

Issue 14



December  
2021

Hi there and welcome to Issue 14 of Shoot You Sir! The festive season approaches and I'm hoping some gaming goodness will be coming your way. Whether you are strictly retro, strictly modern, or best of all, a mix of both, there is a vast amount of shooting glory to had, in the video game world. This issue sees a new section, entitled "A Real Blast From The Past". In this fanzine, we tend to deal with games from the 1990s onward. But if you are a bit of an oldie, you may have fond memories of times before the 16bit era. Or you may be a youngster that's curious about ancient history. Either way, check it out and bathe in the glory of the early arcade shoot-em-up world.

Have a cool Yule and Happy gaming.

### SHOOTER NEWS



**DoDonPachi Resurrection is coming to the Switch. Another CAVE game is coming out for Switch in time for November: DoDonPachi Daifukkatsu AKA DodonPachi Resurrection in the west. It should hit all region Switch Stores on 25.11.21, to keep you warm until Death Smiles 1 & 2 arrive for all consoles on 16th December. The DoDonPachi series of games are the flagship of SHMUPs from the developer CAVE, where the emphasis is on intense bullet hell patterns, with tight controls and solid game gameplay. We covered the entire series in Shoot You Sir Issue #11, but for those of you still unfamiliar with this particular game, it is one of the better entries in the series. DDP Resurrection is the fifth instalment in the series, sat right between DDP DaiOuJou and SaidDaiOuJou, DDP takes things up a notch in terms of bullet patterns and gameplay, and is a tough but solid STG to sink your teeth into. There will be a limited edition release of the game, so keep your eyes peeled, but most people will end up downloading digitally. You can just jump straight into this game and not worry about the story, as the action is exactly where it is at - So make sure you add it to your collection!**

**EleXfalter, a game Sly is very excited for, is coming in December and it is from the team that brought you Rolling Gunner. The trailer on Youtube shows this game as a full screen vertical SHMUP, with graphics looking like an updated Rolling Gunner game. A translation of the Japanese description states that the developers were wanting to create a vertical scroller that is designed for 16:9 ratio screens.**

**There does appear to be a rolling gun type mechanic, which is interesting for a vertical scroller. I am personally hoping for an option for twin stick, since this option transformed Rolling Gunner from a very good game, to a great game. There appears to be coin collection for increasing scores, once again similar to Rolling Gunner. Overall this is exactly what we have been asking for during our podcasts: We love the vintage porting of classics, but we want to see good sequels and new shooters come out. This is certainly a step in the right direction - and so was the news about the Valfaris shooter - we really want that one.**





## Game Review

By Graham Pike

# GYNOUNG

ジノーグ

**Gynoug (ジノーグ, Jinōgu), Aka Wings of Wor, in the U.S., was developed by Masaya and released in 1991 on the Sega Megadrive/Genesis. It was re-released on the Wii Virtual Console in 2008 and on the the Nintendo Switch, PlayStation 4 and Xbox One in 2021.**

**I remember back in the early 90s, having this game on the Megadrive. This was before I became an out and out shoot-em-up fan. But it impressed me enough to stay in my mind, as a good memory. So when I saw it had recently been released on the Switch, I was a little excited.**

**Now this Switch incarnation comes with a lot of extra Options. One of which is Cheats.**

**And these are available from the outset. These include Infinite Lives, Infinite Continues, Infinite Magic and even Invincibility. I am not a fan of these sorts of cheats, especially if they don't have to be earned by completing the game etc. I guess they may be of use to someone who is not a regular shmup fan but wants to see the game all the way through, but how will they ever get good, if they can just cheat their way through?**



**Gynoug's game screen takes up around 80% of the TV/monitor screen, with wallpaper borders running up the left and right hand sides of the screen. Which is something you would more likely expect on a vertical shoot-er, whereas Gynoug is a horizontal scroller.**

**As soon as you start playing this game, you'll get that lovely 16bit feeling and marvel at how the**

**developers got so much out of the Megadrive's limited processing power. There are some vibrant colours and inventive scenery here. And even the music, which is mostly a little flat, with buzzy synth noises, does actually shine here and there, with evocative tones and melodies.**

**REVIEW  
CONTINUED**

This Switch port looks fairly authentic, although to be fair, it is a very long time since I owned a Megadrive. The game starts with all the classic attack patterns from the era. Which is all very pleasing. You even get some screen tipping, with seismic explosions to impress you. And it is not very long before mini volcanos erupt below you, spewing out dangerous lava. Yes, it is super classic and

you'll be glad of a speedy, hero sprite (angel) to avoid all those enemies and their firepower, which can come from any direction. And of course, there are mid and end level bosses to overcome, in all their mildly gruesome splendour.

An unusual, added tactic/control which obviously didn't appear on the megadrive version, is Rewind.

