# DonYoku scoring system details

Here's a quick run down of the system.

- The aim of the game is to get as many coins as possible.
- Coins are spawned from killed enemies and destroyed bullets.
- Enemies release coins only when killed by the DonYoku shoten (the beam).
- Bullets release coins only when destroyed with the DonYoku power.
- Don Yoku power is refilled by hitting enemies with the machine gun,
- The beam is infinite! (3) and does more damage than machine gun.
- when using the beam all bullets inside the aura around the plane raise 'Tension'. (4)
- Tension drops rapidly when no bullets are inside the aura.
- Tension gives a temporary multiplier to the number of coins spawned by beam kill or Donyoku blast while it last.
- Some bosses life comes in stages, when you break from one stage to the other, and you are hitting the boss with the beam or a DonYoku, it will release coins.

The HUD:

Don yokus counter; you can store up to 3 DonYokus, they are lost at stage end. (1)

Accumulated greed; this is how much greed you need till next Don Yoku. (2)
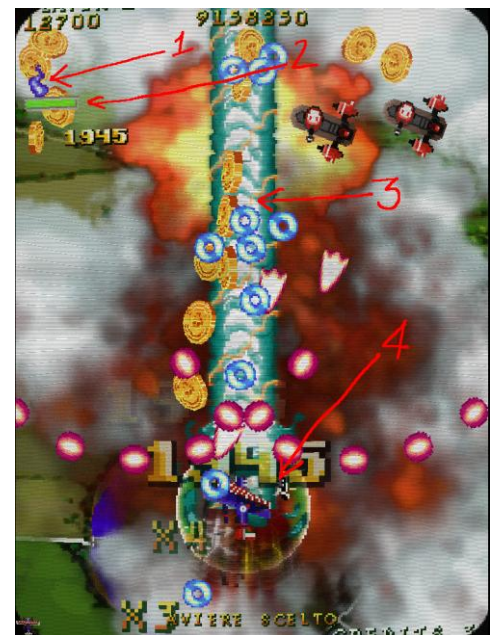
Coins difficulty:

The more coins you have, the more difficult the game become (you can see it reading the rank on screen).

From this version coin difficulty also affect bosses, be careful they can become very nasty all the sudden after a huge cancel.

To pass from normal level to arcade you will need nearly 1'000'000 coins

Almost 10 times as much to pass from arcade to maniac.

Change in difficulty is progressive so every coin makes the game 1/1'000'000 th more difficult. Seems very little but as you get good, coins rank up FAST so be careful out there!

The only ways to lower rank is loosing coins.

You can loose coins in 3 way:

Getting hit, makes you loose half your current coins.

Finishing a stage, make your coins to 0 and cash in score.

Continue game, you'll restart with 0 coins.

Negative zone protection

Very important survival factor, there's an invisible circle around the plane, if enemies dies inside this zone they will NOT spawn suicide bullets. They can, however, shoot normal bullets (purples).

This is a very important strategic element on high level play as it allow some form of control on when , and where, enemies drop bullets.

Also it prevents the frustrating issue of getting hit when shooting at close quarters.

DonYoku powers

Don yoku power is limited in space. Each character has his/her own hitbox, learn the strength and weakness of each.

All powers deal damage and cancels bullets. You loose all DonYokus at stage end so use them up, they are a fundamental scoring mechanics, not simple smart bombs.

A free hint, try to cancel big bullet patterns close to their origin to cancel all bullet in a single hit. (some character are better than other in doing so).

Another hint: Now the baron is a boss killing machine, but not so good at scoring, this makes him, along with his speed, the best choice to learn the game.