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## DEAD OR ALIVE 6 Xforce Keygen

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### About This Game

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DEAD OR ALIVE 6 is fast-paced 3D fighting game, produced by Koei Tecmo Games, featuring stunning graphics and multi-tiered stages that create a truly entertaining competitive experience.

#### [Introducing the DOA Series]

The DEAD OR ALIVE franchise is a AAA fighting game series produced by Koei Tecmo Games' Team NINJA. Composed of fast-paced 3D fighting games that began with the original DEAD OR ALIVE arcade game in 1996, and have since appeared on a multitude of consoles and arcade machines around the world. In DEAD OR ALIVE 6, the world of DOA is brought back more vibrant than ever, featuring both enhanced visuals and an updated combat systems, aimed to provide the highest possible level of new fighting entertainment.

#### [Story]

The story will follow the events of DEAD OR ALIVE 5, focusing on 2 separate main narratives; namely, the battle between “Ninja and DOATEC” versus “M.I.S.T. lead by Donovan”, and the events that occur during the 6th DEAD OR ALIVE Tournament. New side story episodes will also be added for returning characters.

#### [The New Visuals]

With the help of a new graphics engine, DOA6 aims to bring visual entertainment of fighting games to an entirely new level. The graphics are made to be both enticingly beautiful and realistic, bringing out enhanced facial expressions, such special effects as depiction of sweat and dirt on character models, and realistic hit effects.

#### [The Triangle System]

Following the tradition, fights in DEAD OR ALIVE 6 are based on a triangle system: strikes beat throws, throws beat holds, and holds beat strikes. Landing a well-timed attack of the type that beats your opponent's attack, like landing a strike when an opponent tries to throw, will result in a Hi Counter attack and do more damage.

#### [New Combat Mechanics - Break System]

In this new title, we are introducing a new Special Move Gauge (Break Gauge) to the DEAD OR ALIVE series, adding a new dramatic strategic element to the fights. This element is made to be accessible and easy to use even for people who are new to the world of fighting games, and is activated by simply pressing the [RB] button.

#### [Break Blow]

A strong, high-damage special move that knocks your opponents down. The first part of the move also parries incoming attacks, working as both an offensive and defensive move!

#### [Break Hold]

A convenient counter technique that can also be used while the player is heavily stunned. It should only be used in tight situations due to its light-damage output.

#### [Fatal Rush]

A powerful combo with a dramatic finishing move, activated by consecutively pressing the [RB] button. While it is made to be easy to use for beginner players, it can also be employed in more than one creative way by the experienced competitors.

#### [New Danger Zones]

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[Rumble Danger]

If knocked into onlookers, they will push the player back into the center of the stage. It is a trap that combines the atmosphere of a real street fight with strategy.

[Mass-Destruction]

If the opponent is knocked back into a large stack of boxes or barrels with a "Break Blow" or "Fatal Rush" it will cause a large chain-explosion. This will lead to a huge burst of damage and produces an exhilarating rush.

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Title: DEAD OR ALIVE 6  
Genre: Action  
Developer:  
KOEI TECMO GAMES CO., LTD.  
Publisher:  
KOEI TECMO GAMES CO., LTD.  
Release Date: 28 Feb, 2019

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**Minimum:**

Requires a 64-bit processor and operating system

**OS:** Windows 10 [64bit](#)

**Processor:** Intel Core i5-4690 or over

**Memory:** 8 GB RAM

**Graphics:** NVIDIA GeForce GTX 770

**DirectX:** Version 11

**Network:** Broadband Internet connection

**Storage:** 50 GB available space

**Sound Card:** DirectX 11 or over

English,French,Italian,German,Russian,Simplified Chinese,Traditional Chinese,Japanese,Korean







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DoA6 is a lot of fun. I'm always on the lookout for 3D fighters like this, and I was surprised by how much fun I've had with DoA. For anyone who's dabbled in the Tekken or Soul Calibur world, you'll be almost at home here, but there are two key gameplay differences: "holding" and options during stun.

In most fighters, you have one or maybe two characters with a parry move, something like Asuka from Tekken. Well, that's basically holding, except in DoA every character has it and you have to do the correct hold based on if the opponent throws out a high, mid-punch, mid-kick, or low. It sounds complicated, but actually you start to get used to it pretty quick after you just jump in. For a newbie to the game like me, for example, I noticed there are patterns such as most launchers are highs and lots of big strings start with mid-punches or kicks. Stuff like that. It adds a really interesting layer of complexity for me, because in Tekken and SC, I got hyper-focused on juking the opponent into guaranteed high-damage combos, whereas here if you always go for the same max-damage combo, you'll be the one paying for it when you get held!

It doesn't stop there though, because in case you hadn't guessed, holding isn't limited to "your turn;" you can hold in the middle of an opponent's combo strings as long as you're grounded and not "fatally stunned". So you always have a comeback option, which can lead to really epic moments for defenders and also attackers who are patient and mix up their chains to bait holds! It's a lot of fun.

