

**DEAD OR ALIVE 6**  
**Ver.1.04/Ver.1.04a Update Info**

■ **Changes**

Content	Platform		
	PS4®	Xbox One	Steam
Added the costumes "Pirates of the 7 Seas Costumes Vol.1". New costumes can be used after being purchased.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Added LEADERBOARDS.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Added new entry animations for Tina, Ayane, Lisa, and Rig. Added new victory animations for Honoka, Mila, Nyotengu, and Zack.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
As thanks for playing DEAD OR ALIVE 6 and Core Fighters, players will receive 100,000 Player Points when they launch v1.04a for the first time. (Offer available only until May 13th, 2019 15:59 JST)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Implemented a feature with which, if a player has unlocked all of the costumes for characters they own, any further costume parts they obtain will be replaced with Player Points.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Implemented a feature with which an adjustment is applied to the amount of Player Points a player receives depending on the total Fighter Levels of characters whose licenses they own.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
The Main Menu results display can now be changed as desired between TOTAL, RANKED MATCHES, LOBBY MATCHES, or OFFLINE results.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Added a Save option to LOBBY MATCH replays.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Unlocked 15 extra DOA6 Stage BGM pieces. (After they are unlocked, they can be purchased from DOA CENTRAL - MUSIC.)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
La Mariposa's hairstyle can now be changed when wearing costumes with a mask.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
FREE TRAINING settings are no longer reset after returning from a Throwdown match.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
"EXPOSURE MINIMIZATION" can now be set in the VERSUS Event mode.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Corrected the unlock conditions for DOA ENCYCLOPEDIA entries 61 and 65.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Eye-glasses removed by a Break Blow now disappear after a certain amount of time.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Fixed an issue in which the TOTAL results displayed were inconsistent with the sum total for RANKED MATCHES, LOBBY MATCHES, and OFFLINE.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Characters that are thrown and collide with the ceiling no longer hit walls.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Fixed an issue in which a character could be incorrectly displayed before their entry animation was played when spectating LOBBY MATCHES.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Fixed an issue in which the incorrect skill info was displayed for attacks with multiple attributes.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Fixed an issue where the game would sometimes crash after approximately a 100 of position resets were performed repeatedly on certain stages.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Fixed an issue in which wall hits would not occur with some attacks against low walls.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Opponents now collide with walls when a wall throw is followed up with a strike.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Fixed an issue in which characters displayed incorrect behavior during certain quests on the pirate ship.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Fixed an issue in which the appropriate camera action did not occur when an opponent who was hit against a wall was bounced against the floor, with the attack then followed up by a close hit.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Added moves that were missing from the COMMAND LIST, and made other related corrections (Hayate's 7P-K, Jann Lee's 7K4, and Rig's 3PK-K).	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Fixed an issue in which certain moves could clip through walls on the "FORBIDDEN FORTUNE" stage.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Fixed an issue in which input buffers had no effect for certain gimmicks on the "FORBIDDEN FORTUNE" stage.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Fixed an issue in which characters could incorrectly float upwards on the "FORBIDDEN FORTUNE" stage.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Fixed an issue in which hit detection sometimes would still be present for destructible items that had already been destroyed on the "THE THROWDOWN" stage.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Corrected the behavior related to wall hits on the "ROAD RAGE" stage.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Fixed an issue in which some destructible items were incorrectly involved in mass destruction on the "CHINESE FESTIVAL" stage.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Improved the graphics on the "CHINESE FESTIVAL" stage in order to make it easier to understand the range in which gimmicks can be activated.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Fixed an issue in which certain characters were incorrectly re-located when going over fences on the "UNFORGETTABLE" stage.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Corrected the behavior for combos following ceiling hits.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Fixed an issue in which there was a possibility that the game would stop after performing a position reset.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Fixed an issue in which some areas near the water were not slippery on the "MIYABI" stage.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Fixed an issue which made it difficult to chain combos near some walls.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Fixed an issue in which wall combos could not be performed after throwing an opponent against a rope wall.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
The COMBO CHALLENGES for some characters were corrected in accordance with balance adjustments.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

■ **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	<p><b>[Overall Change Policy] This version focuses mainly on bug fixes, but some characters have had balance adjustments, and adjustments to side attacks have been made as well.</b></p> <p>Side Attacks: Now can be caught with a counter adjustment by high throws and high offensive holds.  <b>Note: This is the first part of the planned adjustment. More adjustments to Side Attacks will be made in the version 1.05.</b></p> <p>Break Blow: Implemented a correction to stop follow-up attacks after a Break Blow on an edge of a stage without walls.            Fatal Stun hit reaction: Fixed the issue in which follow-up attacks were still possible even against a downed opponent following specific Fatal Stun triggered by a</p>
ZACK	<p><b>[Change Policy] Adjusted hit detection and status of certain moves.</b></p> <p>Side Attacks: Lowered the bottom of the hitbox.            T-K-K-K while ducking: Implemented a correction to stop follow-up attacks to a knocked down opponent on an edge of a stage without walls.</p>
TINA	<p><b>[Change Policy] Adjusted frame advantage and damage of certain moves.</b></p> <p>3PP: Guard advantage changed from G-4 to -G-6.            2KK: Startup changed from 23 to 24.            4T when midair above the head of an opponent facing the ground: Changed damage from 30 to 15.            T towards the head of an opponent lying on the ground: Changed damage from 3*10 to 2*10.            9PK: Adjusted the launch height of a normal standing hit.            33K: Adjusted the launch height of a normal hit.            6PPK: Adjusted the launch height of a normal hit.            66K: Guard advantage changed from G-7 to G-10.</p>

