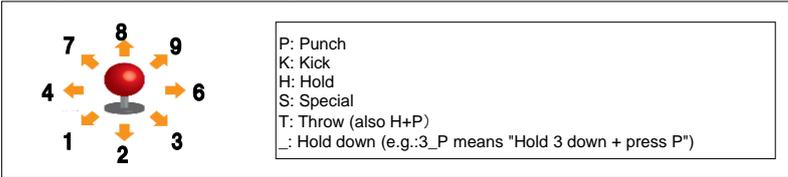


■ Changes

Content	Platform		
	PS4®	Xbox One	Steam
Added new costumes: Witch Party Costumes (16 costumes)	○	○	○
Added the option to access WARDROBE directly from the main menu, by pressing the □ button (X button).	○	○	○
Introduced Premium Tickets that can be used to unlock individual DLC costumes. Note: Premium Tickets can only be purchased in the WARDROBE and have a validity period of 180 days. At the end of the 180 days, unused Premium Tickets will irrevocably expire and will not be refunded. Premium Tickets will not be applicable to some of the items. Please see the FAQ page for more information: https://www.gamecity.ne.jp/doa6/faq.html	○	-	-
Added an option to display costume ownership info in WARDROBE. (Press R2 (RT) button to display/toggle the info.) ① Total number of costumes that can be purchased with Premium Tickets and the number of Tickets required to purchase all available costumes. (PS4 only) ② Total number of available DLC costumes. ③ Total number of unlockable default costumes and the number of Player Points required to unlock the remaining costumes.	○	○	○
			
Added an option to update the information regarding the DLC ownership info in WARDROBE. In the past, returning to main menu was required to update the DLC information. From now on, the information can be updated by simply pressing L2 (LT) button in WARDROBE.	○	○	○
Fixed the issue with the disconnection penalty not being applied correctly.	-	○	-
Fixed the issue of Hayabusa appearing without his mask during Hayate's Combo Challenges.	○	○	○
Fixed the issue where throw escapes from T or P in Mounted Position became unavailable after landing 66T on Mila's (COM) back.	○	○	○
Fixed the issue that caused COM-controlled Phase 4 to use moves unavailable to players.	○	○	○
Fixed camera issues that occurred where RUMBLE DANGER ZONE was activated with Momiji's Break Blow.	○	○	○
Reduced processing load of some of the stages for lower-performance PCs, and PS® (excluding PS4 Pro) and XboxOne (excluding Xbox One X) consoles.	○	○	○
Adjusted to not display the spectators in SURVIVAL mode, to reduce processing load for lower-performance PCs, and PS4® (excluding PS4 Pro) and XboxOne (excluding Xbox One X) consoles.	○	○	○
Fixed the issue where the same costumes were sometimes used by mistake for 1P and 2P in DOA QUEST 104.	○	○	○
Fixed the issue where, when Break Blow was used against a character wearing "Kasumi's Favourite Glasses", the glasses sometimes remained in the air.	○	○	○
Fixed the issue where the slow motion animation was not shown when RUMBLE DANGER ZONE was activated with Violence Minimization ON.	○	○	○
Reset the recent disconnection rates in order to remove the false data that has occurred due to disconnection misidentification issues up to ver.1.11.	-	-	○
Adjusted game balance.	○	○	○
Fixed other minor issues.	○	○	○

■ Balance Adjustments

Balance adjustment corrections are applicable across all platforms.