Where you can re-live your most recent activity and rethink your strategy, if needed. Again, I am not a big fan of this type of gaming strategy but it could prove advantageous in really tricky sections. I do however, like the way enemies can surprise you, coming from any direction and here's where the game's excellent range of power ups come in useful, as

when beefed up, you get a very good spread of fire and in some cases, reverse firing. Overall I am very impressed with the games presentation.

The Switch may have given it a boost in definition, I can't be sure. But although still very dated/period in appearance, it does look good. Particularly if, like me, you like the old school, 2D graphics.

The gameplay is very retro and in a really good way. There is plenty of variety in the enter-

taining, enemy sprites, that seek your doom. Whether flying through the air or even under water, you will be glad of your magic attacks. These can be picked up, rotated through and fired, which gives another fun and strategic element to your play.

The whole atmosphere of Gynoug is spooky and a little gothic. It may not have the full splendour afforded by more powerful machines at the time, but it's entertaining nature and gameplay, with a sinister vibe, works very well. I think most shmup fans would get a lot of fun, shooting through this game. So if you want a nostalgic, blast from the past or just a very decent example of the genre, from that era, Gynoug could be the game for you. It did the Megadrive proud and would be a worthy addition to a Switch owners, shoot-em-up collection.

**SCORES**

**Graphics: 15   Sound: 14   Control: 18   Fun: 17   Lastability: 16**

**OVERALL: 80%**



# Guwange

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Game Review  
By Slyeessar

PLEASE INSERT COIN

CREDIT 0

Xbox 360/One

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What a name! I first heard about this game from Graham, during the [Shoot 'Em Up let's talk](#) video we did last year on the [Sunaru Gaming](#) Youtube channel. The name has stuck in the back of my mind since, and I never really bothered to look it up properly.

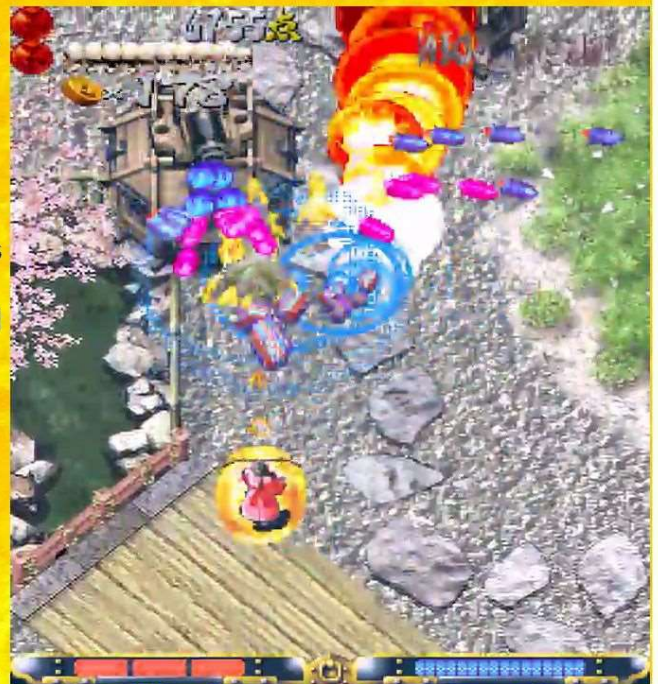


I came across this whilst searching the store on my Xbox One S (not to be confused with the Xbox Series S - why xbox -why?!). I instantly purchased the game on the name alone, which was very cheap, as I wanted to play this port. Now, I must inform you of the caveat that this is a review of the Xbox 360 port that is now on Xbox store, and not the original. So it's a review of a port of a port. The game is set during the Muromachi Period in Japan. You have a choice of three characters, who each have control of a spirit called a Shikigami. The Shikigami is a type of spirit in Japanese folk



lore, and in Guwange, once possessed by one of these spirits, a person dies after exactly one year's time. Not to be confused with a Shinigami, which is a death spirit or Grim Reaper (thanks Death Note!).

I love the aesthetics, I think the design of the background and sprites are brilliant. I also love the Japanese art style, and the animations. However, graphically in this version, they look a bit rough. This is certainly no polished M2 port of a beloved classic, but rather a straight port of a port. More on this later. The colour palette really suits the overall tone of the game, and some of the attacks and enemies you face are rather unique. You have your normal shot attack, which are arrows, kunai, and the like, which get bigger and more powerful with each power up. Then you have a spirit attack, an interesting mechanic. Part focus mode, part more powerful attack, you have a spirit that is linked to your chosen character that can move around the screen and deal damage. This could be in the form of say, a fire attack. This plays well into the looks and feel of the game, as it feels like you can just call on this thing to take out a load of enemies when you are starting to get overwhelmed.



