

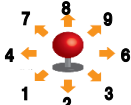
DEAD OR ALIVE 6
Ver.1.15 Update Info

■ **Changes**

Content	Platforms		
	PS4®	Xbox One	Steam
Added new costumes: "Energy Up! Training Wear". (16 costumes) (This content is covered by the Season Pass 3.)	○	○	○
Added new unlockable costumes for Kasumi. (Kasumi costumes 16, 17, 18) (Unlocked with Player Points, don't require patterns.)	○	○	○
[Limited-time Offer] Added collaboration titles with the "How Heavy Are the Dumbbells You Lift?" TV anime series. (The titles can be unlocked by completing the unique battle objective set for each individual title.)	○	○	○
Added new "Long" hairstyle for Hitomi. (Unlocked with Player Points.)	○	○	○
Fixed the issue of Ranking Points getting reduced accidentally after a Ranked Match on Steam and XboxOne platforms.	-	○	○
Adjusted hit effect colors to increase hit perceptibility.	○	○	○
The "DEAD OR ALIVE 6 World Championship" notice will no longer be displayed on the "Tips" section of the loading screen.	○	○	○

■ **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	<p>[Overall Change Policy] Adjusted hit boxes and animations to enhance clarity and straightforwardness.</p> <p>Break Blow (finish): Sped up the invincibility frames during hit reaction, to prevent ground attacks and throws of some characters from connecting following the move.</p> <p>Evasive holds: Added slow motion effect on success.</p> <p>Hit detection adjustment (1): Added hit detection to ensure that mid and low strikes progressed according to the frames. Note: Change not applicable to high strikes. Elena's "22 during Teishitsu (in Bokuho)" is an exception, as it cannot hit any moves without ground strike properties. Elena's "9 during Teishitsu" and "P+K during Teishitsu" are also considered exceptions as they are also performed from the "Teishitsu" position, same as the above.</p> <p>Hit detection adjustment (2): Added hit detection to the following body parts to match the visual representation of the characters: - Fingertips (both hands): added new hit box. - Toes (both feet): adjusted the hit box to match the foot size.</p> <p>Tracking 1P: Added Critical Stun, to improve hit perceptibility and expand follow-up development possibilities. Please see the update details for each character for more details.</p> <p>Added new hit reaction: low stagger (extra small). Properties: Standing, Critical Stun 32F, hold is possible from 7F on.</p> <p>T next to a wall (same move, throwing towards the wall): Fixed the issue that made throw escapes considerably harder/impossible. Note: This change doesn't apply to the characters that transition into a different move (Bass, Marie Rose). Please see the update details for each character for more details.</p> <p>FORBIDDEN FORTUNE (upper level): Fixed the issue where characters' positions sometimes were shifted during the Kraken Danger Zone animation.</p> <p>FORBIDDEN FORTUNE (lower level): Fixed the issue where camera sometimes dipped through the ceiling during certain moves. (Kasumi's and Phase 4's 4, 4T, and others.)</p> <p>UNFORGETTABLE (lower level): Fixed the issue that caused players to change sides by mistake when the Car Danger Zone was triggered in the GAMBLER'S PARADISE area.</p>
ZACK	<p>[Change Policy] Adjusted status and characteristics of some moves.</p> <p>3PP: Fixed the issue that caused a wrong type of hit reaction to occur during a backward hit.</p> <p>33KP: Changed from GB(35) to GB(30) on guard, to prevent guaranteed hits while ducking.</p>
TINA	<p>[Change Policy] Adjusted characteristics of some moves.</p> <p>1P: Matched all hit reactions on Counter Strike or higher to low stagger (small).</p> <p>1P (point hit): Adjusted all hit reactions to match with 1P.</p> <p>1P (point hit): Fixed the stagger direction on hit.</p> <p>6PP2P: Matched all hit reactions on Counter Strike or higher to low stagger (small).</p> <p>6PP2P (point hit): Adjusted all hit reactions to match with 6PP2P.</p>
HAYABUSA	<p>[Change Policy] Adjusted characteristics of some moves.</p> <p>1P: Matched all hit reactions on Counter Strike or higher to low stagger (extra small).</p> <p>1P: Changed move characteristics from 16(2)22 to 16(2)26.</p> <p>1P: Changed advantage on normal hit from -7F to -8F.</p> <p>1P (point hit): Adjusted all hit reactions to match with 1P.</p> <p>1P (point hit): Changed advantage on normal hit from -7F to -8F.</p> <p>1P (point hit): Fixed the stagger direction on hit.</p> <p>1_PK: Changed damage from 23 to 24.</p> <p>1_PK (point hit): Fixed to hit against a sidestepping opponent.</p> <p>1_PK (point hit): Adjusted all hit reactions to match with 1_PK.</p> <p>2H+K: Adjusted all hit reactions to match with 1_PK.</p> <p>2H+K (point hit): Adjusted all hit reactions to match with 1_PK.</p>
KASUMI	<p>[Change Policy] Adjusted status and characteristics of some moves.</p> <p>6P+K2K: Fixed the animation (no change to frame characteristics).</p> <p>T next to a wall: Matched the throw escape frames to other characters to fix the issue that made throw escapes considerably harder/impossible.</p> <p>Throws: Added SE during some successful throw grabs (T, next to a wall 6T, and others). (No change to the move characteristics.)</p>
HELENA	<p>[Change Policy] Adjusted status and characteristics of some moves.</p> <p>1P: Matched all hit reactions on Counter Strike or higher to low stagger (small).</p> <p>1P (point hit): Adjusted all hit reactions to match with 1P.</p> <p>1P (point hit): Fixed the stagger direction on hit.</p> <p>1PP: Changed hit reactions on standing Counter Strike or higher to foot sweep stagger.</p> <p>1PP: Changed advantage on normal hit from -5F to -6F.</p> <p>1PP: Fixed the stagger direction on hit.</p>
BASS	<p>[Change Policy] Fixed an issue with a move.</p> <p>Crouching 64T in a room with a ceiling: Fixed issues with SE. (No change to the move characteristics.)</p>
KOKORO	<p>[Change Policy] Adjusted characteristics of a move.</p> <p>T next to a wall: Adjusted to make throw escapes possible.</p>

