.04)

[Jett] Jett's Blade Storm (X) fire rate is not lowered down when affected by concussion effect (Fix Version: 3.04)

[Jett] Jett cannot pick up the spike or weapons during Tailwind(E), but can during Updraft(Q) (Fix Version: 3.04)

[Jett][Killjoy] Jett smoking an activated alarmbot can cause the bot to lose functionality until LOS of Jett is broken (Fix Version: 3.04)

[Killjoy] Player cannot buy Nanoswarm (C) after picking up the skill from the ground during the buy phase (Fix Version: Future Arc)

FIXED AND WILL REMOVE FOR 3.00 [Killjoy][Sage] Player can no longer be detected by Killjoy's Turret(E) when revived by Sage

FIXED AND WILL REMOVE FOR 3.00 [Reyna] Dismiss (E) becomes uncastable after being sold

[Sage][Icebox] Allies killed on the upper level of B Hut get resurrected at the lower level (Fix Version: 3.04)

[Skye] Flash effect duration from Guiding Light (E) is overridden by consecutive flash effects from Guiding Light (E) (Fix Version: 3.01)

[Viper] Minimap shows enemies in FOW even before Poison Cloud is fully formed (Fix Version: 3.01)\nWhen the cloud is cast the minimap treats all players in the eventual radius as 'in FOW' before the entire cloud forms

[Viper] Quarantine's (E) instant 50 decay volume doesn't extend to the top of the wall - escalate (Fix Version: 3.01)

If you jump through the top of Viper wall you don't eat the full 50 decay, seems super severe

[Viper] [Phoenix] Phoenix Curveball (Q) doesn't blind when the flash lands inside of the eventual bounds of Viper's "Viper's Pit (X)" (Fix Version: 2.10)

Seems related to other Viper ult bug - the visual collision area is applied instantly before the cloud actually blocks vision

[Viper] Player is immune to Viper's Toxic Screen(E) decay when standing on top of its spawn point (Fix Version: Future Arc)

[Yoru] Can be detained while in Dimensional Drift (Fix Version: 3.02)

[Yoru] Gatecrash's (E) activation particles are seen while using Dimensional Rift (X) (Fix Version: 3.02)

If Yoru (E)'s while in Drift the E cast particles can be seen by enemies

[Yoru] It is possible to use Yoru's Gatecrash (E) ability without teleporting, with only SFX played (Fix Version: 3.03)

This could be considered an exploit if used during Riot competition. It disrupts SFX.

[Yoru] [Cypher] Yoru's outline is not revealed to Cypher and his team during Neural Theft(X) if Yoru is in Dimensional Drift(X). (Fix Version: 3.04)

Maps

[Ascent] [Viper] Toxic Screen (E) does not reach its indicated length (Fix Version: 3.06)

[Breeze][Breach] Aftershock and Flashpoint pass through multiple surfaces in A Shop and Mid Top (Fix Version: 3.02)

FIXED AND WILL REMOVE FOR 3.00 [Bind] Sage is unable to revive an ally in the corner of A Lobby

[Split] When the player uses Snakebite (C), Hot Hands (E) or Incendiary (E) on the stairs located near B Heaven the damage VFX does not properly spread (NO FIX VERSION)

OBSERVER ISSUES

[Observer] Observer Flash HUD remains on screen if a round transitions while observing a flashed player (Fix Version: Future Arc)

FIXED AND WILL REMOVE FOR 3.00 [Observer] [Magepunk][Fallen][Hypebeast][Sovereign][Dragon] Finishers with short animations play twice for Spectator and Observer

[Observer] Several issues occur when changing "Enemy Highlight Color" setting during a round (Fix Version: Future Arc)

[Observer][DC/RC] Disconnecting while Observing a Player and Reconnecting causes overhead Agent loadouts to vanish (Fix Version: Future Arc)

Observer | Pressing a number hotkey twice to swap to the same view, results in a split second flash (Fix Version: Future Arc)

[Observer] Names on x-ray are illegible when watching Rift in Astral form (Fix Version: Future Arc)

[Observer] Projectile Follow on Rift when in her Astral form puts the observer in spawn, regardless of where Rift is on the map (Fix Version: Future Arc)

[Observer] Broken texture seen when swapping between Sova and Sage while she has an Orb equipped (Fix Version: 3.04)

If you swap POV from a Sova drone to a Sage with orb in hand a placeholder texture will flash

[Observer Follow] Observer Follow breaks away mid-projectile instead of following to its conclusion (Fix Version: Future Arc)

[Observer] Attacker Yoru's tether from Gatecrash (E) is invisible (Fix Version: 3.04)

