

DEAD OR ALIVE 5

ONLINE PASS


Online Pass

Redemption Instructions

Enter the Online Pass provided to enable the online feature of the game. If this code has already been redeemed by a previous owner, you may purchase a new Online Pass using the Xbox LIVE® Marketplace.

1. Select [ONLINE PASS] from the [Main Menu].
2. Select [Enter Code].
3. Enter your 25 character Online Pass when prompted.

Not an Xbox LIVE member? Follow these steps to join Xbox LIVE first:

1. Press the  button on your controller.
2. Select Create Profile. Follow on-screen instructions to choose your Profile name & avatar.
3. Select Join Xbox LIVE. Follow on-screen instructions to setup your Xbox LIVE account.
4. Continue with redemption instructions for Existing Xbox LIVE Members.

*This single use Online Pass is only valid for a new retail purchase of DEAD OR ALIVE® 5 and is non-transferable once used. Expires September 30, 2013.

KO003E-ANZ

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TECMO KOEI EUROPE LTD.



TECMO

I'm a Fighter

⚠ WARNING Before playing this game, read the Xbox 360® console, Xbox 360 Kinect® Sensor, and accessory manuals for important safety and health information. www.xbox.com/support.

IMPORTANT HEALTH WARNING: PHOTOSENSITIVE SEIZURES

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people with no history of seizures or epilepsy may have an undiagnosed condition that can cause "photosensitive epileptic seizures" while watching video games. Symptoms can include light-headedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, momentary loss of awareness, and loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects. **Immediately stop playing and consult a doctor if you experience any of these symptoms.** Parents, watch for or ask children about these symptoms— children and teenagers are more likely to experience these seizures. The risk may be reduced by being farther from the screen; using a smaller screen; playing in a well-lit room, and not playing when drowsy or fatigued. If you or any relatives have a history of seizures or epilepsy, consult a doctor before playing.

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Manual design: Satoshi Yamaguchi (Happy Valley)

All screenshots are taken from a version of the game still in development.

Minor differences from the final version may appear.

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Controls

LB Left Bumper
☺ + K
Strong Punch

RT Right Trigger
H + K
Strong Kick

RB Right Bumper
H + ☺ + K

Y
Punch

X
Guard
H Hold
↖ H High Hold
← H Mid Punch Hold
→ H Mid Kick Hold
↙ H Low Hold

B
Kick

A
Throw

Directional Pad
Move

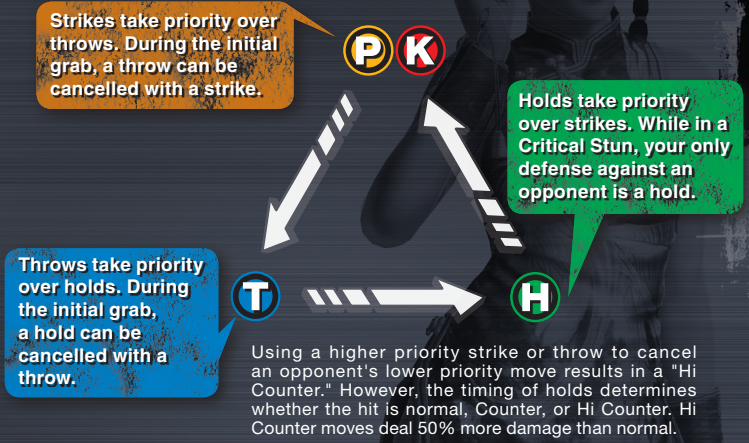
Left Stick
Move

Start Button
Pause Menu

Sidestep
↑ H + ☺ + K / ↓ H + ☺ + K
or
↑↑ / ↓↓

*Type A controls shown. You can change the controller configuration from **OPTIONS > CONTROLS > CONTROLLER**.
 *Outside of battle, please refer to the button controls on the bottom right of the screen to see what controls are available.

