

IMPROVEMENTS FOR **HELENA DOUGLAS** IN DOA6

Helena had amazing additions and changes through the course of the fifth tournament.

Her 33P4P, 8PP2P, 66K+H, 214P+K are amazing moves and bring a lot of variety to her moveset. Her gameplay felt newer and more solid than ever: reliability on her stance, better mix-up, new weight class, new BT transitions, great sidestep options. Her individuality is well-defined.

Regarding her appearance, barring her glorious ponytail all the players miss, she had a beautiful makeover and her default costumes, Halloween costumes and bikinis are precious.

However, I did not feel she made a real impact in the Story Mode, in the manner of her storyline in DOA4, which was epic, tragic and memorable. The dialogue with Bass is great though, as it was sweet.

In conclusion, Helena had one of the best technical and esthetic transition from DOA4 to DOA5! So let us keep this in mind and see how she can be improved in the future...



MOVESET

Follow-ups after her 66K+H:

66K+H



P



P+K

A back-turned throw (BT opponent):



**BT Throw
(back-facing
opponent)**

A 'bokuho' low throw:



BKO Low Throw



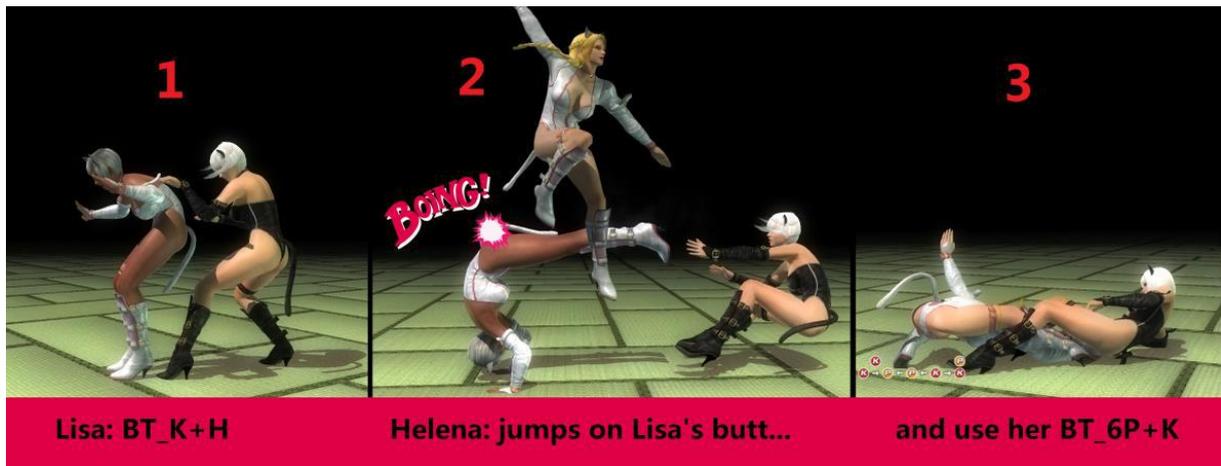
A backturned relauncher:



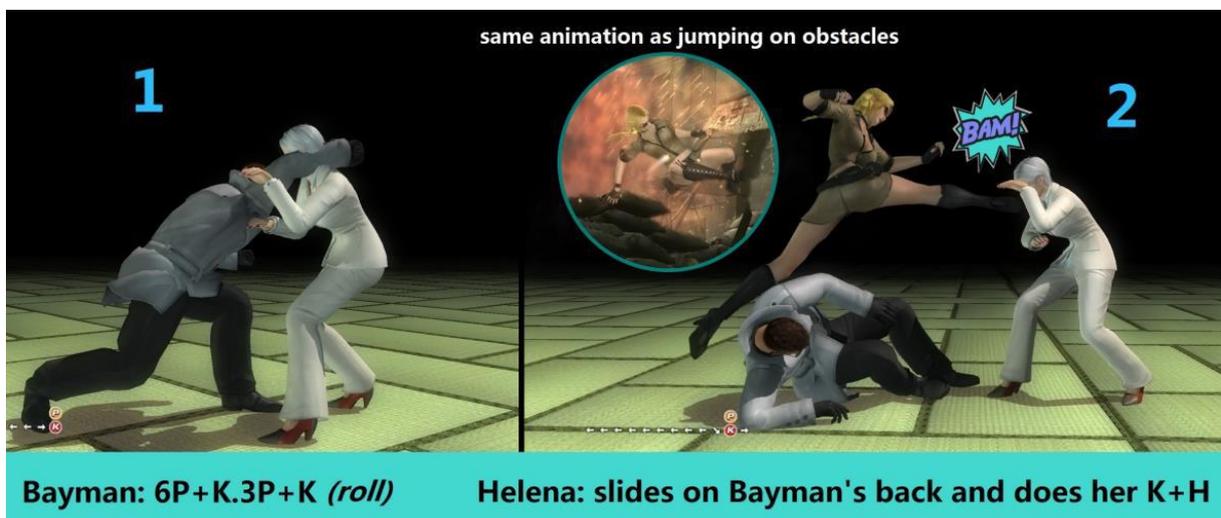
BT relauncher



A tag throw with Lisa:



A tag throw with Bayman:



A reverence taunt from 'bokuho' in French:



Kwon – We Are Fighters

For Team Ninja