



Introduction

So, you wanna kick some tail amidst the jiggling abyss, do ya? Dead or Alive is a tough competition in itself... Do you truly think you're ready to slap the computer opponents (or worse, human opponents) in the face and live to tell the tale? What if you get thrown from one end of the arena to the other, while your significant other is watching, no less? Are you gonna cry?

Hell no you ain't gonna cry, suckah! You a man! Or a woman. But you're tough! Why? Because you're injecting 40ccs of IGN Guides into your buttocks daily! Best of all, we're totally legal! Grrrr!!! If you're scared of Dennis Hopper, you're here in the **Intro**. If you're looking to brush up on general combat information, view our **Combat Basics** section. Looking for in-depth strategies using every character, including an easy-to-use moves list? Browse our **Characters** section. Lastly, if you're looking for the ultimate in secrets, take a gander at the **Secrets** section.



In this Dead or Alive 4 strategy guide, you'll find:

- Combat basics with general tips and strategies, as well as pointers for taking down the final boss.
- Analysis of all characters, including tips for playing both as *and* against the Dead or Alive warriors.
- Info on how to unlock hidden fighters, including Halo's Spartan!

Because you can either sit there and cry like a wuss or throw your opponent through something painful. We prefer the latter.

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Combat Basics

Legend			
B	Back	F	Forward
D	Down	U	Up
DF	Down-Forward	DB	Down-Back
FU	Forward-Up	BU	Back-Up
QCB	Quarter Circle Back	QCF	Quarter Circle Forward
T	Tap (usually found ahead of one of the above characters, meaning to tap quickly)		
P	Punch	K	Kick
THROW	Throw	BLOCK	Block

Mode Types

There are quite the number of unique modes to play in during your stay at the DOA Spa & Resort, and quite a few of them unlock tons of goodies—but more on that in the Secrets section...

Story Mode	Go through a single player vs computer A.I. experience with each character.
Time Attack Mode	Square off for the best end result time to unlock goodies.
Versus Mode	A challenge between either human opponents or the computer.
Survival Mode	Keep fighting endless computer opponents until you're incapacitated.
Team Battle Mode	Select up to 7 players in one fight. The last team standing wins.
Sparring Mode	See the next paragraph.
Watch Mode	Watch the computer duke it out to take in the sights.

Browsing the Sparring Match

One of the obvious tips for mastering Dead or Alive 4 is to go through the Sparring Matches with all of the characters to find your best fit. Feel free to read our Playing As descriptions for all of the characters, although actually playing as the characters will give you a brighter sense of what you're doing and the type of style you prefer. After all, not everything works better on paper.

The Command List

Within the Sparring Match mode, you can access a Command List that contains all of the special moves, regular moves, taunts, throws, ground moves, and more. This is an easy way to get over the initial hump of figuring out what to do with your selected character. Button mash a little to figure out what character you're comfortable with, and further explore that fighter until you find the one that's exactly the perfect fit for your fighting style.



Low Throwing

If you're playing a "drunken master" style opponent that loves to lie down and bait you into a huge combo and/or a really, really powerful attack, don't just stand there and walk into it! By throwing down low, you can mess up their gameplan and successfully get them out of the stance that they're likely using as a crutch—and straight into full panic mode.

DOA Live

No, not "live" as in "it lives alone." That would be a contradiction, dear reader! Dead or Alive Live is an experience in itself, as you can choose from several avatars to appear as in the gaming lobby. From there, you will be taken to the fight itself. You will find a list of fighter dos and don'ts in the Characters section, including things to look for from common players on Live.

The Eye of the Beholder

As you play more matches against experienced human opponents on Live or just by fighting the stronger settings of the computer A.I., you'll soon notice different patterns of combos that every character has. Some combos lead into several kicks, some with several punches. The faster you connect their actions with your reactions, the faster you can counter their moves. By countering, you can eliminate that big combo they've been pushing in your face over and over against and set yourself up to take over on the other end of the spectrum. This is more thoroughly described in the Characters section.

Battling Alpha-152

A lot of folks have been very vocal about the troubles in fighting the dastardly Alpha-152, and for a good reason: she's a pain in the ass. She plays unlike any other character in the game because it's a battle simulation enemy, meaning it will thrive to strike your weaknesses harshly in order to win. Think of this like beating a highly intelligent computer at chess, only in the form of it having a robotic boot in your rear-end instead of moving little horsies around.

