

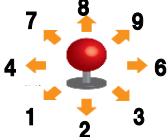
DEAD OR ALIVE 6
Ver.1.22 Update Info

■ Changes

Content	Platform		
	PS4®	Xbox One	Steam
Added new costumes: [Revival] High Society Costumes. (18 costumes) (This content is not included in the Season Pass.)	○	○	○
Added new costumes: [Revival] School Uniforms. (18 costumes) (This content is not included in the Season Pass.)	○	○	○
Added special VO to Hi Counter Holds for Mila, Rig, Diego, NICO, Raidou, and Kula.	○	○	○
Fixed the issue where sometimes characters' faces turned expressionless when hit with a Break Blow.	○	○	○
Adjusted the mission details for DOA Quest No.79.	○	○	○
FORBIDDEN FORTUNE (lower level): Fixed the issue with some arena props that showed on the screen during an online match and disrupted the fight.	○	○	○
FORBIDDEN FORTUNE (lower level): Fixed the issue where characters could leave the stage limits after performing Break Blow at certain locations.	○	○	○
ROAD RAGE: Unified the adjustments made after explosion danger zone is triggered by front or diagonal hits to the blue car sitting on its side.	○	○	○
CHINESE FESTIVAL: Fixed the issue that caused characters to leave the stage limits after a Break Blow by some characters or Jann Lee's back 2T.	○	○	○
SEASIDE EDEN: Fixed the issue that caused the dolphin danger zone to be triggered even if with the "Dangers OFF" setting.	○	○	○
Added moves that were missing from Tamaki's Command List.	○	○	○
Fixed the issue that sometimes reset Ranking Point when a network error occurred.	○	○	○
Fixed the issue where Zack's "Ninja" hairstyle was only selectable with the Morphing Ninja Costume.	○	○	○
Watch Mode: Fixed the issue that caused effects to build up if the fight was paused at a specific timing during NICO's 3P+K (full charge) and 9PK - P.	○	○	○
Added corrections to stop errors from occurring when attempting to save a replay after playing for extended period of time.	○	○	○
Fixed the version number that appeared on replays saved on Ver.1.21a.	○	x	x

■ Balance Adjustments

Balance adjustment corrections are applicable across 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	[Overall Change Policy] Performance update, focusing on bug fixes and balance adjustments. Forward collapse (hit reaction to Hayate's 7P, Hitomi's 6P+K, etc.): Adjusted the hit box to make some specific follow-up hits easier to land. Damage adjustments: Changed the damage adjustment from 1.6 to 1.5 on Hi-counter point hits, hits against a jumping opponent, and hits against an opponent in air throw grab.
ZACK	[Change Policy] Corrected issues related to certain moves. Running P, swaying 6P+K: Fixed the issue where low attacks still landed during the invincibility to low attacks while jumping.
JANN LEE	[Change Policy] Adjusted characteristics of some moves. 214P: Changed the final frame of the invincibility to low attacks from 25F to 32F. 6P+KP: Changed the final frame of the invincibility to low attacks from 20F to 23F.
KASUMI	[Change Policy] Corrected issues related to certain moves. 66PP: Fixed the issue that allowed for follow-up attacks with certain inputs even when the move missed. 64H against mid P: Adjusted to allow the hit character to choose between standing/crouching positions after the hit lands.
BASS	[Change Policy] Adjusted characteristics of some moves. 4P: Enlarged the hit box and increased the reach to fix the issue of the move not landing correctly on some characters when they crouched. 1K: Changed the hit reaction to air hits to front mid-air hit reaction (low).
KOKORO	[Change Policy] Adjusted characteristics of some moves. SS: Fixed the issue where Critical Holds were still possible against SS (2nd hit of Fatal Rush), even after sidestepping S (first hit of Fatal Rush) had already landed. 33P: Adjusted command prioritization to prevent 236P from being incorrectly triggered with certain inputs.

