DEAD OR ALIVE 5
LAST ROUND

KT
KOEI TECMO AMERICA CORP.

CONTENTS

Design by mammoth.
* Screenshots are taken from a version still in development.
* Some information may be subject to change.

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For those interested in completing our product survey access the below URL:

http://www.koeitecmoamerica.com/survey/doa5lr/

GAME CONTROLS

Please refer to **pg.8** for detailed controls.

RT Right trigger
Strong Kick H + K
Does more damage but leaves you open longer.

RB Right bumper
Tag Tag (H + P + K) **pg.15**
Switch characters during a Tag Match.

Y
Punch P **pg.8**
Strike with the character's hand.

B
Kick K **pg.8**
Strike with the character's foot.

X
Guard **pg.8**
Block an opponent's strike.

Hold H **pg.10**
Deflect an opponent's strike and follow with an attack of your own.
↖ H High Hold
← H Mid Punch Hold
→ H Mid Kick Hold
↙ H Low Hold

A
Throw T **pg.9**
Throw the opponent.

LB Left bumper
Strong Punch P + K
Does more damage but leaves you open longer.

LT Left trigger
Taunt A🎮
Taunt your opponent during a fight.

▶ START Button
Pause
Bring up the pause menu.

⦿ Left Stick
Move
Move the character.

✛ Directional pad
Move
Move the character.

⦿ Right Stick
Change the Move Details page.
Scroll through the Move List.

◀ BACK Button
Accept a Throwdown Challenge.

[CONTROL ICONS]
The following icons are used in the game and manual to denote control inputs.

X :	H
Y :	P
B :	K
A :	T
LB :	P + K
RB :	H + P + K
RT :	H + K

↑↓←→↘↙↗↖↻ :
Tap the directional pad or the left stick in the direction of the arrow.

⇧⇩⇦⇨⬂⬃⬀⬁ :
Hold the directional pad or the left stick in the direction of the arrow.

LT : A🎮

SIDE STEP
⇧ ↑ / ⇩ ↓
or
↑ H + P + K / ↓ H + P + K
Quickly step to the side to avoid an opponent's strike.

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*Controls for the directional pad & left stick are for when the character is facing right. Reverse the input directions when the character is facing left.
*Type A controls shown. You can change the controller configuration from OPTIONS > CONTROLS.
*Outside of fights, please refer to the button controls on the bottom right of the screen to see what controls are available.

2

GETTING STARTED

MAIN MENU

Press START at the title screen to go to the main menu. You will be asked to select your preferred play style when creating new save data.

STORY	Fight with different characters as you progress through the story of DOA5LR.	
	START	Play through the story from the beginning.
	CONTINUE	Continue the story from a previously saved point.
	DISPLAY TIMELINE	Choose a chapter to start.
FIGHT	Fight against another player or the computer.	
	VERSUS	Choose a character and stage and fight an opponent.
	ARCADE	Try to beat the computer with the highest score possible.
	TIME ATTACK	Try to beat the computer in the shortest time possible.
	SURVIVAL	Beat as many opponents as possible before your health runs out.
	TEAM FIGHT	Fight with a team of up to 7 characters.
TRAINING	Learn moves and combos and improve your fighting skill.	
	FREE TRAINING	Set the COM behavior and freely practice moves and combos.
	COMMAND TRAINING	Choose a character and practice inputting the commands shown on screen.
	TUTORIAL	Advance through lessons and practice what you learn in real fights.
	COMBO CHALLENGE	Practice important moves and combos for each character.

ONLINE	Connect to Xbox Live and fight with other people online.	
EXTRAS	View your replays, photo album, fight record, and more.	
LEADERBOARDS	View your online rankings.	
ACHIEVEMENTS	View your achievements.	
HELP & OPTIONS	Adjust various settings for the game and view the manual.	
	HOW TO PLAY	View the in-game manual.
	GAME SETTINGS	Adjust settings for the camera, fight screen, etc.
	CONTROLS	Set the button configuration and the controls for side step and other commands.
	SCREEN	Adjust the screen brightness and contrast.
	SOUND	Set the music, system voice, and volume.
	ONLINE	Change your main character displayed in lobby matches, options for sharing on Facebook, and other settings.
	LANGUAGE	Set the language for menus and voices.
MUSIC	Customize the music playing during fights. Select from either character music or stage music.	
Xbox Games Store	Connect to Xbox Games Store.	