You'll definitely need to study her moves, and how they can become her weaknesses. She tends to throw blocking enemies a lot, and use throws sparingly in between the fights. She'll use a vicious psychedelic kick that makes visibility a hard thing to grasp, and thus it's hard to judge exactly when to counter. If you can nail this move down for the counter, the others should be a breeze. Just as most annoying fighters work, she'll use sharp punches consecutively over and over again. If you gain your ground and swipe at her in the midst of this action, you should regain the upper-hand in the battle.

Let's get straight to it: you will need to absolutely devastate this monstrosity. Hit 'er with a ton of brick-breaking combos in succession of one another without stopping. Exploit her delayed counters by ripping her to shreds with your most powerful stuff. Never try to throw her, as you'll be the one to get launched faster than Mr. T's van. Watch out for her constant teleporting to get out of trouble; just lay into her even further by switching your route and following her teleport up with a tough combo or a few strong jabs to whittle her health down.

Characters

Kasumi

Playing As

Kasumi is a very well-rounded character that is diverse in usefulness. She can be a pure powerhouse character outside of her looks that will certainly drive the point across even to the most defensive of fighters. She is a decent juggling character (and jiggling to boot! Oh, we went there) that can send her opponent in mid-air, awaiting another deadly string of blows to finish him/her off. Novice players will find her high combos to be highly accessible, but you'll want to try to disguise your combos and mix in some that end with sweeping ground strikes; being predictable equals failure in DOA.



Playing Against

As mentioned above, a lot of Kasumi players refused to mix up their combos well enough to disguise their plan before it unfolds, leaving wide open spaces against both human and computer players that only go for high or low ends to basic combos. Exploit this deadly weakness early on after judging your opposition clearly. It may take a quick round to figure out, but once you're there, you're there. The computer will use petty slaps and jabs for a long time before delivering something devastating, so be on the lookout to block these attacks and really nail them on the comeback.

Kokoro

Playing As

Kokoro is a real long-combo kinda gal. She really dishes out combos that are high in quantity and powerful in quality, so use this to your advantage. Study over your moves list and synch up drawn out middle attack combinations, and cap it off with a juggling maneuver to hoist the enemy into the air. From here, you can quickly use some high kicks. Since her combinations are really lengthy, be sure to give it a rest before going into another drawn-out, sensational beat-down, as your opponent will counter at the precise time to throw you off of your game.



Playing Against

An apparent weakness just by reading the above strategy is that Kokoro players, both hard difficulty computer A.I. and novice to veteran (but never real experts) Kokoro enthusiasts love to use relentless combos that are very lengthy and drawn out. You can quickly burst their bubble by countering their attacks as they go into them, as it works like a charm. Rip into her torso and move to the head in mid-combo, as juggling helps some. Low attacks seem to be a grave no-no against computer opponents. The main weakness of most players is that they use Kokoro the wrong way, which can be exploited as stated above.

Brad Wong

Playing As

Rule number one as Brad Wong is to learn how to take advantage of the unawareness of your human foes. The computer will fall for it every time, but humans take a little easing into to be taken aback by the deadliness of Wong. In the lying stance, you can do some excellent, swift attacks to surprise the opposition, as well as some well-timed throws to *really* break their concentration. Playing as Brad Wong is like poetry, with the lying attacks setting up your canvas; you just have to discover what to paint on your own, but there are lots of utensils to use in concocting your masterpiece. Experiment in the Sparring mode and unleash your creation to the world from there.



Playing Against

Brad Wong is one of the most complex characters in the game, as he can swiftly leave you lying on your back right when you think you've got him cornered. When you've knocked him down and you creep up on him, stay alert, as he can pull off some nasty comeback kicks to drive you from first to worst. Masters of Wong will consistently bait you into that lying stance and torture you from there on out. Try low throwing to really disrupt their plans. As for the computer, you'll be constantly under siege from jumping kicks and oddity attacks that make no sense. As long as you're using either a fast character or a character you're moderately skilled with, you shouldn't have a problem.

Bass

Playing As

Bass is one of the weirdest characters in the game, and certainly more different than your average fighter. He's an unconventional brawler that's very tough to master, and should be left for the experts. Keys to mastering his abilities include air throws, which allows him to gain ground against guys like Hayabusa and Brad Wong by being able to grab them and toss them around while they're jumping right at ya. You'll need to master countering to really knock the enemy off their feet, as most players take Bass as a brute without speed. Make up for your lack of speed with depth perception.



