

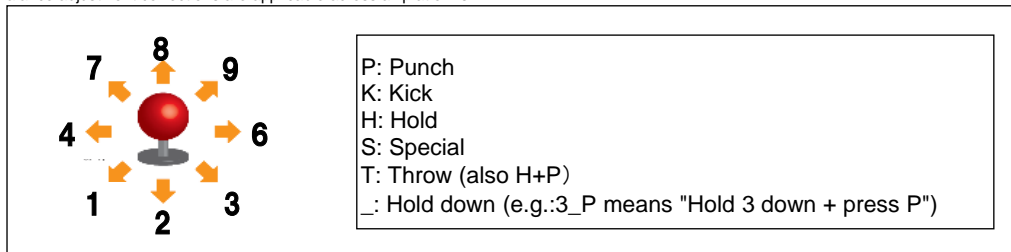
**DEAD OR ALIVE 6**  
Ver.1.08 Update Info

■ **Changes**

Content	Platform		
	PS4®	Xbox One	Steam
Added new stage: SEASIDE EDEN.	○	○	○
Added new costumes: "Seaside Eden Costume Set". New costumes can be used after being purchased.	○	○	○
Added new BGM: "Vacation to Paradise BGM Set" (12 tracks). New BGM can be used after being purchased.	○	○	○
Added new costumes: "'Little' Devil Maid" costume for Marie Rose and "Makeover School Uniform" costume for Honoka. Both costumes are bonus content available to players who have purchased Season Pass 2.	○	○	○
Added the option to input text into LOBBY MATCH chat using only USB keyboard. (Text window can be opened by pressing any of the keys on the keyboard.)	○	○	-
Added Fighter Level Bonus compensation to the Player Points display shown after matches.	○	○	○
Adjusted timing on the data acquisition for the LEADERBOARDS.	○	○	○
Adjusted the LEADERBOARDS display to display the correct ranking order among friends, not overall ranking, when display is set to "Only Friends".	-	○	-
Fixed an issue where LOBBY MATCH replays were not correctly overwritten and saved after reaching the 200 limit.	○	○	○
Added entry and victory animations for the following characters: Entry animations: Zack, Hayate, Honoka, Nyotengu. Victory animations: Tina, La Mariposa, Raidou, NiCO.	○	○	○
Fixed an issue in the FREE TRAINING mode where, after setting "Crouching Throws 1" as COM Reactions for Marie Rose, 6T was used by mistake.	○	○	○
Adjusted wall properties on a part of THE THROWDOWN stage.	○	○	○
Fixed an issue with the appearance of a part of the CHINESE FESTIVAL stage.	○	○	○
Added a full game product promotion banner for DEAD OR ALIVE 6 to the main menu of the Core Fighters version of the game. Note: The banner will not be displayed for users who have purchased either the Story Mode unlock key, or more than one additional character (excluding Nyotengu, Phase 4, Mai Shiranui, and Kula Diamond).	○	○	○

■ **Balance Adjustments**

Balance adjustment corrections are applicable across all platforms.



Character	Details
ALL	<b>[Overall Change Policy] Performance update, focusing on bug fixes and balance adjustment.</b> Spinning Stagger (S): Added as a new Critical Stun status to improve connectability of some of the follow-up attacks. Note: Added as a reaction to attacks against non-airborne opponents, like Nyotengu's PP6P, 6P+K, and others.
ZACK	<b>[Change Policy] Fixed issues and adjusted guard advantage of a move.</b> P+K while ducking: Changed guard advantage from ±0F to -9F. P+K while ducking: Fixed an issue where a jump occurred by mistake in the middle of the move.
JANN LEE	<b>[Change Policy] Adjusted balance to improve usability.</b> 236K: Changed hold opportunity frames from 18-39F to 26-32F. S in Dragon Stance: Fixed to make sure back-turned Fatal Stun occurred when used against a sidestepping opponent.
HAYABUSA	<b>[Change Policy] Adjusted damage of a move.</b> T to a foe in the air next to a wall: Fixed damage from 25 to 20.
KASUMI	<b>[Change Policy] Adjusted balance to improve usability.</b> 6P+K2K: Changed the status from standing to crouching. 64H: Changed move characteristics from 0(18)17 to 0(18)12.
BASS	<b>[Change Policy] Fixed issues with a certain move.</b> 64T from crouching next to a wall: Fixed an issue where Danger Zones, including Ramble Danger Zone, were not triggered correctly.
HAYATE	<b>[Change Policy] Adjusted frames of a move to improve usability.</b> 46H: Shortened recovery by 2F to stabilize combo transition.
AYANE	<b>[Change Policy] Adjusted statuses of some moves.</b> 6PK: Shortened the distance after guard, to enter throw range. PKK, back-turned H+KK: Fixed an issue where the attack would shift off target when used in a juggle combo close to a wall.
BRAD WONG	<b>[Change Policy] Adjusted statuses of some moves to improve usability.</b> 3KP6P, 3P6P: Fixed to make sure the hit lands during sidestepping. In Dokuritsu-Ho 4P: Added tracking. KK2K: Changed move characteristics from 25(3)23 to 26(3)23, as the guard against KK was possible with only directional buttons.

