WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures or convulsion.
- any involuntary movement

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation®3 system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

NOTICE:

Use caution when using the DUALSHOCK®3 wireless controller and the PlayStation®Move motion controller motion sensor function. When using the DUALSHOCK®3 wireless controller or the PlayStation®Move motion controller motion sensor function, be cautious of the following points. If the controller hits a person or object, this may cause accidental injury or damage. Before using, check that there is plenty of space around you. When using the controller, grip it firmly to make sure it cannot slip out of your hand. If using a controller that is connected to the PS3™ system with a USB cable, make sure there is enough space for the cable so that the cable will not hit a person or object. Also, take care to avoid pulling the cable out of the PS3™ system while using the controller.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PS3™ system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PS3™ FORMAT DISC:

• Do not bend it, crush it or submerge it in liquids. • Do not leave it in direct sunlight or near a radiator or other source of heat. • Be sure to take an occasional rest break during extended play. • Keep this disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

3D TV DISCLAIMER:

PS3 system software v3.30 or higher, HD 3D television with compatible 3D active glasses and highspeed HDMI cable (sold separately) required for 3D features. Visit www.us.playstation.com/support/3D for details.

Some people may experience discomfort (such as eye strain, eye fatigue, or nausea) while watching 3D video images or playing stereoscopic 3D games on 3D televisions. If you experience such discomfort you should immediately discontinue use of your television until the discomfort subsides.

SCE recommends that all viewers take regular breaks while watching 3D video, or playing stereoscopic 3D games. The length and frequency of necessary breaks may vary from person to person – please take breaks that are long enough to allow any feelings of discomfort to subside. If symptoms persist, consult your doctor.

The vision of young children (especially those under six years old) is still under development. SCE recommends that you consult with a doctor (such as a pediatrician or eye doctor) before allowing a young child to watch 3D video images or play stereoscopic 3D games. Adults should supervise young children to ensure they follow the recommendations listed above.

When using any 3D enabled device with your PlayStation®3 system you should read the instruction manual for that device and check www.us.playstation.com/support/3D for updated information.

Consumer Service/ Technical Support Line 1-800-345-7669

Call this number for technical support, installation or general questions regarding PS3™ and its peripherals.

Representatives are available Monday – Saturday 6AM – 8PM and Sunday 7AM – 6:30PM Pacific Standard Time.



TECMO KOEI AMERICA CORP.

DEAD OR ALIVE 5 ULTIMATE

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MATURE 17+
M
CONTENT RATED BY ESRB

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* Screenshots are taken from a version still in development.
* Some information may be subject to change.

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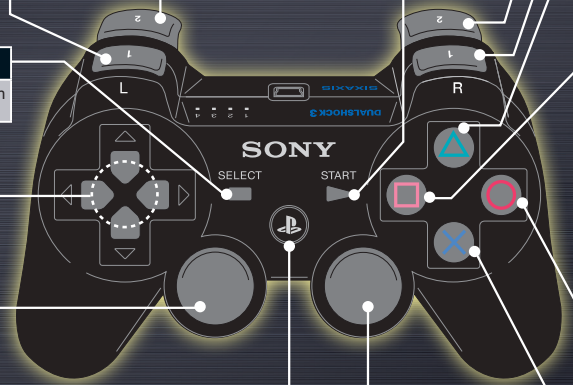
For those interested in completing our product survey access the below URL:

http://www.tecmokoeiamerica.com/survey/doa5u/

GAME CONTROLS

WIRELESS CONTROLLER (DUALSHOCK®3)

Please refer to (pg.12) for detailed controls.



L1

Strong Punch P + K

Does more damage but leaves you open longer.

L2

Taunt Ap

Taunt your opponent during a fight.

START BUTTON

Pause

Bring up the pause menu.

SELECT

Accept a Throwdown Challenge.

DIRECTIONAL BUTTONS

Move

Move the character.

LEFT STICK

Move

Move the character.

PS BUTTON

RIGHT STICK

Change the Move Details page.

Scroll through the Move List.