Playing Against

Big and awkward are the words that sum up Bass. Most players using Bass online won't even know how to efficiently use him to focus on the best of his abilities; in fact, you really need to know the game itself to play as Bass, which will quickly tell you one of two things: the person using him is a noob, or the person using him will--*ahem*--rockzor your bockzor. The obvious answer is to pop out your craziest stunts with the fastest character you're decent with, as it will take most Bass users by storm.

Jann Lee

Playing As

Jann Lee is a very accessible character that's great for newbies to the series. He has quite a few basic, devastating moves that are sure to make him a popular choice amongst folks that just pick characters until they find one that suits them. He has moderate speed to go with his excellent power (for his size, anyway), and his Dragon Kick maneuver (QCF + K) is both a deal-breaker and a life-taker; if the opponent hasn't a clue what you're getting at, they'll go down with ease; however, if you're facing a veteran player, you'll want to ease up on this cheap payoff move, as they'll wring you out.



Playing Against

Players that start up as Jann Lee often build their own sense of playing style, unlike a good majority of the other fighters in Dead or Alive 4. This means that they'll use a combination of the obvious button mashing, straight-away combos and a lot of Dragon Kick. Their playing style will vary, but it will likely remain loose in most aspects, and leave plenty of defenseless stances in the process. Playing the computer as Jann Lee will be a counter-fest, so beware of starting a combo right from the start. Try throwing him around a bit to rough him up first.

Tina

Playing As

Tina has a lot of disadvantages, mostly lying in her lack of speed in close combat and her lack of strength compared to the great majority of the other characters in the game. Due to this, trickery and a great sense of reading your opponent will have to come into play in order to succeed consistently with the female wonder. The upside to Tina is that she is a brute, despite her lack of strength by comparison to the other brutes in the game. Being an agile female, she draws a fine line between a fast character and a pure strength character, making her a decent starting fighter. Using short combos and strong singular attacks, you will find that Tina isn't so bad after all.



Playing Against

The computer version of Tina is highly predictable in attacks, as they will constantly use basic combos and jabs to get you on the ground and lambaste you with ground throws while you're in the lying stance. Be sure to get away from this and keep her off of her toes, as she'll block your attacks like crazy. Human opponents vary a little bit, although Tina generally lacks the depth of your average skilled fighter, so you can expect small to moderate combos thrown in with some draws, attempting to bait you into moving. If you fall for this more than once in a single round, you'll know what to watch out for in the near future.

Bayman

Playing As

Bayman is a very straight-forward character that has a few really strong points. First are foremost, he's one of the few fighters that really utilizing throwing in a combo more than any other. You can set off a decent little chain to whip your opponent's ass into shape before really setting it off with a throw to get the enemy out of your face, and set up your next move. Bayman also uses a lot of really nifty juggles that will certainly come to your advantage, so exploit this weakness in your opponent and use mere strong attacks to follow it all up. This will get the most mileage out of Bayman.



Playing Against

Skilled Bayman players will certainly take advantage of his combo throws, as mentioned above. You can avoid a lot of the incoming damage by blocking your torso. The computer can be slightly pesky, if you're inexperienced with fighting characters like Bayman, and counter punches more than any other character in the game. It's very wise to keep your attacks with your legs, throws, or start leg combos that roll into punches, as it's harder for them to counter if it's in mid-combo, seemingly.

Ayane

Playing As

Widely regarded as the Ken/Ryu of the Dead or Alive series, Ayane can be both incredibly cheap and remarkably skilled. It's best to be the latter in order to gain a decent reputation, so you'll want to play at your best. You can do this by using your rolling throws to stun an unsuspecting foe, or even bait them into coming after you whilst facing away from them for the backwards throw. She has a few decent chain combo starters that can do enough damage to make them accessible outside of your average combo. Your rolling and spinning will work wonders for your countering effects, and you can juggle enemies to endless amounts of pain if you play your cards right.



Playing Against

Obviously, Ayane has a deep history in the Dead or Alive franchise, so you can expect to fight her a lot in facing human players, since they're incredibly fond of her and her strength. Watch out for being baited into backwards throws and rolling throws, as mentioned above, and also take a step forward in the battle by keeping her in air by juggling her. Most Ayane players won't know how to react if they can't keep their footing, and above all else, look out for patterns in play. Ayane users, for the most part, tend to be very lazy and stick to direct routes of attack. As long as it's working for them, why bother to mix it up? It's their crutch, so drop kick that crutch right out from underneath them.

