November 16, 2026

For Immediate Release

CAVE Interactive CO., LTD.

The Latest Entry to the Bullet-Hell Shooter Series

DoDonPachi Resurrection Reignite

Major Update Unlocking "AREA6" in the 10-Player "Shmup Royale" Mode Now Live



CAVE Interactive CO., LTD. (Headquarters: Meguro Ward, Tokyo; President and CEO: Yuki Takahashi; Securities Code: 3760) is proud to announce that a major update (Version 1.2.0) to the latest entry in our bullet-hell shooter series, *DoDonPachi Resurrection Reignite*, was released on Monday, November 16, 2026 (JST). Highlights of the update include the addition of "AREA6" to "Shmup Royale," the 10-player battle mode.

Platform: Steam (https://store.steampowered.com/app/4517190/_/)

DoDonPachi Resurrection Reignite is the latest title in the series, packed with new

features including the series-first "Shmup Royale" battle mode, supporting multiplayer matches for up to 10 players worldwide. In addition to bringing "AREA6" to Shmup Royale as previously announced, this update lets players earn coins in every mode and introduces a new matchmaking system, making it easier to enjoy battles with more players.

Major Update (Version 1.2.0) Live! "AREA6" Unlocked in "Shmup Royale"

The update unlocks the new stage "AREA6" in "Shmup Royale," the game's 10-player battle mode. A high-difficulty stage made possible because CAVE developed this port in-house, AREA6 offers a battle experience unlike anything in Arcade Mode. We hope you enjoy it.





Coins, which could previously be earned only in Grade Matches, can now also be earned in Arcade, Score Attack, Free Match, and Private Match.

In addition, Grade Match and Free Match now use the same room-based system as Private Match, and matchmaking wait times have been adjusted. Players can choose between "CREATE MATCH," which lets them host their own room, and "SEARCH MATCH," which places them in the rooms with the most players first, making it easier to battle with more players.



Here’s what we’re working on.

December 2026 — Black Label

We know many of you have been looking forward to Black Label, the updated version of *DoDonPachi Resurrection* that was so well received in arcades. It will arrive with AREA6, new music for AREA6, and Assist Mode.

DoDonPachi Resurrection Reignite

The bullet-hell shooter *DoDonPachi* returns new and improved, with all the excitement of the classic preserved.
"NOT DEAD YET. THE BATTLE CONTINUES. "
In addition to the new "Royale" bullet-hell battle mode and other features, players can look forward to new stages, a new character, and new music in this new-and-improved *DoDonPachi*.

Play with up to 10 people in the new "Royale" bullet-hell multiplayer battle mode
The road has been paved for a new age of bullet-hell shooters

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For the first time in *DoDonPachi* series history, a maximum of 10 people can play together. All players compete in real time in the "Royale" battle for survival. Utilize items and aim for the top as you experience a new-and-improved bullet-hell shooter alongside multiple players.

New Character and Voice Actors

A new character joins the fray, and familiar "Element Daughter" characters make their return. Each of the voice actors brings their character to life, adding even more excitement to this bullet-hell shooter.
Character design is once again handled by Takeshi Ogata, returning from *DoDonPachi Resurrection.*



Release Information

Title	DoDonPachi Resurrection Reignite
Platform	Steam
Steam Store	https://store.steampowered.com/app/4517190/_/
Genre	Bullet-hell shooter
Release Date	August 27, 2026 at 10:00 a.m. (JST) August 26, 2026 at 6:00 p.m. (PDT)
Price	¥3,150 JPY / $24.99 USD
Supported Languages	Japanese, English, Chinese (Traditional & Simplified), French, German, Spanish
Copyright	©2008, 2026 CAVE Interactive CO., LTD.

"*DoDonPachi Resurrection Reignite*" Official Website (Japanese)
https://www.cave.co.jp/gameonline/shinyaku

"*DoDonPachi Resurrection Reignite*" Official X (Japanese)

https://x.com/shinyaku_cave

CAVE Official YouTube
https://www.youtube.com/@CAVEOfficialCh

About the *DoDonPachi* Series

Since the first entry's debut in 1997, CAVE Interactive has been developing *DoDonPachi* games for more than a quarter of a century. Today, the highly challenging, vertical scroller shoot-'em-up series boasts 24 titles across arcade machines, home videogame consoles, and mobile platforms.

DoDonPachi has captivated fans across the globe with its bullet-hell barrages that fill the screen. By defeating enemies while skillfully dodging wave upon wave of bullets, players can experience the exhilarating sense of achievement that helped establish the bullet-hell shooter as its own genre. CAVE Interactive's unique approach to shoot-'em-up game design has cultivated a devoted fan base around the world and continues to evolve to this day.

About CAVE Interactive CO., LTD.

Our company was founded on the concept that our creations make the future a more fun place to be. With this vision in mind, we strive to develop computer games, mobile games, and other online entertainment that offer a more enriching and enjoyable lifestyle to people all over the world. (https://www.cave.co.jp/)
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