Character	Details
ALL	<p>[Overall Change Policy] Performance update, focusing on bug fixes and balance adjustment.</p> <p>Strike down Fatal Stun: Fixed an issue that guaranteed ground throws under certain circumstances. (Tina's 8P to non-airborne opponents, and others.)</p> <p>Spinning Stagger (S): Fixed the issue where Critical Finish was sometimes not triggered correctly. (A reaction to attacks against non-airborne opponents, like Nyotengu's PP6P, 6P+K, and others.)</p> <p>Moves that feature warps: Fixed the issue that allowed characters to warp outside the stage under certain circumstances. (Hayabusa's 66, 88, and 22 from Ongyoin stance, Hayate's PPPP, on charge 6.)</p> <p>UNFORGETTABLE (lower level): Fixed the issue that showed frontal wall hit damage at 15, and diagonal wall hit damage was 10, at certain parts of the GAMBLER'S PARADISE area.</p>
TINA	<p>[Change Policy] Adjusted status of some moves.</p> <p>41236T to an opponent in the air: Adjusted damage timing, to make sure correct damage is counted during Danger Zone hits.</p> <p>K while jumping over an obstacle: Fixed the issue where the moved passed over the opponent, when used against an opponent performing a Critical Hold.</p>
KASUMI	<p>[Change Policy] Adjusted status of a move.</p> <p>PPK: Adjusted to differentiate from H+K.</p>
HELENA	<p>[Change Policy] Adjusted status of a move.</p> <p>SS (2nd hit): Increased the height of the air hit launch to stabilize juggles.</p>
BASS	<p>[Change Policy] Adjusted status of some moves.</p> <p>Crouching 64T: Matched the prioritization of the move modifications from walls and ceilings for normal hits and counters/Hi-counters.</p> <p>41236T-T to an opponent in the air: Adjusted damage timing, to make sure correct damage is counted during Danger Zone hits.</p>
KOKORO	<p>[Change Policy] Adjusted controls of a move.</p> <p>PP6P: Adjusted controls to include P6PP.</p>
AYANE	<p>[Change Policy] Adjusted status and properties of some moves.</p> <p>PK6_P+K, K6_P+K, back-turned 66_P+K: Fixed the move to make sure the character faced backwards for the duration of the move.</p> <p>Back-turned PP6PK: Changed the opening status to facing backwards.</p> <p>Back-turned PP6P2K: Changed the opening status to facing backwards.</p> <p>Back-turned PP6P-K: Changed the opening status to facing backwards.</p> <p>Back-turned PP6P-2K: Changed the opening status to facing backwards.</p> <p>Back-turned 4P: Fixed the move to make sure the character faced backwards for the duration of the move.</p> <p>Back-turned 4PK: Adjusted to face forward following recovery frames.</p> <p>Back-turned 4P2K: Adjusted to face forward following recovery frames.</p> <p>Back-turned 4P-K: Adjusted to face forward following recovery frames.</p> <p>Back-turned 4P-2K: Adjusted to face forward following recovery frames.</p> <p>P in back-turned 3, P in back-turned 3_: Adjusted to face backward following recovery frames.</p> <p>H+K in back-turned 3, H+K in back-turned 3_: Change guard advantage on 1st and 2nd hits from $\pm 0F$ to $+10F$, and added chain guard up to the 3rd hit.</p>
CHRISTIE	<p>[Change Policy] Adjusted status of a move.</p> <p>SSS: Adjusted the hit box to ensure follow-up attacks land correctly, after landing S on a sidestepping opponent.</p>
RIG	<p>[Change Policy] Adjusted voice-over of a move.</p> <p>H+K6K in Bending Stance: Changed move voice-over.</p>
MILA	<p>[Change Policy] Adjusted status and fixed issues with some moves.</p> <p>8P: Adjusted to differentiate from 1H+KP.</p> <p>T in Mounted Position: Fixed the issue where follow-up T was not triggered correctly, after a successful hit to an opponent's back.</p>
MARIE ROSE	<p>[Change Policy] Adjusted balance of some moves.</p> <p>3PP4: Changed move characteristics from 25(2)23 to 25(2)25, as the advantage frames at the end of the move appeared too short after Skill Details were fixed in ver.1.09.</p> <p>66T: Added voice-over on grab.</p>
HONOKA	<p>[Change Policy] Adjusted controls and status of some moves.</p> <p>PP6P: Adjusted controls to include P6PP.</p> <p>8K: Adjusted jumping and crouching frames to match with Helena's 8K.</p> <p>K in Hisatsu-no-Kamae: Changed hit reaction status on landing from laying facing down to laying facing up.</p> <p>K during Burning Soul: Changed hit reaction status on landing from laying facing down to laying facing up.</p>
NYOTENGU	<p>[Change Policy] Adjusted balance of some moves.</p> <p>SSS: Fixed the issue of combe compensation being applied on every hit.</p> <p>SSS (3rd hit): Changed the attack type from High K to Mid K.</p> <p>SSS (3rd hit): Changed the air hit reaction from air launch to bounce.</p> <p>PP6P: Fixed the direction of the launch hit reaction.</p> <p>K during Karasu-Tobi: Changed hold type from Mid K to Jumping K.</p> <p>P while jumping over an obstacle: Fixed the issue where the moved passed over the opponent, when used against an opponent performing a Critical Hold.</p> <p>K while jumping over an obstacle: Fixed the issue where the moved passed over the opponent, when used against an opponent performing a Critical Hold.</p>
RAIDOU	<p>[Change Policy] Adjusted status of a move.</p> <p>61234T to an opponent in the air: Adjusted to hit against low walls.</p>
PHASE 4	<p>[Change Policy] Adjusted status of some moves.</p> <p>Break Hold: Increased the distance between the characters following the move.</p> <p>33K (1st hit): Fixed the issue that made it possible to transition into Tenfu even during recovery frames, and matched the follow-up interval with 6PK (1st hit).</p>
DIEGO	<p>[Change Policy] Adjusted controls for some moves.</p> <p>7PP, on hit T: Adjusted input reception time to make the move easier to perform.</p> <p>P+K, on hit T: Adjusted input reception time to make the move easier to perform.</p>
KULA	<p>[Change Policy] Adjusted status and fixed issues with some moves.</p> <p>2P: Changed advantage on normal hit from $\pm 0F$ to $-1F$.</p> <p>236P: Adjusted command prioritization, to reduce mistripping on certain inputs.</p> <p>P+K: Changed the back hit reaction from the back-turned mid stagger (Critical Hold possible) to back-turned bended stun (Critical Hold impossible).</p> <p>3P+K: Fixed the issue where front air hit reaction was used during the back air hit reaction.</p> <p>6H+K: Changed hold type from Mid K to Jumping K.</p> <p>6H: Fixed the issue that caused clipping through certain stages.</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.