Hayabusa

Playing As

Yep, the ninja from Ninja Gaiden makes his Xbox 360 debut in Dead or Alive 4. Hayabusa is, hands down, one of the strongest and most versatile characters in the entire game. He has a lot of really strong attacks, and his Izuna wrath is unheard of. If you're going to be good with our ninja friend, this is the key ingredient to success. Beyond that, his teleportation skills will work wonders in both trickery and ass-kicking aspects of the fight. The Nin stance is very hard to master, although you will have to get used to defending yourself in this very linear stance that leaves you wide open to all types of attacks to become the best at what fighter you're using.



Playing Against

Punching Hayabusa in the computer A.I. is like going up to Morgan Freeman and slapping him: it's wrong, and you just don't do it unless you're willing to accept the wrath of God upon you. Instead, try kicking him down low and in the center of his torso, and save your little slapfest for when he's dangling in mid-air and unable to counter you with unbelievable strength; beyond that, attack him consistently in the torso with your feet. The human players are a lot smarter, as Hayabusa fighters love using the Nin stance to beat the living daylights out of you. Thankfully, this stance leaves them incredibly vulnerable, so make them pay thoroughly to quickly disrupting their plans—just be sure to disrupt it with something decent instead of a pure panic attack.

Hitomi

Playing As

A dinky powerhouse in herself, Hitomi can really wallop an opponent when needed, but she's no slouch when it comes to speed, either. Practice her moves themselves, as well as basic combos that can be earned by linking the first few moves listed in the Command List. She does take a little getting used to, which is bound to throw a lot of impatient players off, but you can wholly stun players by using her with all of her assets in tact. Juggling combos will work wonders, considering her speed and power, so throw an exclamation point on these combos with a really powerful move to push the opponent further away from you.



Playing Against

The computer is so easily predictable and downright simple when using Hitomi, simply because it does not properly use Hitomi to her fullest strength. They use a few moves but never fully get there, just as half-baked combos and counters towards the face. You can easily spot the patterns and reflect their follies right back at them. As for human players, get ready for some tedious juggling and basic combos that are easy enough to use that even a few semi-new players will reap their rewards. Learn when to exactly counter each of Hitomi's most used combos in the training mode.

Eliot

Playing As

Eliot may not look like much compared to some of the powerhouses like Bass, but he can dish out lightning fast combinations of swift punches and kicks that deal some dastardly damage. In fact, Eliot is one of the better characters in the game for everyone, as newbies can throw down easy-to-learn combos and succeed a lot of times, as his style is hard to counter; just remember to take breaks from the same combo in battle, as you'll eventually be stopped dead in your tracks... and chances are that once you're stopped once, you're stopped for the rest of the battle. It's a momentum thing. Like other swift, powerful character, back your opponent up to a wall and lay into them with punches (especially the counter punch).



Playing Against

Expert human players will throw off your rhythm of interrupting their combos by trying to bait you into falling into a combo. If they can get you to block or counter by jerking around, they'll be able to get a clean throw on you. Don't allow this to happen. You can avoid this entire mess by baiting *them* into a trap instead, and go for a throw or enter a decent combo. Figuring out Eliot's timing is tough, so you'll want to scope out your opponent and watch their movements. Some enemies are faster than others using Eliot, so move around (or "dance") the arena a little bit to get the gist of their timing.

Zack

Playing As

This guy is just nuts as a fighter, both in looks and his style. You'll want to use his agility and overall swiftness to its fullest; using Zack as anything but a super-fast speed freak would be misusing his abilities. Due to his immersive speed, he can crouch under oncoming punches and deliver the goods to the opponent with a bat of an eyelash. You can get off a lot of quick jabs to whittle away at your enemy until you can set them up for a decent combo, and even throw them around a bit to break their concentration on your gameplan. Just remember, once you cross off their concentration on what you're doing, you can break loose.



