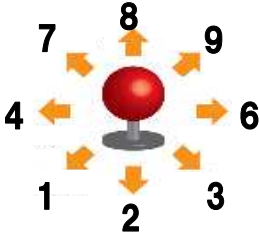


DEAD OR ALIVE 6 Last Round

■ Ver.1.08 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
Kasumi	P when landing after jumping over obstacle: Fixed a bug where the tracking was set incorrectly.
	K when landing after jumping over obstacle: Fixed a bug where the tracking was set incorrectly.
	1K: Unified the hit reaction for back hits with that of PP2K.
	PPK2K: Unified the hit reaction for aerial hits with that of PP2K.
	H+K2K: Unified the hit reaction for aerial hits with that of PP2K.
Phase 4	P when landing after jumping over obstacle: Fixed a bug where the tracking was set incorrectly.
	K when landing after jumping over obstacle: Fixed a bug where the tracking was set incorrectly.
	1K: Unified the hit reaction for back hits with that of PP2K.
Tina	7PP6P: Unified the hit reaction for aerial hits with that of P+K.
Nyotengu	K when landing after jumping over obstacle: Adjusted status so it now changes from "JUMP (EVADE LOWS)" to "JUMP" instead of being shown as STANDING.
NiCO	K when landing after jumping over obstacle: Adjusted status so it now changes from "SQUATTING" to "STANDING" instead of being shown as CROUCHING.