Triangle System



STRIKES	Punches and kicks are collectively called "strikes." Strikes are the building blocks of all moves. There are high, middle and low strikes.
HOLDS	When your opponent strikes, perform the correct hold to stop the attack and counter with one of your own. ↖ H against high punches & kicks ← H against mid punches → H against mid kicks ↙ H against low punches & kicks
THROWS	If an opponent is guarding, use a throw to break their defense. You can throw while standing or crouching. Watch your opponent's stance and use the correct throw.
GUARDS	Guard to block an opponent's strike. Guard while standing to block strikes aimed at your upper body. Guard while crouching to block strikes aimed at your legs and feet. Succeed, and you won't take any damage.
SIDESTEP	Sidestep to move quickly to the side and avoid a straight strike from an opponent. You can also strike from a sidestep.

Game Screen

Life Gauge

How much life the character has remaining. Goes down as the opponent's attacks land. When this reaches 0, you will be KO'ed and lose the round.

The gauge will glow red when less than 50% full. That is when you can perform a Power Blow.



Round Counter

One circle will glow for each round you win. You win the match when all your circles are glowing.

Time

Remaining time in the round. When this reaches 0, the player with the most remaining life wins the round.

Status

Displays character status information, such as the current number of combo hits.

CRITICAL STUN

Character is staggered by a certain strike from the opponent. Only holds are possible. You cannot be thrown while staggered.

CRITICAL HIT

Character landed a certain move that put the opponent in a Critical Stun.

COUNTER STRIKE

Character landed a strike as the opponent was starting a strike. Good time to try for a juggle.

HI COUNTER STRIKE

Character landed a strike as the opponent was starting a throw.

COUNTER HOLD HI COUNTER HOLD

Character landed a hold as the opponent was starting a strike.

COUNTER THROW

Character landed a throw as the opponent was starting a throw.

HI COUNTER THROW

Character threw the opponent when they tried a hold.

CRITICAL BURST!

Character cannot guard or hold; they are completely defenseless. Occurs by landing a Critical Burst move that causes more damage than is glowing in the Life Gauge during a Critical Stun.

POWER BLOW

Character landed a Power Blow. These cause massive damage.

Getting Started

Start Game



- 1 Insert the disc for DEAD OR ALIVE 5.
- 2 Press the START button on the Title Screen to display the Main Menu.
- 3 Select a play style.

Menu

STORY	Follow various characters through an overarching story and learn the basics of fighting.
FIGHT	Fight against the computer or another player. You can also practice moves and combos here.
ONLINE	Sign in to the network and fight against other human opponents.
EXTRAS	Check out replays and photos that you have saved.
OPTIONS	Set various game settings.
Xbox LIVE Marketplace	Connect to Xbox LIVE Marketplace.
ONLINE PASS	Enter an Online Pass Code.

Saving & Loading

Save data is saved automatically during story mode, after fights and when game settings are changed. This save data is loaded when the game starts up.

*You need at least 100KB of free space in order to save the game.

Online

Fight against other opponents.

Select Search to find a game lobby or Create to make one of your own. You can set various fight parameters when you create your own lobby.



Online play requires broadband network access and an Xbox LIVE account.

You must use an Online Pass in order to use online functionality. Please refer to the back cover of this manual for details.

Menu

SIMPLE MATCH	Join a fight based on a specified region and number of rounds. Grade is not affected.
RANK MATCH	Join a fight based on a specified user rank (skill level). Wins and losses will affect Grade.
LOBBY MATCH	Fight within a lobby of up to 16 people. You can also watch matches and chat. Grade is not affected.
LEADERBOARDS	View leaderboards.
FIGHTER LIST	A list of fighters you have registered. Select a fighter to send a challenge.

For those interested in completing our product survey, please access the below URL:

<http://www.tecmokoei-europe.com/survey/doa5/>

Credits

Producer Yosuke Hayashi

Director Yohei Shimbori

Art Director & Story Yutaka Saito

Project Manager Kohei Shibata

Engineering Manager Yasunori Sakuda

Character Art Leads Hirohisa Kaneko
Haruhiko Shikata

Environment Art Leads Hideki Niimi
Kensaku Tabuchi
Shunsuke Fujita

Animation Leads Kosuke Wakamatsu
Yoshiro Tachibana

Real-Time Cinematics Lead Yoshiteru Tomita

VFX Leads Takamitsu Watanabe
Osamu Yazu

Audio Lead & Design Makoto Hosoi

Technical Art Lead Naoya Okamoto

UI Art Lead Masayuki Sasamoto

Graphic Engineering Lead Yuki Satake

Game Engineering Leads Takeshi Kawaguchi
Yoshinobu Suzuki
Takeshi Mizobe

Library Engineering Leads Taihei Obara
Masano Kimura

Game Design Leads Takeshi Omori
Takayuki Saga
Manabu Nagasaki

Real-Time Camera Lead Akio Oyama

Localization Director Peter Garza

Game Design Motohiro Shiga
Takeshi Suzuki
Tsuyoshi Iuchi
Masayuki Terao
Tetsuya Nitta
Gaku Arai
Masaki Toyoda
Ryusuke Kanda