Playing Against

His speed will certainly run you down a little bit, so get prepared for a vast arsenal of attacks. The computer will love to counter your high kicks more than punches, but high attacks in general are a red zone when facing Zack unless you absolutely know you're in the clear. Slower fighters have a tough time mingling with this fast boy, so get prepared to deal a lot of damage in as little moves as possible. Human opponents will really milk that ducking-under dodge maneuver, so watch very carefully for it and make them pay with a very dangerous combo. This will throw them off-guard, so follow it up with something that will drain their life by nearly half.

Lei Fang

Playing As

Lei Fang is a deadly warrior, once you get used to the style transition; she's a very fast and furious fighter that chains up her punches and kicks to the dizziness of her opponent's head. Using Lei Fang is a stretch, as she is one of the few characters that both new players can enjoy (it's very, very easy to start a long combo with Lei by pressing a few buttons together) and veteran fighters will rip you to shreds with. The easiest way to master Lei Fang is to do it the old fashion way: use her consistently. Go into the training mode, get used to her very popular combos, learn to juggle and triple throw properly, and use that speed to your advantage! Using a speedy character and not taking advantage of that strength is like using a machinegun to water the flowers.



Playing Against

As mentioned above, new and old players alike will love to use Lei Fang, so judging exactly the type of player you're facing by their character selection is incredibly tough (as John Madden would say, it's "tough anywhere, not just here"). The new players have many weaknesses; not knowing when to quit with their predictable button mashing is the primary weakness. The vets will be the truly tricky opponents with Fang over most fighters, as she can be too fast to judge properly in the hands of someone that can juggle, sweep, throw, counter, and combo. Avoid judging her combos for the counter, as it may end up costing you the match.

La Mariposa

Playing As

One of the most awkward characters in the game, the American La Mariposa is a wondergirl in every sense of the word. She moves like a wound up junkie in a bar fight, so you can use this to your advantage in being highly unpredictable in battle—almost in a Drunken Master sort of way. While she shows some speed, she's not as fast as her idle pose may insinuate. She uses a really awesome multi-kick combo that's a little too easy to use. Try this against newbies, but it can easily be countered by anyone that knows what they're doing. If you're playing La Mariposa, chances are that you love kicking, as she's arguably the best kicker in the game. Get very used to that, although try not to be too predictable with your gameplan.



Playing Against

There are multiple opponent types for La Mariposa. She's the type of character that people either choose because they're absolutely devastating with or people choose because they can successfully perform one or two combos with said fighter. The latter are easy; just used to their routine and counter them at the start of every combo. It's mind-numbingly simple to kill them immediately. The nastiness of a skilled fighter is that they're deadly with their kicks. If you can eliminate their low kicking game, you can eliminate a lot of their combos, and set yourself up to dish out the dirt.

Christie

Playing As

Christie is widely regarded as a very tough character when used appropriately. She is fairly diverse and general enough in every stage of combat that you can pummel the toughest of opponents with a few mere combos mixed in with timely counters. Christie can really put the beat down on some folks, so use her attacks wisely; if you're overpowering the opposition too much, they will counter your combos eventually, and so you may want to try to bait them into countering before you start up. She's a force that's multilayered in different stances, so master your arsenal of exchanges.



Playing Against

Christie players tend to be relentless with their assaults, as they'll go directly in the offensive mode and badger you to death with their punches and kicks. Her combos are deadlier than practically every other fighter in the game, so quickly eliminate her before she can do much damage. Try countering her punches and laying into her to take away any opportunity she may have had to get the best of you with a long, tedious combo. She rarely kicks from the A.I. perspective, so just keep a close watch on her arms and counter when the opportunity strikes.

Hayate

Playing As

Hayate is about as diverse as they come, and definitely one of the top three overall best characters in the game. Once you've become a master with Hayate, you can become nearly indestructible. While this is true for every character, using Hayate as one of your first mastery fighters will get you the ground and patience to explore other options. The teleport ability is Hayate's greatest asset, as you can get out of a tight spot in a jiffy, and find yourself atop of the game. He also hosts tons of very powerful, very useful, and very marvelous juggles to eliminate the toughest of competitors. Learn to use these things to their fullest ability.



Playing Against

Skilled Hayate players are among the best fighters you'll come across online, so being prepared is a necessity. You can take them out by exploiting their downtimes, as most of Hayate's attacks will leave a huge opening to be taken advantage of immediately afterwards. Hayate is a bit too skilled for countering most of the time, so learn to use timely blocks between your own assaults on him. The computer A.I. is smarter with Hayate than any of the other unlocked characters at the start of the game (unless he's an earlier opponent, where he's slower, it seems), but just learn to block accordingly (especially after teleports... he gets too nasty after those) and you should prevail.

