



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.

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Manual design: Satoshi Yamaguchi (Happy Valley)

All screenshots are taken from a version of the game still in development.

Minor differences from the final version may appear.

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Controls

LB Left Bumper
P + K
Strong Punch

RT Right Trigger
H + K
Strong Kick

RB Right Bumper
H + P + K

Y
P Punch

X
Guard
H Hold
↖ H High Hold
← H Mid Punch Hold
→ H Mid Kick Hold
↙ H Low Hold

B
K Kick

A
T Throw

Directional Pad
Move

Left Stick
Move

Start Button
Pause Menu

Sidestep
↑ H + P + K / ↓ H + P + K
or
↑↑ / ↓↓

*Type A controls shown. You can change the controller configuration from **OPTIONS > CONTROLS > CONTROLLER**.

*Outside of battle, please refer to the button controls on the bottom right of the screen to see what controls are available.

Triangle System

Strikes take priority over throws. During the initial grab, a throw can be cancelled with a strike.



Holds take priority over strikes. While in a Critical Stun, your only defense against an opponent is a hold.

Throws take priority over holds. During the initial grab, a hold can be cancelled with a throw.



Using a higher priority strike or throw to cancel an opponent's lower priority move results in a "Hi Counter." However, the timing of holds determines whether the hit is normal, Counter, or Hi Counter. Hi Counter moves deal 50% more damage than normal.

| | |
|-----------------|---|
| STRIKES | Punches and kicks are collectively called "strikes." Strikes are the building blocks of all moves. There are high, middle and low strikes. |
| HOLDS | When your opponent strikes, perform the correct hold to stop the attack and counter with one of your own. <ul style="list-style-type: none"> ↖ H against high punches & kicks ← H against mid punches → H against mid kicks ↙ H against low punches & kicks |
| THROWS | If an opponent is guarding, use a throw to break their defense. You can throw while standing or crouching. Watch your opponent's stance and use the correct throw. |
| GUARDS | Guard to block an opponent's strike. Guard while standing to block strikes aimed at your upper body. Guard while crouching to block strikes aimed at your legs and feet. Succeed, and you won't take any damage. |
| SIDESTEP | Sidestep to move quickly to the side and avoid a straight strike from an opponent. You can also strike from a sidestep. |

Game Screen

Life Gauge

How much life the character has remaining. Goes down as the opponent's attacks land. When this reaches 0, you will be KO'ed and lose the round.

The gauge will glow red when less than 50% full. That is when you can perform a Power Blow.



Round Counter

One circle will glow for each round you win. You win the match when all your circles are glowing.

Time

Remaining time in the round. When this reaches 0, the player with the most remaining life wins the round.

Status

Displays character status information, such as the current number of combo hits.

CRITICAL STUN

Character is staggered by a certain strike from the opponent. Only holds are possible. You cannot be thrown while staggered.

CRITICAL HIT

Character landed a certain move that put the opponent in a Critical Stun.

COUNTER STRIKE

Character landed a strike as the opponent was starting a strike. Good time to try for a juggle.

HI COUNTER STRIKE

Character landed a strike as the opponent was starting a throw.

COUNTER HOLD HI COUNTER HOLD

Character landed a hold as the opponent was starting a strike.

COUNTER THROW

Character landed a throw as the opponent was starting a throw.

HI COUNTER THROW

Character threw the opponent when they tried a hold.

CRITICAL BURST!

Character cannot guard or hold; they are completely defenseless. Occurs by landing a Critical Burst move that causes more damage than is glowing in the Life Gauge during a Critical Stun.

POWER BLOW

Character landed a Power Blow. These cause massive damage.

Getting Started

Start Game



- 1 Insert the disc for DEAD OR ALIVE 5.
- 2 Press the START button on the Title Screen to display the Main Menu.
- 3 Select a play style.

Menu

| | |
|------------------------------|--|
| STORY | Follow various characters through an overarching story and learn the basics of fighting. |
| FIGHT | Fight against the computer or another player. You can also practice moves and combos here. |
| ONLINE | Sign in to the network and fight against other human opponents. |
| EXTRAS | Check out replays and photos that you have saved. |
| OPTIONS | Set various game settings. |
| Xbox LIVE Marketplace | Connect to Xbox LIVE Marketplace. |
| ONLINE PASS | Enter an Online Pass Code. |

Saving & Loading

Save data is saved automatically during story mode, after fights and when game settings are changed. This save data is loaded when the game starts up.

