

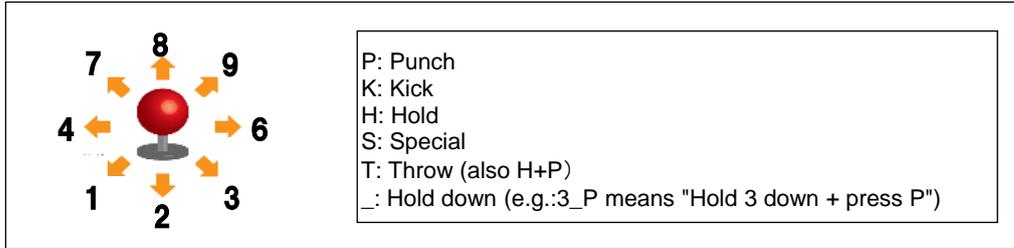
DEAD OR ALIVE 6
Ver.1.09 Update Info

■ **Changes**

Content	Platform		
	PS4®	Xbox One	Steam
Added new costumes: "Summer Breeze Collection". New costumes can be used after being purchased.	○	○	○
Added entry and victory animations for the following characters: Entry animations: Jann Lee, Ryu Hayabusa, Kokoro, Leifang, Bayman, Mila, Raidou, NiCO. Victory animations: Ryu Hayabusa, Hayate, Christie, Bayman, Diego, Phase 4.	○	○	○
Increased maximum ranking level. Unlocked 3 ranks above the previously top U+ rank (the stars in the parenthesis will be displayed on the rank plate instead): TOPAZ (★) EMERALD (★★) RUBY (★★★) Note: The players who have set their LOBBY MATCH create/search settings for OPPONENT STRENGTH (MAX) to "U+" since V1.09, and wish to include the maximum level of the opponents, will need to manually reset their setting to the new maximum level "RUBY".	○	○	○
Extended the text chat availability to cover the entirety of LOBBY MATCHES. The text chat will now be shared between all players, both in the lobby and on the match screens. Note: A number indicating the match slot a player belongs to will be displayed before messages. If a player has not joined any slots, "-" will be displayed instead.	○	○	○
Changed LOBBY MATCH settings to automatically change status to Ready and begin the match when waiting time counter reaches 0.	○	○	○
Fixed an issue on the LOBBY MATCH character selection screen, in which the cursor would appear on a different character from previously selected.	○	○	○
Added the option to input text into chat and when entering LOBBY MATCH room name using only keyboard. (PC ver. only) The text entry box can be brought up by pressing Enter on any screen where text input is available. Note: The input text will appear in the text box and can be confirmed and posted by pressing Enter. Pressing Esc clears and closes the text box.	-	-	○
Fixed an issue where sometimes the throw hit box would not be triggered (throws would not be possible) during recovery frames when a move command unavailable to the character (e.g., Christie's 6PP→6P (uninterrupted by H) was input.	○	○	○
Fixed an issue where COM fighters sometimes could still use wake-up attacks while in a wall crush stun.	○	○	○
Fixed an issue where characters remained expressionless when KO'd with certain moves (e.g., Hitomi's 6T).	○	○	○
Fixed an issue where a fighter who landed a K.O. while free stepping would continue their motion and caused a camera error to occur.	○	○	○
Fixed an issue with the camera in replays of matches featuring special finishing moves on the SEASIDE EDEN stage.	○	○	○
Fixed the definition of the entry/victory background on the SEASIDE EDEN stage.	○	○	○
Fixed an issue that caused wall throws to be difficult to perform next to walls in locations with floors with uneven levels, such as the hallway on the UNFORGETTABLE stage.	○	○	○
Fixed an issue on the CHINESE FESTIVAL stage, in which attacks that landed simultaneously could trigger both fall and rumble danger zones, and cause for characters to be moved to an inappropriate location.	○	○	○
Fixed an issue where certain combos performed after the Cargo Drop danger zone was activated on the ROAD RAGE stage would cause characters to clip through the cars.	○	○	○
Fixed the display of some of Bayman's commands (3_P) to match in all game modes.	○	○	○
Fixed COM settings in FREE TRAINING mode to employ the Standing Command Throws, Crouching Throws, Standing Offensive Holds, and Crouching Offensive Holds correctly when selected.	○	○	○
Changed Diego's 9P command to 9PP in COMMAND TRAINING.	○	○	○
Fixed an issue with Kula's COMBO CHALLENGE 11 which prevented it from being cleared correctly.	○	○	○
Fixed issues with Jann Lee's COMBO CHALLENGE 20 and Mila's COMBO CHALLENGE 5, where the challenges could be cleared even without connecting the combos.	○	○	○
Corrected various spelling and translation issues.	○	○	○

