

 XBOX 360

**DODONPACHI
RESURRECTION**
DELUXE EDITION

怒首領蜂
大復活



Rising Star Games

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怒首領蜂 大復活

DO-DON-PACHI I
DNI-FUKKATSU



STORY

Who said you could have a "blissful death"?

One day, six years after the great battle of Lunapolis had concluded, the Dodonpachi Corps detected a disturbance in time-space from their moon base: a slight time-space rift, one normally occurring when using a Jump Gate to travel through time-space.

The Colonel was not one to let even a minor time-space disturbance pass without notice.

Getting to the bottom of his suspicions took time, but it became clear that someone was sending great masses of material into the past.

...

This material had started as a minor program:

a virus surviving within a massive sea of data.

With time it expanded itself, evolving.

The Dodonpachi Squadron analyzed the program.

Within it they found a personal code, one which they traced back to the Element Doll EXY...

The Colonel could ill conceal his foul mood.

Surely the past could not be re-written.

To protect humankind, nay to protect his invincible army, he would not permit such impudence from an "android" that was nothing more than waste matter, something born of a process that had aimed for perfection.

Secretly he thought to himself:

"Rewriting the past...is such a thing possible...?"

The Dodonpachi Squadron scrambled.

One after another they shot through the jump gates, into the past to chase EXY.

However the enemy had anticipated their pursuit.

Once inside the jump gate, the battle was upon them. A battle beyond their expectations commenced, leaving only one mother ship and several carrier-borne fighters to reach the past.

The time at the other side of the gate was May 2008, Japan.

Quenching the flames of war demands that its ashes be ignited once more.

The cacophonous buzz of bee wings is unrelenting.

CHARACTER

Element Daughter 01

A.I

A girl who wears the face of an Element Doll that was developed as a prototype. Created by Next EXY, A.I. transforms into a colossal winged machine in order to hold off the pursuing human army which has arrived from the future.

Although she must stay faithful to her orders to eradicate the humans who have used the jump gate to pursue Next EXY, doubts cloud A.I.'s mind. Her orders contradict the guiding principle of the Element Dolls, which was to assist humankind.



Element Daughter 02

Next Exy

The perpetrator behind it all. NEXY has travelled to the past in a desperate attempt to prevent a calamitous war from breaking out in the future. Her target is a weapon production facility that will one day assemble the armies of a mad leader. Although she has emulated the form of the Element Doll once known as EXY, she calls her squad of deadly fighters "Element Daughters" to distinguish them from their predecessors. Next EXY transforms into an aquatic fighter craft when in combat with the pursuing Dodonpachi squadron.

Merciless in the execution of her mission, on the other hand NEXY is kind to her allies and nature.



Element Daughter 03

PERFECT

Asunny girl who is full of energy, PERFECT was modeled on an advanced Element Doll completed after the "Blissful Death" War era. Finished in peacetime, it never saw combat.

Originally assembled with excessive precision and an intricate balance, her original form could not be rebuilt to those standards, and as a result, PERFECT's behavior and speech have become...slightly deviant. Still, she holds the highest latent potential of the five Element Daughters.



Element Daughter 05

Shooty

Shooty wears the face of "Shotia", the most simple and pure of the Element Dolls. Reborn as an Element Daughter, her innocent mind remains focused on serving her master.

A master known as NEXY.

Shooty's mission eliminate the pursuing humans from the future and use the Jump Gate to return to the future.

Her attitude towards her former masters, the very same Dodonpachi Squadron that she must destroy, is civil yet uncompromising.



Element Daughter 04

Ray'n

Ray'n wears the face of Leinyan, an Element Doll who was capable of feeling emotions.

Once entrusted with the task of defending humankind, Ray'n now fights alongside her fellow Element Daughters against the pursuing Dodonpachi Squadron, who have arrived from the future to stop NEXY's plans.

Her proficiency in handling optical weapons is unchanged, and she possesses destructive attack power. During battle, Ray'n combines with a rocket attachment to overwhelm the Dodonpachi Squadron with firepower.

