ORIGINAL MODE

☆ TYPE-I player's commentary

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< Ship Characteristics >
TYPE-I has a relatively wide shot and is neither too fast nor too slow. It also has a lock-on shot that locks on quickly and can be used like an auto-fire shot. TYPE-I has no real weaknesses or quirks, and on the surface it appears to be the easiest ship to use. However, its main shot, compared with the other ships, is very underpowered, so for all those medium-sized enemies that appear past stage 3 with a lot of health, you have work extra hard to memorize their spawning locations so you can get in quickly and deal lots of point-blanking damage.

< Playthrough Commentary >
【 Stage 1 】
Get a high lock-on multiplier, shoot enemies --> rinse and repeat to raise your Break Rate. In Original Mode you mainly raise your Break Rate by shooting enemies, and the score formula for when you destroy an enemy is: Base Value x Break Rate x Lock-on Multiplier. Furthermore, when you're in Break Mode, your Break Rate increases at double the speed, and that jumps up to quadruple the speed in Double Break Mode. This means that the basic strategy for high scoring is to raise your Break Rate and destroy high point value enemies while in Double Break Mode.

The Aegis ships are invincible until they open the shells that protect their core, so point-blank them to build up your Break Rate and Break Gauge. Hitting enemies with your lock-on shot will also add to your Break Rate independent of your main shot, so when the Aegis ships appear and are invincible, you should be able to get about 10 lock-on shots on them to further build up your Break Rate. There are many Aegis ships here, so it makes a big difference on your Break Rate whether you do this or not.

You can get a full-lock on the Aegis enemies while they're invincible, but once their invincibility ends it turns out they actually have very low life, so you can only get a few lock-ons (basically, the number of lock-ons you can get on an enemy is limited by that enemy's health). You'll want to keep this in mind and adjust how you lock-on to enemies for the situation at hand.
When setting a new lock-on multiplier, the lock-on multiplier timer value is determined according to this formula: Base value + Number of enemies simultaneously destroyed. Therefore, in areas where there are a lot of enemies, it will build the timer faster to lock-on to multiple enemies and destroy them rather than focusing all your locks on a single enemy (see screenshot 1).

Once you set the lock-on multiplier, move to the top portion of the screen and build your Break Rate by firing on the Gug tanks while they're invincible (see screenshot 2). In this game, enemies at the very top of the screen or the very edge of the screen cannot be damaged by your main shot. It's extremely important for scoring in Original Mode to take advantage of this by point-blanking them while they're invincible, which builds your Break Rate and gets you lots of chip points while in Double Break mode. However, when you're point-blanking invincible and high-health enemies, it's very easy to get carried away and collide with an aerial enemy. On sections where such collisions are prone to occur, even though it will lower your Break Rate a little, fall back to a safer distance and take down the aerial enemies from there.

While in my first Double Break, I try to build my lock-on multiplier timer by utilizing the bullet cancel from the large Hydrasphere ship and getting full-locks from the enemy zako. On this run I killed the Hydrasphere before he could get his second volley in, so my timer fell a bit, and as a result my Break Rate fell by about 100.
On the first Daedalus tank I let him fire and wait for my multiplier timer to expire. In situations where your multiplier timer is at a low value, you can get a higher score by letting it run out and resetting it, rather than trying to add to it.
On the bridge, where the set of Daedalus x1 and Aegis x2 enemies come in from opposite sides, you can kill them all

to spawn another set.

In the high-speed scrolling section, kamikaze zako ships called Needles will fire at you if you're in the top half of the screen, so I cancel as many of their bullets as I can by using the bullet cancel from the end of my Double Break Mode, and the bullet cancels from destroying the two Hydraspheres (see screenshot 3). This also raises my multiplier timer. This is a difficult section: you want to destroy the two Hydraspheres with your lock-on shot in order to fill the Sub Gauge, but the Needles cause your lock-ons to be unfocused and prevent you from damaging the Hydraspheres. When you kill the Hydraspheres, try to time it to get as many of their bullets cancelled as possible.

When you next enter Double Break Mode, if your multiplier timer is around 150 you won't need to reapply the lock-on multiplier again. And you can chain the following sequence for the highest point value: regenerating Grezzo cannons --> Aegis + Hydrasphere --> Needle swarm (that can be speedkilled to spawn more).