Gen Fu

* Complete the game with Eliot to earn Gen Fu.

Playing As

Gen Fu's craft is a lot like Eliot's, hence why the story unfolds between the two of them and hence why you use Eliot to unlock him. This does not mean they're alike by any means, however. Gen Fu attacks very, very slowly. It's all in his delivery, not his actual animation or anything, so get used to the timing of every single one of your attacks. He uses a few truly basic attacks that do a *lot* more damage than you'd think. The key to being successful with Gen Fu is learning to use your awkward timing to your advantage; bait your opponents into coming after you prematurely, and ruin their match after they've been tricked into coming at you or mistiming their counters.



Playing Against

Gen Fu is one of the slowest characters in the game with his delivery of those legendary moves he wields so deadly-like. The computer simply doesn't know how to use ol' Gen Fu very well, often leaving wide open shots between their punches and kicks. You may be leery of attacking, since his attack patterns are often hard to judge, but feel free to wail on him until he's blue in the face. Human opponents will use your unease against you, often exploiting your jitteriness by tricking you into premature attacks, blocks, or counters and taking advantage of your mistakes from there. To solve this problem, simply watch his attacks. Try practicing in the Sparring Mode to get the gist of Gen's fighting make-up.

Ein

* Complete the game with Hitomi to earn Ein.

Playing As

An old favorite in the Dead or Alive clan, Ein returns with a punch—a *stunning* punch. You can use F + P + K to perform a strong blow that will leave your foe disoriented. From here, you can have your way with them completely, so make sure you quickly dish out a big combo that will leave their bodies aching to rip their gameplan to shreds. Once you've taken their heads out of the game with the stunning maneuver, it's best to finish them off the rest of the way with tough combos that pierce their defense. Ein is very combo based, so try a few of them on for size in the Sparring Mode.

Playing Against

Ein uses that maneuver that we mentioned above where he'll rip you to shreds with a powerful attack that leaves you dizzy. While you're stunned, he can pull off a large combo that will devastate your health bar. In other words, you **must** watch out for this attack and get the one-up on him after defending yourself from it. Beyond that, you'll want to watch out when attacking the computer A.I., as they counter a lot of the stuff you throw at them. The logical way to knock this out of the way is to merely launch them a few times with your throws. Human opponents, beyond that stun attack, rely on speed and combos to succeed.

Leon

* Complete the game with Zack to earn Leon.

Playing As

Ol' Leon is one of the better powerhouses in the game... well, one of the only powerhouses in the game. Regardless, he can be highly effective for those of us that simply aren't big on pummeling folks with combos and just like pummeling people, period. The best part of Leon's arsenal is his intense throwing ability, mixed in with short combos here and there to mix things up a little bit. After all, no combos, no wins. Never back down to a challenge, as Leon is one of the speedier powerhouses; use all of that muscle mass that's obviously been so finely toned by jabbing a few times in the fight, followed by a heavier attack.

Playing Against

The computer uses Leon as a pure brute with no brains; a meathead, if you will. You'll want to block his attacks and counter with your own long string of combos. While Leon's not the slowest character in the game, he's a lot slower compared to your average fighter, so let him have it with your speediest moves and combos. The computer and human alike love to throw you while you're grounded, so hop up and smack them up in return. Human opponents should provide a lot of throws, so be very cautious to block or counter their attacks prematurely, as they'll spank you with a big toss.

Tengu

* Complete the Time Attack Mode with every character, including unlockables, to earn Tengu.

Playing As

Unlocking Tengu takes a lot of dedication and patience on your part, as you'll have to complete Time Attack with every single character in the game to obtain him. He's worthy of all of that time and frustration, however, as you'll have a lot of nastiness to partake in. For example, you can be a dire threat in close range with some somewhat cheap combos that will penetrate defenses fairly easy (and with a little pop off of the animation, too, giving you a slight speed advantage). You can use some very nasty attacks at long range that will give players a hint if they try avoiding you or fighting you from afar. Tengu is a well-rounded character, which makes him a favorite for those of us that are patient enough to unlock him.