**Godwin Longhener**

Commander of the Dodonpachi Frontline Warfare Squadron. Despite his colonel rank, Longhener in fact holds total power over the squadron. Operating 1000 years in the future from his predecessor, the mad Schwarlit Longhener, Godwin silently advances the "Project to Defend Earth" together with his genetic brethren, those who have inherited the grand goals of the previous colonel. At the same time, he has skillfully manipulated the Element Doll "EXY" into irrevocably altering history, in an unprecedented and highly classified operation.



PLAYER SQUADRON OVERVIEW



TYPE-A

Do-NX-SF-25B DELTASWORD STRUGGLE FIGHTER

SPEED: ***

SHOT WIDTH: *

COMBO GAUGE BONUS: HIGH



While Type A's shot width is narrow, this powerful fighter craft makes up for it in speed. Weak to enemy attacks from the side due to its fighter options being located at its front, Type-A has the highest attack power among the three ships and can effectively cancel bullets using its Hyper Counter.



TYPE-B

Do-NX-AH-16B BIAXE ASSAULT HELICOPTER

SPEED: **

SHOT WIDTH: ** (VARIABLE)

COMBO GAUGE BONUS: MEDIUM



Type-B boasts reliable movement speed and shot width. The direction of its shot varies with the direction it travels in, which takes some getting used to, however once mastered proves useful in many situations. Boasting the strongest laser of the three ships, Type-B is the best all-around ship.



TYPE-C

Do-NX-FB-72D SPEARHEAD FIGHTING BOMBER

SPEED: *

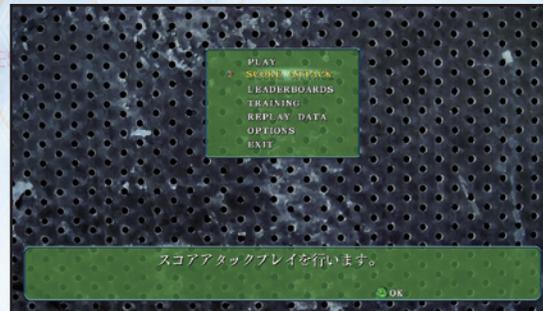
SHOT WIDTH: ***

COMBO GAUGE BONUS: LOW



Type-C's wide shot width makes it an attractive ship. Its slow speed is a slight deficit; however this deliberate speed setting allows for precise navigation of enemy attacks and can prove invaluable. Compared to other ships, Type-C has a couple of weaknesses including difficulty in connecting combo chains, and a slight delay when switching to the Boost shot in Power Style.

MENU MENU SCREEN



PLAY

Play Dodonpachi Resurrection offline.

*Please note that while playing offline, you will not be able to upload scores or replays to Xbox LIVE.

Modes available: Novice Mode Xbox 360® Mode Arrange A Arrange B



SCORE ATTACK

Compete for high scores online with players around the world or your friends.



LEADERBOARDS

View the online rankings. You will need to sign into your Gamertag and sign into Xbox LIVE® to view the Leaderboards.



TRAINING

Choose from a selection of options and practice particular stages in the game. Available for all modes.



REPLAY DATA

Play back replay data of other players or your friends that you have downloaded from Xbox LIVE®.



OPTION

Set up game settings common to all modes, according to your preference. (Controller settings and more will be set inside each mode)

Xbox 360 & NOVICE MODE

HYPER COUNTER SYSTEM

Destroying enemies will build up your Hyper Counter Gauge at the top of the screen. When this gauge is maxed out, hit the **X Button** to activate Hyper Counter Mode. While your ship has its hyper counter active, you can cut through enemy fire by attacking with Shot. For every bullet cancelled in this way, your combo chain will grow, so using your hyper is a good way to boost your combo.



*Note that you cannot destroy bullets with your laser. Your hyper counter will decrease with time, and when it gets to 0 you will revert back to your normal attacks, so be careful! You will notice a ring around your ship when using your hyper, which lets you know how much longer it will be active.

COUNTER LASER

In Dodonpachi Resurrection, there are two different types of enemy laser: **weak lasers and strong lasers**. You can push back weak lasers by firing your own ship's laser. Bomb Style ships will not be able to fire back against strong lasers, so be careful. Power Style ships can push back against strong lasers if they're using their Boost laser.

