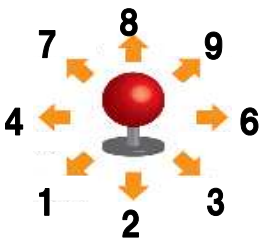


DEAD OR ALIVE 6 Last Round

■ Ver.1.10 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
All	UNFORGETTABLE (Upper Level): Fixed a bug in the "HOT ZONE" area where the landing distance varied depending on direction when vaulting over the sandbags. The distance traveled is the same regardless of which side the player crosses from. There is no change to the distance between players after crossing the obstacle.
Marie Rose	SSSS (Break Blows): Fixed a bug where a Break Blow would not trigger when input with delay, even when the Break Gauge was full.
Tamaki	8P: Adjusted state transition from going from "CROUCHING" directly to "JUMP (EVADE LOWS)" to instead pass through "STANDING" as well.
NiCO	6T near a wall: Unified the timing of damage to that of normal 6T.
Christie	T behind a foe: Fixed a bug where damage from Floor Danger Zones was not being dealt.
La Mariposa	1K: Adjusted range to make the second hit easier to land.