Playing Against

The computer A.I. gets hung up on throwing with Tengu. Any kind of throws, really, although it prefers the aerial sort. In fact, human players tend to be aerial-oriented, as well, with their flying directly at you in a flurry of fury. Just remain blocking until the rage has passed, and unleash an ass-whuppin' for the ages with your best combos. Another consistent trait between a lot of Tengu players that more than less exploit is the backflip attack after a charging dash. You can throw a jab to interrupt their constant struggle to down you permanently.

Helena

* Complete the game with all starting characters to earn Helena.

Playing As

Since it takes so much time to unlock Helena, you're probably expecting an incredibly powerful character that can take down any type of foe in the vast Dead or Alive arsenal; this is partly correct, as Helena is a one-dimensional foe under

most circumstances: she can combo the living daylight out of you. Of course, you can add additional effects to your fighting range to make yourself an unconventional Helena user. This takes practice, however, so be sure to prepare accordingly. Your primary offensive tactics will revolve entirely around your wicked combos, though, as Helena combos with the best of them.

Playing Against

Most Helena fighters are experienced enough to read your plays well and figure out what you're going to stick with, so try to be unpredictable by throwing in some low attacks and counter her combos. Once you're vanquished her long stream of combos, you can really open up your offense. After all, if you eliminate the offense, she's really left with nothing but fast defending—something most Helena players panic under the pressure of. Combine this with the fact that her second fighting stance is unable to block, and you've got one defensive-lapsing character.

Spartan-458

* Complete the game with Helena to unlock Spartan-458.

Playing As

You'll have to unlock Helena before you can unlock Spartan, making this one of those tough unlockable characters to obtain. But well worth it, nonetheless, as you can use your great speed (and all of those dashing she'd beat you down with in the first place) to take your opponent aback. Dash and throw for some big-time damage that will leave your opponent confused by your onslaught. You can use some timely combos to overcome your opponents if you're down and out, just be on the lookout for blocks along the way.



Playing Against

Spartan is pretty difficult to counter due to her consistent dashing, so it's best to block (albeit well-timed) until her onslaught of misery has ceased. She'll block uncaringly under the computer A.I., so make her pay with every mistake that she brings to the table. You'll also notice that Spartan's height makes her a confusing opponent to face when figuring out which direction to attack in, or evade. Get used to her height and how to counter, block, attack, etcetera in every one of her direction. Learn to throw when the going gets tough and you see the opening, as it may be a life saver in disguise.

Achievements	
1	Earn Bronze in Survival Mode.
2	Earn Silver in Survival Mode
3	Earn Gold in Survival Mode.
4	Earn 100 wins in Survival Mode.
5	Earn Bronze in Survival Tag Mode.
6	Earn Silver in Survival Tag Mode.
7	Earn Gold in Survival Tag Mode.
8	Earn 100 wins in Survival Tag Mode.
9	Earn Bronze in Time Attack Mode.
10	Earn Silver in Time Attack Mode.
11	Earn Gold in Time Attack Mode.
12	Earn Bronze in Time Attack Tag Mode.
13	Earn Silver in Time Attack Tag Mode.
14	Earn Gold in Time Attack Tag Mode.
15	Complete Story Mode once.
16	Complete Story Mode with all characters.
17	Unlock Ein by completing the game with Hitomi.
18	Unlock Gen Fu by completing the game with Eliot.
19	Unlock Leon by completing the game with Zack.
20	Unlock Helena by completing the game with all starting characters.
21	Unlock Spartan-458 by completing the game with Helena.
22	Unlock Tengu by completing Time Attack Mode with all characters.
23	Earn all unlockable costumes.
24	Earn Grade F-0.
25	Earn Grade D-0.
26	Earn Grade B-25.
27	Earn Grade A-30.
28	Achieve Grade S-40.
29	Earn Grade SS-50.
30	Earn 10 wins in DOA Live.
31	Earn 50 wins in DOA Live.
32	Earn 100 wins in DOA Live.
33	Earn 5 consecutive wins in DOA Lives.
34	Earn 10 consecutive wins in DOA Live.
35	Earn 20 consecutive wins in DOA Live.
36	Earn 50 consecutive wins in DOA Live.
37	Lose 5 consecutive matches in DOA Live.
38	Lose 10 consecutive matches in DOA Live.
39	Earn a Bronze Star online.
40	Earn a Silver Star online.
41	Earn a Gold Star online.
42	5 hours total play time.
43	10 hours total play time.
44	100 hours total play time.
45	Earn all unlockables.