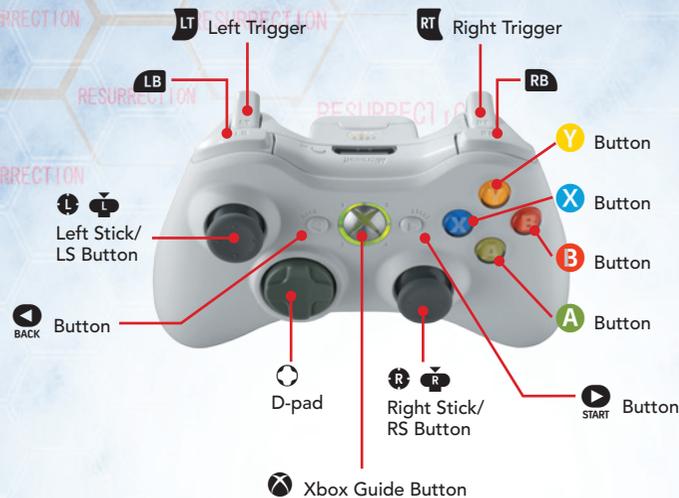


*Activating your hyper and firing back against enemy strong lasers will push their lasers back, no matter what style you're using.

*Note that when in Hyper Counter Mode, firing your laser against enemy lasers will pump up your combo meter very quickly. This can come in handy for major score boosts if you find the right spot.



CONTROLS



D-pad	Use the D-pad to move your character.
A Button	Tap this button to fire your ship's Shot attack. Hold it down to fire your laser. *While attacking with laser, your ship will move slower.
B Button	This button's function will change according to your Shot Style. Bomb Style.....Detonate a bomb. Power Style.....Switch your Power level.
Right Trigger	Hold this button down to fire your shot automatically.
X Button	Trigger Hyper Counter Mode. *You can only trigger this mode when your hyper counter gauge is at MAX.

SHOT & LASER

ARRANGE A

ARRANGE A GAME SYSTEM

SHOT STYLES

Before you deploy, you will have to select a Shot Style for your ship. Shot styles affect your ship's attack power as well as how many bombs it holds. Try all three and find the right style for you.

BOMB STYLE

- Hit the **B Button** to release a bomb.
- Your ship will have 3 option weapon attachments.
- Default bomb stock is 3.
- Your max bomb stock will increase by 1 for each ship lost (to a maximum of 6).
- When you get hit, your ship will deploy an auto-bomb if you have any bombs in stock, and you won't lose a life (1 bomb will be used). Auto-bomb attack power is weaker than a normal bomb.



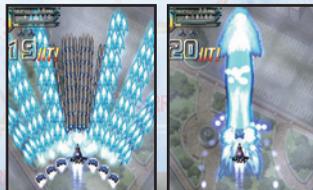
POWER STYLE

- Tap the **B Button** to switch Power Style ships from the normal shot to a more powerful **BOOST** weapon, which will drop movement speed.
- Number of option weapon attachments when using Normal shot: 2, Number when using Boost shot: 4
- You cannot launch bombs.
- When you have a bomb in stock and are hit by a bullet or an enemy, you will release an auto-bomb.
- Your Hyper Gauge will increase faster than other styles.
- The Aura shot area for this style is narrower than other styles.

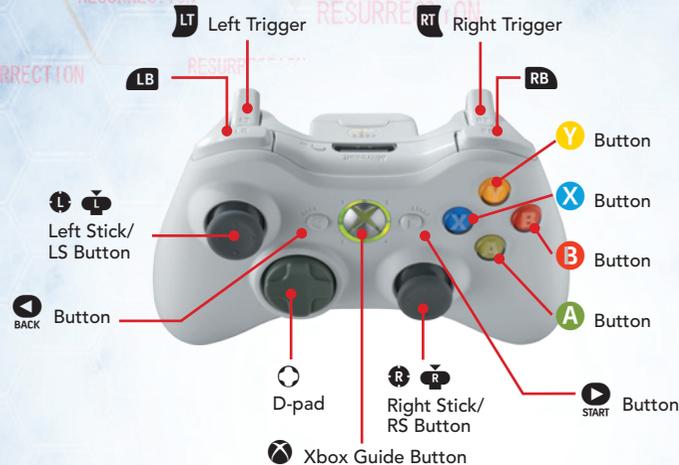


STRONG STYLE

- Launch bombs with the **B Button**.
- Your ship will have 6 option weapon attachments.
- Strong style has the same bomb advantages as the Bomb style (including auto-bomb and the larger bomb capacity).