HAYATE	[Change Policy] Adjusted characteristics of some moves.
	1P: Matched all hit reactions on Counter Strike or higher to low stagger (extra small).
	1P: Changed move characteristics from 16(2)22 to 16(2)26.
	1P (point hit): Adjusted all hit reactions to match with 1P.
	1P (point hit): Fixed the stagger direction on hit.
AYANE	T next to a wall: Adjusted to make throw escapes possible.
	[Change Policy] Adjusted characteristics of some moves.
	1P: Matched all hit reactions on Counter Strike or higher to low stagger (extra small).
	1P: Changed move characteristics from 15(2)22 to 15(2)26.
	1P: Changed advantage on normal hit from -2F to -4F.
	1P (point hit): Adjusted all hit reactions to match with 1P.
	1P (point hit): Changed advantage on normal hit from -2F to -4F.
	1P (point hit): Fixed the stagger direction on hit.
	Back-turned 1P: Matched all hit reactions on Counter Strike or higher to low stagger (extra small).
	Back-turned 1P: Changed move characteristics from 13(2)22 to 13(2)26.
	Back-turned 1P: Changed advantage on normal hit from -5F to -4F.
	Back-turned 1P (point hit): Adjusted all hit reactions to match with back-turned 1P.
	Back-turned 1P (point hit): Changed advantage on normal hit from -5F to -4F.
	Back-turned 1P (point hit): Fixed the stagger direction on hit.
	Back-turned PP2P: Matched all hit reactions on Counter Strike or higher to low stagger (extra small).
	Back-turned PP2P: Changed move characteristics from 14(2)22 to 14(2)26.
	Back-turned PP2P: Changed advantage on normal hit from -5F to -4F.
Back-turned PP2P: Adjusted to land a point hit when attacking from a distance.	
Back-turned PP2P (point hit): Adjusted all hit reactions to match with back-turned PP2P.	
ELIOT	[Change Policy] Adjusted characteristics of some moves.
	1P in Bear Stance: Matched all hit reactions on Counter Strike or higher to low stagger (medium).
	1P in Bear Stance: Changed move characteristics from 18(2)25 to 18(2)26.
	1P: Adjusted to land a point hit when attacking from a distance.
	1P (point hit) in Bear Stance: Adjusted all hit reactions to match with 1P in Bear Stance.
BRAD	T next to a wall: Adjusted to make throw escapes possible.
	[Change Policy] Adjusted characteristics of some moves.
	1P: Matched all hit reactions on Counter Strike or higher to low stagger (small).
	1P (point hit): Adjusted all hit reactions to match with 1P.
	Back-turned 2P (point hit): Adjusted all hit reactions to match with back-turned 2P.
CHRISTIE	Back-turned 2P (point hit): Fixed the stagger direction on hit.
	1PP (point hit): Adjusted all hit reactions to match with 1PP.
	1PP (point hit): Fixed the stagger direction on hit.
	[Change Policy] Adjusted status and characteristics of some moves.
	1P: Matched all hit reactions on Counter Strike or higher to low stagger (extra small).
HITOMI	1P (point hit): Adjusted all hit reactions on Counter Strike or higher to match with 1P.
	1PK: Lowered launch height on Counter and higher.
	1P: Matched all hit reactions on Counter Strike or higher to low stagger (small).