■ Balance Adjustments

Balance adjustment corrections are applicable across all platforms.



Character	Details
ALL	[Overall Change Policy] Performance update, focusing on bug fixes and balance adjustment.
KASUMI	[Change Policy] Adjusted status and fixed issues of certain moves. 9PP: Fixed an issue where unexpected follow-up moves were triggered if a button was pressed at a certain time. 8K: Slightly increased the launch height to stabilize the juggles.
HELENA	[Change Policy] Adjusted advantage on a move. 1PP: Changed advantage on normal hit from -11F to -5F.
BASS	[Change Policy] Adjusted status and fixed issues of certain moves. Break Hold: Fixed the issue with the hit reaction positioning. 64T crouching next to a wall: Fixed to make sure the wall danger zones are triggered correctly during a counter/hi-counter. 41236T-T to a launched opponent: Fixed an issue where sometimes the crates on the stage didn't break even after being hit.
KOKORO	[Change Policy] Adjusted launch height of a move. Fatal Rush (S, SS, SSS): Adjusted the re-launch height, to make aerial hits easier to land.
HAYATE	[Change Policy] Adjusted controls of a move. SSSS with full Break Gauge: Adjusted the control to fix the issue where Break Blow sometimes would not be triggered even with a full Break Gauge.
LEIFANG	[Change Policy] Changed status of a move. 6P: Changed move characteristics from 12(3)25 to 12(2)24.
LA MARIPOSA	[Change Policy] Adjusted advantages and other issues of certain moves. 2KP: Changed move characteristics from 24(2)26 to 24(3)25, to fix the issue that made holds and side-stepping unavailable while guarding 2KPK. 1_KK: Fixed an issue where holds could be performed on the second hit when first hit was guarded. Running P+K: Fixed the move to make sure the character faced forward for the duration of the move. Back-turned 4P+K: Fixed an issue where sometimes the move clipped through the opponent. 44T next to a wall: Fixed the errors in camera angle that occurred on stages with rope walls.
BRAD WONG	[Change Policy] Adjusted the launch height of a move. Fatal Finish (S, SS, SSS): Adjusted the re-launch height, to make aerial hits easier to land.
MILA	[Change Policy] Changed status of a move. 8P: Adjusted to differentiate from 2KP.
MARIE ROSE	[Change Policy] Adjusted status and fixed issues of certain moves. SSS: Adjusted the move to launch the opponent if Critical Finish was triggered on the first hit. 3PP4: Changed move characteristics from 25(2)0 to 25(2)23 and fixed the Skill Details to display correct information. Back-turned 8P2 or 8P+K: Adjusted the back-turned 2 during 8P / 8P+K to transition into a minuet. Back-turned 8P4P+K: Adjusted the back-turned 4P+K during 8P to transition into a rondo. Back-turned 8PP2 or 8P+K: Adjusted the back-turned 2 during 8PP / 8P+K to transition into a minuet. Back-turned 8PP4P+K: Adjusted the back-turned 4P+K during 8PP to transition into a rondo.
RAIDOU	[Change Policy] Adjusted status and fixed issues of certain moves. PP4PK: Fixed an issue where the attack would shift off target. 66P: Adjusted the hitbox to fix the issue of the attack shifting off target. 9K: Fixed an issue where holds could be performed on the second hit when first hit was guarded. 9K: Changed hold type on the first and second hits from jump K to evasion.