After destroying the last Hydrasphere, move to the top of the screen, and while you kill the respawning Needle swarm, you can also shoot the invincible Gug tanks.

【 Stage 1 Boss: Titanix 】

When the boss fight starts, skillfully herd the bullets of the main cannon while you damage the side parts.

During his second attack, avoid shooting the main body: when his body crosses the central yellow line in the background, go into Break Mode. I know it's a really detailed point to try and explain like this, so I will always try to make it as clear and simple as possible, but most of the Break Mode timing comes down to very specific manuevers like this.

When he rotates back to the right side I destroy his right parts. If you destroy it while he's moving to the left, the force from the explosion causes him to move way to the left, making it difficult to destroy those parts.

After destroying his right parts, you want to enter Double Break before your multiplier timer reaches zero. I trigger it so that it cancels bullets from both the Gun Pod (left parts) and the rotating spread from the main cannon. This raises the multiplier timer a large amount (see screenshot 4). After that, I destroy the left parts with a full-lock, then weaken the boss with shot and finish him with a full-lock.
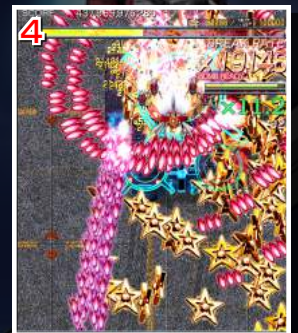
If you kill the boss with a full-lock shot (the multiplier will be 9.6 in Normal Mode, 11.2 in Break, and 12.8 in Double Break), a ton of stars will keep pouring out during his explosion sequence. The formula for these stars is: Base Value x your Break Rate when stars appear on-screen (not when you collect them). If your Break Timer is above 60% when the boss dies, the stars will all be worth a lot of points.

After destroying the boss, I select the E item (it refills your Break Gauge by about 75%) for the next stage.

【 Stage 2 】

When you destroy enemies with lock-on shot, there are two cases:

If the number of enemies you shoot is less than your current multiplier, for each enemy you destroy your multiplier timer refills by 3.

If the number of enemies you shoot is more than your current multiplier, for each enemy you destroy your multiplier timer refills by 9.

Enemies like the Gug tanks have two destructible hitboxes: one for their turrent, and one for their main body. Therefore, in places where there's a lot of small tanks--like this section just before the Daedalus--if you can target a lot of them with your full lock-on shot you'll see a big refill of your multiplier timer (see screenshot 5). However, enemies that scroll or move offscreen will have their lock cancelled, so you've got to be careful about that. In this section where all the tanks are moving in the upper half of the screen, before I fire my lock-on shot I make the screen scroll to the right to prevent my lock-ons being cancelled by the tanks moving offscreen.

I then enter Double Break mode, timing it so that it will end during the big red bullet pattern (the one that's aimed at your ship) that the first Quattroverse ship fires. The Quattroverse puts out more of these red bullets if you destroy his parts. If you can build your multiplier timer high enough (when the Quattroverse attacks I have mine around 650), you can carry the 12.8 multiplier all the way to your next Break Mode.

When destroying enemies with the lock-on shot, if you relock to set your multiplier at a higher rate (for example, your multiplier is at 4.8, and you lock onto another group of enemies to re-set it to 7.2), you will get a bonus to your multiplier timer of about 50. I use this technique from just before starting my second Break and up to the midboss. By carefully resetting my multiplier several times in a row like this (setting it to 7.2, then 9.6, then 11.2, then 11.6, then 12.4--being careful here to check the number of enemies I'm locking onto before releasing the lock-on shot--then 12.8), I'm able to build up the multiplier timer, and maintain it all the way to the midboss. When the midboss appears you can safely point-blank him for quite awhile, so the more you build your multiplier timer before this, the larger your Break Rate gains will be.

When the midboss comes in, I'm still in the middle of Double Break Mode, so I target his Gatling Gun with the max 32 lock-ons for a 12.8 multiplier. This is to make use of the technique described in the Original Mode System Guide, ˝32 locks in Normal Mode˝ (see screenshot 6).

