

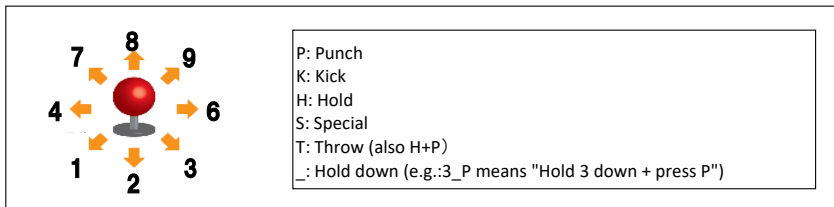
DEAD OR ALIVE 6
Ver.1.02 Update Info

■ **Changes**

Contents	Platform		
	PS4®	Xbox One	Steam
Added "DOA6 Happy Wedding Costumes Vol.1". New costumes can be used after being purchased.	○	○	○
Added new quests to DOA QUEST mode.	○	○	○
Added new entry/victory animations for Kasumi, Hitomi, Marie Rose, and Bass.	○	○	○
Added character model rotation in WARDROBE.	○	○	○
Added "RECONNECT" option to FREE TRAINING settings.	○	○	○
Adjusted overall game balance. Please see the Balance Adjustments list for details.	○	○	○
Updated Replay saving format in accord with the implemented corrections. Replay data saved in this version will not be playable in the older versions of the game. Replay data saved in the older versions may also become unplayable in the later versions.	○	○	○
Adjusted drawing method of awarded costume pattern parts and the response in case of exceeding necessary quantity.	○	○	○
Adjusted graphics.	○	○	○
Reduced CPU workload on the FORBIDDEN FORTUNE stage for some platforms. Note: Applicable to all platforms with exception of PS4Pro and XboxOneX.	○	○	○
Corrected the issue of players moving outside the stage limits after being thrown and triggering wall danger zones on the FORBIDDEN FORTUNE.	○	○	○
Corrected the issue of players moving outside the stage limits after being thrown on the DOA COLOSSEUM.	○	○	○
Corrected the issue of players moving outside the stage limits on the MIYABI stage.	○	○	○
Corrected the issue of Brightness setting becoming invalid while in full-screen mode.	-	-	○

■ **Balance Adjustments**

Balance adjustment corrections are applicable across all platforms.



Character / Items	Contents
All Characters	S: Corrected the bug where Break Hold remained possible during Fatal Stun triggered by landing a hit during invulnerability to straight-line attacks, such as during sidestepping or side attacks.
ZACK	[Change Policy] Made it easier for some moves to hit and corrected bugs related to certain moves. 6T: Shortened the distance to the opponent after the move is performed. S/Ducking S: Corrected the bug where Fatal Stun was repeatedly triggered by using "S→Ducking S" and "Ducking S→S".
TINA	[Change Policy] Adjusted advantage of certain moves. 3P: Advantage on normal hit changed from -4F to -10F. 9K: Adjusted jump property timing.
JANN LEE	[Change Policy] Changed status of certain moves. K4K: Disabled tracking. 3K4KP: Disabled tracking. 3K: Changed to standing critical on Counter Hit.
RYU HAYABUSA	[Change Policy] Changed commands and status of certain moves. 4H+K on hit 9P: Change the command to 4H+K9P for purposes of risk reduction when guarded. 4PK (1st hit): Corrected the bug where Fatal Stun was triggered on hit. PP4PK (1st hit): Corrected the bug where Fatal Stun was triggered on hit. 3H+K (1st hit): Corrected the bug where Fatal Stun was triggered on hit.
KASUMI	[Change Policy] Improved usability. 64H: Changed all successful attacks up to 12F into critical hits.
KOKORO	[Change Policy] Corrected bugs related to certain moves. 66P+K: Corrected the issue where critical finish was not triggered when this move was used in critical combo. 236T: Corrected the mistake in timing when another throw with 236T was performed during 236T.
HAYATE	[Change Policy] Adjusted status and corrected bugs related to certain moves. 214P: Changed hit reaction on crouching guard/crouching normal hit from launch to Critical Stun. Back-turned 2P: Corrected the issue of game crushing on hit.
LEIFANG	[Change Policy] Adjusted distance to the opponent when guarded. 1PK: Shortened the distance to the opponent when guarded. 1PKK: Shortened the distance to the opponent when guarded.

LA MARIPOSA	[Change Policy] Optimized hit detection for certain moves.
	Running T, Running to a foe in the air T: Changed status after the move from crouching to squatting.
	7KP: Made the move easier to land against a standing opponent.
	236P/Running P+K: Made the move easier to land against a crouching opponent.
	236P: Made the move easier to perform from dash. 6P: Changed advantage on normal hit from -8F to -10F.
CHRISTIE	[Change Policy] Made it easier for some moves to hit and corrected bugs related to certain moves.
	3PPP: Made all 4 hits easier to land. 66PPP: Made all 4 hits easier to land.
BRAD WONG	[Change Policy] Adjusted damage of certain moves.
	9K: Changed damage from 28 to 20. In Dokuritsu-Ho stance P+K: Changed damage from 24 to 20.
	Back-turned 2P+K: Changed damage from 22 to 19. K: Changed guard advantage from -1F to -3F. S: Changed guard advantage from -13F to -12F.
	4PP: Made the move easier to land against a standing opponent.
HITOMI	[Change Policy] Adjusted advantage of certain moves. 6P: Changed advantage on normal hit from -8F to -12F.
MILA	[Change Policy] Adjusted advantage of certain moves. PP4P, 4P: Changed advantage of moves to 24F.
MARIE ROSE	[Change Policy] Optimized hit detection for certain moves.
	Break Blow trigger move: Made the move easier to land on a juggled opponent. Expert High P Hold: Changed damage from 5+5+10 to 5+5+5. PP2K: Changed status after the move from standing to squatting, changed damage from 10 to 20, changed guard advantage from -10F to -13F.
NYOTENGU	[Change Policy] Corrected bugs related to certain moves.
	PP6PP: Disabled transition to Karasu-Tobi when the move misses. 6P+KP: Disabled transition to Karasu-Tobi when the move misses. 66P, running P: Changed hit reaction on wall hit from Critical Stun to down.
RAIDOU	[Change Policy] Corrected bugs related to certain moves.
	Weight: Changed to match Bass and Bayman. 1P+K: Made it possible to land a hit at short distance. 4H+K: Changed motion direction when landed on a juggled opponent.
HONOKA	[Change Policy] Corrected bugs related to certain moves. 66P+K: Corrected the issue where critical finish was not triggered when this move was used in critical combo.
PHASE 4	[Change Policy] Adjusted balance and corrected bugs related to certain moves.
	33K: Added jump property. S: Corrected the issue of crouching guard animation being used by mistake. 6PK (on 1st hit): Adjusted compensation when used in a juggle. 3P (on 1st hit): Adjusted compensation when used in a juggle. PPP (on 1st hit): Adjusted compensation when used in a juggle. 9K (on 1st hit): Adjusted compensation when used in a juggle. 33K (on 1st hit): Adjusted compensation when used in a juggle. During Chifu H+K (on 1st hit): Adjusted compensation when used in a juggle. During Chifu K (on 1st hit): Adjusted compensation when used in a juggle.
NiCO	[Change Policy] Adjusted status and guard advantage.
	4PP: Guard advantage changed from -3F to -9F. 3KK: Enabled tracking.

■ 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.