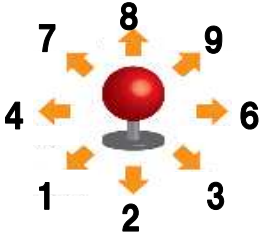


DEAD OR ALIVE 6 Last Round

■ Ver.1.12 Battle-Related Bug Fixes

Battle-related bug fixes apply to all platforms.



P: Punch
K: Kick
H: Hold
S: Special
T: Throw (also H+P)
_: Hold down (e.g.:3_P means "Hold 3 down + press P")

Character	Details
Jann Lee	K when landing after jumping over obstacle: Fixed a bug where the tracking was set incorrectly.
Helena	K when jumping over obstacle: Fixed a bug where the tracking was set incorrectly.
Eliot	66T near a wall: Fixed a bug where the standard 66T would be triggered in certain situations.
Christie	6H+K: Adjusted the reach of the second hit, as it could sometimes miss after the first hit connected.
Honoka	SSSS (Break Blows): Fixed a bug with miss animations.
	P during Burning Soul: Added setting to Photo Mode.
	P+K during Burning Soul: Added setting to Photo Mode.
NiCO	SS: Adjusted reach of the second hit, as it could sometimes miss if the first hit was right at the tip.
	3P+K (max charge) P: Adjusted to make the follow-up P easier to land, as it could sometimes miss when near a wall.
Raidou	K when landing after jumping over obstacle: Fixed a bug where the tracking was set incorrectly.
Momiji	2H+K: Fixed a bug where Momiji could not transition to a crouching state after the move animation.