R2

Strong Kick H + K

Does more damage but leaves you open longer.

R1

Tag Change Tag (H + P + K)

Switch characters during a Tag Match.

Punch P

Strike with the character's hand.

Guard (pg.12)

Block an opponent's strike.

Hold H (pg.14)

Deflect an opponent's strike and follow with an attack of your own.

↖ H **High Hold**

← H **Mid Punch Hold**

→ H **Mid Kick Hold**

↙ H **Low Hold**

Kick K

Strike with the character's foot.

Throw T (pg.13)

Throw the opponent.

SIDE STEP

Quickly step to the side to avoid an opponent's strike.

⇧⇧/⇩⇩

or

⇧ H + P + K / ⇩ H + P + K

CONTROL ICONS

The following icons are used in the game and manual to denote control inputs.

■: H

△: P

○: K

✕: T

L1: P + K

R1: H + P + K

R2: H + K

⇧⇩⇦⇨↖↘↗↙ :

Quickly press the directional button or the left stick in the direction of the arrow.

⇧⇩⇦⇨↖↘↗↙ :

Hold the directional button or the left stick in the direction of the arrow.

L2: Ap

* Controls for the directional buttons & left stick are for when the character is facing right. Reverse the input directions when the character is facing left.

* Type A controls shown. You can change the controller configuration from OPTIONS > CONTROLS.

* Outside of fights, please refer to the button controls on the bottom right of the screen to see what controls are available.

GETTING STARTED

MAIN MENU

Press START at the title screen to go to the main menu. You will be asked to select your preferred play style when creating new save data.

STORY	Fight with different characters as you progress through the story of DOA5 Ultimate.	
	START	Play through the story from the beginning.
	CONTINUE	Continue the story from a previously saved point.
	DISPLAY TIMELINE	Choose a chapter to start.
FIGHT	Fight against another player or the computer.	
	VERSUS	Choose a character and stage and fight an opponent.
	ARCADE	Try to beat the computer with the highest score possible.
	TIME ATTACK	Try to beat the computer in the shortest time possible.
	SURVIVAL	Beat as many opponents as possible before your health runs out.
	TEAM FIGHT	Fight with a team of up to 7 characters.
TRAINING	Learn moves and combos and improve your fighting skill.	
	FREE TRAINING	Set the COM behavior and freely practice moves and combos.
	COMMAND TRAINING	Choose a character and practice inputting the commands shown on screen.
	TUTORIAL	Advance through lessons and practice what you learn in real fights.
	COMBO CHALLENGE	Practice important moves and combos for each character.

ONLINE	Connect to PlayStation®Network and fight with other people online.	
EXTRAS	View your replays, photo album, fight record, and more.	
OPTIONS	Adjust various settings for the game.	
	GAME SETTINGS	Adjust settings for the camera, fight screen, etc.
	CONTROLS	Set the button configuration and the controls for side step and other commands.
	SCREEN	Adjust the screen brightness and contrast.
	SOUND	Set the music, system voice, and volume.
	ONLINE	Change your main character displayed in lobby matches, options for sharing on Facebook, and other settings. (pg.22)
	LANGUAGE	Set the language for menus and voices.
	INSTALL	Install game data on the PlayStation®3 system's HDD. (At least 3000MB of free space is required.)
MUSIC		Customize the music playing during fights. Select from either character music or stage music.
PlayStation®Store		Connect to PlayStation®Store.

* In Fight modes outside of Team Fight, select whether to fight with one character in a solo match or two characters in a tag match.

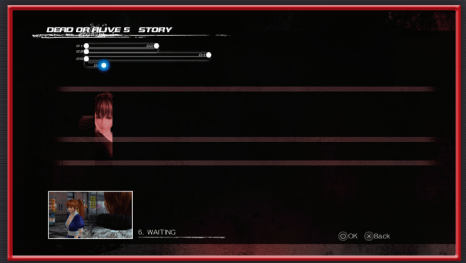
SAVING AND LOADING DATA

Game data is automatically saved after a fight in Story mode, when game settings are changed, etc. The data will be loaded automatically when the game is started.

