



**RATYRS**  
**ReMAM!**  
**REBALANCED**  
**Another Loop Concept**

I am planning a new major update that adds another loop, which it would be accessed after completing all stages in order in hard or higher difficulties.

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When you complete all stages in order in hard or higher difficulties, you may now access to

Another Loop. Doing this will give you a dialogue cutscene:

BRILLIANT. You performed magnificently. Since you have destroyed the octopus, this whole game begun to reset. The colossatropolians ends here, thus gaining powerful weaponry.

ENTERTAIN THE DEADLIEST HORDES OF COLOSSATROPOLIANS.

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This is where another loop start:All stage scripts were changed back to originals from REMAM mod, but with many changes from Donny to make them fit for my mod. I wish for him to make another loop(when his work is done).

New enemies, new bosses, new strategies to face.

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There is also the true last boss:

# **PSYCHOSQUID**

Once you have completed all stages in order, in another loop, there is requirements to face the True Last Boss:

- Have at least 12 credits. You need to save more bloody lives.
- In normal loop, If you can't have more than 6 credits, you'll face Psychosquid alone.

**Not so fast.**

**-Psychosquid**

## **How does psychosquid boss look like?**

- Psychosquid's bullet patterns is inspired by Hibachi from DoDonpachi.
- In normal loop, Psychosquid only has 150k HP, and will summon one mini-psychosquid to support him.
  - THERE IS NO DIFFERENT POWERUPS. Just fish.
- In another loop, Psychosquid's HP remain the same.
- He will summon 3 mini-psychosquids every few minutes and summon one cyan psychosquid.

Once you have destroyed Psychosquid,  
congratulations! You finally achieved the goal!

The ending remains unchanged.