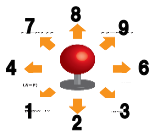
DEAD OR ALIVE 6
Ver.1.12 Update Info　(2019/10/17 append)

■ **Changes**

Content	Platform		
	PS4®	Xbox One	Steam
Added new costumes: [Revival] Sexy Bunny costumes. (16 costumes)	○	○	○
Adjusted Results Display to toggle information by using only R1 (RB) button. Pressing R1 (RB) button will toggle the following information: Hide display→ Total → Ranked Matches → Lobby Matches → Offline → Hide display →...	○	○	○
Added an option to display Update Info by pressing R3 button (right stick) on the main menu screen. (Use directional buttons or left stick to scroll.) 	○	○	○
Added links to the platform stores to the main menu screen.	○	○	○
Added an option to display product icon in the purchase dialogue in WARDROBE.	○	○	○
Fixed the issue that caused an error during the calculation of the disconnection penalty during RANKED MATCHES.	-	-	○
Added an option to use □ button, △ button, and R2 button (X button, Y button, RT) when selecting costumes during character selection in RANKED MATCHES. (The confirmation sound will vary depending on the button used.)	○	○	○
Added "Recent Disconnection Rate" display to ranked matches. When the disconnection rate exceeds a specific level, "Medium" or "High" marks will appear. Your recent disconnection rate will be displayed on the settings screen. Your opponent's recent disconnection rate will be displayed on the match confirmation screen.	○	○	○
Added an option to close the LOBBY MATCH participants display by pressing L2 (LT) button.	○	○	○
Added an option to input some of the specific icons into the text chat. For example: [[P]] ⇒　P icon [[236]] ⇒　90° turn up and right [[4]] ⇒　Arrow left [[4_]] ⇒　Hold arrow left (For more, see the "Icon shortcuts for the text chat" list below.)	○	○	○
Fixed the issue with Diego's "Morphing Ninja" costume, where the "Headband" stayed on even is the "Faux Hawk" hairstyle was selected.	○	○	○
Fixed the issue where, when a Break Blow was used against a character wearing Momiji's Glasses, glasses sometimes remained in the air.	○	○	○
Improved the animation of the skirts of "Summer Breeze Collection" costumes for a number of characters.	○	○	○
Fixed other minor issues.	○	○	○
Fixed issue were while wearing the "Henshin! Ninja costume," some of Lei Fang's taunts would not activate the costume change.　※2019/10/17 appended	○	○	○

■ 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	**Fixed issues that were confirmed after the release of v1.11, related to the discrepancies in Momiji's actions compared to other characters.** (Balance updates related to other characters will be addressed in the next update.)
MOMIJI	**[Change Policy] Fixed various discrepancies with the actions of other characters.**
	Side attack: Fixed to ensure the correct response to high throws and high offensive holds.
	PPP4P: Fixed to match hold availability frames with the hitbox frames.
	PPP4P: Fixed to show correct hit reaction following ground strikes.
	PP4PK: Fixed the issue where air hit was used by mistake during a successful strike on landing.
	6PKP: Fixed to show correct hit reaction following ground strikes.
	4PK: Fixed the issue where air hit was used by mistake during a successful strike on landing.
	1_PK: Fixed to show correct hit reaction following ground strikes.
	214P: Fixed to show correct hit reaction following ground strikes.
	KP: Fixed to show correct hit reaction following backward strikes.
	KK: Fixed to show correct hit reaction during a crouching hit.
	6KP: Fixed to show correct hit reaction following ground strikes.
	44K: Fixed to show correct hit reaction following backward strikes.
	6H+K: Fixed to show correct hit reaction following ground strikes.
	2H+K (point hit): Fixed to show correct hit reaction following ground strikes.
	Back-turned 2K: Fixed to show correct hit reaction following ground strikes.
	Back-turned H+K: Fixed the issue where air hit was used by mistake during a successful strike on landing.
	PKK during Uzukaze: Fixed the issue where air hit was used by mistake during a successful strike on landing.
	P during Amakake (second hit): Fixed to show correct hit reaction following ground strikes.
	K while jumping over an obstacle: Fixed an issue where sometimes Momiji jumped over the opponent when a critical low hold was used.

Character	Details
ALL	**2019/10/17 Append** **Some character fixes assumed to be for Ver.13 were implimented in this patch, so they will be appended to the current patch notes.** (Balance updates related to other characters will be addressed in the next update.)
ZACK	**[Change Policy] Fixed a problem in which guard motions were diffiault to see in certain moves.**
	33KP : Changed move characteristics from 31(4)2(0)1(1)36 to 31(4)40. and changed the guard rigidity from-41F to Guard Break (2019/10/17 append) (taking into account the balance, there is a possibility of readjustment in the future.)
LEIFANG	**[Change Policy] Fixed Bugs.**
	Break Blow starting attack : Changed move characteristics from 0(12)7(2)44 to 0(12)7(2)40　(2019/10/17 append)
	SSSS（BB） : Changed move characteristics from 2(12)19(2)37 to 2(12)7(2)40 (2019/10/17 append)
	SSSS（BB） : Expanded attack hit box to make air combos more stable　(2019/10/17 append)
	SSSS（BB） : Shortened the pushback of the attack to make air combos more stable　(2019/10/17 append)

■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.

■ **Icon shortcuts for the text chat**

(Example) [[P]] ⇒ P icon
[[236]] ⇒ 90° turn up and right
[[4]] ⇒ Arrow left
[[4_]] ⇒ Hold arrow left

コマンド	表示するアイコン
[[P]]	P icon
[[K]]	K icon
[[H]]	H icon
[[T]]	T icon
[[S]]	S icon
[[AP]]	AP icon
[[P_]]	Hold P icon
[[K_]]	Hold K icon
[[H_]]	Hold H icon
[[T_]]	Hold T icon
[[1]]	Arrow down left
[[2]]	Arrow down
[[3]]	Arrow down right
[[4]]	Arrow left
[[6]]	Arrow right
[[7]]	Arrow up left
[[8]]	Arrow up
[[9]]	Arrow up right
[[1_]]	Hold arrow down left
[[2_]]	Hold arrow down
[[3_]]	Hold arrow down right
[[4_]]	Hold arrow left
[[6_]]	Hold arrow right
[[7_]]	Hold arrow up left
[[8_]]	Hold up arrow icon
[[9_]]	Hold arrow up left
[[214]]	90° turn up and left
[[21478]]	Clockwise 180° turn up
[[24862]]	Full turn left
[[236]]	90° turn up and right
[[23698]]	Anticlockwise 180° turn up
[[26842]]	Full turn right
[[41236]]	Anticlockwise 180° turn right
[[4862]]	Clockwise 270° turn right and down
[[63214]]	Clockwise 180° turn left
[[6842]]	Anticlockwise 270° turn left and down
[[DOT]]	Dot icon
[[PLUS]]	Plus icon