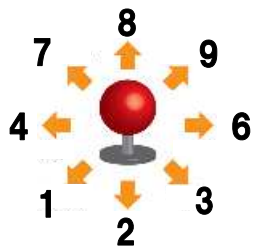
DEAD OR ALIVE 6 Last Round

■Ver.1.18 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
Zack	33P: Fixed a bug where the entry was missing from the command list.
Tina	3PP: Fixed a bug where the skill info window mistakenly displayed follow-up interval frames.
	44P: Fixed a bug where the entry was missing from the command list.
	3KK: Fixed a bug where the skill info window mistakenly displayed follow-up interval frames.
Jann Lee	P in Dragon Stance: Fixed a bug where the skill info window mistakenly displayed follow-up interval frames.
	6P in Dragon Stance: Fixed a bug where the skill info window mistakenly displayed follow-up interval frames.
Kasumi	PPPK: Fixed a bug where the entry was missing from the command list.
	3PK: Fixed a bug where the entry was missing from the command list.
	4K: Fixed a bug where the entry was missing from the command list.
Helena	4P: Fixed a bug where the entry was missing from the command list.
	1P: Fixed a bug where the entry was missing from the command list.
	1PP: Fixed a bug where the entry was missing from the command list.
	44P: Fixed a bug where the entry was missing from the command list.
	214P4P: Fixed a bug where the entry was missing from the command list.
	1K: Fixed a bug where the entry was missing from the command list.
	66K: Fixed a bug where the entry was missing from the command list.
	H+K while getting up: Fixed a bug where the command list entry was missing the note "SP⇒Bokuho".
	PP4P with back to a foe: Fixed a bug where the entry was missing from the command list.
	4P with back to a foe: Fixed a bug where the entry was missing from the command list.
	4PP with back to a foe: Fixed a bug where the entry was missing from the command list.
	P+K with back to a foe: Fixed a bug where the skill info window mistakenly displayed follow-up interval frames.
	6P4P in Bokuho stance: Fixed a bug where the entry was missing from the command list.
	4P in Bokuho stance: Fixed a bug where the entry was missing from the command list.
Mila	T while jumping over an obstacle: Fixed a bug where throw escapes were possible.
	T when landing after jumping over obstacle: Fixed a bug where throw escapes were possible.
Kula Diamond	S: Relaxed input detection for simultaneous button presses.
	4K: Fixed a bug where the entry was missing from the command list.