During the midboss fight the screen will scroll both up and down, and you don't want to kill him until the screen is at the very bottom of it's downward scrolling. This is to spawn the maximum number of enemies in the next zako rush. In this run I prioritized point-blanking the Volcano in Double Break mode above spawning the maximum number of enemies for the zako rush, so I took the Bonus Star item here (+10000 stars). However, in my runs since then, I've realized that: spawning the maximum number for the zako rush + taking the E item when Double Break mode ends + re-entering Break Mode, would yield a higher score. To see this pattern in action, please watch my TYPE-Z replay.

I enter my last Double Break around the third or fourth Volcano enemy. This area has a dense grouping of enemies worth a lot of points. After destroying the Quattroverse I move to the top of the screen to point-blank the Critter ships while they're invincible.
I use the final two Volcanos and the Grenades they emit to refill my gauge for the boss fight.

【 Stage 2 Boss: Hecatoncheir 】
The basic point value for the limbs is determined in a unique way. Each one is worth the number of limbs you've already destroyed x 1000. In total, there are 24 limb parts to destroy, but destroying the last two rear parts with the full multiplier is too difficult, so currently I don't attempt it. That leaves me 22 parts to destroy, making the very last one worth 22000 base points, a very high value. However, each part you destroy makes the boss' attacks more fierce and harder to dodge, so it's necessary to devise a route that will safely allow you to get a high multiplier kill.
First, when the boss enters and his targets first become visible, I use a bomb to deal damage to all his parts. I use the invincibility window after bombing to damage the rear parts with both my main shot and lock-on shot. After that I continue to shoot the main body and his parts, filling my Break Gauge to near MAX.
When his limbs fire their rapid-fire shot and the body does its multidirectional blue shot, I follow this pattern: destroy his parts and set the multiplier --> use the bullet cancels from entering Break and Double Break mode to build the multiplier timer. Finally, I destroy the main body with my lock-on shot and trigger his second form. My multiplier is set at 12.8, and by this point my multiplier timer is maxed out (999).

In the second form, I aim to destroy all his lower parts before the boss starts jumping. After he starts jumping I aim for his middle-left parts, but one of the features of this boss is that he moves his body inwards according to how your ship moves, meaning his arms always stay at the very left/right edges of the screen. You can use this to your advantage by moving to the far left or right when he jumps, then crossing over to the opposite side when he lands. This creates a space between his limbs and main body allowing you to shoot the limbs more effectively (see screenshot 7). I use this to weaken the rear left parts till they're nearly destroyed, then I trigger his third form.
In the third form, I wait until his second round of attacks, then follow this pattern: use lock-on shot on the parts I weakened in the previous phase, setting a 9.6 multiplier --> enter Break Mode --> enter Double Break Mode. I'm using the bullet cancels from the breaks to fill my multiplier timer. Then, while the timer is still going, I use both lock-on shot and and my main shot to destroy all the remaining parts (except the very x2 rear parts). After his attacks have looped, I move to the right side and shoot those limbs, carefully leading the bullets so I avoid getting trapped. I used that same technique in the second form too, of luring the boss' main body to the left, then cutting back to the right to open up a space for my attacks on the limbs.

If you get all the parts as I've described, the boss is worth 420 billion in total.

【 Stage 3 】
In the beginning, I try to do two things: get a full-lock on the zako swarm, and use the bullet cancel from entering my first Double Break to cancel as many bullets from the Andras' needle spray as possible. If I do it right, I can max the multiplier timer out from that first 12.8 full-lock (in this run I failed, only getting about 750 for the multiplier timer).
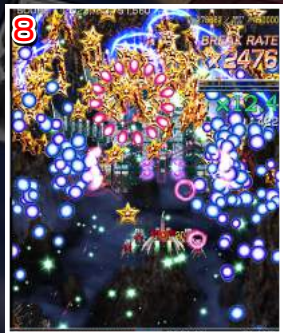
I don't kill the Barbados ship until after my Double Break ends. The large number of bullets that Barbados fires can be cancelled first by the end of the Double Break, and once more from destroying the enemy itself, so I use that to raise my multiplier timer and Break Rate (see screenshot 8). My Break Rate isn't very high yet, so I ignore Barbados' parts (for more about his parts, see below).

The Double Break point is at the midboss, but my gauge isn't going to be full enough for that, so I use a single Break here instead.

