

Dodonpachi Daifukkatsu In-Depth by Resume

As the only person in the West to enter the Ura 2nd Loop(as far as I know) and defeat Hibachi once, I decided to take some time to contribute a little guide about the less obvious details of this game. I am eternally grateful to Arcade UFO in Austin, Texas for actually getting this game in the first place, given the extremely limited access to this game(looking at only 2 cabinets I know of in America.). This guide covers only version 1.5 as it is the only mode of the game I am familiar with. What follows are the styles, then the ships that can be used, and after that, the more important stuff. I assume those reading this will have played the game a little bit so I will leave out the painfully obvious.

Styles

Bomb Style: If you get hit with bombs in stock, you will auto-bomb and lose one bomb; the duration will be much shorter and weaker than a normal bomb so you obviously want to avoid this. A bomb style ship's laser is too weak to push back big enemy lasers, these ships will have to go into hyper to push back the big lasers or avoid them all together.



Laser vs Small Laser

Laser vs Big Laser

Hyper vs All Lasers

Personal Comments: An ideal style for all, more challenging than playing with Strong style, not as hard as playing Power style. Very solid overall for scoring and survival but more work has to be done to get the hyper meter up.

Power Style: The brand new style added in Daifukkatsu. There are no manual bombs with this mode, instead B is used to switch between "Normal" mode, where your ship has a very weak shot and laser but has very fast movement, and "Boost" mode, for a stronger shot and also a very powerful laser at the cost of some movement speed. A combination of learning when to switch between these modes is a key to successful chaining with power ships.



In boost mode, the laser is strong enough to push back big enemy lasers.

Even though you can't bomb manually, you can still carry one, and auto-bomb is used if you are holding one when you get hit. Getting hit in "Normal" mode releases a manual bomb and getting hit in "Boost" mode releases an auto-

bomb. Hyper is replenished faster in Power style than in the other two styles. While in hyper, using your shot to clear bullets in Boost mode also adds hyper to the hyper meter, and clears the bullets quickly but doesn't contribute much to your chain meter. Normal mode bullets in hyper add +1 extra to the hit chain for every enemy bullet shot at during hyper but doesn't clear bullets very well (this is an intentional strategy used when a hyper is used and transferred over to the next stage before it fully ended on the previous stage however).

Personal Comments: Power ships are scoring behemoths and also very difficult to get used to, the other two styles cannot compare in scoring ability. It is hard to chain in Power style and there is much less room for error because the combo bar drops a bit faster than in the other two styles. This is a style for those who are serious about getting insane scores. Beware for the path is excruciating, but the payoff is immense.

Strong Style: Basically a bastardized version of bomb style, featuring extra gunpods for wider shots and a stronger and wider laser that will push back all enemy lasers, big or small. This style is actually a little bit weaker than Power ships in Boost mode contrary to popular belief, but the difference is not noticeable until you become more familiar with the game..

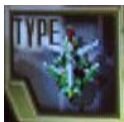
Personal Comments: Best for beginners and rookies. Scoring and chaining in certain parts is harder due to killing some things TOO quickly, but survival is definitely less difficult.

The Ships



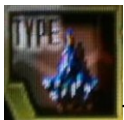
Type-A (Red Ship)

- + Concentrated Shot
- + Fast Speed
- Concentrated shot in hyper has a flaw, prone to getting hit in the sides.
- Memorization and strategic planning required due to limited reach of shot.



Type-B (Green Helicopter)

- + Controllable shot according to whether you are holding left or right.
- + Average speed and shot reach
- + Hyper shot cancels bullets without much risk of getting hit
- The way shot works can be counter-productive trying to move away from enemies, so will your bullets
- Certain spots are harder to chain with the way shot works.



Type C (Blue Ship)

- + Wide shot makes it easier to survive and chain
- + Hyper shot cancels bullets without much risk of getting hit
- Slowest movement of the three ships
- Cancelling bullets while in hyper increases the chain bar less than with the other two ships.

Technical Details, Tips, Other Shenanigans

Hitspot: You may notice a little dot in the center of your ship, which is the only actual area that can be hit by enemy fire. It glows brighter as you hold laser, it is there to help you successfully squeeze through bullet patterns. You can scrape bullets with the rest of your ship, and certain bullets can be brushed up against even with the hitspot, like the light blue rings around big blue circular bullets. Learn to maintain a cool and account only for the hitspot part of your ship when dodging bullets.

Chaining: Destroying enemies continuously adds hits to your combo, the bread and butter of what makes Dodonpachi what it is, figuring out how to successfully pull off insane chains through an entire level. Holding your laser on an enemy prevents the chain bar from falling to the bottom. Using your shot on a big enemy will not keep your chain bar up if enemies are not destroyed at all as the chain bar drops. If you take too long to destroy anything and your chain bar hits bottom while you don't have full hyper, your hits will slowly drop and hyper will slowly be drained until you destroy something else or shoot your laser on something. If you have full hyper and the chain bar hits bottom, you lose your combo (Bosses are the exception).

