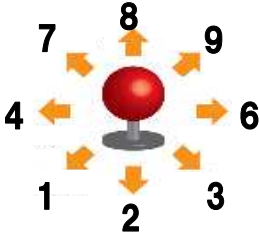


DEAD OR ALIVE 6 Last Round

■ Ver.1.11 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	FORBIDDEN FORTUNE (Upper Level): Fixed a bug where, when certain throw attacks triggered the Kraken Danger Zone, the damage from the throw attack itself was not applied.
Jann Lee	SS: Fixed a bug where, after landing an S hit while sidestepping, the follow-up SS could be caught with a Critical Hold.
Brad	2T while lying with head to a crouching foe: Adjusted timing of floor danger zone activation.
	SS: Fixed incorrect attack type.
Phase 4	T: Adjusted wall hit damage from 50 to 55.
	2H+K: Fixed a bug where tip hits were set incorrectly.
	1K: Fixed a bug where tip hits were set incorrectly.
Minato	Fixed a bug where 4H would not perform a hold against a mid kick even if 3-way Holds were enabled in FIGHT SETTINGS.