The Raffleshia (L) flower is invincible until it opens up, so point-blank it to build your gauge and break rate. However, there are also Ubora enemies here on the bottom right side of the screen who will release suicide bullets if you shoot them. And sometimes their suicide bullets will be fired at you from behind. It's a very dangerous section, so I wait until the Uboras have gone downscreen somewhat before I begin to point-blank the Raffleshia (L). After Break Mode ends, I destroy it with a lock-on shot, while keeping my eye on the multidirectional 5-way pattern it spits out. Then I move to the top of the screen and point-blank the invincible Jorou spiders to raise my Break Rate. From here I do my multiplier reset technique, going from 4.8 -> 7.2 -> (7.6 to 9.6) -> Break -> (~ 11.2) -> 11.2, thereby building up my multiplier timer.

At the midboss, I keep my eyes on his 6-way needle spread, and start Double Break. Using the invincibility from the Double Break, I don't bother to dodge, but just destroy his first form right away. For the second form, I wait until the main body comes down the screen and then destroy it. Then I position my ship just slightly above where the item will spawn, and immediately take the E item as soon as it appears. That allows me to point-blank the Rumeida ships that appear right after the midboss is destroyed.

In the following Bagnack rush, if you destroy them all quickly, you'll spawn Andras ships, and you can use your Break and Double Break to cancel their bullets, building your multiplier timer.

After defeating the Barbados ship, a swarm of Rumeidas appear. When the Rumeidas appear their turrets are pointed downwards, so if you position your ship in the upper part of the screen, you're safe until they can rotate their turrets at you. You can use this opportunity to point-blank them, quickly building up the Break Gauge.

The Galian Wurms are constructed of 18 leg segments, 3 tail parts, and one head. The tail especially has a lot of life and is difficult to destroy, but it's also worth a lot of points. If you destroy the head first, then after destroying the legs, you can re-destroy the "bone parts" as well for additional points and stars. But for some reason, on this playthrough when I destroyed the head with the lock-on shot, I heard a different sound effect and a huge number of stars poured out. If you're in Double Break here the points from the stars are huge, so it's key to finish the Galian Wurms with a lock-on shot (see screenshot 9). The point value of the stars here depends on the Break Rate at the time the stars appear on-screen (not at the time the enemy is killed), so ideally you'd want to stay in Double Break until all the bone parts are destroyed.

After the Galian Wurms, the area from the x3 Andras up to the Bagnacks is extremely difficult for the TYPE-I ship and its weak main shot. When the Andras appear, I try to speedkill them by point-blanking and using my lock-on shot (see screenshot 10). Even if my multiplier is low here, I don't worry about it. Dying here would be almost as bad as having to bomb, and it would mean I wouldn't be able to go into Double Break either, resulting in a big score loss.

In the final section, two Barbados ships appear, and the side parts of the Barbados ships are each worth 25000 points: a huge value. During my final Double Break my Break Rate is close to 50000, so with a 12.8 multiplier that makes a single part worth 1.5 billion. Furthermore, when you destroy

the side parts, the number of stars released by the main body of the Barbados changes. If you destroy only one side, the main body will release stars worth about 200 billion. If you destroy both side parts that goes to 400 billion--a big difference. If you can speedkill Barbados, you'll spawn Dagon enemies (up to a max of 9 rows), but your total score will be higher if you focus on destroying the side parts, even if it means a few less Dagons. Unfortunately, I couldn't think of a good way on this playthrough to destroy both Barbados side parts, so I only do one side.

At this point in the run, my stage 3 total is 1.45 trillion, and my Break Rate is up to 13000. But it isn't uncommon to lose about 100 billion points from the 12.8 multiplier timer from the midboss expiring, or from failing to get the full-lock kills on the Galian Wurms.

【 Stage 3 Boss: Maelstrom 】

For the first form, I point-blank him to fill my gauge, then destroy him in Break mode. Evading his bullets isn't hard, but since I'll be point-blanking for awhile, I'm careful about not colliding with his body as it moves up and down.