Install game data on the PlayStation®3 system's HDD. (At least 220KB of free space is required.) The game saves data automatically at certain points. Do not switch off the power when the HDD access indicator is flashing.

STORY MODE

1 In Story mode, you can progress through the story while fighting with different characters. The unlocked chapters for each character can be viewed on the Timeline: the vertical axis shows the point of time within the story, and the horizontal axis shows the playable character for each episode.



2 Win the fights in each episode to progress to the next part of the story.

Press START during a movie or fight to access the Pause Menu. If you quit Story mode during a fight, you will restart next time after the last fight you won.



Story Mode in Dead or Alive 5 Ultimate: Core Fighters

DOA5U: Core Fighters allows access to a limited number of modes and characters. Players who wish to play offline modes such as Story mode or use additional characters can purchase them as downloadable content (DLC).

Purchasing DLC

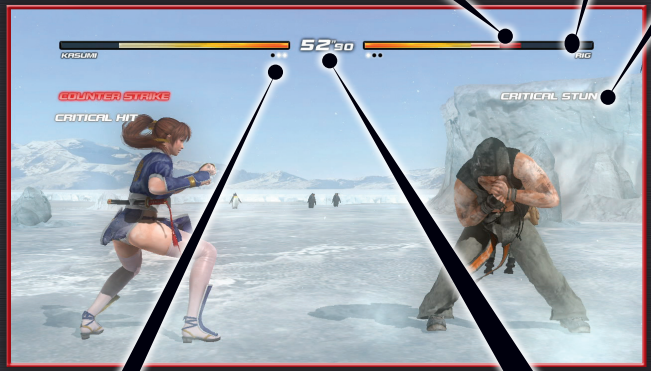
Purchasing DLC requires a connection to PlayStation®Store. For details, please visit the PlayStation®Network page on the PlayStation® Official Website: http://us.playstation.com/psn/

GAME SCREEN

HEALTH GAUGE

This shows your character's remaining health. It decreases when your character takes damage. Your character is K.O.'d when your health reaches zero. A red frame appears when the gauge falls below 50%. Power Blows (pg.18) and Power Launchers (pg.19) can be performed when this frame is displayed.

The red portion shows how much damage was taken from your opponent's hit.



K.O. COUNT

One bubble is filled for each round won. The first player to get all three bubbles filled wins the match.

TIMER

Counts down the remaining time for the round. If the timer reaches zero, the round ends and the player with the most health wins.

* Press START and select "FIGHT SCREEN INFO" from the pause menu to set the display for the Move List (pg.10), etc.

STATUS

The number of combo hits, the character's state, and other information is displayed here.

CRITICAL STUN CRITICAL STUN (pg.16)

You are in a special stagger caused by certain moves. Characters in Critical Stun can only hold, and cannot be thrown.

CRITICAL STUN CRITICAL STUN (pg.16)

You can be hit with a Critical Burst, in which case this status will change to "CRITICAL BURST!"

CRITICAL HIT CRITICAL HIT (pg.16)

You have landed a strike that causes your opponent to be in a Critical Stun.

TECH ROLL TECH ROLL (pg.15)

You were able to roll just before hitting the ground to avoid being knocked down.

CLOSE HIT! CLOSE HIT

You landed a certain strike at a close distance for extra damage.

COUNTER STRIKE COUNTER STRIKE (pg.17)

You were able to counter with a strike just before your opponent's strike landed.

HI COUNTER STRIKE HI COUNTER STRIKE (pg.17)

You were able to counter with a strike as your opponent attempted a throw.

COUNTER HOLD COUNTER HOLD/ **HI COUNTER HOLD** HI COUNTER HOLD (pg.14)

You were able to hold your opponent's attempted strike.

COMBO HOLD COMBO HOLD (pg.14)

Enter a certain command when this is displayed to perform a combo hold.

COUNTER THROW COUNTER THROW (pg.17)

You were able to interrupt your opponent's throw with a throw of your own.