HAYATE	[Change Policy] Corrected an issue with a move. 33K: Fixed the issue where low attacks still landed during the invincibility to low attacks while jumping.
AYANE	[Change Policy] Adjusted characteristics of a move. 2T to a crouching opponent's back: Adjusted hit reaction timing to prevent follow-up attacks landing after the character went down.
ELIOT	[Change Policy] Corrected issues related to certain moves. 3H in Bear Stance against mid P or mid K: Adjusted to allow the hit character to choose between standing/crouching positions after the hit lands.
LA MARIPOSA	[Change Policy] Corrected issues related to certain moves. SSS (2nd hit): Fixed the issue that caused the move to go over some opponents when used in an air combo. SSSS: Fixed the issue that caused the move to go over some opponents when used in an air combo.
CHRISTIE	[Change Policy] Corrected an issue with a move. P+K in Jakeiho stance: Fixed the issue that caused the move to go through opponents when used in an air combo.
RIG	[Change Policy] Adjusted characteristics of some moves. 3P: Changed guard advantage from -9F to -10F, to prevent continued guard of follow-up attacks.
MARIE ROSE	[Change Policy] Adjusted characteristics of some moves. 2or8P+K: Changed invincibility frames to straight-line non-tracking attacks from 15F to 20F. (Including follow-ups from PP2PP.)
NYOTENGU	[Change Policy] Corrected issues related to certain moves. SSSS, 7PP, 7KP, running P+K, P+K during Hiten-No-Mai: Fixed the issue that caused the moves to go over opponents when used in an air combo. 2P during Hiten-No-Mai: Fixed the issue of the move sitting off axis and not landing correctly next to a wall.
HONOKA	[Change Policy] Corrected issues related to certain moves. T in Dragon Stance: Adjusted to allow the hit character to choose between standing/crouching positions after the hit lands. T in Dragon Stance to an opponent's back: Adjusted to allow the hit character to choose between standing/crouching positions after the hit lands.
PHASE 4	[Change Policy] Corrected issues related to certain moves. 66PP: Fixed the issue that allowed for follow-up attacks with certain inputs even when the move missed. 46T: Adjusted to allow the hit character to choose between standing/crouching positions following the move.
DIEGO	[Change Policy] Corrected an issue with a move. 41236T next to a wall: Fixed the issue that caused a light ground attack to occur following the move.
NICO	[Change Policy] Corrected issues related to certain moves. 236T: Adjusted to allow the hit character to choose between standing/crouching positions after the hit lands. 236T - T: Adjusted to allow the hit character to choose between standing/crouching positions after the hit lands.
MAI SHIRANUI	[Change Policy] Adjusted damage of some moves. PP2K: Changed damage from 22 to 25. PPP2K: Changed damage from 22 to 25. 3P2K: Changed damage from 22 to 25. 2H+K: Changed damage from 22 to 25.
MOMIJI	[Change Policy] Corrected issues related to certain moves. Adjusted the hold timing to match other characters on the following holds (including Critical Holds): 7H against high attacks, 4H against mid P, 6H against mid K, 1H against low attacks, 64H against mid P.
TAMAKI	[Change Policy] Corrected issues related to certain moves. Adjusted the hold timing to match other characters on the following holds (including Critical Holds): 7H against high attacks, 4H against mid P, 6H against mid K, 1H against low attacks, 67H against high P, 64H against mid P, 61H against low P. 6PP: Adjusted the hit box to make the move easier to land against all characters. 9PPP: Changed the hold properties from evasion to mid P. 46P: Adjusted the parry calculations to make it easier to parry opponents' attacks. KP: Changed move properties from 16(2)27 to 16(2)24, to prevent follow-up attacks being avoided by crouching on guard. KP: Adjusted the hit box to make sure the move lands correctly. 6P+K: Adjusted the hit box to make the move easier to land against all characters. 4H+K: Fixed the issue that caused the move to be impossible to hold. Back-turned P+K: Adjusted the parry calculations to make it easier to parry the opponent's attacks. T: Changed the throw reach from 1.44m to 1.52m. T to an opponent's back: Adjusted to trigger danger zones in the middle of the move. (Floor Danger Zones on various stages and firecracker danger zone on the CHINESE FESTIVAL stages.) 67H against high P, 61H against low P: Adjusted damage timing. 67H against high P, 64H against mid P, 61H against low P: Adjusted to allow the hit character to choose between standing/crouching positions after the hit lands. 61H against low P: Adjusted to prevent from triggering danger zones in the middle of the move. (Floor Danger Zones on various stages and firecracker danger zone on the CHINESE FESTIVAL stages.) 61H against low P: Fixed the issue where the hit character was knocked down in the middle of the move.