In his second form, after I lock-on to his parts, I carefully deal damage with shot to all the remaining parts equally, following a pattern of: set multiplier --> Double Break (raising the timer) --> destroy with 12.8 multiplier. (see screenshot 11) Ideally I'd be able to initiate my multiplier off one of the Petal Beams, but I suspect that the Petal Shell is easier to get the lock-ons. There are times when I can't get hardly any lock-ons for the Petal Beams, so to be safe I try to destroy both with a high lock-on multiplier. After going into Double Break I destroy all the parts, but destroying each part seems to cause some kind of recoil on the boss, somehow influencing the way he moves, so I try not to destroy every part from the same direction. If you keep destroying his parts from only the right or left side, he will

move completely off-screen, and if you only shoot him from the front he'll move down the screen, making his next attack very difficult to dodge. To prevent this, I only use my shot on his parts, and after destroying one I hold back from firing for a moment until he has calmed down, then I move to the next parts. But if you take too much time your multiplier timer will run out and your Double Break will end, so you've got to be thinking about that too. If you destroy all the parts in his second form, you get about 230 billion points.

For the third form, I just focus on defeating it. Dodging his bullets is a pain so I use a bomb.

After destroying the boss, I take the E item. I want my Break Gauge filled for scoring in the opening of stage 4. If you're able to defeat this boss without bombing, it's fine to take the Bonus Star item (+30000 stars).

【 Stage 4 】

I use the invincibility from my first Break/Double Break to get my lock-on multiplier up from the zako. Then I quickly switch to shot, taking care not to get hit by the Volley attacks.

For my second Break, I try to let the Rennes Booster ships fire as many bullets as possible before entering Break. I use that bullet cancel, and the lock-on resetting technique to build my multiplier timer.

By speedkilling the Grazziobase, you can spawn a third. I failed to kill this third Grazziobase by the end of his first multidirectional attack, but if I had succeeded I would have had a little multiplier timer remaining for the next Guardian section, and been able to build my Break Rate by point-blanking them.

When the Guardians appear I focus my damage on the first and third, using the first to set my multiplier at 9.6. Then for the third I enter Break --> Double Break mode, extending the multiplier timer through the bullet cancels, and using lock-on resetting to go from 11.2 to 12.8 multipliers, raising my multiplier timer even further. By speedkilling the remaining Guardians, I'm able to carry my multiplier over to the next midboss and still get some good point-blank damage in.

In the midboss Leviathan's first form, I try to get as many lock-ons on the Rennes ships that appear, building my Break Gauge. For his second form, I try to take him down quickly while building my timer from lock-on resetting and my Break Mode bullet cancel. By killing him quickly I'm able to carry my multiplier timer over to the next section: a huge swarm of Volley enemies worth a lot of points.

In the area with Aegis and Volley ships, you want to point-blank the Aegis ships, but be careful not to get caught up in that and accidentally crash into the Volleys, or accidentally take the wrong item that the midboss drops (I take the E item). (see screenshot 12)

When you fire your ship's main shot, its hit box actually extends very slightly behind you, so you can hit enemies behind you with your main shot. I use this to take out the Volley swarm that comes in from all directions. However,

if you keep your ship at the very bottom of the screen, they will sometimes collide with your ship, so I position myself just a little up from there, and gradually move up as the enemies appear. In the following massive Volley assault, I've found that shot alone isn't enough to break through them, so I handle that section by moving to the right. By refilling my multiplier timer It should be possible to carry a 12.8 multiplier from the midboss through the Volley rush, but I haven't mastered it yet.

In the x5 Quattroverse rush, I destroy the first with my lock-on shot, to build my Break Gauge. When the third Quatrtoverse apears I go from Break Mode right into Double Break (see screenshot 13). The points from the bullet cancel are big too, so I try to let them fire as many bullets as possible.

Normally, after the fifth Quattroverse's destruction animation (it turns red and explodes), Rennes Booster ships will appear. But if you speedkill both the fourth and fifth Quattroverses, the Rennes Boosters will appear after the fourth Quattroverse instead. If successful, you'll get about 20% more enemies, and with the remaining time on your Double Break it can be worth a lot of points depending on whether you pull it off.
This run score for stage 4 was 950 billion, and my Break Rate 11000.