Engineering Yoshihiro Kimura
Takashi Watanabe
Yuichiro Watanabe
Takayuki Teruya
Yuta Yamazaki
Haruhisa Ito
Takahiro Onuki
Daisuke Oikawa
Wataru Iwasaki
Junichi Koyama
Tomoya Sakashita
Masato Naito
Kazuki Iwana
Kenichi Uchiyama

Programmer Support Kojiro Seino
Katsuyuki Okura
Hiroya Usuda
Yutaro Takahashi
Hirotaka Kataoka
Shota Nagata

Character Art Shuichi Wada
Hiromi Tsukazaki
Hiroyuki Yazaki
Natsuko Kawakami

Hidekazu Asada
Kazunori Ogura
Satoshi Ogata
Shigeru Nagamatsu

Hideaki Takahashi
Yasuaki Suzuki
Machiko Hara
Nozomi Furuta
Kana Yamamoto

Environment Art Ryosei Muraki
Koichi Yabata
Tadashi Kawabe
Chihiro Ootaka
Kaori Kobayashi
Sachiko Namba
Yasuyuki Sato
Rie Motonari
Hiroyuki Kato
Atsushi Goto

Animation Katsuhiro Yamauchi
Chitose Sasaki
Ryoji Abe
Hideki Saito
Takaaki Kurosawa
Masayuki Fukushima
Toshiaki Kondo
Kenta Kawano
Hirohisa Togase

VFX Naoki Yamamoto
Takehiko Kanaoka
Kazuki Osada
Hiroyuki Kimura
Akihiro Hayano
Kazuya Fujii
Mitsuaki Uchida

VFX Support Kazutaka Kato
Jiro Yoshida

Real-Time Cinematics & Real-Time Camera Daisuke Inari
Shuichi Okada
Kazuhiro Nishimura
Yoshinori Kobayashi
Yoshiki Horuchi
Katsuyuki Shimizu
Yoshikatsu Yoshizawa
Ikuo Harigai
Shinichi Nakamura
Takahiro Yadori

Technical Art Masaru Ueda
Yusaku Kamekawa

UI Art Yuki Nakajima

Concept Art Tsutomu Terada
Tetsuya Amabiki
Chifumi Suzuki
Kazuhiro Higuchi
Mariko Hirokane
Yukiko Maruyama

Audio Design Shigekiyo Okuda
Hiroaki Takahashi
Mari Yoshida
Yosuke Kinoshita

Foley Artist Atsuo Saito

Music Yojiro Yoshimatsu
Ayako Toyoda
Masako Otsuka

QA Managers Manabu Kiguchi
Takayuki Nishikawa

Studio Manager Yoshinori Ueda

Japanese Cast

KASUMI Houko Kuwashima
AYANE Wakana Yamazaki
HAYATE Hikaru Midorikawa
RYU HAYABUSA Hideyuki Hori
HELENA Yuka Koyama
CHRISTIE Kotono Mitsuishi
LA MARIPOSA Maaya Sakamoto
HITOMI Yui Horie
BAYNAM Banjo Ginga
KOKORO Ayako Kawasumi
JANN LEE Nobutoshi Canna
LEIFANG Yumi Touma
TINA Yuko Nagashima
BASS Kenta Miyake
ZACK Bin Shimada
ELLIOT Junko Minagawa
GEN FU Chikao Ohtsuka
BRAD WONG Unsho Ishizuka
RIG Hiroki Touchi
MILA Ryoko Shiraishi
AKIRA Miki Shinichiro
SARAH Lisle Wilkerson
PAI Minami Takayama
DONOVAN Moriya Endo
SYSTEM VOICE Peter Garza

IN COOPERATION WITH

TECMO KOEI TIANJIN SOFTWARE CO., LTD.