BAYMAN	<b>[Change Policy] Changed status for some moves.</b> Change the voice-over for Bayman's 3H+K.
CHRISTIE	<b>[Change Policy] Adjusted advantage of a move.</b> 4K: Changed active frames during a crouching hi counter hit from +31F to +20F to fix the hit reaction.
MILA	<b>[Change Policy] Adjusted distance on a move.</b> 7K (max charge): Shortened the distance to opponent on hit.
MARIE ROSE	<b>[Change Policy] Adjusted statuses of some moves.</b> PP2P: Removed jump property from the move. 1P: Removed jump property from the move.
NYOTENGU	<b>[Change Policy] Adjusted statuses of some moves.</b> 2K: Changed guard advantage from -8F to -9F and advantage on normal hit from -8F to -9F. 2KK: Changed guard advantage from -20F to -14F.
HONOKA	<b>[Change Policy] Adjusted statuses of some moves.</b> 6P: Changed advantage on normal hit from -8F to -12F, to fix an issue where follow-up hits continued to land repeatedly. 236K: Changed the hold opportunity frames from 18-39F to 26-32F. Back-turned T next to a wall: Fixed an issue where, when performed towards an obstacle, the character performing the throw failed to clear the obstacle. Back-turned T next to a wall: Changed damage from 50 to 55.
DIEGO	<b>[Change Policy] Adjusted reach of a move.</b> 6T: Changed the throw reach from 1.96m to 1.64m.
NICO	<b>[Change Policy] Fixed issues and adjusted distances of some moves. (Updated on July 23, 2019)</b> Sidestepping: Fixed an issue where side attack occurred incorrectly after failing to correctly input H+P+K. PPK: Shortened the distance to the opponent on guard. (Updated on July 23, 2019) PPKK: Shortened the distance to the opponent on guard. (Updated on July 23, 2019) 3K: Shortened the distance to the opponent on guard. (Updated on July 23, 2019) 3KK: Shortened the distance to the opponent on guard. (Updated on July 23, 2019) 66K: Lowered the launch when Critical Finish was triggered on first hit. (Updated on July 23, 2019) 236T-T: Changed advantage on successful hit from +11F to +9F. (Updated on July 23, 2019)
PHASE 4	<b>[Change Policy] Adjusted statuses of some moves.</b> P during Chifu: Fixed an issue where moves would pass through each other when used simultaneously with an opponent. H+K during Chifu: Changed move characteristics from 18(2)9(2)16 to 18(2)8(3)23. H+K during Chifu: Changed guard advantage from -12F to -8F. 66T-2T next to a wall: Fixed to ensure continued compensation for counters/hi counters. 46T: Changed damage from 0 to 10.

#### ■ 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.

#### ■ Current issues

Content	Platform		
	PS4®	Xbox One	Steam
The following issues were confirmed to occur on the SEASIDE EDEN stage: The Coconut Danger does not operate correctly. If "OBJECT DISPLAY" setting is set to OFF in Graphics settings on the PC version or during online play, a replay of a match where a collision with a palm tree occurred will not play correctly. These issues will be addressed in the future updates. Thank you for your understanding.	○	○	○