【 Stage 4 Boss: Diabolos 】
The attacks in his first form are very fierce, and you will want to prepare yourself for the scoring opportunities in the second form, so it would be nice if you could just speedkill this first form and build your gauge. However, he also has a lot of high-value parts that can only be destroyed in this form, so I do my best and try to destroy them while Double Breaking.
First, I quickly destroy the right Missile Pod. Then I shoot his main body during his first attack, and during his second attack I shoot his wings. If you start his second attack off shooting the wings, and keep shooting them, then you should deal enough damage so that they're nearly dead by the end of the second attack (see screenshot 14). Although the boss' staccato movement might look random, it's actually the same set movement everytime, so you can memorize a route for dodging the needle bullets in his first attack and the bullets from the wings in his second attack. During his third attack I shoot the left wing and the left missile pod, and then I wait until he loops back to his second attack to destroy his missile pod and set my lock-on multiplier to 9.6. Then I enter Break Mode and Double Break Mode,

and after my multiplier timer is raised, I destroy the right wing for a 12.8 multiplier. At this point, if you aren't careful with your lock-ons they'll all get targetted on his main body and Radar Attachment, so watch out for that. After destroying the right wing with my lock-on shot, I destroy his remaining parts while my multiplier timer is still going, finishing his first form.

By killing the reviving cannons on both sides of the second form you can build your score considerably. Type-I's firepower is comparatively low, and it is hard to retain your multiplier and fill the break gauge using only the main shot, so you should use the lock-on shot as well. You have to concentrate on destroying them one by one, however, it doesn't matter which side you attack.
When his second form starts, I destroy his cannons until the Harmonica Type cannon appears (it shoots the most bullets of all). It's completely random which cannons will appear, and if your luck is bad the cannon you want might not show up at all, or by the time it does appear, you've already dealt too much damage to him, meaning you won't be able to get as many Breaks in. If the Harmonica Type cannon does show up, you want to leave it in place, then go and kill the opposite cannons with full-lock to build your Break Gauge.

You can't destroy the cannons with a single lock-on shot alone, so you do need to weaken them with shot a little bit first. But each cannon has a different amount of health, so be careful. The amount of health they have goes like this: Harmonica > Scatter > Laser = Gatling. Incidentally, this is also the order of their point value. After locking onto a cannon, you want to get as close as you can, lined up slightly diagonally. That approach will work for almost every cannon.
Also, don't kill the cannons until the Harmonica cannon has finished its rapid-fire shot (see screenshot 15). If you destroy them in the middle of the Harmonic Cannon's rapid-fire shot, then some of the bullets at the end of that attack won't be cancelled, and they can be very dangerous. You'll want to milk as many of these cannons as possible for score, but of course, you have to stay focused and avoid getting hit by the Harmonica Cannon.

With my current strategies, the TYPE-I should be able to get three Double Breaks and a single Break in here. If you can get a large multiplier set from the Harmonica cannon, the Break Gauge will fill faster and four Double Breaks could be possible, but it isn't safe, so I don't attempt it here.

In his third form, getting a lock multiplier started is almost impossible, so I try to carry my multiplier timer over from the second form and preserve it until the boss is destroyed. If you destroy the second form with about 60% of your Double Break left, then all the suicide bullets from the Grenade enemies that appear in the opening of the third form will be cancelled when your Double Break ends, refilling the multiplier timer by a large amount. After using my main shot to clear out the rest of the Grenades, I bomb here. Then I point-blank to build my gauge and: enter Break Mode --> enter Double Break mode (when the Grenades appear the second time) --> destroy all four of the Rear-Mounted Cannons, and then finish the boss himself. After destroying both Rear-Mounted Cannons on one side, the laser attack becomes very difficult to dodge, so I damage him enough so that I can kill the main boss right after the cannons are destroyed.

The first form of the boss is worth 200 billion, the second 600 billion, and the third 400 billion points. It's a huge part of the score.
After destroying the boss, I select the E item.

【 Stage 5 】
In the beginning, I aggressively point-blank the Gug group of zako tanks and the fixed Geyser Cannon turrets to build my Break Gauge and Break Rate. However, the angle of the rapid-fire shot from the Desperado tanks is random each time they fire, so you've got to be really careful.
The Blood Crow ships before the first shutter can be speedkilled to spawn more.
In this replay I get hit by a bullet from a tank right under me, but if I had done things according to my correct route, my Break Rate would be up to about 5000.

The Gug tanks that come in from the sides after the first shutter will spawn infinitely for a set period of time, so I enter Double Break here, set a 12.8 lock-on multiplier, and try to get in close and kill as many as I can. Your Break Rate will vary widely depending on how this part goes.
If you speedkill the Hydrasphere after the infinite spawning Gug section, you'll spawn one more Hydrasphere.
When the large Barbados ship appears, I first destroy his right parts to secure some space for dodging (see screenshot 16). If you speedkill this Barbados you will spawn another, but then you won't be able to handle the infinite spawning tanks above and below, and your score will actually go down. So I don't speedkill the Hydrasphere, but instead delay killing him to the last moment.