REAL-TIME CINEMATICS

D-Rockets

Cinematic Team
Cinematic Director Ryuzi Kitaura
Visual Effects Supervisor Masami Nikaïdo
Edit Visual Effects Takuya Okuwaki
Animation Director Ryuichi Snow
Animator Shoko Kitamura
Animator Takashi Kawamura
Animator Yumiko Takahashi
Motion Capture Camera NAGISA.Kamiyama
Suiken Motion Performance TAKAYUKI.Kamiyama

Sound Team
Sound Producer Ryuzi Kitaura

Music
[The Storyed Journey of the Boy and the Drunk]
co-produced by D-Rockets & Graphicbeat
track by Hiroshi Motokura

Music : [False Fate]
co-produced by D-Rockets & RASHINBUN ENTERTAINMENT track, performed by Lotus Juice

Ending Theme : [I'm a Fighter]
co-produced by D-Rockets & RASHINBUN ENTERTAINMENT performed by Lotus Juice and HanaH

Music : [let's get it]
co-produced by D-Rockets & RASHINBUN ENTERTAINMENT track by Lotus Juice and Yuya Kubo performed by Ichi-Go

Post Production
SKIP CITY Sai-no-kuni Visual Plaza/DIGITAL SKIP STATION, INC.

SHIROGUMI INC.
Producer Hiromasa Inoue
Line Producer Masayo Ono

CG Director Chihiro Hashimoto

Digital Artists Kaori Obara
Shinji Kato
Yasushi Shimajiri
Kazuki Watanabe
Daisuke Minatoya
Ayano Miki

Production Assistant Mie Takenaka

STORYBOARDS
tuetue Kominato. Kiyoshi Okuyama

MOTION CAPTURE UNIT

Neo Agency Co., Ltd.

Motion Capture Actor Coordinator Masaru Ikata

Motion Capture Action Director Nobutoshi Takahashi

Motion Actors Katsuyuki Yamazaki
Yasunari Kinbara
Kentarou Shimazu
Asuka Yoshikawa
Akemi Hirota
Hiromi Shinjo
Nobuhiro Inohara
Kenji Satou
Hiromasa Masuda
Kazuhiro Inoue

KATSUGEKIZA Inc.

Motion Actors Wataru Koga
Keiichi Wada
Tony Hosokawa
Yuka Hino
Ayako Hino
Hiroki Yashiki
Motoki Kawana
Yutaka Kambe

Action Coordinator & Motion Actor Akira Sugihara

IMAGICA Corp.

Motion Capture Producer Tetsuya Kobayashi

Motion Capture Director Yoshihiko Koyama

Motion Capture Editor Gaku Ohtsu

Lees TKD Jong Mok Lee
Tomoyasu Kataoka

GAME TRANSLATION
Rubicon Solutions, Inc
Bayard Co., Ltd

JAPANESE VOICEOVER RECORDING
AONI PRODUCTION CO., LTD.
MIT STUDIO

ENGLISH VOICEOVER RECORDING
Cup of Tea Productions
Danielle Hunt
Lainie Bushy
Sam Riegel
Patrick Seitz

DEBUG
Pole To Win Co., Ltd.
Pole To Win America, Inc.

FOUNTS
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KOUJIE SIGN WORKS CO.

JAPAN PUBLISHING

Software Manual Miyuki Kamei

Artwork Jyumpel Yamamoto
Daisuke Hano

Web Design Hidenobu Kawabata

Public Relations & Marketing Dept. Hiroshi Murai
Hideyasu Matsuo

Business Development Takuya Negishi

NORTH AMERICAN PUBLISHING

TECMO KOEI AMERICA Corporation
Senior VP and Sales Manager Amos Ip
Marketing Manager Sean Corcoran
Sales Coordinator Jae Chang
Production Manager Shinka Umezaki
Controller Tad Saito

ONE PR
Principal Jeane Wong
PR Director Kjell Vistad
PR Coordinator Zachary Gunnell

EUROPEAN PUBLISHING

TECMO KOEI EUROPE LIMITED
Sales Manager Tom Vickery
PR & Marketing Manager Marielena Papacosta
Community Manager Chin Soon Sun
General Manager Yasutomu Watanabe

