



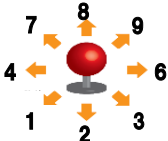
**DEAD OR ALIVE 6**  
Ver.1.17 Update Info

■ Changes

Content	Platforms		
	PS4®	Xbox One	Steam
Added new character "Rachel". (Character licenses are available in each platform store. The character license and debut costumes for Rachel are also included in Season Pass 3.)	○	○	○
Adjusted the layout of the character selection screen to match with the one in WARDROBE. 	○	○	○
Added new costumes: Santa Bikinis. (16 costumes) (This content is covered by the Season Pass 3.)	○	○	○
Added new unlockable costumes for Hayate. (Hayate costumes 07, 08, 09) (Unlocked with Player Points, don't require patterns.)	○	○	○
The collaboration with the "How Heavy Are the Dumbbells You Lift?" TV anime series has ended. (The unlocked titles will remain available for use.)	○	○	○
Fixed the issue in FREE TRAINING, where side recovery was used even for the moves where side recovery is not applicable, when "Sideways" was selected under COM Recovery settings.	○	○	○
Added dedicated visual and sound effects for Close Hits. 	○	○	○

■ 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><b>[Overall Change Policy] Performance updates, focusing on bug fixes and balance adjustment.</b>  <b>Added a new move that triggers Fatal Stun, for the characters who didn't have a normal hit that triggered Fatal Stun in their repertoire.</b></p> <p>UNFORGETTABLE: Fixed the issue with the walls in the "HOT ZONE" zone on the top level, the "THE DANGER ZONE" on the lower level, and along the pathway, where the wrong damage values (15 on front hit, 10 on diagonal hit) were applied.</p> <p>Offensive Holds: Fixed the issue where when offensive hold grabs were performed simultaneously on the 1st frame following a guard break, the side who performed the guard break wasn't able to respond with a throw. (Example: When guarding against La Mariposa's back-turned P+K, the player wasn't able to use Throws against La Mariposa's immediate 66T that followed.)</p>
HELENA	<p><b>[Change Policy] Adjusted characteristics of some moves and added a new move.</b></p> <p>SS (on 3rd hit): Enlarged the hit box to stabilize juggles.</p> <p>Back-turned 8P: Added a new move that triggers Fatal Stun.</p>
BASS	<p><b>[Change Policy] Adjusted characteristics of some moves.</b></p> <p>1P (point hit): Fixed to feature tracking.</p> <p>1P (point hit): Matched all hit reaction characteristics with Raido's reactions to 1P point hit, and changed the hit reaction for the back normal hit and above to back-turned foot sweep stagger.</p> <p>PP2P (point hit): Fixed to feature tracking.</p> <p>PP2P (point hit): Matched all hit reaction characteristics with Raido's reactions to 1P point hit, and changed the hit reaction for the back normal hit and above to back-turned foot sweep stagger.</p> <p>9PK2P (point hit): Fixed to feature tracking.</p> <p>9PK2P (point hit): Matched all hit reaction characteristics with Raido's reactions to 1P point hit, and changed the hit reaction for the back normal hit and above to back-turned foot sweep stagger.</p>
KOKORO	<p><b>[Change Policy] Added a new move.</b></p> <p>9P+K: Added a new move that triggers Fatal Stun.</p>
HAYATE	<p><b>[Change Policy] Added a new move.</b></p> <p>214P+K: Added a new move that triggers Fatal Stun.</p>