*In Fight modes outside of Team Fight, select whether to fight with one character in a solo match or two characters in a tag match.or two characters in a tag match.

3

SAVING AND LOADING DATA

Game data is automatically saved after a fight in Story mode, when game settings are changed, etc. The data will be loaded automatically when the game is started.

At least 400 KB of free space is required to save data.

STORY MODE

1 In Story mode, you can progress through the story while fighting with different characters. The unlocked chapters for each character can be viewed on the Timeline: the vertical axis shows the point of time within the story, and the horizontal axis shows the playable character for each episode.

2 Win the fights in each episode to progress to the next part of the story.

Press START during a movie or fight to access the Pause Menu. If you quit Story mode during a fight, you will restart next time after the last fight you won.

>>> **Purchasing DLC**

Purchasing DLC requires a connection to PlayStation®Store. For details, please visit the PSN℠ page on the PlayStation® Official Website: **http://us.playstation.com/psn/**

4

GAME SCREEN

HEALTH GAUGE

This shows your character's remaining health. It decreases when your character takes damage. Your character is K.O.'d when your health reaches zero. A red frame appears when the gauge falls below 50%. Power Blows and Power Launchers can be performed when this frame is displayed.

The red portion shows how much damage was taken from your opponent's hit.

K.O. COUNT

One bubble is filled for each round won. The first player to get all three bubbles filled wins the match.

TIMER

Counts down the remaining time for the round. If the timer reaches zero, the round ends and the player with the most health wins.

STATUS

The number of combo hits, the character's state, and other information is displayed here.

CRITICAL STUN	You are in a special stagger caused by certain moves. Characters in Critical Stun can only hold, and cannot be thrown.
CRITICAL STUN	You can be hit with a Critical Burst, in which case this status will change to "CRITICAL BURST!"
CRITICAL HIT	You have landed a strike that causes your opponent to be in a Critical Stun.
TECH ROLL	You were able to roll just before hitting the ground to avoid being knocked down.
CLOSE HIT	You landed a certain strike at a close distance for extra damage.
COUNTER STRIKE	You were able to counter with a strike just before your opponent's strike landed.
HI COUNTER STRIKE	You were able to counter with a strike as your opponent attempted a throw.
COUNTER HOLD	You were able to hold your opponent's attempted strike.
HI COUNTER HOLD	
COMBO HOLD	Enter a certain command when this is displayed to perform a combo hold.
COUNTER THROW	You were able to interrupt your opponent's throw with a throw of your own.
HI COUNTER THROW	You were able to counter with a throw as your opponent attempted a hold.
COMBO THROW	Enter a certain command when this is displayed to perform a combo throw or escape an opponent's throw.
CRITICAL BURST	You are unable to guard, or hold, or perform any other action.
POWER BLOW	You landed a Power Blow.

Command Icons
➡ pg.6

Move List
➡ pg.7

Actions
➡ pg.8-14

5

TRIANGLE SYSTEM

STRIKE

THROW   HOLD

The basic fighting system is comprised of strikes (punches and kicks), throws, and holds. Strikes beat throws, throws beat holds, and holds beat strikes.

COMMAND ICONS

The following icons are used in the Move List, Command List, and in this manual:
* The character is assumed to be facing right. Please use the opposite directional controls when the character is facing left.
* These controls are for the Type A controller settings. Button assignments can be changed in the Options menu under Controller Settings.

(H) (X)	(P)+(K) LB
(P) (Y)	(H)+(K) RB
(K) (B)	(H)+(P)+(K) RT
(T) (A)	▽((P) etc.) Hold down the button

⇧⇩⇦⇨ ⬂⬃⬀ ⬁ⵚ etc.	Tap the directional pad or the left stick in the direction of the arrow.
↑ ↓ ← → ↘ ↙ ↗ ↙	Hold the directional pad or the left stick in the direction of the arrow.
Ap LT	

MOVE HEIGHT

High

Includes many fast moves, but can be avoided with a standing guard or by crouching. These moves are marked by 🅿.

Mid

Can hit crouching opponents. These moves are marked by 🅿.

Low

These moves are slower, but cannot be blocked with a standing guard. These moves are marked by 🅿.

