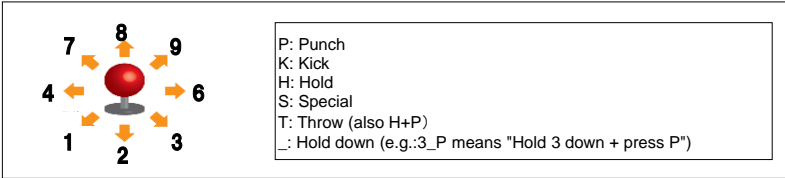


■ **Changes**

| Content | Platform | | |
|---|----------|----------|-------|
| | PS4® | Xbox One | Steam |
| Added new character "Tamaki". (Character licenses are available in each platform store. The character license and debut costumes for Tamaki are also included in Season Pass 4.) Note: You need to purchase the character to access DOA Quest and Tutorial missions. | ○ | ○ | ○ |
| Added new costumes: Design Contest 2019 Costume. (6 costumes) (This content is covered by the Season Pass 4.) | ○ | ○ | ○ |
| Added an option to use following hairstyles from past costumes in combinations with other costumes: Note: You will be able to use the hairstyles only if you own the costumes they are featured with. Some of the hairstyles will not be applicable to all costumes. [Applicable Hairstyles] - Morphing Ninja Costumes | ○ | ○ | ○ |
| Increased maximum ranking level. Unlocked 2 additional ranks above the previously top RUBY (★★★) rank (the stars in the parenthesis are displayed on the rank plate): SAPPHIRE (★★★★) DIAMOND (★★★★★) Note: The players who have set their LOBBY MATCH create/search settings for OPPONENT STRENGTH (MAX) to "RUBY" before V1.20, and still wish to include the maximum level of the opponents, will need to manually reset their setting to the new maximum level "DIAMOND". | ○ | ○ | ○ |
| Adjusted the completion conditions for Kokoro's Combo Challenge 14 for in accordance with balance adjustments. | ○ | ○ | ○ |
| Removed a grain sack that caused graphics issues on the top level of the FORBIDDEN FORTUNE stage. (This correction has no effect on the game balance.) | ○ | ○ | ○ |
| Fixed the issue where the "destructible" mark was missing from the Honoka's Atelier Ryza Mashup Costume on the character selection screen. | ○ | ○ | ○ |

■ Balance Adjustments

Balance adjustment corrections are applicable across all platforms.



| Character | Details |
|--|--|
| ALL | [Overall Change Policy] Performance update, focusing on bug fixes and balance adjustments. Additionally, adjusted arena props effects and Fatal Stun adjustment values. |
| | Fatal Stun adjustments: Changed damage amplification, applied after having triggered Fatal Stun multiple times, when throwing an opponent who used Break Hold to 1.6. |
| | Ceiling hit reactions: Changed the position at the end of hit reactions from standing to laying down. (E.g. Kasumi's 236T in a room with a ceiling, Hayabusa's 41236T in a room with a ceiling.) |
| Arena props: Changed the position at the end of hit reactions to hits against destructible objects from standing to laying down. (E.g. crates on the THE THROWDOWN stage, explosive barrels on the lower level of the FORBIDDEN FORTUNE stage, etc.) | |
| TINA | [Change Policy] Adjusted characteristics of a move. P while jumping over an obstacle: Changed applicable hold type from mid P to Jumping P. |
| JANN LEE | [Change Policy] Adjusted characteristics of some moves. |
| | P+K in Dragon Stance: Adjusted to feature chain guard from 1st to 5th hit. There is no change to the guard advantage when the final hit is guarded. |
| | P+KP+K in Dragon Stance: Adjusted to feature chain guard from 1st to 5th hit. There is no change to the guard advantage when the final hit is guarded. |
| KASUMI | P while jumping over an obstacle: Changed applicable hold type from mid P to Jumping P. |
| | K while jumping over an obstacle: Changed applicable hold type from mid K to Jumping K. |
| BASS | [Change Policy] Adjusted characteristics of a move. Break Blow: Fixed an issue where, in combination with some characters, characters switched places if both characters used Break Blow simultaneously. |
| KOKORO | [Change Policy] Adjusted characteristics of some moves. |
| | 6P6P: Changed the hit reaction on wall fit from wall fall to wall stagger. |
| | 6P: Changed the hit reaction on wall fit from wall fall to wall stagger. |
| HAYATE | K in Heichu stance: Fixed an issue where the distance between characters increased too much on hit. |
| | P+K in Heichu stance: Fixed some animation issues. (No changes to move properties.) |
| LEIFANG | [Change Policy] Adjusted characteristics of a move. P while jumping over an obstacle: Changed applicable hold type from mid P to Jumping P. |
| | [Change Policy] Adjusted characteristics of some moves. |
| | SSSS: Changed move characteristics from 28(2)30 to 28(4)28. |
| | SSSS: Adjusted the hit box to land correctly on opponents in Break Hold. |
| | Back 4P+K: Adjusted to trigger Fatal Stun during a crouching back hit. |
| AYANE | Back 4P+K (max charge): Adjusted to trigger Fatal Stun on crouching counters and higher. |
| | Back 4P+K (max charge): Adjusted to trigger Fatal Stun during a crouching back hit. |
| BRAD WONG | P while jumping over an obstacle: Changed applicable hold type from mid P to Jumping P. |
| BAYMAN | [Change Policy] Adjusted characteristics of a move. K6H+K: Changed the position following the move from facing to behind the opponent. |
| | [Change Policy] Adjusted characteristics of a move. P while jumping over an obstacle: Changed applicable hold type from mid P to Jumping P. |
| RIG | [Change Policy] Adjusted characteristics of some moves. |
| | 8P: Fixed the issue that caused a wrong type of hit reaction to occur during a back hit. |
| MILA | Back PP: Fixed the issue that caused a wrong type of hit reaction to occur during a back hit. |
| | [Change Policy] Adjusted characteristics of some moves. 66K: Adjusted to trigger Fatal Stun during a crouching back hit. |
| HONOKA | 6K in Bending Stance: Adjusted to trigger Fatal Stun during a crouching back hit. |
| | [Change Policy] Adjusted characteristics of a move. 7K (max charge): Adjusted to trigger Fatal Stun during on back hit. |
| NICO | [Change Policy] Adjusted characteristics of a move. P while jumping over an obstacle: Changed applicable hold type from mid P to Jumping P. |
| | K while jumping over an obstacle: Changed applicable hold type from mid K to Jumping K. |
| DIEGO | [Change Policy] Adjusted characteristics of some moves. |
| | P while jumping over an obstacle: Changed applicable hold type from mid P to Jumping P. |
| MAI SHIRANUI | K while jumping over an obstacle: Changed applicable hold type from mid K to Jumping K. |
| | [Change Policy] Adjusted characteristics of a move. P while jumping over an obstacle: Changed applicable hold type from mid P to Jumping P. |
| KULA | [Change Policy] Adjusted characteristics of some moves. |
| | P while jumping over an obstacle: Changed applicable hold type from mid P to Jumping P. |
| RACHEL | K while jumping over an obstacle: Changed applicable hold type from mid K to Jumping K. |
| | [Change Policy] Adjusted characteristics of some moves. 6PPK: Fixed the issue that caused a wrong type of hit reaction to occur during ground strikes. |
| | P while jumping over an obstacle: Changed applicable hold type from mid P to Jumping P. |

■ VERSION NUMBER

The version number used on this page is the number displayed in the lower right of the Title Screen.

Depending on platform and region, this number might be different from the version number displayed when updating the game.