Now to address the cons and controversies. First, the sum total DLC is pricey as people say, just the same as DoA5. But it's not NEARLY as bad as people are making it out to be, because you don't (and shouldn't) have to buy all of it. Just buy what you want. I've spent \$85 on the deluxe edition, one costume set, and Nyotengu, and I'm perfectly happy with that considering I'll likely be spending upwards of 100 hours on the game.

Second, DoA6 isn't really "toned down" in terms of fan service, despite what mainstream media has claimed. The stuff is still there, it's just not displayed front and center. I can't say one way or the other if that was a good marketing move on KT's part (it's one of the big reasons I held off on the game, personally), but I can say I was pleasantly surprised to find the loyal DoA Xtreme players haven't been entirely left out of the fun in the fighting games :P We do need certain win poses to come back (I'm looking at Nyotengu and Tina), but eh. I'm EXTREMELY against culturally-influenced censorship, but if even someone like me is happy with the product, you'll be fine. I wouldn't buy the game FOR fan service, but I would've said the same thing about DoA5.

Third, I heard something about poor optimization, but... my experience has been exactly the opposite. I can play with full settings on my laptop with a 1060 (middle of the line GPU, it's going for <\$300 on Newegg at the time of writing). Was also pleased that I could extend my laptop screen over HDMI to our projector screen and still run the game smooth as butter with no noticeable input lag.

Finally, an actual con: playerbase is not high, as expected. I will say that as I've moved into B- rank, I'm starting to see more players, but F to D- rank were painful especially at certain times of the day. Definitely more active during prime time (5PM-10PM MST). I hope KT can rally some more players in somehow, and maybe we also have some fans still trickling in like I did.

TL;DR - Main points:

-DoA6 is a professionally-made fighting game that provides some interesting twists on top of the gameplay found in popular 3D fighters like Tekken and Soul Calibur.

-Optimization is good, I'm using an Geforce GTX 1060 in a laptop at highest settings.

-The DLC is pricey, but is provided in piecemeal for those who don't want everything.

-The game still features an abundance of fan service for those who have come to love the recognizable character designs of the girls over the years, whether it be in the old DoA fighters or DoA Xtreme. There's also spectator mode... ha.

-Playerbase is low, but around C rank I was able to find matches consistently during prime time within about 30-45 seconds of

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searching (Edit: Past couple of days it's been more like 2min between matches...)

If you like 3D fighters, grab the "Core Fighters" version for free and give it a try!. Pros:

- It's my favorite fighting series since I was a kid.

Neutral:

- Lots of boobs.

Cons

- It's owned by money hungry fks.

- The prices for the DLC are dumb as fk.

- It made me realize I need a better graphics card to run the best settings for the game :(

. I recommend this with mixed feelings

I got the game on day one with the dlc and all hoping it would be worth the money invested. At first I was excited but now after 3 month the enthusiasm has worn off....here is why

1. I feel betrayed that after week of release the game was free to download.

2. The single player story mode is so poor...I was expecting maybe more content will be added later???

[3.In spite of its freemium state it still has not attracted enough player to make ranked matches satisfying. there are time that the ranking matches are dead.](#)

[Now I have to mention its positive attributes. but I must say I am bias toward it because I have nostalgic emotion attached.](#)

[1. The mechanics are good!](#)

[2. Excellent graphics.](#)

[3. Best tutorial. New player welcome.](#)

[Verdict](#)

[I will give a thumbs up because the game is good! the problem is the low player base and still limited content for story mode. As of now I will wait and see how Team Ninja reward those that paid the game with the dlc at full price.. I like this game! many characters can being selected. And this fight game has so many techniques that you have to handle but it's not too difficult. Good game with many hot chicks! I like Helena most:\)](#)

[One thing bad is that you will spend lots of time to unlock costumes but it won't take so long.. I'm simple man. I see boob. I auto buy.. As a fighting game I think DOA6 is very solid. The gameplay itself has stayed very skill based and there's very little BS like overpowered super moves or other cheesing \(supers generally do very little damage here and don't change the game\) and the combat feels good. It has all the modes you'd expect by now and there's also the Core Fighters edition if you just want to give it a try. Tutorials are very in-depth and the game doesn't take long to learn. Netcode is mostly very good when matched with a proper connection, and the game shows if your opponent is wired or not as well. Graphics are alright. I just wish there were more PC specific options \(anti-aliasing for instance\).](#)

[Too bad the game had really bad marketing + the whole pricing policy with season pass is very crap. The game itself is the best DOA so far imo.. Honestly it's another Dead or Alive game. overpriced dlc and bouncing boobies. but hey it's still mechanically sound and looks better than ever. the game is just a fun time.](#)





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