

■ **Changes**

Content	Platform		
	PS4®	Xbox One	Steam
Added "DOA6 Happy Wedding Costumes Vol.2". New costumes can be used after being purchased.	○	○	○
Added functionality to purchase additional content from the WARDROBE.	○	○	○
Adjusted drawing method of awarded costume pattern parts in DOA Quest and the response in case of exceeding necessary quantity. Note: After applying the update, this adjustment will be applied starting with cleared quests.	○	○	○
Added a feature to the costume pattern part distribution in DOA Quest, allowing players to re-acquire parts by using a new drawing method. Note: The bonus is applied only one time after applying the update. Note: All quests for which costume pattern parts were acquired before the update are applicable.	○	○	○
Fixed a bug in which missions "Execute xx Hi Counter(s)" appeared incorrectly as completed at the beginning of the battle.	○	○	○
Added the Reconnect to the Network feature to the main menu.	○	○	○
Fixed a bug in which the speed of strikes was incorrectly increased and hit detection occurred earlier than normal when performing a strike, for example, after tilting the stick in directions 1 or 2 after performing a Standing Guard.	○	○	○
Fixed a bug in which there were slight differences in motion for each costume.	○	○	○
Fixed a bug in which the computer was able to use moves that players cannot perform.	○	○	○
Fixed a bug in which, during some victory sequences, the camera would behave incorrectly after changing to the loser's perspective.	○	○	○
Fixed a bug in which the demo for Combo Challenges was played back incorrectly.	○	○	○
Fixed a bug in which the positions of characters were incorrectly relocated after activating gimmicks in the stage "FORBIDDEN FORTUNE".	○	○	○
Fixed a bug in which certain gimmicks in the stage "FORBIDDEN FORTUNE" could incorrectly be used repeatedly.	○	○	○
Fixed a bug in which, by performing certain moves, characters could pierce through the walls of stages.	○	○	○
Fixed a bug in which some subtitles were not displayed when a sound device was not present.	-	-	○
Corrected typographical errors and fixed translations.	○	○	○
Adjusted the graphics when prioritizing graphics on a PS4 Pro system.	○	-	-
Adjusted graphics.	○	○	○

■ **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	[Change Policy] This version focuses mainly on bug fixes, but balance adjustments were also performed for some of the characters.
RYU HAYABUSA	[Change Policy] Changed status of certain moves. 3H + K: Adjusted the timing for when aerial detection ends. 4PK: Adjusted the timing for when aerial detection ends. PP4PK: Adjusted the timing for when aerial detection ends.
JANN LEE	[Change Policy] Corrected bugs related to certain moves. 1T: Fixed a bug in which the move pierced through walls when used under certain conditions.
ZACK	[Change Policy] Fixed a bug in which hit detection would not occur for certain moves. 236K: Fixed a bug in which hit detection would not occur when attacking a crouching opponent.
DIEGO	[Change Policy] Corrected bugs related to certain moves. 4K: Implemented corrections to enable opponents that are fatally stunned while crouching to be hit.
RIG	[Change Policy] Corrected bugs related to certain moves. Side Attack: Changed attack type from Mid Punches to Mid Kicks.
HITOMI	[Change Policy] Corrected bugs related to certain moves. 4K: Fixed a bug in which hit detection would not occur for follow-up moves under certain conditions.
LEIFANG	[Change Policy] Adjusted distance to the opponent when guarded. K2K: Shortened the distance from opponents when guarding. PKK: Shortened the distance from opponents when guarding. 4KK: Shortened the distance from opponents when guarding.
BASS	[Change Policy] Fixed a bug in which hit detection would not occur for certain moves. 4K: Made it easier to hit crouching opponents.
CHRISTIE	[Change Policy] Changed status of certain moves. Break Blow Opening Attack: Tracking no longer occurs.

Character	Details
NiCO	[Change Policy] Adjusted status and guard advantage of certain moves.
	P while jumping over an obstacle: Changed attack type from Low Punches to Mid Punches.
	PPPP Max Charge: Implemented corrections to enable second attack to hit crouching opponents.
	P + K Max Charge: Implemented corrections to enable second attack to hit crouching opponents.
ELIOT	[Change Policy] Corrected bugs related to certain moves.
	Break Blow Opening Attack: Fixed a bug in which opponents could perform Critical Holds after their attack was deflected.
	P + KPP + KPKPPPP + K: Implemented corrections to enable attacks to hit crouching opponents.
	3P in Bear Stance: Implemented corrections to prevent a forced comeback occurring after landing 1 hit on a downed opponent.
NYOTENGU	6PP in Bear Stance: Implemented corrections to prevent a forced comeback occurring after landing 1 hit on a downed opponent.
	[Change Policy] Corrected bugs related to certain moves.
	Fixed a bug in which, at the beginning of a round or when restarting, the handle of the character's fan was not reset.
	Break Blow Opening Attack: Fixed a bug in which opponents could perform Critical Holds after their attack was deflected.

■ 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.