CONTROLS



D-pad	Use the D-pad to move your ship.
A Button	Tap this button to fire your ship's Shot attack. Hold it down to fire your Laser. *While firing the Laser attack, your ship will move slower.
B Button	Switch your Shot Power level.
Right Trigger	Hold this button down to fire your Shot automatically.
X Button	Trigger Hyper Counter Mode. *You can only trigger this mode when you have picked up a hyper item. This button can also be used to cancel out of your hyper as well.

SHOT POWER

Tapping the **B** Button will switch your shot from NORMAL -> BOOST and back to NORMAL. These Shot Power settings have the following characteristics.

NORMAL

Your ship will move quickly, however your attack power is lower than the BOOST shot.

BOOST

Your ship moves much slower but your option weapons increase, which increases the power of your shot and laser.

ARRANGE A HYPER COUNTER MODE

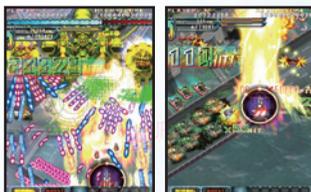
Pick up hyper items that you see on screen and press **X** Button to activate them. You can hold up to 5 hyper items at once; however triggering your hyper attack will use them all up (they cannot be used one at a time). The more hypers you are holding when you activate your hyper, the bigger the bonus to your combo chain, and the more powerful your hyper counter laser.

SHOT AND LASER IN HYPER COUNTER MODE

Hyper Counter Mode works differently depending on your Shot Style.

NORMAL

You cannot cancel bullets when using the Normal shot, however your shot will slow down incoming bullets. The more you fire back against incoming enemy bullets, the higher your combo will climb. Your laser is stronger than its usual power and you can earn big point bonuses by using it to uncover hidden bees around the stages.



BOOST

Your shot will cut through enemy bullets, and your laser will have explosive power against enemy defenses. However, enemy attacks will increase in intensity while you are using the Boost Shot, and your hyper gauge will decrease at a more rapid pace than when the NORMAL shot is used.



ONE POINT TIPS FOR ARRANGE A

SWITCH YOUR SHOT POWER!

Your Normal Shot will let you move around the screen quickly, and Boost Shot will give you extra attack power. When you need to move quickly, switch to your Normal Shot which gives you a speed boost even when using Laser. When you need to get out of tight bullet patterns, switch to Boost for its slower but precise navigation.

GET FAMILIAR WITH YOUR HYPER! (NORMAL SHOT)

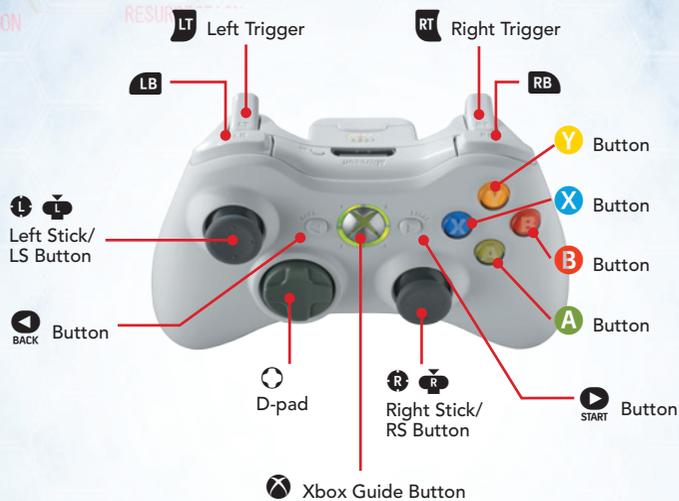
When you use your hyper in Normal Mode, you may notice that you essentially cannot cancel bullets. This may seem like a drawback, but keep in mind that your attack power is higher when using Normal shot and this weapon will be essential for earning high scores. While you're still learning this weapon, try to use it in safer spots. You will notice huge score increases the more you use it.

GET FAMILIAR WITH YOUR HYPER (BOOST SHOT)

It is best to use your boosted Hyper Shot to escape from situations where you are overwhelmed with bullets since this weapon will let you cancel bullets. Your boosted laser will also be extremely strong in Hyper mode, and it will help you charge up your hyper very quickly. You may find places where it's good to use this weapon repeatedly (or not). On the other hand, since enemy attacks will increase in intensity while you're boosting your Hyper Shot, it might be best to hit the **X** Button to cancel your hyper and eliminate the bullets around you. This is a useful technique, so don't forget it!