*You need at least 100KB of free space in order to save the game.

Online

Fight against other opponents.

Select Search to find a game lobby or Create to make one of your own. You can set various fight parameters when you create your own lobby.



Online play requires broadband network access and an Xbox LIVE account. You must use an Online Pass in order to use online functionality. Please refer to the back cover of this manual for details.

Menu

| | |
|---------------------|--|
| SIMPLE MATCH | Join a fight based on a specified region and number of rounds. Grade is not affected. |
| RANK MATCH | Join a fight based on a specified user rank (skill level). Wins and losses will affect Grade. |
| LOBBY MATCH | Fight within a lobby of up to 16 people. You can also watch matches and chat. Grade is not affected. |
| LEADERBOARDS | View leaderboards. |
| FIGHTER LIST | A list of fighters you have registered. Select a fighter to send a challenge. |

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

<http://www.tecmokoei-europe.com/survey/doa5/>

Credits

| | | | | | |
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track by Hiroshi Motokura

Music : [False Fate]

co-produced by D-Rockets & RASHINBUN ENTERTAINMENT
track, performed by Lotus Juice

Ending Theme : [I'm a Fighter]

co-produced by D-Rockets & RASHINBUN ENTERTAINMENT
performed by Lotus Juice and HanaH

Music : [let's get it]

co-produced by D-Rockets & RASHINBUN ENTERTAINMENT
track by Lotus Juice and Yuya Kubo
performed by Ichi-Go

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Akira, Sarah, Pai characters © SEGA.
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DEAD OR ALIVE 

 **WARNING** Läs viktig säkerhets- och hälsoinformation i handböckerna till Xbox 360®-konsolen, Kinect®-sensorn för Xbox 360 och tillbehören innan du spelar det här spelet. www.xbox.com/support

Viktig hälsovarning: Anfall orsakade av ljuskänslighet

En mycket liten andel av befolkningen kan drabbas av epilepsiliknande anfall som kan utlösas av vissa visuella bilder, inklusive blinkande ljus eller mönster som kan finnas i TV-spel. Även människor som aldrig tidigare har drabbats av anfall eller epilepsi kan lida av en icke diagnostiserad åkomma som kan utlösa "ljuskänslighetsanfall" medan de tittar på TV-spel. Symptomen kan vara yrsel, synstörningar, ryckningar i ögon eller ansikte, krampryckningar eller skakningar i armar eller ben, desorientering, förvirring, tillfällig medvetandeförlust samt medvetlöshet eller krampanfall, vilket kan leda till personskador vid fall eller hopstötning med föremål i närheten. **Sluta omedelbart att spela TV-spel och konsultera läkare om du upplever något av ovan nämnda symptom.** Föräldrar, håll utkik efter eller fråga era barn om dessa symptom – det är vanligare att barn och ungdomar drabbas av sådana här anfall. Risken kan minskas genom att sitta längre från skärmen, använda en mindre skärm, spela i ett väl upplyst rum och aldrig spela när man är sömnig eller trött. Rådgör med läkare innan du börjar spela om du eller någon släkting tidigare haft anfall eller lider av epilepsi.

Snabbstart

Kontroller 14

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Manualen är designad av Satoshi Yamaguchi (Happy Valley)

Alla bilder är tagna från en version av spelet som fortfarande är under utveckling. Den kan skilja sig aningen mot butiksversionen.

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Med ensamrätt.

Kontroller



LB Vänster kantknapp

P+K ($\Delta+\circ$)

Strong Punch (Starkt slag)

RT Höger avtryckare

H+K ($\square+\circ$)

Strong Kick (Stark spark)

RB Höger kantknapp

H+P+K ($\square+\Delta+\circ$)

Styrknappen

Rör karaktären

Left Stick

Rör karaktären

START-knappen

Pausa

Sidosteg

↑H+P+K / ↓H+P+K

eller

↑↑ / ↓↓

Y

P Punch (Slå)

X

Guard (Blockera)

H Hold (Greppa)

↖H High Hold
(Högt grepp)

←H Mid Punch Hold
(Mellanhögt grepp
mot slag)

→H Mid Kick Hold
(Mellanhögt grepp
mot sparkar)

↙H Low Hold
(Lågt grepp)

B

K Kick (Sparka)

A

T Throw (Kasta)

*Detta är kontrollerna för typ A. Du kan byta kontroller under OPTIONS (ALTERNATIV) > CONTROLS (KONTROLLER) > CONTROLLER (HANDKONTROLLEN).