For the group of Gug tanks after the second shutter, by locking onto them the moment they appear at the very screen, and then releasing the lock-shot right before they're about to escape off-screen, you can set a very high lock-on multiplier. After setting that multiplier I destroy the rest of the Gug tanks --> start Break Mode when the midboss begins firing --> and then carefully time my Double Break when he attacks again. In this way I'm able to keep the multiplier timer going.
In the midboss' second form I milk the missiles. The missiles will release suicide bullets when they're destroyed OR when they reach the bottom of the screen, so I take care to position myself in such a way that I won't let any get by (see screenshot 17). I'm able to refill my Break Gauge by destroying these missiles, allowing me to re-enter Break and Double Break. I time entering Break Mode so I change his lateral movement pattern, avoiding the need to make dangerous dodges. After destroying the missiles, I refill my multiplier timer with bullet cancels from destroying his parts and from Break Mode ending. This allows me to carry my multipier timer all the way to his second round of missile attacks. You really want to have enough Break Gauge for the next part, so I try not to damage the main body with my shot. I fire with shot until Break Mode is ended, building the gauge and finally destroying his main form. I select the E item he drops. A Break Gauge of around 150% is enough for the next part.

For the Hecatoncheir Khnum that appears at the bottom of the screen, I know that it takes about 7 lock-on shots to destroy his limbs, so I deal damage accordingly. While building my multiplier timer, I destroy all his parts and then destroy the main body. I make sure to destroy his main body only when he's fired a lot of blue bullets, in order to build my multiplier timer from the bullet cancel (see screenshot 18).

I then build my Break Gauge by destroying the missiles from the Blood Crows that appear right after this, and I speedkill them to spawn another two. If it looks like I'm going to get trapped at the edge of the screen, I temporarily move right next to the Blood Crow and point-blank the missiles, which stops them from releasing suicide bullets.

The final area with the Sturm Fortresses is worth 1.4 trillion points--about 1/7 your total score. But the enemies are also doing all they can to crush you so you've got to stay focused and give it your all. I can't even count the number of times I died here... the silver Dulles tanks fire very fast bullets, so you have to be especially careful. I destroy the tanks with my lock-on shots in order to build the sub-gauge, and I move my ship around so that I can effectively lock-on to multiple targets. If this part doesn't go well, I sometimes won't have enough gauge to start Double Break mode in the next section.

I try to kill as many of the Sturmm Fortress' surrounding parts as I can before destroying the Fortress itself. The Bagnack fleet which also appears here will quickly escape off-screen, so I do my best to destroy them too.

After getting the attention of the second Sturm Fortress and entering Break Mode, I stay close until just before my Break ends, when I enter Double Break mode (see screeshot 19). When your Double Break has more than 100% remaining it decreases faster, so doing it this way means that I can extend the total time of Break and Double Break mode, maintaining Double Break up to and through the destruction of the third Sturm Fortress.

【 Stage 5 Boss: Gorgoneion 】
The Crimzon Bit enemies that appear before the boss are worth a lot of points, 5000 each, so you want to destroy each of them with a high lock-on multiplier. But if you let too many of them on-screen it becomes very difficult to dodge their bullets, so I don't try anything too reckless here. Whether I start Break Mode here or not depends on my gauge: I can get about 40 billion in Break Mode, or 20 billion without.
For the first form, my only strategy is to enter Break Mode and kill him when there are a lot of bullets on-screen.
For the second form, before the multiplier timer runs out, by timing the start of my Double Break when he fires his big aimed pattern I'm able to quickly get my multiplier timer up to 700. After that Double Break ends, and I point-blank for stars. I then only use my shot for the remainder, building my Break Gauge. Finally I destroy his second form with a lock-on shot, timing the kill at the second round of his attack with the most bullets.