Character	Details
JANN LEE	<b>[Change Policy] Adjusted status and corrected issues concerning certain moves.</b>
	Dragon Stance P+K: Normal hit is now a series of consecutive hits.
	Dragon Stance P+KP+K: Removed the tracking from the 5th hit.
	Near a wall 6T-P+K: Combos can now be performed near rope walls.
KASUMI	<b>[Change Policy] Changed status of some moves.</b>
	6P+K2K: Changed from "no tracking" to "tracking."
HELENA	<b>[Change Policy] Adjusted status and advantage of certain moves.</b>
	1P: Changed advantage from +2 frames to +4 frames on a counter hit.
BASS	1PP: Removed the half hit.
	<b>[Change Policy] Changed status of some moves.</b>
	Side Attacks: Fixed the invincibility period and unified it with that of other characters.
HAYATE	4T: Corrected the timing on which opponents are knocked down.
	<b>[Change Policy] Changed status of some moves.</b>
LEIFANG	41236T-44T-466T: Implemented a correction to stop follow-up attacks to knocked down opponents after the move.
	<b>[Change Policy] Changed status of some moves.</b>
	236P: Changed hit reaction from knocked down to Critical Stun when landing the attack on an opponent in crouching guard.
LA MARIPOSA	4P: Changed the move from High P to Mid P.
	Side Attacks: Adjusted spacing on guard.
	<b>[Change Policy] Adjusted the status and feel of controls for certain moves.</b>
	33K: Corrected an issue in which, when inputting the move from a dash, 236K was mistakenly performed instead.
BRAD WONG	Running P+K: When guarded at close range, the move no longer clips through the opponent.
	7KK: Changed the status after the move to crouching.
	<b>[Change Policy] Changed status of some moves.</b>
RIG	Side Attacks: Fixed the invincibility period and unified it with that of other characters.
	41236T: Implemented a correction to stop follow-up attacks to knocked down opponents after the move.
	<b>[Change Policy] Changed status of some moves.</b>
MILA	44K: Now launches the opponent on back hit.
	3PK: Now launches the opponent on back hit.
	Side Attacks: Adjusted spacing on guard.
MARIE ROSE	<b>[Change Policy] Changed status of some moves.</b>
	2K: Changed from "no tracking" to "tracking."
NYOTENGU	<b>[Change Policy] Corrected issues and adjusted the feel of controls for certain moves.</b>
	Side Attacks: Fixed the invincibility period and unified it with that of other characters.
	Hiten-no-Jutsu: Corrected an issue in which the transition from Karasu-Tobi to Hiten-no-Jutsu sometimes did not occur correctly.
HONOKA	41236T on ceiling hit: Fixed an issue where combos from behind were incorrectly performed under certain conditions.
	<b>[Change Policy] Adjusted damage in order to make fighting easier.</b>
	Ducking T to the back of an opponent: Changed damage from 50 to 66.
	Burning Soul T: Changed damage from 50 to 56.
	Burning Soul T to the back of an opponent: Changed damage from 56 to 66.
	Dokuritsu-Ho T: Changed damage from 50 to 56.
	Dokuritsu-Ho T to the back of an opponent: Changed damage from 56 to 66.
	Side Attacks: Fixed the invincibility period and unified it with that of other characters.
Low hit while getting up: Unified the behavior on a counter hit with that of other characters.	
RAIDOU	4K: Made the transitioning to a combo easier on a counter hit.
	2KK: Changed startup from 23 to 24.
PHASE 4	<b>[Change Policy] Adjusted advantage of certain moves.</b>
	Low Critical Hold grab: Changed advantage from 17 to 22.
DIEGO	<b>[Change Policy] Improved usability.</b>
	66PK: Expanded the hit box.
NICO	8K: Implemented a correction to prevent clipping through opponents when transitioning to Nagikaze (2P+K on hit) on the edge of the screen.
	<b>[Change Policy] Made it easier to approach and attack opponents.</b>
	214P: Changed guard advantage from G-9 to -G-7.
	<b>[Change Policy] Adjusted balance, focusing on the advantage of certain moves.</b>
	1K: Adjusted spacing on guard.
	6KKK: Adjusted spacing on guard.
	6H+K: Corrected timing for landing on the ground.
	3K2K: Changed advantage upon normal hit from $\pm 0$ to -4.
	PPK2K: Changed advantage upon normal hit from $\pm 0$ to -4.
	6K: Changed guard advantage from G-13 to G-15.
6KK: Changed guard advantage from G-2 to G-6.	
236T-T: Changed advantage from +14 frames to +11 frames on successful hit.	
6PPP: Changed hit reaction from Critical to back launch on a back hit.	
236K: Implemented a correction to ensure the second hit lands when hitting the opponent from behind.	

■ 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.