BAYMAN	1P: Changed move characteristics from 15(2)22 to 15(2)26.
	1P (point hit): Adjusted all hit reactions to match with 1P.
	[Change Policy] Adjusted characteristics of some moves.
	SS: Adjusted the height of the air hit launches on 1st and 2nd hits to stabilize juggles.
	1P: Changed hit reactions on Counter Strike or higher to foot sweep stagger.
	1P: Changed move characteristics from 22(2)22 to 22(2)26.
	1P: Changed damage from 18 to 20.
	1P: Fixed the stagger direction on hit.
	1P (point hit): Adjusted all hit reactions to match with 1P.
	1P (point hit): Changed damage from 24 to 20.
	PP2P: Changed move characteristics from 23(4)20 to 23(2)26, to match with 1P (with the exception of the opener).
	PP2P: Changed damage from 24 to 20.
	PP2P (point hit): Adjusted all hit reactions to match with PP2P.
	PP2P (point hit): Changed damage from 24 to 20.
	PP2PP: Changed frame characteristics from 27(3)33 to 25(3)33, to match with 1PP.
Back-turned PP: Matched voiceover with 8P.	
Back-turned 2P: Changed hit reactions on Counter Strike or higher to foot sweep stagger.	
Back-turned 2P: Changed move characteristics from 17(2)22 to 17(2)26, to match with 1P (with the exception of the opener).	
Back-turned 2P: Changed damage from 18 to 20.	
Back-turned 2P (point hit): Adjusted all hit reactions to match with back-turned 2P.	
Back-turned 2P (point hit): Changed damage from 24 to 20.	
Defensive Holds: Added voice-over on Hi Counter.	
RIG	[Change Policy] Adjusted characteristics of some moves.
	1P: Changed hit reactions on Counter Strike or higher to foot sweep stagger.
	1P: Changed move characteristics from 20(2)22 to 20(2)26.
	1P (point hit): Adjusted all hit reactions to match with 1P.
MILA	[Change Policy] Adjusted characteristics of some moves.
	1P: Changed hit reactions on Counter Strike or higher to foot sweep stagger.
	1P: Changed advantage on normal hit from -3F to -2F.
	1P (point hit): Adjusted all hit reactions to match with 1P.
	2P from tackle cancel: Changed move characteristics from 17(3)23 to 17(2)22, to match with 1P (with the exception of the opener).
2P from tackle cancel: Changed advantage on normal hit from -1F to -2F.	
2P from tackle cancel (point hit): Adjusted all hit reactions to match with 1P.	
MARIE ROSE	[Change Policy] Fixed an issue with a move.
	K while jumping over an obstacle: Fixed the issue where the moved passed over the opponent, when used against an opponent performing a low Critical Hold.
HONOKA	[Change Policy] Adjusted characteristics of some moves.
	1P: Matched all hit reactions on Counter Strike or higher to low stagger (medium).
	1P: Adjusted to land a point hit when attacking from a distance.
NYOTENGU	1P (point hit): Adjusted all hit reactions to match with 1P.
	[Change Policy] Fixed an issue with some moves.
	1P: Fixed the issue that caused a wrong type of hit reaction to occur during a backward hit.
	1PP: Fixed the issue that caused a wrong type of hit reaction to occur during a backward hit.

