

怒首領蜂

# 大 往 生

---

Dodonpachi Daioujou  
Technical Guide  
Black Label Edition

AUSTERE

Dai Ou Jou  
Technical Guide  
Black Label Edition  
Version 0.1  
(c) 2011 ActivPress, austere

DO NOT REDISTRIBUTE  
FINALISED VERSION PENDING.



How is your hyper rank set?

Here is the complete set of rules which control your hyper rank:

- At first spawn, it is set to zero.
- When you collect a hyper item, your hyper stock increases by 1.
- If you use the hyper, your hyper stock is added to your hyper rank.
- If you die, your hyper rank is divided by 4 and rounded down.
- If you bomb while in hyper mode, your hyper rank is reduced by 3 (or down to 0 if your rank is below 3).
- If you bomb while not in hyper mode, your hyper rank remains unchanged.

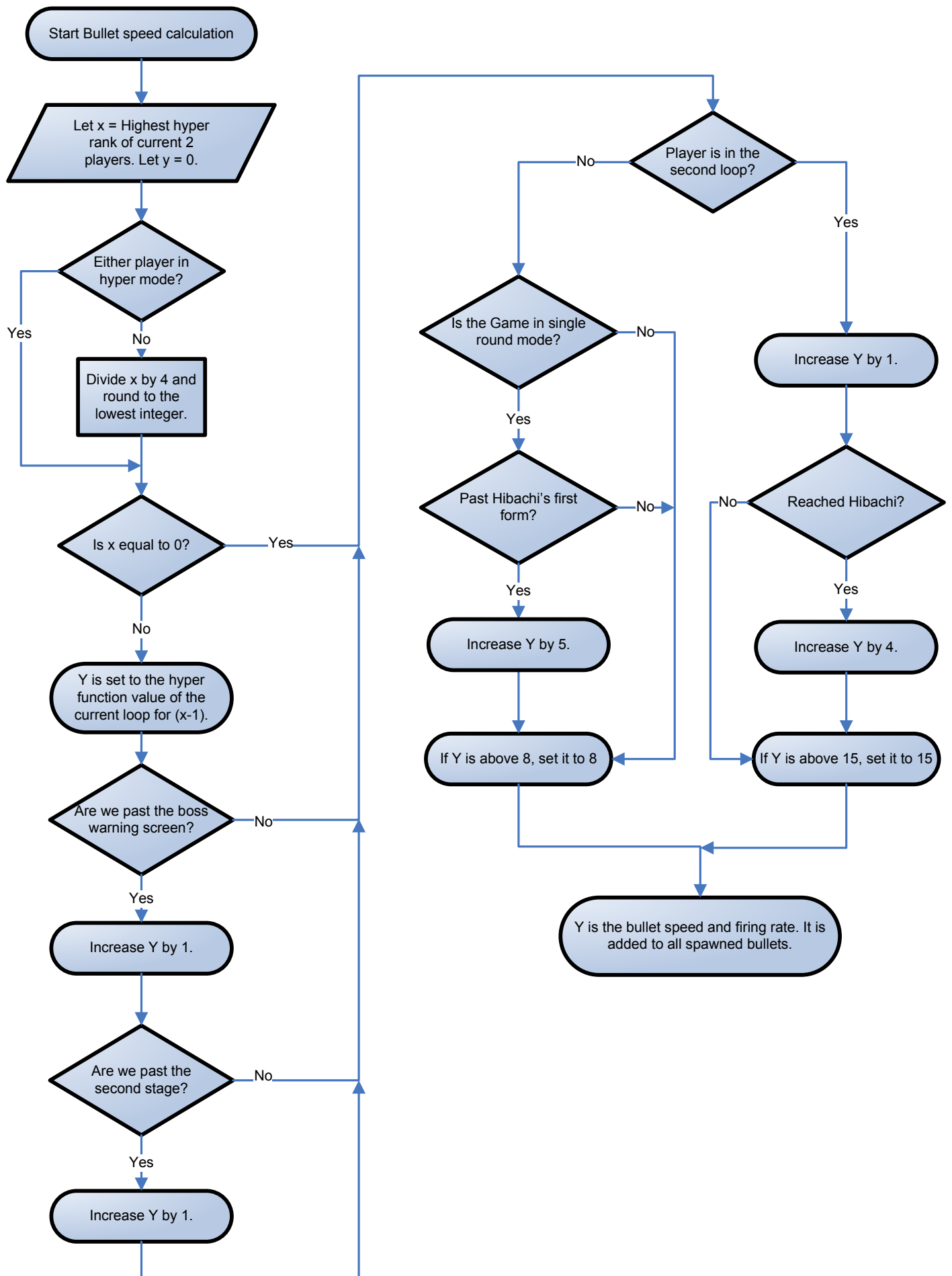
Thus, you can reduce your hyper rank by 2 by activating a single hyper (+1) and then bombing before it is over (-3). It does not matter when you bomb, just as long as you do so before the gauge runs out. Your hyper rank can never go beyond 35 in black label, that is, there are only 36 levels (including 0).

The hyper rank mainly effect bullet speed and firing rate, but they can also increase your standard rank as well, which I will cover in the completed guide. For now, please examine the flow chart and graph overleaf which describes how bullet speed is computed in Black Label.

It's important to note that the second loop has a greater rank effect potential, but your rank will go up to the same value regardless of which loop you are on, according to the rules described earlier. Furthermore, your rank will only kick in when it's above 3, so for survival it is essential to keep it below this value.

Finally, it should be noted that your basic rank (as set from the service menu) will also affect bullet speed in this manner:

<b>Easy</b>	-1
<b>Normal</b>	+0
<b>Hard</b>	+1
<b>V. Hard</b>	+2



# Black Label Hyper Function