TAIWAN/ASIAN PUBLISHING

TECMO KOEI TAIWAN CO., Ltd.
Senior VP and Sales & Marketing Manager Sammy Liu

OVERSEAS PUBLISHING

Overseas Development Division Yukinori Yokoyama
Timothy Horst
Ina Liaw

Global Marketing Dept. Hiroshi Suzuki
Yasushi Tani
Tomohiro Tanimura

Global Business Division Hidekiyo Kobayashi
Takahiro Yamamoto
Shih Ping Lien
Carol Suzuki

Coordination Marko Bursac

Creative Director Tom Lee

Coordinator Toru Akutsu

SPECIAL THANKS

SEGA AM2 Virtua Fighter5 Team

The Fighters

Vanessa Arteaga
Sebastian "Chosen1" Burton
Marie "Kayane" Norindr
Emmanuel "Master" Rodriguez
Adande "sWooZie" Thorne
Paul "Rabies" Santoro
Gem Tumbaga

Ashitano-Tetsujin

Akihiro "Yamimax" Nakamura
Hidetoshi "uranaha" Furuya
Kenji "AKA" Takemori
Masato "mochi-A" Yoshikawa
Naosaki "NCR" Niisaka
Takahiro Tomiya
Takeshi "Take-P" Kakei
Yu "Mizuhi" Hasegawa

"Showdown"
Written, Produced, and Performed by
Sebastian "Chosen1" Burton

IPL Erik "Rikuto" Argetsinger
Robb Chiarini Jr
Bryan "Dr. Dogg" Dawson
Kat "Mystik" Gunn
David Ting

Make Your Move Winners

AKA
Demo-Kun
Juanes
Master Ari

Michitena
Mr. Wah
rapgeekman
Posiak freeman
Laurent
TheALEXdox
Tyappi
YOU

Everyone Yazan Ammari
Revell "HurricaneRev" Dixon
Jeremy "Black Mamba" Florence
Khaled "EmperorCow" Habbab
Morris Hunter
Matt Ponton
Carl "Perfect Legend" White

Crisp Branding Agency
DOA Central
Enzyme Testing Labs Inc.

Free Step Dodge
Insert Coin Clothing
Prima Games
Unequaled Media
Alisa Faber
Pierre Gujjarro
Hiroya Kakehata
Yuri Ito
Riho Tsurumaki

All Team NINJA Staff



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(For product purchased in Australia and New Zealand)

TECMO KOEI EUROPE LTD. warrants to the original purchaser that this Game Disc shall be free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, TECMO KOEI EUROPE LTD. will repair or replace the Game Disc, at its option, free of charge.

To receive this warranty service:

1. Register at our Official Product Registration site:
<http://www.tecmokoei-europe.com> (website in English only)
2. Save your sales receipt, indicating date of purchase, and the UPC code (barcode) found on the game packaging.
3. If your game is covered under a store warranty, return the Game Disc to the store at which you purchased the game.
4. If the game develops a problem requiring service during the 90-day warranty period, and is not covered by a store warranty, notify TECMO KOEI EUROPE LTD. by calling the Customer Service Department at +44 (0) 1462 476130, between the hours of 9 a.m. to 5 p.m., Monday through Friday. Please note that the cost of a call to the UK will apply. Service available in English only.
5. If the Service Representative is unable to solve the problem by phone, you will be provided with a Return Authorization number. Record this number prominently on the outside packaging of your defective Game Disc, enclose your name, address and phone number, and return the Game Disc, POSTAGE PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sales receipt and the UPC code (barcode) within the 90-day warranty period to the address listed below.

Please allow 28 days from dispatch for the return of your Game Disc. This warranty shall not apply if the Game Disc has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

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TECMO KOEI EUROPE LTD.
Unit 209a, The Spirella Building
Bridge Road
Letchworth Garden City
Hertfordshire SG6 4ET
United Kingdom
contact@tecmokoei.co.uk
+44 (0) 1462 476130

Customer Support

TECMO KOEI EUROPE LTD. have done everything possible to ensure this product is reliable and will run without any problems. However, should you experience any technical difficulties in installing and running the product, please contact TECMO KOEI EUROPE LTD. using the details given. Please note, this is for technical support queries only and not a game play helpline.

contact@tecmokoei.co.uk

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