NICO	[Change Policy] Adjusted status and fixed issues of certain moves.
	Break Hold: Fixed an issue that cause the character to leave the stage limits.
	PP6P: Shortened the distance to the opponent on guard.
	PP6P: Changed the hit reaction in the air.
	4PK: Shortened the distance to the opponent on guard.
	4P2K: Changed the guard animation.
	6PPK: Shortened the distance to the opponent on guard.
	4K: Shortened the distance to the opponent on guard. 6T to an opponent's back: Adjusted to make 4T also possible to use from behind the opponent.
PHASE 4	[Change Policy] Adjusted status and fixed issues of certain moves.
	9K: Fixed an issue where holds could be performed on the second hit when first hit was guarded.
	33K: Changed the follow-up trigger frames from 21F to 18F and matched controls with 6PK and PP6PK.
	P+K during Tenfu: Changed move characteristics from 2(8)33 to 7(6)33.
	P+K during Tenfu: Changed hold type from evasion to jump P.
	P+K during Tenfu: Fixed hit reaction to prevent recovery on hit. P+K during Tenfu: Adjusted advancement to prevent clipping through.
MAI SHIRANUI	[Change Policy] Adjusted status and fixed issues of certain moves.
	PPPP: Adjusted the air hit reaction orientation.
	3PP: Adjusted the air hit reaction orientation.
	214P: Adjusted the air hit reaction orientation.
	214P (cancel ver.): Adjusted the air hit reaction orientation.
	236P: Fixed an issue where a throw grab was impossible during the recovery frames after a projectile weapon throw.
	3P+K on hit P: Changed jump frames from 7F to 10F. (No change to overall move frames or the follow-up transition timing.)
	7P (backward leap): Changed jump frames from 5F to 10F. (No change to overall move frames or the follow-up transition timing.)
	9P (forward leap): Changed jump frames from 5F to 10F. (No change to overall move frames or the follow-up transition timing.)
	9P (forward leap): Fixed the issue where the status changed incorrectly from jumping to standing on 16F.
	P leaping forward: Adjusted the animation of the hand holding the fan after landing.
	K leaping forward: Adjusted the animation of the hand holding the fan after landing.
	K leaping forward: Corrected guard animation.
	KK leaping forward: Changed post-move status from standing with a possibility to choose standing or crouching, to stooping position with a possibility to choose standing or crouching. KK leaping forward: Corrected guard animation.
P+K leaping forward: Adjusted the animation of the hand holding the fan after landing.	
KULA	[Change Policy] Adjusted status and fixed issues of certain moves.
	High Critical Holds: Changed move characteristics from 0(18)20 to 0(18)17.
	Mid P Critical Holds: Changed move characteristics from 0(18)20 to 0(18)17.
	Mid K Critical Holds: Changed move characteristics from 0(18)20 to 0(18)17.
	Jumping over an obstacle: Changed active frames on landing from +20F to +30F.
	4P: Changed move voice-over.
	7P (backward leap): Changed jump frames from 8F to 10F. (No change to overall move frames or the follow-up transition timing.)
	7P (backward leap): Increased hit detection during the move.
	9P (forward leap): Changed jump frames from 5F to 10F. (No change to overall move frames or the follow-up transition timing.)
	9P (forward leap): Fixed the issue where the status changed incorrectly from jumping to standing on 16F.
	K: Adjusted the follow-up availability frames from 15F~37F to 15F~29F.
	KP: Fixed to successfully land against sidestepping opponents.
	8K(7K): Added voice-over.
	9KP: Fixed to successfully land against sidestepping opponents. 4KK: Fixed to successfully land against sidestepping opponents.
	H+K: Change hit reaction status on landing from laying facing up to laying facing down. Back H+K: Fixed to successfully land against sidestepping opponents.

■ 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.