[Observer] Yoru's Gatecrash (E) VFX does not appear for Observers (Fix Version: 3.01)

[Timeouts] In custom games with Tournament Mode enabled, spawn barriers become invisible after Using timeouts for that round (they still block people) (Fix Version: 3.00)

[Spectator] Certain agent's flashes do not appear colored for Spectators (Fix Version: Future Arc)

EXPLOITS

BANNED

[Numerous Agents] Jumping to avoid incendiary damage: Incendiary (Brimstone, Phoenix Viper) (Fix Version: 3.04)

Ground burn damage can be avoided if standing on a box and jumping while still inside the burn area

[Cypher] [Icebox] Cypher's Spycam (E) can be placed inside a wall on Mid Boiler (Fix Version: 3.00)

[Killjoy] Having Alarmbots deployed next to one another causes them to not detect any enemies (Fix Version: 3.04)

[Raze] Raze can mask the Spike defuse SFX by equipping Showstopper(X) at the same time (Fix Version: 3.04)

Raze can completely mask the defuse sound. Other agents can make it faint, but Raze should not be able to completely mute it.

[Sage] [Jett] Sage wall + Jett jumping off sage head with dash into double updraft, gets you huge verticality, allowing you to clip onto high places on maps that don't have collision removed (Fix Version: Future Arc)

Don't exploit double jump into crazy high areas

FIXED AND WILL REMOVE FOR 3.00 [Sova] Cancelling Hunter's Fury (X) while the shot is charging allows the Player to skip unequip animation by equipping a weapon, an ability or Spike
Allowing a player to equip a weapon faster gives them an unintended, unfair advantage.

[Sova] Drone - Ascent v2:

<https://drive.google.com/file/d/13zxXJRoNX3j7KCHo6p2H7r41UPstAeiU/view?usp=sharing>

[Sova] The Owl Drone (C) can be boosted to higher areas across multiple maps (Fix Version: Future Arc)

[Sova] Recon Arrow - Ascent:

<https://drive.google.com/file/d/13m83MRqObT5hX9FOaTIFU7pfWe6RXs-P/view?usp=sharing>

[Sova][Ascent] Sova is able to bounce his Recon Dart (E) through a wall on B Site (Fix Version: 3.01)

[Ascent] Raze's Boom Bot (C) can clip through the closed sliding doors in Mid Market and A Tree (Fix Version: 3.02)

FIXED AND WILL REMOVE FOR 3.00 [Bind] [Sage] Player is able to boost up on boxes in exploitable way on A Site using Sage's Barrier Orb (C) ability

FIXED AND WILL REMOVE FOR 3.00 [Bind] Player is able to stand and stuck Spike on metal roofs at B Fountain

[Bind] Cypher is able to place Spycam (E) underneath the floor of A Exit teleporter (Fix Version: 3.01)

[Bind] Yoru and Raze can sometimes open teleporter doors from outside by casting a Boom Bot or Decoy while standing against the doors (Fix Version: 3.04)

Don't exploit the doors open from the outside

[Haven] Player is able to stand on invisible ledge at the entrance to Mid Window (Fix Version: 2.12)

FIXED AND WILL REMOVE FOR 3.00 [Haven] Player is able to stand on invisible ledge located in A Sewer

FIXED AND WILL REMOVE FOR 3.00 [Haven] Player is able to stand on invisible ledge at Mid Doors

FIXED AND WILL REMOVE FOR 3.00 [Haven] Sage's Barrier Orb exploit boost when placed inside Garage doors (Fix Version: 2.11)

[Icebox] Phoenix is able to clip himself into the ceiling of B Nest with Run It Back (X) (Fix Version: 3.01)

[Minimap/Megamap] Enemy deployable objects locations are revealed on Minimap and Megamap after DC/RC (Fix Version: Future Arc)

General pixel boosts and walks that allow players to get into play areas that are considered unexpected / out of play

PERMITTED

[Sage] Barrier - Split - B Site Box:

Wall hangs out past the box and creates a bit of a one-way from B heaven. To create this wall you must jump off the box to place the barrier in a specific manner.

https://old.reddit.com/r/VALORANT/comments/l1xvnm/new_split_b_site_sage_offangle_and_one_way_walls/

[Viper] Ultimate - Haven - A Site v1:

<https://drive.google.com/file/d/1ztneicemtaHAAoWOQMlwI9jJMzknnMV6/view?usp=sharing>

[Viper] Ultimate - Haven - A Site v2:

<https://drive.google.com/file/d/1nWWsSwWsQ7FAezvpBHb3MD0zAcXUGrt2/view?usp=sharing>