HI COUNTER THROW HI COUNTER THROW (pg.17)

You were able to counter with a throw as your opponent attempted a hold.

COMBO THROW COMBO THROW (pg.13)

Enter a certain command when this is displayed to perform a combo throw or escape an opponent's throw.

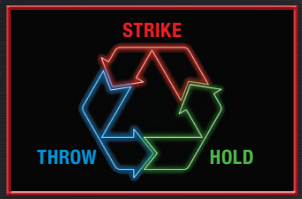
CRITICAL BURST! CRITICAL BURST (pg.16)

You are unable to guard, or hold, or perform any other action.

POWER BLOW POWER BLOW (pg.18)

You landed a Power Blow.

TRIANGLE SYSTEM



The basic fighting system is comprised of strikes (punches and kicks), throws (pg.13), and holds (pg.14).

Strikes beat throws, throws beat holds, and holds beat strikes.

COMMAND ICONS

The following icons are used in the Move List, Command List, and in this manual:

* The character is assumed to be facing right. Please use the opposite directional controls when the character is facing left.
* These controls are for the Type A controller settings. Button assignments can be changed in the Options menu under Controller Settings.

H / P / K / T	P+K	L1
	H+K	R2
	H+P+K	R1
	(P etc.)	hold down the button
		L2
	etc.	Quickly press the directional button or the left stick in the direction of the arrow.
		Hold the directional button or the left stick in the direction of the arrow.

MOVE LIST

The Move List at the bottom of the screen displays a list of moves that can be performed from the current move. A move will light up when it has been performed.

Press START and select "FIGHT SCREEN INFO" from the pause menu to set the display for the Move List, etc.

SP	Special action
OH	Offensive Hold (pg.14)
CB	Critical Burst move (pg.16)
PB	Power Blow (pg.18)
PL	Power Launcher (pg.19)

(P etc.)	High
(P etc.)	Mid
(P etc.)	Low
L3	Push in the left stick to lock the currently displayed Move List.

MOVE HEIGHT



HIGH

Includes many fast moves, but can be avoided with a standing guard or by crouching. These moves are marked by P.



MID

Can hit crouching opponents. These moves are marked by P.



LOW

These moves are slower, but cannot be blocked with a standing guard. These moves are marked by P.

ACTIONS

RUN | → ⇨

Makes the character run.

SIDE STEP | ↑↑/↓↓ or ↑ H + P + K / ↓ H + P + K

Move quickly to the side to dodge an attack (some attacks cannot be dodged). A strike or throw becomes a Counter when it hits a side stepping opponent. (pg.17)

Controls can be changed in the Options menu.



STANDING GUARD | ← or H



Blocks high and mid strikes. (pg.11) Does not block low strikes.

CROUCHING GUARD | ↙ or ↓ H



Blocks low strikes. (pg.11) Does not block crouching throws (pg.13).

PUNCH | P

Strikes using the hand.

Combine them with the directional buttons or left stick for a variety of moves.

Strikes beat throws and can be blocked by guarding.

KICK | K

Strikes using the foot.

Combine them with the directional buttons or left stick for a variety of moves.

Strikes beat throws and can be blocked by guarding.

STANDING THROW | T



These throws are effective against opponents who are standing, moving, or in standing guard. They lose to strikes.

Combine them with the directional buttons or left stick for stronger moves.

CROUCHING THROW | ↓ T



These throws are effective against opponents who are crouching, moving while crouching, or in crouching guard. They lose to strikes.

THROW ESCAPE | T



Normal throws T can be evaded by pressing T as soon as the character is grabbed.

COMBO THROW | (followup throw)



A chain of multiple throws. Other commands can be entered when COMBO THROW is displayed.

At this time, the character being thrown can also press T at the right time to escape the throw.

HIGH HOLD
Against a high strike ↖ H

MID PUNCH HOLD
Against a mid punch ← H

LOW HOLD
Against a low strike ↙ H

MID KICK HOLD
Against a mid kick → H

* Some characters have special character-specific holds.



