

⚠ WARNING Before playing this game, read the Xbox 360® console, Xbox 360 Kinect® Sensor, and accessory manuals for important safety and health information. www.xbox.com/support.

Important Health Warning: Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people with no history of seizures or epilepsy may have an undiagnosed condition that can cause "photosensitive epileptic seizures" while watching video games. Symptoms can include light-headedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, momentary loss of awareness, and loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects. **Immediately stop playing and consult a doctor if you experience any of these symptoms.** Parents, watch for or ask children about these symptoms—children and teenagers are more likely to experience these seizures. The risk may be reduced by being farther from the screen; using a smaller screen; playing in a well-lit room, and not playing when drowsy or fatigued. If you or any relatives have a history of seizures or epilepsy, consult a doctor before playing.



TECMO KOEI EUROPE LTD.



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*Screenshots are taken from a version still in development.

*Some information may be subject to change.

Akira, Sarah, Pai, Jacky characters © SEGA.

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

<http://www.tecmokoei-europe.com/survey/doa5u/>

GAME CONTROLS

LB Left bumper
Strong Punch $\text{P} + \text{K}$
 Does more damage but leaves you open longer.

LT Left trigger
Taunt AP
 Taunt your opponent during a fight.

START Button
Pause
 Bring up the pause menu.

BACK Button
 Accept a Throwdown Challenge.

Directional pad / Left Stick
Move
 Move the character.

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

RT Right trigger
Strong Kick $\text{H} + \text{K}$
 Does more damage but leaves you open longer.

RB Right bumper
Tag Change $\text{Tag} (\text{H} + \text{P} + \text{K})$
 Switch characters during a Tag Match.

Y
Punch P
 Strike with the character's hand.

X
Guard
 Block an opponent's strike.
Hold H
 Deflect an opponent's strike and follow with an attack of your own.
 H High Hold
 $\leftarrow \text{H}$ Mid Punch Hold
 $\rightarrow \text{H}$ Mid Kick Hold
 $\swarrow \text{H}$ Low Hold

B
Kick K
 Strike with the character's foot.

A
Throw T
 Throw the opponent.

SIDE STEP
 Quickly step to the side to avoid an opponent's strike.
 $\uparrow \uparrow / \downarrow \downarrow$
 or
 $\uparrow \text{H} + \text{P} + \text{K} / \downarrow \text{H} + \text{P} + \text{K}$

CONTROL ICONS

The following icons are used in the game and manual to denote control inputs.

$\text{X} \cdot \text{H}$
$\text{Y} \cdot \text{P}$
$\text{B} \cdot \text{K}$
$\text{A} \cdot \text{T}$
$\text{LB} \cdot \text{P} + \text{K}$
$\text{RB} \cdot \text{H} + \text{P} + \text{K}$
$\text{RT} \cdot \text{H} + \text{K}$

$\uparrow \downarrow \leftarrow \rightarrow \swarrow \searrow \nearrow \nwarrow$
 $\uparrow \downarrow \leftarrow \rightarrow \swarrow \searrow \nearrow \nwarrow$

Quickly press the directional pad or the left stick in the direction of the arrow.

$\uparrow \downarrow \leftarrow \rightarrow \swarrow \searrow \nearrow \nwarrow$
 Hold the directional pad or the left stick in the direction of the arrow.

AP

*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.

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 DOA5 Ultimate.	
	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 LIVE Marketplace	Connect to Xbox LIVE Marketplace.	

*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.

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 275 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

DLC can be purchased on Xbox LIVE Marketplace. An Xbox LIVE account and broadband internet connection are required.