*När du inte slåss kan du se vilka kontroller som finns längst ned till höger på skärmen.

Triangelsystemet

Attacker prioriteras framför kast. Utför en attack i början av kastet för att avbryta kastet.



Grepp prioriteras framför attacker. Ett grepp är ditt enda försvar mot motståndaren när du är i Critical Stun (kritiskt stunnad).

Kast prioriteras framför grepp. Utför ett kast i början av greppet för att avbryta greppet.



Att använda en attack eller ett kast med högre prioritet för att avbryta motståndarens lägre prioriterade move, resulterar i en "Hi Counter" (stark kontring). Det är dock tajmingen på greppen som avgör om resultatet blir normalt, en Counter (kontring), eller en stark kontring. Starka kontringar gör 50 % mer skada än normala moves.

STRIKES (ATTACKER)

Slag och sparkar kallas gemensamt för "strikes" (attacker). Attackerna är byggstenarna i alla moves. Det finns höga, mellanhöga och låga attacker.

HOLDS (GREPP)

Gör rätt grepp när motståndaren attackerar för att avbryta attacken och kontra med en egen attack.

- ↖ **H** mot höga slag och sparkar
- ← **H** mot mellanhöga slag
- **H** mot mellanhöga sparkar
- ↙ **H** mot låga slag och sparkar

THROWS (KAST)

Om motståndaren blockerar kan du komma åt honom med ett kast. Du kan kasta ståendes eller duckandes. Se hur motståndaren står och använd rätt kast.

GUARDS (BLOCKERA)

Blockera för att blockera motståndarens attack. Blockera när du står för att blockera attacker mot din överkropp. Blockera när du duckar för att blockera attacker mot dina ben och fötter. Om du lyckas tar du ingen skada.

SIDESTEP (SIDOSTEG)

Sidostega för att gå snabbt åt sidan och därigenom undvika en rak attack från motståndaren. Du kan även attackera från ett sidosteg.



VAROITUS Lue tärkeät turvallisuus- ja terveystiedot Xbox 360® -konsolin, Kinect®-sensorin ja mahdollisten muiden lisälaitteiden käyttöoppaista ennen tämän pelin pelaamista. www.xbox.com/support.

Tärkeä terveysvaroitus: Valoyliherkkyyden aiheuttamat epileptiset kohtaukset

Hyvin harvat ihmiset voivat saada epileptisen kohtauksen tietyn tyyppisistä visuaalisista kokemuksista. Tällaisia kokemuksia voivat olla esimerkiksi vilkkuvat valot tai videopeleissä esiintyvät kuviot. Jopa henkilöillä, joilla ei aiemmin ole ollut kouristuskohtauksia tai epileptisiä kohtauksia, saattaa olla taipumus "valoyliherkkyyden aiheuttamiin kouristuskohtauksiin" videopelejä pelatessaan. Oireita voivat olla huimaus, näkökentän muuttuminen, silmien tai kasvojen nykiminen, käsien tai jalkojen nykiminen tai vapina, keskittymiskyvyn puute, sekavuus, tajunnan menetys tai kouristukset, jotka voivat johtaa loukkaantumiseen esimerkiksi kaatumisen tai esineisiin törmäämisen seurauksena. **Lopeta pelaaminen heti ja hakeudu lääkärin hoitoon, jos sinulla on joitakin näistä oireista.** Vanhemmat, tarkkaile lapsianne näiden oireiden varalta – lapsilla ja teini-ikäisillä on suurempi riski saada epileptinen kohtaus. Riskiä voi vähentää istumalla kauempana näytöstä, käyttämällä pienempää näyttöä, pelaamalla hyvin valaistussa huoneessa ja olemaan pelaamatta, kun on väsynyt tai rasittunut. Jos sinulla tai sukulaisillasi on ollut aiemmin tällaisia kohtauksia tai epilepsiaa, neuvottele lääkärin kanssa ennen pelaamista.