Grab and counter your opponent's attack. Holds beat strikes of the same height, and lose to throws. When COMBO HOLD is displayed, additional commands can be entered for a combo hold. At this time, the character being held can also press H or T at the right time to escape the hold.



When you hold an opponent's strike, the hold becomes a Counter or Hi Counter and causes extra damage.

OFFENSIVE HOLD (OH)



These holds actively grab the opponent like a throw and are only available to some characters.

A strike will not count as a Hi Counter against an opponent doing an OH. An OH will become a Counter Hold against an opponent doing a hold or OH.

HEAVY GROUND ATTACK
↑ P + K



Hit a character who has been knocked down.

LIGHT GROUND ATTACK
↓ P / ↓ K



Hit a character who has been knocked down.

Commands vary by character.

TECH ROLL
H / P / K before being knocked down



Get back up quickly without being completely knocked down.

Push the directional buttons or the left stick at the same time to get up in a certain direction.

MID RISING KICK
K



If you are not able to tech roll before being knocked down, get back up with H/P/K. Do a mid kick while getting up.

LOW RISING KICK
↓ K



Do a low kick while getting up.

CRITICAL STUN



Certain strikes can put the opponent in Critical Stun, leaving them unable to do anything but hold.

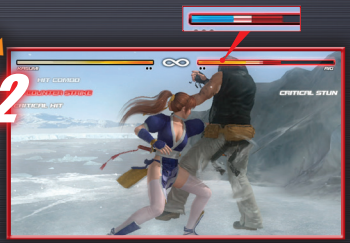
* Mash the directional buttons to shorten the duration of the stagger.
* Some moves cause a powerful Critical Stun which does not allow the opponent to hold.

CRITICAL BURST

Leaves opponents temporarily unable to move or react.



Use a special strike to put the opponent in Critical Stun.



Keep the damage going so that the white part of the opponent's health bar goes down as far as possible.



When the "CRITICAL STUN" status turns red, use a special strike to cause a Critical Burst.



Critical Bursts are a great chance for a Power Blow (pg.18) !

COUNTER



When you hit right as your opponent is attempting a hit, it results in a Counter, which causes 125% damage.

TYPES OF COUNTERS	
COUNTER STRIKE	You landed a strike as your opponent was attempting to strike or side step. These have a high chance of causing a Critical Stun. (pg.16)
COUNTER THROW	You did a throw as your opponent was attemping a throw.
COUNTER HOLD	You countered a strike with a hold.

HI COUNTER



In certain cases a Counter can become a

Hi Counter, which causes 150% damage.

TYPES OF HI COUNTERS	
HI COUNTER STRIKE	You landed a strike as your opponent attempted a throw.
HI COUNTER THROW	You did a throw as your opponent attempted a hold.
HI COUNTER HOLD	You held your opponent's strike just as it was about to hit.

CLIFFHANGER | P / K / T (attacking) H / T (defending)



When an opponent is hanging off a ledge during a Cliffhanger, the attacking player can choose to either strike P / K or throw T. The defending opponent can either guard H or do a throw escape T.

Strikes beat throw escapes, and throws beat guards. If the attacking player wins, it causes extra damage. If the defending player wins, the character can drop down without taking too much damage.

POWER BLOW



Deliver a Power Blow when your health falls below 50% for high damage.

Push the directional buttons or left stick just before the Power Blow hits to decide in which direction to knock your opponent.

In certain stages, you can knock opponents into Special Danger Zones for even greater damage. Players are limited to only one successful Power Blow or Power Launcher per round.

Tag Power Blow



When both characters are below 50% health in a tag match, press TAG H+P+K during a Power Blow to deliver a Tag Power Blow. These are even more powerful than regular Power Blows.

POWER LAUNCHER



Do a Power Launcher when your health falls below 50% to knock your opponent high into the air, causing high damage and giving you the chance to perform combos.

Players are limited to only one successful Power Blow or Power Launcher per round.

Saving Replays

To save a replay in Versus and other modes, select "Save Replay" in the menu that displays after the fight. Replays can be viewed in Extras > Spectator > Fight Viewer. Press ▣ at any time during a replay to switch to camera mode.