RAIDOU	[Change Policy] Adjusted status and characteristics of some moves.
	PPPP: Adjusted the animation to match the attack position with the hit box. (No change to the move characteristics.)
	PPPP (max charge): Adjusted from G-13 to GB(+4) on guard. (This update was implemented in v1.13 but wasn't previously announced.)
	1P: Adjusted all hit reactions to match with Bass's 1P, and changed hit reactions from normal hit and higher to foot sweep stagger.
	1P: Adjusted to land a point hit when attacking from a distance.
	1P (point hit): Changed hit reactions for normal hit to low stagger (small), and from Counter Strike and higher to foot sweep stagger.
	1PP: Changed move characteristics from 30(3)33 to 28(3)32.
	1_PP: Changed move characteristics from 30(2)31 to 33(2)31.
	T next to a wall: Adjusted to make throw escapes possible.
	[Change Policy] Adjusted status and characteristics of some moves.
DIEGO	1P: Changed hit reactions on Counter Strike or higher to foot sweep stagger.
	1P: Changed move characteristics from 16(2)22 to 16(2)26.
	1P (point hit): Adjusted all hit reactions to match with 1P
	Back-turned 2P: Changed hit reactions on Counter Strike or higher to foot sweep stagger.
	Back-turned 2P: Changed move characteristics from 15(2)23 to 15(2)26.
	Back-turned 2P (point hit): Adjusted all hit reactions to match with back-turned 2P.
	7PP on hit T: Adjusted to make sure the attacked character can choose between standing/crouching positions after the move.
	7PP on hit 4T: Adjusted to make sure the attacked character can choose between standing/crouching positions after the move.
	P+K on hit T: Adjusted to make sure the attacked character can choose between standing/crouching positions after the move.
	P+K on hit 4T: Adjusted to make sure the attacked character can choose between standing/crouching positions after the move.
High P hold: Adjusted to make sure the attacked character can choose between standing/crouching positions after the move.	
T next to a wall: Adjusted to make throw escapes possible.	
[Change Policy] Adjusted characteristics of some moves.	
NICO	1P: Matched all hit reactions on Counter Strike or higher to low stagger (extra small).
	1P: Changed move characteristics from 16(2)22 to 16(2)26.
	1P (point hit): Adjusted all hit reactions to match with 1P.
	Back-turned 2P: Matched all hit reactions on Counter Strike or higher to low stagger (extra small).
	Back-turned 2P (point hit): Adjusted all hit reactions to match with back-turned 2P.
[Change Policy] Adjusted characteristics and fixed issues with some moves.	
PHASE 4	S: Changed move characteristics from 18(2)22 to 18(2)28, to match the recovery frames with other characters.
	PEPP: Fixed the issue that caused a wrong type of hit reaction to occur during a backward hit.
	T next to a wall: Matched the throw escape frames to other characters to fix the issue that made throw escapes considerably harder/impossible.
	Throws: Added SE during some successful throw grabs (T, next to a wall 6T, and others). (No change to the move characteristics.)
[Change Policy] Adjusted characteristics of some moves.	
MAI SHIRANUI	1P: Matched all hit reactions on Counter Strike or higher to low stagger (extra small).
	1P: Changed move characteristics from 16(2)22 to 16(2)26.
	1P (point hit): Adjusted all hit reactions to match with 1P.
	1P (point hit): Fixed the stagger direction on hit.
	T next to a wall: Adjusted to make throw escapes possible.
[Change Policy] Adjusted characteristics of some moves.	
KULA	1P: Matched all hit reactions on Counter Strike or higher to low stagger (extra small).
	1P: Changed move characteristics from 16(2)22 to 16(2)26.
	1P: Changed guard advantage from -6F to -10F.
	1P: Adjusted to land a point hit when attacking from a distance.
	1P (point hit): Adjusted all hit reactions to match with 1P.
	1P (point hit): Changed guard advantage from -6F to -10F.
T next to a wall: Adjusted to make throw escapes possible.	
[Change Policy] Adjusted characteristics of some moves.	
MOMIII	1P: Matched all hit reactions on Counter Strike or higher to low stagger (small).
	1P: Changed move characteristics from 17(2)25 to 17(2)26.
	1P (point hit): Adjusted all hit reactions to match with 1P.

■ 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

内容	Platforms		
	PS4®	Xbox One	Steam
An issue has been confirmed with Ayane's head animation following recovery on 1P and back-turned PP2P. ⇒This issue is currently being worked on and will be addressed in a future balance update.	○	○	○