Pikaopas

Kontrollit 18

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Manuaalin design: Satoshi Yamaguchi (Happy Valley)

Kaikki kuvankaappaukset ovat kehitysvaiheessa olevasta peliversiosta. Pieniä eroja lopulliseen versioon nähden saattaa ilmetä.

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Kaikki oikeudet pidätetään.

Kontrollit

LB Vasen bumper-painike
P+K
Strong Punch (Voimakas lyönti)

RT Oikea liipaisin
H+K
Strong Kick (Voimakas potku)

RB Oikea bumper-painike
H+P+K

Y
P Punch (Lyönti)

X
Guard (Suojaus)
H Hold (Sidonta)
↖ H High Hold (Korkea sidonta)
← H Mid Punch Hold (Sidonta vs keskikorkea lyönti)
→ H Mid Kick Hold (Sidonta vs keskikorkea potku)
↙ H Low Hold (Matala sidonta)

B
K Kick (Potku)

A
T Throw (Heitto)

⊕ Suunta-alusta
Liiku

⏪ Left Stick
Liiku

START Start-painike
Tauko

Sidestep (Sivuaskel)
↑ H+P+K / ↓ H+P+K
tai
↑↑ / ↓↓

*Kuvassa A-tyypin kontrollit. Voit muuttaa ohjainasetuksia valitsemalla **OPTIONS > CONTROLS > CONTROLLER**.

*Taistelun ulkopuolella löydät käytettävissä olevia näppäinyhdistelmiä kuvaruudun oikeasta alakulmasta.

Kolmikantajärjestelmä

Iskujen prioriteetti menee heittojen edelle. Heiton voi liikkeen alkuvaiheessa estää iskulla.



Heittojen prioriteetti menee sidontojen edelle. Sidonnan voi liikkeen alkuvaiheessa estää heitolla.

Sidontojen prioriteetti menee iskujen edelle. Critical Stun -tilassa (pökerryksissä) ollessasi ainoa puolustuskeinosi vastustajaasi vastaan on sidonta.



Vastustajasi liikkeeseen vastaaminen korkeamman prioriteetin iskulla tai heitolla johtaa "Hi Counter" -vastaliikkeeseen. Sidontojen kohdella ajoitus sen sijaan ratkaisee, onko osuma normaali, Counter vai Hi Counter. Hi Counter -liikkeet aiheuttavat 50 % enemmän vahinkoa kuin tavalliset.

| | |
|--------------------------------|---|
| STRIKES (ISKUT) | Lyöntejä ja potkuja kutsutaan "iskuiksi". Iskut toimivat kaikkien liikkeiden perustana. Iskut jaetaan osumakorkeuden mukaan kolmeen kategoriaan: high (korkeat), middle (keskikorkeat) ja low (matalat). |
| HOLDS (SIDONNAT) | Vastustajasi hyökätessä potkulla tai lyönnillä suorita oikea sidonta pysäyttääksesi hyökkäyksen ja vastataksesi omallasi. <ul style="list-style-type: none"> ↖ H korkeita lyöntejä ja potkuja vastaan ← H keskikorkeita lyöntejä vastaan → H keskikorkeita potkuja vastaan ↙ H matalia lyöntejä ja potkuja vastaan |
| THROWS (HEITOT) | Jos vastustajasi suojaa, murra tämän puolustus heitolla. Voit suorittaa heiton seisonnasta tai kyykkyasennosta. Suorita oikea heitto vastustajasi asennon mukaan. |
| GUARDS (SUOJAUKSET) | Suojaa torjuaksesi vastustajasi iskun. Suojaa seisoessasi torjuaksesi ylävartaloosi kohdistetut iskut. Suojaa kyykkyasennossa torjuaksesi jalkoihisi kohdistetut iskut. Jos torjuntasi onnistuu, et kärsi yhtään vahinkoa. |
| SIDESTEP (SIVUASKEL) | Käyttämällä sivuaskelta voit liikkua nopeasti sivulle ja väistää vastustajasi suoran iskun. Voit myös iskeä itse sivuaskelta ottaessasi. |

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