Note that the entire replay may not be saved if there is insufficient space on the HDD of your PlayStation®3 system.

If controller settings are changed during a fight, the replay will only be saved until that point.

Sharing on Facebook and YouTube™

Achievements, titles, replays, and photos can be shared on Facebook and YouTube. Replays are uploaded in Fight Viewer and photos in Album in the Extras menu.

TAG CONTROLS

Tag Matches allow up to 4 players to participate in 2-on-2 fights.

TAG | Tag (H + P + K)

Switch characters in and out of the fight. The character that is tagged out will slowly recover health.

When an opponent is down, press ↑ Tag (H + P + K) to switch characters and do a ground attack (Ground Attack Tag). You can also press ↖ Tag (H + P + K) to switch characters and hit your opponent with a Critical Burst move (Burst Tag).

QUICK TAG

If you switch characters mid-combo at just the right time, the new character will be tagged in more quickly than usual and continue the combo.

Keep the combos going and don't give your opponent the chance to tag out!

TAG THROW | →→ Tag (H + P + K)

The type of tag throw will depend on the character combination. Certain pairs also have unique tag throws.

FORCE OUT | ⤴ Tag (H + P + K)

Switch characters and knock the opponent out of the screen, forcing the opponent to switch characters as well.

The forced-out character will lose health and will temporarily be unable to tag in.

ONLINE

Connect to Playstation®Network and fight with other players online.

GRADE POINTS & CP

A player's Grade shows how strong the player is. All players start at F and rank up or down as they win and lose Grade Points in Ranked Matches. (pg.22).

The higher an opponent's Grade is, the more Grade Points you can win by defeating them.

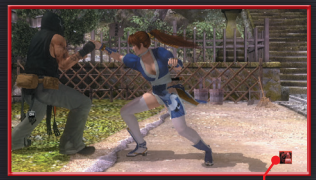
Character Points (CP) indicate how strong a player is with a certain character, and are also won and lost in Ranked Matches.

PRIZE FIGHTERS



Players who reach certain numbers of consecutive wins in Ranked Matches are given the rank of Bronze Fighter, Silver Fighter, Gold Fighter, or Platinum Fighter. Beating these players results in bonus Grade Points. These fighters can also earn bonus points for continuing their winning streak.

THROWDOWNS



An icon appears when an opponent has been found.

Set "Throwdowns" to "Accept" to automatically search for an opponent as you play in Versus, Arcade, and Free Training modes .

An icon will display at the bottom of the screen when an opponent is found. Press SELECT to accept the Throwdown Challenge. Fight results will affect your Grade.

Throwdown Challenge received

Throwdown Challenge accepted by opponent

RANKED MATCH

Search for opponents by Grade. Ranked Match outcomes affect your Grade.
You can play in either solo or tag mode.

LOBBY MATCH

Set various rules and fight with up to 16 players.

FINDING OPPONENTS

Search for opponents based on region, Grade, fight rules, type of match (solo/tag), and number of rounds.

CREATING A LOBBY

Decide the number of rounds, opponent Grade, fight rules, type of match, time limit, maximum health, number of players, etc. and wait for players to join your lobby.

FIGHT RULES

WINNER-STAYS	The player who wins proceeds to the next fight with a different opponent.
LOSER-STAYS	The player who loses proceeds to the next fight with a different opponent.
TOURNAMENT	A winner is decided in a tournament-style fight.
KUMITE	One player takes on the rest of the players in the lobby.
ONLINE DOJO	Practice with other players. Your health recovers in this mode. Press SELECT to set a variety of options.

LOBBY SCREEN

You can also find a partner and fight tag matches with other players. Press △ to open the menu and select a partner.



LEADERBOARDS



Here you can view various world rankings. The 📹 icon indicates that the player has a replay available for download.

Replays can be uploaded in Extras > Watch > Fight Viewer from the main menu.

FIGHTER LIST

A list of fighters the player has registered.