⟫ MOVE LIST

The Move List at the bottom of the screen displays a list of moves that can be performed from the current move. A move will light up when it has been performed.
Press START and select "FIGHT SCREEN INFO" from the pause menu to set the display for the Move List, etc.

SP	Special action	↖ (🅿 etc.)	High
OH	Offensive Hold	↗ (🅿 etc.)	Mid
CB	Critical Burst move	↙ (🅿 etc.)	Low
PB	Power Blow	L	Push in the left stick to lock the currently displayed Move List.
PL	Power Launcher		

ACTIONS

RUN

➡⇨

Makes the character run.

SIDE STEP

⬆⬆ / ⬇⬇ or
⬆ H + P + K / ⬇ H + P + K

Move quickly to the side to dodge an attack (some attacks cannot be dodged). A strike or throw becomes a Counter when it hits a side stepping opponent. Controls can be changed in the Options menu.

PUNCH

P punch

Strikes using the hand.
Combine them with the directional pad or left stick for a variety of moves.
Strikes beat throws and can be blocked by guarding.

KICK

K kick

Strikes using the foot.
Combine them with the directional pad or left stick for a variety of moves.
Strikes beat throws and can be blocked by guarding.

GUARD

●STANDING GUARD

⬅ or H

Blocks high and mid strikes. Does not block low strikes.
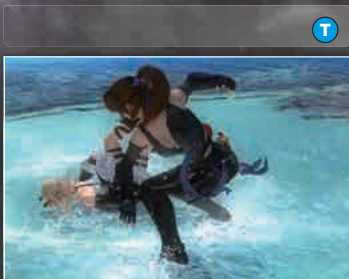
●CROUCHING GUARD

↙ or ⬇ H

Blocks low strikes. Does not block crouching throws.

8

THROW

●STANDING THROW

These throws are effective against opponents who are standing, moving, or in standing guard. They lose to strikes.
Combine them with the directional pad or left stick for stronger moves.

●CROUCHING THROW

These throws are effective against opponents who are crouching, moving while crouching, or in crouching guard. They lose to strikes.

●THROW ESCAPE
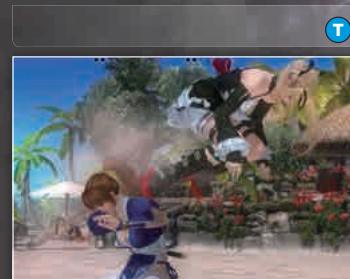
Normal throws **T** can be evaded by pressing **T** as soon as the character is grabbed.

●COMBO THROW

(followup throw)

A chain of multiple throws. Other commands can be entered when *COMBO THROW* is displayed.
At this time, the character being thrown can also press **T** at the right time to escape the throw.

HOLD

Grab and counter your opponent's attack. Holds beat strikes of the same height, and lose to throws. When COMBO HOLD is displayed, additional commands can be entered for a combo hold. At this time, the character being held can also press H or T at the right time to escape the hold.

* Some characters have special character-specific holds.

●HIGH HOLD
Against a high strike ↘ H

●LOW HOLD
Against a low strike ↙ H

●MID PUNCH HOLD
Against a mid punch ← H

●MID KICK HOLD
Against a mid kick → H

When you hold an opponent's strike, the hold becomes a Counter or Hi Counter and causes extra damage.

OFFENSIVE HOLD (OH)

These holds actively grab the opponent like a throw and are only available to some characters. A strike will not count as a Hi Counter against an opponent doing an OH. An OH will become a Counter Hold against an opponent doing a hold or OH.

10

GROUND ATTACK

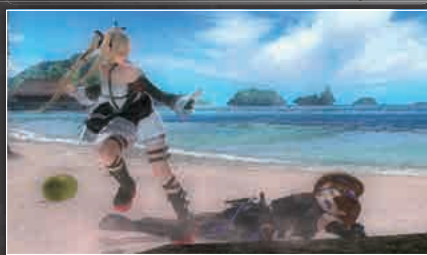### ●HEAVY GROUND ATTACK

⬆ (P) + (K)

Hit a character who has been knocked down.

●LIGHT GROUND ATTACK

⬇ (P) / ⬇ (K)

Hit a character who has been knocked down. Commands vary by character.

TECH ROLL

(H) / (P) / (K) before being knocked down

Get back up quickly without being completely knocked down.
Push the directional pad or the left stick at the same time to get up in a certain direction.