ARRANGE B GAME SYSTEM

CONTROLS



D-pad	Use the D-pad to move your ship.
A Button	Hold this button down to fire your laser. *While firing the laser attack, your ship will move slower. *Your shot will automatically fire when you are not firing your laser.
B Button	Tap this button to launch a bomb. Hold it down to trigger your Hyper. *You will need at least one Hyper/Bomb Stock to use a bomb or trigger a hyper

DON'T THINK, JUST DESTROY!

Take out all enemies that approach you! The more you destroy, the stronger the enemies will get.

Enemies will get stronger according to how you play the game. Push forward and exceed your own limitations!

AREA SELECT

Select an area to score attack. In Arrange B, you will play levels one at a time. There are leaderboards for every stage, so go for a high score on the level of your choice.

TYPE SELECT

Select the ship you are going to use.

CUSTOMIZE

- BOMB CUSTOM**
 Select Bomb Custom to boost your bomb power.
 Note that it will take longer to charge your hyper/bomb gauge in Bomb Custom. (Free bomb & auto-bomb attack power is not boosted)
- LASER CUSTOM**
 Select Laser Custom to lengthen the range of your side laser.
 In exchange, your ship will move slower.
- HYPER CUSTOM**
 Hyper Custom will give you a brief period of invincibility whenever you trigger hyper, however it will be active for a shorter period of time.

SCREEN LAYOUT



1 HYPER BOMB GAUGE (Top Left 2 Gauges)

This gauge increases whenever you destroy an enemy or grab a star item. When you've got a full gauge, you will be able to trigger a hyper or launch a bomb. Using a hyper or bomb costs 1 gauge.

2 GLOBAL RANKS (Right Side, Blue and Red Stats)

These stats affects the strength of all enemies in Arrange B. The higher they climb, the more powerful enemies become, and in turn they give much bigger point bonuses when defeated. Your global ranks will rise with the amount of time you spend playing a stage, and will decrease when your ship is hit.

Blue Stat (High-speed bullet Rank)..... This stat rises when enemies are in high-speed bullet mode.

Red Stat (Bullet Swarm Rank) This stat rises when enemies are in bullet swarm mode.

3 AREA RANKS (Bottom of the Screen)

These stats rise when you destroy an enemy, hit something with your laser, and with play time.

These three are displayed from left to right: Defense Rank, High-speed Bullet Rank and Bullet Swarm Rank.

4 DESTRUCTION GAUGE (Bottom Left and Right, Red Gauge)

This gauge climbs when you destroy enemies or hit them with your laser, and decreases with time.

Destroying enemies will earn you Expert Items (10 points) when this gauge is in the red. Collecting expert items will in turn boost your expert gauge, which is the key to scoring well in Arrange B (see next page).

5 EXPERT GAUGE (Middle Right Blue Gauge)

Picking up expert items will increase this blue gauge. When it increases, global ranks and enemy ranks will grow much more quickly. Be careful not to push it too high!

6 HIGH SCORE (Top Right Large Stats)

This gauge increases whenever you destroy an enemy or grab a star item. When you've got a full gauge, you will be able to trigger a hyper or launch a bomb. Using a hyper or bomb costs 1 gauge.

7 SCORE (Top Right Small Stats)

This gauge increases whenever you destroy an enemy or grab a star item. When you've got a full gauge, you will be able to trigger a hyper or launch a bomb. Using a hyper or bomb costs 1 gauge.

8 CUSTOMIZE INDICATOR (Bottom Right)

This display lets you know which Customize setting your ship is using.

9 ENEMY RANK (Stat shown for Each Enemy)

These stats are displayed above enemies and indicate their strength. From the top:

Defense Rank..... Destroying enemies before they have the chance to shoot raises this stat.

High-speed Bullet Rank.... Destroying enemies in high-speed bullet mode raises this stat.

Bullet Swarm Rank..... Destroying enemies in bullet swarm mode will raise this stat (except if they are destroyed with a bomb).

When your ship is hit, the rank of all enemies on screen will drop. Your mode rank will also drop.