I enter Double Break when his third form starts, and after milking the regenerating laser cannons, I trigger his next form right before my Double Break ends (see screenshot 20). This part is very hard, due to the fact that the lasers don't aim exactly at your ship, and the cutbacks are difficult to perform while you wait for the laser cannons to regenerate, so I just do my best and try to make it through.
In the final form, I want to be in Break Mode when I destroy him, but building the Break Gauge is hard here because the TYPE-I is slow and you have to keep dodging for a long time. So I bomb during one of my cutbacks and safely take him down. If we assume a Break Rate of 16500 when this boss first appears, then you can get about 130 billion from the first form, and another 250 billion by the third form.
After destroying the boss, I select the Bomb Recovery item, for use on the EX Boss.

【 EX Boss ˝Crimzon Heart˝ 】
As you might expect from the final boss, the base point value for him is extremely high: 100000 for EX1 and 200000 for EX2. You'll want to destroy them both while in Double Break Mode, but with the TYPE-I building the gauge will take a long time, and you'll have to keep dodging his fierce bullet curtains. I somehow get through the EX1 form, but because I am bad at dodging, I give up trying to get a Double Break kill for the EX2 form. Instead I prioritize having a lot of extra lives, so I use bombs. With both EX1 and EX2 forms, if you bomb, for a short period after if you shoot him with your lock-on shot, he return fire with his own lock-on shot. His shots won't hurt you, but

they really build your Break Gauge, so whenever I bomb, I always follow it up by getting in close and firing lock-on shots. (see screenshot 21)

For the EX1's first spread attack, it's relatively easy if you put some distance between yourself and the boss and stay to the left or right. In his third attack with ″whirlpool″ bullets, the way he moves does not appear to be pre-set, but the trajectory of the bullets is always the same, so I think you can still memorize the places where it's easier to dodge. Yet there's no denying that it's a fearsome attack, and I ended up dying here.
Since I'm aiming for a Double Break kill of the EX1 form, that means I need to stay alive till about the second time he comes back to his third attack. But because I died I had to settle for killing him in normal Break Mode. Had I been successful with a Double Break kill, I would have waited until I had 50% time remaining and then killed him, meaning my Double Break would end when the EX2 form fires his laser attack.

The EX2 form's second attack is difficult, so I always plan to bomb here. During this attack the boss will chase very close to your ship, so I do the following: lure him to the edge of the screen and bomb --> while the bomb is going off, I don't move to the other side, but instead stay there and shoot him to build my gauge up --> just before the invincibility expires I start moving away. This reduces the number of cutbacks I have to do.

For his final attack you need to look at the whole screen to find places to dodge, but if I start to feel even a hint of danger that I'm going to get trapped,I bomb. (see screenshot 22)
By the way, assuming you're going for a Double Break and 12.8 multiplier finish, then by using only shot, you'll have to dodge about 3 rounds of his attacks (he should be ready to kill by the 3rd round of his 2nd attack). Also, as for his health bar, if you reduce it to the point right around the ″S″ of the ″SCORE″ display, and then release a full 32 lock-on shot, you should get the 12.8 multiplier kill.
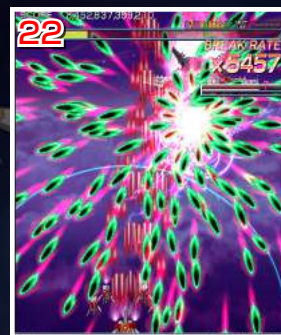
< Player Comment >
My name is Makki, and I did the Original Mode TYPE-I and TYPE-Z replays.
I've been playing mainly Original Mode TYPE-I since Crimzon Clover was first installed in the arcades. Since that time, I have been focusing all my efforts on scoring routes more than getting the clear; I first cleared the game about a month after it came out. I really enjoyed seeing my score go up by the billions each time I figured out a new strategy, and I kept playing and playing, wondering just how far I could go. As a result, with my current strategies and a no-miss clear, I was able to reach over 9 trillion points in the arcade. I aimed for a 9 trillion point clear in this replay, too, but my death in the first part of stage 5 nixed that. However, my score of 5.93 trillion by the end of stage 4 was a new personal best, and I was able to clear the game on that run, so I'm personally satisfied with it.

By the way, as of the time I'm writing this commentary, I've achieved 9.4 trillion on the arcade version. For someone like me who sucks at dodging and dies a lot, I think a score higher than this will be difficult with my current strategies, but I think with improvements to my routes on every stage, a score of 10 trillion is theoretically possible.