RISING KICK

●MID RISING KICK

(K)

If you are not able to tech roll before being knocked down, get back up with (H)/(P)/(K). Do a mid kick while getting up.

●LOW RISING KICK

⬇ (K)

Do a low kick while getting up.

CRITICAL STUN

Certain strikes can put the opponent in Critical Stun, leaving them unable to do anything but hold.
* Mash the directional pad to shorten the duration of the stagger.
* Some moves cause a powerful Critical Stun which does not allow the opponent to hold.

CRITICAL BURST
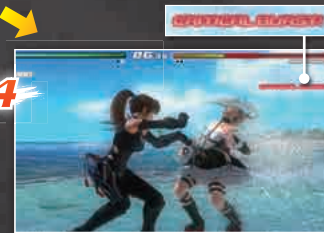
Leaves opponents temporarily unable to move or react.

1
Use a special strike to put the opponent in **Critical Stun**.

When the "CRITICAL STUN" status turns red, use a special strike to cause a **Critical Burst**.

3

2
Keep the damage going so that the white part of the opponent's health bar goes down as far as possible.

4
Critical Bursts are a great chance for a **Power Blow**!

12

COUNTER

When you hit right as your opponent is attempting a hit, it results in a Counter, which causes 125% damage.

COUNTER STRIKE	You landed a strike as your opponent was attempting to strike or side step. These have a high chance of causing a Critical Stun.
COUNTER THROW	You did a throw as your opponent was attemping a throw.
COUNTER HOLD	You countered a strike with a hold.

HI COUNTER

In certain cases a Counter can become a Hi Counter, which causes 150% damage.

HI COUNTER STRIKE	You landed a strike as your opponent attempted a throw.
HI COUNTER THROW	You did a throw as your opponent attempted a hold.
HI COUNTER HOLD	You held your opponent's strike just as it was about to hit.

CLIFFHANGER

P / K / T (attacking)
H / T (defending)

When an opponent is hanging off a ledge during a Cliffhanger, the attacking player can choose to either strike P/K or throw T. The defending opponent can either guard H or do a throw escape T.
Strikes beat throw escapes, and throws beat guards. If the attacking player wins, it causes extra damage. If the defending player wins, the character can drop down without taking too much damage.

13

POWER BLOW   *Command varies for each character.

Deliver a Power Blow when your health falls below 50% for high damage.
Push the directional pad or left stick just before the Power Blow hits to decide in which direction to knock your opponent.
In certain stages, you can knock opponents into Special Danger Zones for even greater damage. Players are limited to only one successful Power Blow or Power Launcher per round.

Tag Power Blow

When both characters are below 50% health in a tag match, press 🔳 (H + P + K) during a Power Blow to deliver a Tag Power Blow. These are even more powerful than regular Power Blows.

POWER LAUNCHER   *Command varies for each character.

Do a Power Launcher when your health falls below 50% to knock your opponent high into the air, causing high damage and giving you the chance to perform combos.
Players are limited to only one successful Power Blow or Power Launcher per round.

》》 Saving Replays

To save a replay, select "Save Replay" in the menu that displays after the fight. Replays can be viewed in Extras > Spectator > Fight Viewer. Press Ⓧ at any time during a replay to switch to camera mode.
The entire replay may not be saved if there is not enough free space on your Xbox 360.
If controller settings are changed during a fight, the replay will only be saved until that point.

14

TAG CONTROLS

Tag Matches allow up to 4 players to participate in 2-on-2 fights.

TAG

🅣𝗮𝗴 (H + P + K) Switch characters in and out of the fight. The character that is tagged out will slowly recover health. When an opponent is down, press ↑🅣𝗮𝗴(H + P + K) to switch characters and do a ground attack (Ground Attack Tag). You can also press ↘🅣𝗮𝗴(H + P + K) to switch characters and hit your opponent with a Critical Burst move (Burst Tag).
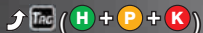
QUICK TAG

If you switch characters mid-combo at just the right time, the new character will be tagged in more quickly than usual and continue the combo.
Keep the combos going and don't give your opponent the chance to tag out!

TAG THROW

➡➡🅣𝗮𝗴 (H + P + K) The type of tag throw will depend on the character combination. Certain pairs also have unique tag throws.

FORCE OUT

↗🅣𝗮𝗴 (H + P + K) Switch characters and knock the opponent out of the screen, forcing the opponent to switch characters as well.
The forced-out character will lose health and will temporarily be unable to tag in.