Any enemies that hit your ship will have their rank dropped as well. This means that if you keep getting killed by a certain enemy, eventually they will become weak enough for you to destroy them, as long as you complete the level and save your game.



10 BOSS RANK (Stats Displayed Above the Boss or Mid-boss)

High-speed Bullet Rank..... This rank increases when you cause a boss to change form, or defeat a Boss while you are in Blue Grid (see below).

Bullet Swarm Rank..... This rank increases when you cause a boss to change form or take out a boss while you are in Red Grid.

(Except when you defeat a boss with a bomb, or cause a boss to change with a bomb)

When your ship is hit, the rank for the grid you were in decreases.



UNLIMITED LIVES

There is no life system in Arrange B.

If you are hit, you can "resurrect" as many times as you want.

STAR ITEMS

Picking up star items will recharge your Hyper and Bomb meter.

GRIDS AND BEE ITEMS

In Arrange B, the screen will change color under specific circumstances. There are three colors of grids, and enemy attacks change according to the grid you have entered. You can change your grid by picking up bee items.

- **GREEN BEE ITEMS**
Picking up green bees will push you into the Blue Grid.
If you're already in Blue Grid, these items will charge your hyper gauge.
- **ORANGE BEE ITEMS**
Pick up orange bees to trigger the Red Grid. If you've already triggered it, orange bees will add to your hyper gauge.
- **FLASHING BEE ITEMS**
Picking up bees when they're flashing white will cancel all active grids.

Perhaps there is more to these bee items than meets the eye...

GRIDS

Grids change the game stage around you and cause enemies to vary their attacks. Be careful when you trigger grids. These enemies only grow stronger...

- **BLANK GRID**
While your ship is in the Blank Grid, the game will proceed as normal. Enemies fire high speed bullets when your ship is using shot, and bullet swarms when you are using laser.
- **BLUE GRID**
Enemies will fire high speed bullets at your ship regardless of the weapon you are using.



- **RED GRID**
While the Red Grid is activated, enemies will fire bullet swarms regardless of the weapon you are using.

- **GREEN GRID**
When you get a new high score, your ship will activate the Green Grid.

In the Green Grid, enemies will unleash an extra level of power, and their attacks may overwhelm you. Take care to not spend too much time in this mode.

Perhaps there is more to these bee items than meets the eye...



CONTROLS

- **LASER BUTTON**
Press the laser button to fire your laser.
- **HYPER/BOMB BUTTON**
Tap this button to release a bomb and hold it down to trigger your hyper.

HYPERS

Triggering your hyper will allow you to destroy red enemy bullets with your hyper shot. Your ship speed will also increase. Cancelled enemy bullets will turn into masses of expert items (10 points). When you activate your hyper, you will suck in these expert items automatically.

BOMB

Launching a bomb will cancel all bullets on-screen and deal damage to everything on-screen.

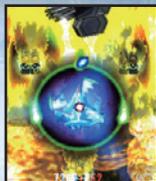
Your ship will also be briefly invincible. When you use a bomb, all expert items and star items on screen will be sucked into your ship.

AUTO-BOMB

You will fire a defensive bomb when you have stocked up two hyper/bomb gauges.

FREE BOMB

When you have two gauges stocked up and activate your hyper, you can fire a bomb while using your hyper. This bomb will not deplete any of your gauge. You will notice a blue aura around your ship when you can use a Free Bomb.



BULLET SUPPORT

A ring of "DANGER" indicators will spring up around your ship when enemy bullets approach it. These support options will slow down bullets to let dodge them a bit easier. Your bullet support will protect you even more when you use your hyper.



Xbox LIVE® is your connection to more games, more entertainment, more fun. Go to www.xbox.com/live to learn more.

Connecting

Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member. For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to www.xbox.com/live/countries.

Family Settings

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the Xbox LIVE service, and set time limits on how long they can play. For more information, go to www.xbox.com/familysettings.

SCORING IN DODONPACHI RESURRECTION

Scoring well in Dodonpachi Resurrection means learning how to build your combo and pile up points. First let's start with the basics of building a combo.

