

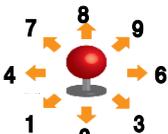
DEAD OR ALIVE 6
Ver.1.18 Update Info

■ **Changes**

Content	Platform		
	PS4®	Xbox One	Steam
Added new costumes: "Nova" Sci-Fi Body Suits. (20 costumes) Parts of these costumes light up during taunts and Break Blows. The glowing parts differ between costumes. (This content is covered by Season Pass 4.)	○	○	○
Added new costumes: Gorgeous Dress for Kasumi and Gorgeous Dress for Marie Rose. (These 2 items are featured as the purchase bonus for the Season Pass 4.)	○	○	○
Added new costumes: [Revival] Maid costumes. (17 costumes) (These costumes are not included in Season Pass.)	○	○	○
Added an option to use hairstyles from the following 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. This option to change hairstyle is not available with all costumes, and for some costumes the hairstyle variations will be limited. [Applicable Costumes] - Deluxe Costumes - Summer Breeze Collection - Hot Summer Costumes - Mai Shiranui Debut Costumes - Kula Debut Costumes	○	○	○
Added the option to trigger the change effects of the "Nova" Sci-Fi Body Suits and Morphing Ninja Costumes during entry animations, by pressing L2 (LT) button.	○	○	○

■ **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 adjustment. Low staggers (extra small): Corrected Critical Finish to match with the low staggers (small). (Applicable to Hayabusa's and Rachel's 1P and similar moves.)
KASUMI	[Change Policy] Fixed issues with some moves. Throws (grab animation): Removed redundant sound effects.
AYANE	[Change Policy] Fixed issues with some moves. 1P: Changed the advantage on normal hit back to -4F, as it had become too long following the animation correction applied in Ver1.17. 1P: Changed the guard advantage back to -12F, as it had become too long following the animation correction applied in Ver1.17. Back-turned PP2P: Changed the advantage on normal hit back to -4F, as it had become too long following the animation correction applied in Ver1.17. Back-turned PP2P: Changed the guard advantage back to -12F, as it had become too long following the animation correction applied in Ver1.17.
LEIFANG	[Change Policy] Fixed issues with some moves. PP4P: Fixed the issue that caused a wrong type of hit reaction to occur during a crouching back hit. 3PP4P: Fixed the issue that caused a wrong type of hit reaction to occur during a crouching back hit.
PHASE 4	[Change Policy] Fixed issues with some moves. Throws (grab animation): Removed redundant sound effects.
RACHEL	[Change Policy] Fixed issues with some moves. 3PPP: Fixed an issue where, following specific inputs, throw grabs failed during recovery frames. 2K to an opponent on the ground: Fixed the issue on the lower level of CHINESE FESTIVAL stage, where an attacked character would float when floor danger zone was triggered. (No change to damage and advantage frames on hit.)

■ **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.