ONLINE

Fight with other players in various online modes.

GRADE POINTS & CP

A player's Grade shows how strong the player is. All players start at LR and rank up or down as they win and lose Grade Points in Ranked Matches.
The higher an opponent's Grade is, the more Grade Points you can win by defeating them.
Character Points (CP) indicate how strong a player is with a certain character, and are also won and lost in Ranked Matches.

PRIZE FIGHTERS

Players who reach certain numbers of consecutive wins in Ranked Matches are given the rank of Bronze Fighter, Silver Fighter, Gold Fighter, or Platinum Fighter. Beating these players results in bonus Grade Points. These fighters can also earn bonus points for continuing their winning streak.
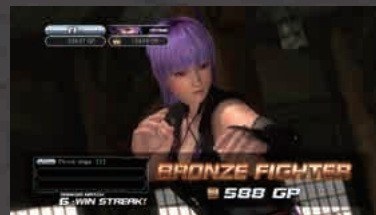
THROWDOWNS

Set "Throwdowns" to "Accept" to automatically search for an opponent as you play in Versus, Arcade, and Free Training modes .
An icon will display at the bottom of the screen when an opponent is found. Press BACK to accept the Throwdown Challenge. Fight results will affect your Grade.
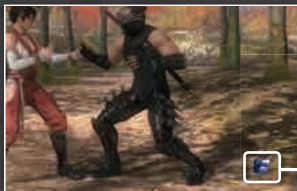
An icon appears when an opponent has been found.

	Throwdown Challenge received
	Throwdown Challenge accepted by opponent

RANKED MATCH

Search for opponents by Grade. Ranked Match outcomes affect your Grade.
You can play in either solo or tag mode.

LOBBY MATCH

Set various rules and fight with up to 16 players.

●FINDING OPPONENTS
Search for opponents based on region, Grade, fight rules, type of match (solo/tag), and number of rounds.

●CREATING A LOBBY
Decide the number of rounds, opponent Grade, fight rules, type of match, time limit, maximum health, number of players, etc. and wait for players to join your lobby.

●FIGHT RULES

WINNER-STAYS	The player who wins proceeds to the next fight with a different opponent.
LOSER-STAYS	The player who loses proceeds to the next fight with a different opponent.
TOURNAMENT	A winner is decided in a tournament-style fight.
KUMITE	One player takes on the rest of the players in the lobby.
ONLINE DOJO	Practice with other players. Your health recovers in this mode. Press BACK to set a variety of options.

●LOBBY SCREEN
You can also find a partner and fight tag matches with other players. Press Ⓨ to open the menu and select a partner.

CONNECTION   GRADE   FIGHTER/SPECTATOR

FIGHT RULES

PLAYER / MAIN CHARACTER

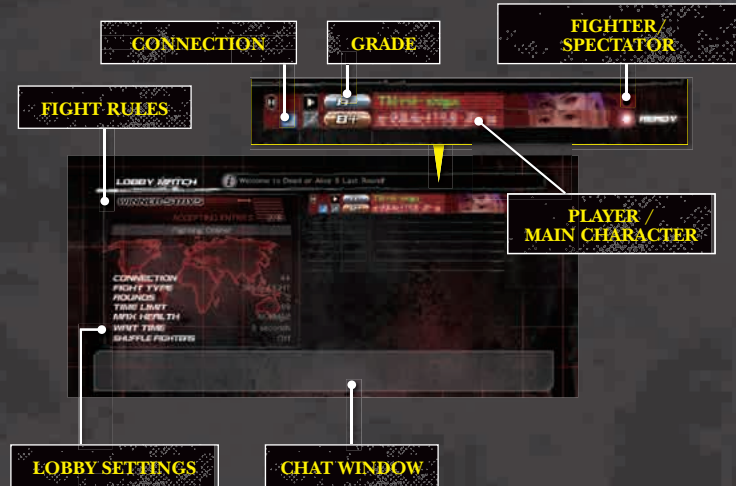LOBBY SETTINGS   CHAT WINDOW

LEADERBOARDS

Here you can view various world rankings. The ▭◄ icon indicates that the player has a replay available for download.
Replays can be uploaded in Extras > Watch > Fight Viewer from the main menu.

FIGHTER LIST

A list of fighters the player has registered.

17