AYANE	<b>[Change Policy] Adjusted characteristics of some moves and added a new move.</b>
	1P: Fixed the issue with the head motion animation following the recovery.
	Back-turned PP2P: Fixed the issue with the head motion animation following the recovery.
	214K: Added a new move that triggers Fatal Stun.
ELIOT	<b>[Change Policy] Added a new move.</b>
	64P in Bear Stance: Added a new move that triggers Fatal Stun.
BRAD WONG	<b>[Change Policy] Added a new move.</b>
	8P in Dokuritsu-Ho stance: Added a new move that triggers Fatal Stun.
BAYMAN	<b>[Change Policy] Adjusted characteristics of some moves and added new moves.</b>
	4P2K: Changed guard advantage from -16F to -13F.
	3PP2K: Changed guard advantage from -16F to -13F.
	214PP: Changed guard advantage from -14F to -11F.
	9P+K: Added a new move that triggers Fatal Stun.
	2H+K: Changed guard advantage from -15F to -13F.
	Back-turned 2K: Changed guard advantage from -12F to -13F.
2K against a downed opponent: Added a new ground attack.	
MARIE ROSE	<b>[Change Policy] Adjusted status of a move.</b>
	SSS (on 2nd hit): Fixed the issue where extra damage compensation was applied during an air hit.
NYOTENGU	<b>[Change Policy] Added a new move.</b>
	2P during Hiten-No-Mai: Added a new move that triggers Fatal Stun.
RAIDOU	<b>[Change Policy] Added a new move.</b>
	214P+K: Added a new move that triggers Fatal Stun.
DIEGO	<b>[Change Policy] Adjusted characteristics and statuses of some moves.</b>
	T next to a wall: Adjusted to land when positioned diagonally to a wall.
	6T next to a wall: Adjusted to land when positioned diagonally to a wall.
	T next to a wall, to an opponent in the air: Adjusted to land when positioned diagonally to a wall.
	2T to a crouching opponent, next to a wall: Adjusted to land when positioned diagonally to a wall.
NICO	<b>[Change Policy] Adjusted characteristics of some moves.</b>
	6T next to a wall: Adjusted to land when positioned diagonally to a wall.
	2T next to a wall: Adjusted to land when positioned diagonally to a wall.
PHASE 4	<b>[Change Policy] Added a new move.</b>
	4H+K: Added a new move that triggers Fatal Stun.
MAI SHIRANUI	<b>[Change Policy] Adjusted characteristics of some moves.</b>
	T next to a wall: Adjusted to land when positioned diagonally to a wall.
	T next to a wall, to an opponent's back: Adjusted to land when positioned diagonally to a wall.
	7H next to a wall, to high punches: Adjusted to land when positioned diagonally to a wall.
KULA	<b>[Change Policy] Adjusted characteristics of some moves.</b>
	T next to a wall: Adjusted to land when positioned diagonally to a wall.
	6T next to a wall: Adjusted to land when positioned diagonally to a wall.
	4T next to a wall: Adjusted to land when positioned diagonally to a wall.
	6T next to a wall, to an opponent's back: Adjusted to land when positioned diagonally to a wall.
	4H next to a wall, to mid punches: Adjusted to land when positioned diagonally to a wall.
	6H next to a wall, to mid kicks: Adjusted to land when positioned diagonally to a wall.
	1H next to a wall, to low kicks: Adjusted to land when positioned diagonally to a wall.
4H next to a wall, to jumping punches: Adjusted to land when positioned diagonally to a wall.	
	6H next to a wall, to jumping kicks: Adjusted to land when positioned diagonally to a wall.
MOMIJI	<b>[Change Policy] Adjusted characteristics of some moves.</b>
	Back-turned 4P: Fixed to land on Fatally Stunned opponents.
	Throws: Added SE on success of some Throws. (Example: 6T/4T next to a wall, and other.)

#### ■ 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

Details	Platforms		
	PS4®	Xbox One	Steam
Wrong values have been detected for advantage on normal hit (-8F) and guard advantage (-16F) for Ayane's 1P and back-turned PP2P. ⇒This issue is currently being worked on and will be addressed in a future balance update.	○	○	○
Unintended SE has been detected for some throw grabs for Kasumi and Phase 4 (mass production type). ⇒This issue is currently being worked on and will be addressed in a future balance update.	○	○	○