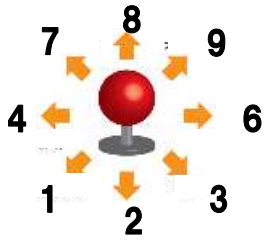
DEAD OR ALIVE 6 Last Round

■Ver.1.16 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
Tina	P with back to a foe: Fixed a bug where the command list entry was missing the note "Links to the same combo as P".
Jann Lee	4P with back to a foe: Fixed a bug where the command list entry mistakenly included the note "Links to the same combo as 6P".
Kasumi	2T to a crouching foe: Fixed a bug where the command list entry was missing the note "SP⇒Back Turned".
Helena	SS: Fixed a bug where the entry was missing from the command list.
	PP4: Fixed a bug where the entry was missing from the command list.
Bass	P with back to a foe: Fixed a bug where the command list entry was missing the note "Links to the same combo as P".
La Mariposa	P with back to a foe: Fixed a bug where the command list entry was missing the note "Links to the same combo as P".
Bayman	T near a wall: Fixed a bug where the entry was incorrectly added to the command list.
	T・2T while running behind a foe: Fixed a bug where "OH" was missing from the command list.
	3P+K・T: Fixed a bug where "OH" was incorrectly added to the command list.
	3P+K・T behind a foe: Fixed a bug where "OH" was incorrectly added to the command list.
	2T・2T to the side of a downed foe facing up: Fixed a bug where "OH" was incorrectly added to the command list.
Mila	P with back to a foe: Fixed a bug where the command list entry was missing the note "Links to the same combo as P".
Marie Rose	9P: Fixed a bug where the skill info window mistakenly displayed follow-up interval frames.
	7P: Fixed a bug where the skill info window mistakenly displayed follow-up interval frames.
	P with back to a foe: Fixed a bug where the command list entry was missing the note "Links to the same combo as P".
	8P with back to a foe: Fixed a bug where the command list entry was missing the note "Links to the same combo as 8P".
Nyotengu	P with back to a foe: Fixed a bug where the command list entry was missing the note "Links to the same combo as P".
Raidou	P with back to a foe: Fixed a bug where the command list entry was missing the note "Links to the same combo as P".
NiCO	3P+KP: Correct the command list entry to 3P+K・P.
Phase 4	P with back to a foe: Fixed a bug where the command list entry was missing the note "Links to the same combo as P".
	2T to a crouching foe: Fixed a bug where the command list entry was missing the note "SP⇒Back Turned".
	2T to a crouching foe, during Chifu: Fixed a bug where the command list entry was missing the note "SP⇒Back Turned".
Kula Diamond	P with back to a foe: Fixed a bug where the command list entry was missing the note "Links to the same combo as P".

Minato	P+K while shuffling: Relaxed input detection for command.
	H+K while shuffling: Relaxed input detection for command.
	T while shuffling: Adjusted the command priority.
	Fixed a bug in Combo Challenge 18 where the completion criteria for the first area expansion were incorrect.
	Fixed a bug in Combo Challenge 18 where the completion criteria for the second area expansion were incorrect.