THE BASICS

At the top left of the screen, you will find a combo meter which fluctuates according to how quickly you are destroying enemies. If you destroy enemies one after the other, it will stay active and your combo (HITs on the left side of the screen) will grow. If it doesn't, your combo will end. You'll notice that this gauge is easiest to maintain when you're destroying a lot of small enemies. Other areas will require a bit of thinking to connect the combo from enemy to enemy.

There are essentially two things that keep the combo gauge alive:

1. Destroying enemies
2. Training your laser on mid-sized enemies
3. Activating your hyper

This means that in general:

1. Destroying lots of small enemies will keep the combo going very easily
2. In areas where there are only a small enemies, clearing them out and then hitting a mid-sized enemy with your laser is often effective for keeping your combo pumping.
3. You can also use your hyper counter attack to cancel bullets and maintain your chain.*

*Note that when using Power Style, cancelling bullets with the Boost Shot is not always dependable for keeping your chain.

Dodonpachi Resurrection rewards players who can figure out not only how to navigate the waves of bullets coming at them, but also how to connect their combos. The point value of every enemy you destroy gets added to your "cumulative combo score", which appears at the top left of the screen. For instance, if you kill 2 enemies worth 100 points in a combo, the next enemy you kill will give you a bonus of +200 points. This "snowball effect" means that the value of your combo will grow and grow as you keep connecting.

There is one condition to activating the "snowball effect": **your hyper meter has to be full.** That means, to access all the points you've stacked up by killing enemies in a combo, you'll have to combo the rest of the stage without relying on your hyper.

SCREEN BREAKDOWN:



Summing up:

1. Build long combos
2. Stop using your hyper after a certain point to capitalize on what you've earned.

TIPS

- Using your hyper too much can be dangerous for both surviving and for scoring well. Your hyper has a "rank" which increases every time you use it. Your hyper starts out on level 0 and maxes out at 5. For every hyper rank you go up, your ability to cancel bullets will slightly decrease and it gets a little harder to connect your combo with bullet cancelling.
- In general it's a good idea to use your hyper early on in a stage to build your combo up. Find an enemy that's spitting out lots of bullets and milk them for a bunch of hits. Once you've got a comfortable chain going, stop using hyper and play the rest of the stage with your normal shot and laser.
- Sometimes cancelling bullets isn't the quickest way to a good combo. **Try using your hyper and firing your laser against enemy laser attacks.** You should notice a dramatic jump in your combo. This technique is essential for building lots of HITS very quickly. Look for spots where it might come in handy!
- You may notice that you find hidden bee items around the stages. These items can be quite useful! Bees come in 3 different colors.

Orange: Point bonuses

Green: Partially hyper meter refill

White: Point bonuses plus extra hyper meter.

Picking up these bees can also be helpful because they momentarily increase your combo meter, allowing you to continue your combo. If you want to memorize their positions, try playing Novice Mode, where the bee locations are all uncovered!

Collecting all the bee items in a single run is also a condition for accessing the nightmare known as the second loop...

- Within Dodonpachi Resurrection, there is a hidden route through the stages. It is much more difficult but holds promising scoring opportunities and the full set of bee items. You can enter this hidden route from the first stage, but be warned that the technique is not easy.

If you can figure out these four hints and perform them all at the beginning of Stage 1, you might find the way:

1. Destroy the 3 ___ containers before the big ___s roll over them.
2. Pick up all the ___ items.
3. Fill up your ___ meter.
4. Don't die.

Are you ready for sheer terror?

THE INVISIBLE MUTIPLIER

Now that you understand the basics of combos (chaining), it's important to learn about the most significant bonus in the game. That is the "invisible multiplier" comes into play. As your combo grows from one level to the next, a bonus multiplier will be applied to every enemy you destroy, **provided that your hyper meter is full.**

The Invisible Multiplier

	Hits	Multiplier
Lv. 1	0-499	x1
Lv. 2	500-999	x2
Lv. 3	1000-2999	x3
Lv. 4	3000-4999	x4
Lv. 5	5000-6999	x5
Lv. 6	7000-9999	x6
Lv. 7	10000 and up	x7

The higher your chain, the bigger your cumulative combo score will grow with every enemy defeated.

As an example, let's pretend you already have a cumulative combo score of 10,000, and your combo HITS are at 3,000. The next enemy you destroy (worth 1000 points), will be worth 4,000 points with the multiplier applied, and your cumulative combo score jumps up to 14,000 points.