

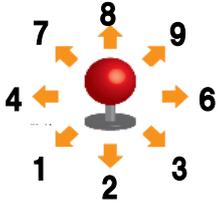
**DEAD OR ALIVE 6**  
Ver.1.06 Update Info

■ **Changes**

Content	Platform		
	PS4®	Xbox One	Steam
Added characters "Mai Shiranui" and "Kula Diamond." (Character licenses are available in each platform store.)	○	○	○
Added new episodes for "Mai Shiranui" and "Kula Diamond" to STORY MODE. (Character licenses are required to access this content.)	○	○	○
Added new episodes for "Mai Shiranui" and "Kula Diamond" to DOA QUEST. (Character licenses are required to access this content.)	○	○	○
Added new "Versus" rematch rules to LOBBY MATCHES. A new menu will be displayed at the end of a match: [FIGHT AGAIN] If both players select this option, a rematch will occur using same characters and stage. [CHANGE CHARACTER] If one or both players select this option, they will return to character selection menu. [EXIT FIGHT] If one or both players select this option, they will return to the Lobby screen.	○	○	○
Expanded text chat availability. Text chat for spectating players is now available during battles and character and stage selection screens. Note: Text chat outside the Lobby screen is only available between players watching the same match.	○	○	○
Adjusted text chat window and font size in LOBBY MATCHES.	○	○	○
Fixed the issue that prevented titles from being awarded correctly since Ver.1.04. Note: All titles, conditions for which were fulfilled while playing Ver.1.04-Ver.1.05, will be awarded after downloading Ver.1.06.	○	○	○
Adjusted the setting of the starting position selection from 2nd round forward to select the closest position possible.	○	○	○
Fixed an issue that caused certain throw moves to clip through building roofs on the MIYABI stage.	○	○	○
Fixed an issue where certain effects appeared in front of the characters by mistake on the CHINESE FESTIVAL stage.	○	○	○
Fixed the camera angle issue (clipping through the ceiling) that occurred during certain throw moves on the FORBIDDEN FORTUNE stage.	○	○	○
Adjusted action visuals for Hitomi when playing as 1P. Note: No changes were made to the move performance.	○	○	○
Improved performance of the random stage selection.	○	○	○
Fixed the issue where certain commands would trigger inapplicable moves as follow-up attacks.	○	○	○

■ **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	<b>[Overall Change Policy] Adjusted balance and fixed miscellaneous move issues.</b> Jumping over obstacles hits: Fixed to make it possible to select between standing or crouching at the end of the hit reaction. Large aerial spin hit*: Added invulnerability during bounce on landing. *Hit reaction during aerial hits like Hayate's 7K, Ayane's 7K, and others.
KASUMI	<b>[Change Policy] Improved usability.</b> 7K on hit P: Changed recovery from 30 to 27. 66K on hit P: Changed recovery from 30 to 27. 6P+K: Changed normal hit advantage from Cr(16) to Cr(30) on hit reaction of crouching normal hit. H+KK: Fixed the issue where the hit would angle off and not land correctly next to a wall.
HELENA	<b>[Change Policy] Changed status for some moves.</b> S, SS, SSS: Added a launch when a Critical Finish performed in the middle of the attack. PP4P2P: Added tracking. 1P: Change advantage on counter hit from +2F to +4F.
BASS	<b>[Change Policy] Changed status for some moves.</b> 214P: Added Fatal Stun when landed during a sidestep.

HAYATE	<b>[Change Policy] Adjusted status of some moves.</b>
	SSS: Fixed the issue where sometimes Critical Hold was possible on the second hit.
	3PP: Fixed an issue where a back hit reaction have occurred by mistake while landing a hit on an opponent in crouching guard.
	3H+K: Adjusted the area where tracking is possible on hit. Back-turned 2K: Added tracking.
LEIFANG	<b>[Change Policy] Adjusted status of some moves.</b>
	214P: Changed active frames from 12F to 2F.
	6P+K: Fixed an issue where a back hit reaction have occurred by mistake while landing a hit on an opponent in crouching guard.
	In Unshu stance 1P: Adjusted to make the command also possible with 2P in Unshu stance.
AYANE	<b>[Change Policy] Adjusted properties of some moves.</b>
	SSSS: Change the move from Mid P to Mid K.
ELIOT	<b>[Change Policy] Corrected issues related to certain moves.</b> Break Blow Opening Attack: Fixed a bug in which opponents could perform Critical Holds after their attack was deflected.
LA MARIPOSA	<b>[Change Policy] Adjusted status of some moves.</b>
	4PK: Changed move property from 13(2)15 to 13(2)20.
	Running T to a launched opponent: Changed failure status to match the failure status of Running T.
	Sidestepping: Adjusted the invulnerability timing to match other characters.
BRAD	<b>[Change Policy] Changed status for some moves.</b>
	S on hit 2: Changed overall frames from 50F to 40F, and made it easier to hit from the lying with head to a foe position.
	2P: Fixed the final recovery frame from standing to crouching.
	In handstand T: Change move recovery status from standing to crouching. In reverse handstand T: Change move recovery status from standing to crouching.
HITOMI	<b>[Change Policy] Adjusted advantage of certain moves.</b> 7P: Changed guard advantage frames from -9F to -10F and normal hit advantage frames from -8F to -10F.
BAYMAN	<b>[Change Policy] Changed status for some moves.</b> H+K: Added tracking.
MILA	<b>[Change Policy] Changed status for some moves.</b> 2P: Fixed the final recovery frame from standing to crouching.
HONOKA	<b>[Change Policy] Adjusted damage of certain moves.</b> 66P+K: Change damage on 3rd hit from 18 to 8 and removed Critical Finish from the 66P+K to P+K in Heichu transition.
NICO	<b>[Change Policy] Adjusted status of some moves.</b> 3P: Adjusted defeat detection to correct the diving properties of the attack animation. Sidestepping: Adjusted the invulnerability timing to match other characters.
PHASE 4	<b>[Change Policy] Changed status for some moves.</b> Sidestepping: Adjusted the invulnerability timing to match other characters.

#### ■ 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.