Hyper: Upon activation, you are invincible for a little bit. You can shoot enemy bullets with your shot to make them disappear. However, the more you use hyper, the more your "hyper rank" rises. It is harder to destroy enemy bullets with higher hyper rank. Hyper rank can drop or reset for reasons such as bombing, dying, or entering a new stage however. The hyper meter also acts as a multiplier when you have hyper ready to use but you DON'T use it, depending on the number of hits you currently have in your chain.

0-499= x1 500-999= x2 1000-2999= x3 3000-4999= x4 5000-6999= x5 7000-9999= x6

10000+ HITS= x7

The general strategy is to hyper in key areas early in levels to quickly crank your combo hits high. Then you chain the rest of the stage without hypering at all.

Aura: This is the "aura" that surrounds your ship when using laser and protects you from "popcorn" enemies that come from the side and also small lasers. Aside from the defensive aspect, it also has an offensive aspect, as holding laser close enough to an enemy where aura will also hit them deals more damage to the enemy. This is key to handling certain enemies and especially bosses and mid-bosses that have plenty of health and take a lot of firepower to take down, closing in on them and dealing more damage during cool down periods between bullet patterns. Hitting a big target with Aura will also quickly raise the hyper meter, how fast it grows depending on the enemy. It is possible to hyper, go "into" a boss and hyper laser for big hyper gain, then back out before invincibility wears off.

Tsuujou/Ura Path: There are two paths in the game, the Ura path the more desirable one. In stage 1 you must destroy the BIG tanks before they run over any silos and you must have full hyper at "the warp" to warp to the Ura path, a path that has different midbosses and nine bees per stage. Getting the "good" Ura 2nd loop requires that you get on the Ura path from the get go and get all the 45 bees. If you die on or after a mid-boss in any stage of the Ura path (excluding bosses), you are thrown back into the Tsuujou path.

Bees: Hidden throughout all the levels, 7 on each Tsuujou stage, 9 on each Ura stage. Collecting them is key to progressing into the 2nd loops and scoring, find them and memorize where they are! You have to hit them with the **HEAD** of your laser to uncover them (aka the very beginning of the laser, they will not uncover if you hold laser and simply pass through it, you have to let go and hit the bee with the head of the laser) Green bees give hyper, yellow bees give points, while the "white" form seen when bees change color give both.

Stage 3 1-up: The 1-up before the stage 3 boss appears if you destroy the center installation without using a bomb to destroy it.

Tsuujou 2nd Loop: Collect 35 bees and use no continues through the 1st loop. You will see Taisabachi after stage 5 on the 2nd loop but not Hibachi.

Ura 2nd Loop: Collect all 45 bee items and clear the 1st loop having lost only one life(power ships) and used 2 bombs or less(all ships). You will fight Taisabachi and Hibachi after stage 5 on the 2nd loop. GOOD LUCK.

Personal Tips

1. Use your shot to take out floods of small popcorn enemies! You move slower when using laser and leave yourself more vulnerable to getting trapped by bullets using just the laser. Save your laser for bigger enemies that don't go down in one shot in order to keep the chain going, hitting a big target using only shot will not keep your chain alive.
2. Experiment and be patient! This isn't a game where you will instantly be godlike. Learn the level layouts, figure out your ship/style combination of preference and incorporate strategies to conquer them!
3. Do your best to stay calm! If you panic too much, then you will likely run yourself into a flock of bullets or make stupid mistakes that can be avoided relatively easily.
4. Do your best to find youtube videos showing tricks such as where the bees are located, they help a lot. Nicovideo is great too if you can get an account and navigate through that somehow. Watch others and ask questions if you think they can help.
5. Hyper gives you short invincibility, you can use this time to go into a boss or big enemy and use hyper aura to fill up your hyper meter very quickly(ex, stage 2 boss, stage 5 boss). Make sure to back out before the invincibility wears out or you'll get hit. Remember that you can technically "fly" yourself over ground-based enemies and you won't "run" into them as long as they aren't shooting some bullets(ex, stage 2 boss 1st form).
6. **BE PATIENT** and keep trying! This is still a challenging game and can't be won in a single day. The more you play, the better you will get, slowly and surely. Practice getting onto the Ura path for that is where the real scoring game is.
7. **DO NOT FEEL BAD IF STAGE FIVE DESTROYS YOU.** I got owned hardcore by this stage the first time I played it, just like anyone will/has been. Just like the other levels, you just have to learn how to get around in this level, as there is little room for improvising especially for this level. There are a handful of youtube videos showing how players survive this level, I highly advise checking them out. For those who have the port, I would advise learning this level as best as possible as it is the omnigod scoring stage of the game. The other stages are like icing on cake compared to this stage.
8. Random stage 4 boss tip: At the very beginning, blow off the 2 red rockets on the outside edges, then only ONE of the gray missiles in the middle, then the rear rocket by shooting to the side. The gray missile left intact will float downwards off the screen and leaves the boss open for several precious seconds of up-close-and-personal aura-based laser destruction before it even starts shooting. Makes this part much easier.
9. I will be posting this onto shmups forum in the strategy section, but there may be questions that have not been answered here. I didn't want to go too far into stage specific approaches and times to hyper, I will leave it to the players for a while so they can experiment. If there are any other questions though, feel free to post in the topic and I will probably see it shortly afterwards.