The soundtrack is lovely. A mix of classical Japanese folk music and more traditionally, drum beat heavy mixes you get in SHMUPS. These tracks are tastefully sprinkled with synthesised sounds of different kinds of Japanese flutes. This adds an extra texture to the game



and suits the overall feel the devs were trying to project. Sound effects are decent, as you would expect from any Cave game. When your character dies they scream out in pain, always a plus!

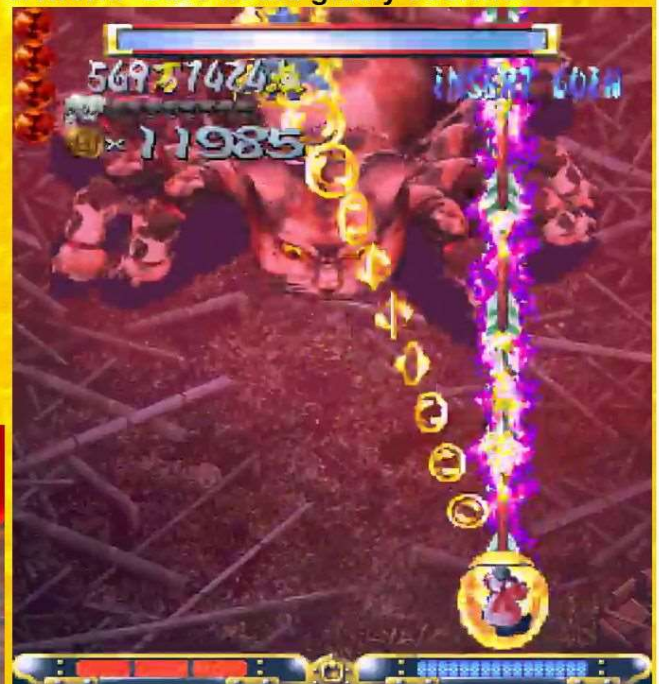
The controls for the most part are simple: Shoot, and strong attack. Your strong attack acts closer to a bomb than anything, which will look like fire or the like, billowing out from your character, absorbing bullets in the ball and dealing damage. Next is the Shikigami mechanic. Holding down the A button on the Xbox One, gives you control of this spirit. Your character can slowly strafe in the direction you point the analog stick or D-Pad but the main control is over the spirit that becomes fully present on screen, wreaking havoc amongst your enemies. You can move the spirit around freely but be aware that your character is exposed to attacks whilst you move around, and takes the damage they normally would if hit. When not in use, your Shikigami fades out of vision and will reappear in the last



**REVIEW CONT.....** place that you left it. All of the gameplay and audio elements really help to elevate the experience this game provides. The visual art style is very nice, even if graphically it looks a bit rough on this port. Controls are tight, and the Shikigami mechanic helps elevate this game above some of its peers and is a nice addition. It's another good example of a Cave game and with a different flavour to all the aircraft based, bullet hell games, that are so readily available. There however, some downsides to this port. Firstly, the play screen is smaller than in a lot of games, and does not even cover a third of the screen. Even when diving into the screen menu, there is no option to increase the size of the play area, which is really disappointing. I appreciate this may stretch the sprites somewhat, but a good port can be made to do this really well, and extends the playability factor of the game. The wallpaper/ borders of the games are beautiful, with some great artwork. But I would gladly sacrifice

this to have a bigger play area for the actual game, which is far more important. I feel that this very much hampers the longevity of the game in this format and if there are any future ports, this really should be addressed.

Overall, the experience here is positive, it's a good game with a lot of potential for fun. Though I would loved to see an M2 port of this game and preferably by their Shot Triggers Team, doing something similar to what they did with Battle Garegga. What else can I really say, other than it's another Cave classic.



## SCORES

Graphics: 14

Sound: 16

Control: 16

Fun: 19

Lastability: 14

**OVERALL: 79%**



# A Real Blast From The Past



Phoenix was one of the first video games that kind of got me hooked. In that I often played it and usually for a little too long. Back in the 80s, this was game that was in most arcades, whether by the sea or in a town centre, most of the vast amount of arcades, that were around in those days, would have had at least one Phoenix playing.



Phoenix is a single screen, non-scrolling, arcade shooting game, released at the end of 1980. Developed in Japan by Hiraoka / TPN, the game was released there by Taito. It was then released in the west, by Centuri and Amstar Electronics in early 1981.

The player controls a space jet that moves horizontally, across the bottom of the screen, firing upward. You have 4 buttons and no joystick. One button to fire upwards, two to move left or right and a fourth button that activates a limited duration, forcefield-shield.

As the title screen ran, on this game, a rather haunting melody played, which is titled "Romance De Amour". A very memorable peice that helped set the scene and drew you in. In the game, you faced a bunch of space birds, in formation.

These would not only shoot at you but would occasionally break formation and try and crash into your ship. This is where your shield really came in handy. The shield's limitations were that you could not move once activated and after use, you had to wait at least 5 seconds before the shield was useable again.

That was just round one and a useful tip is that, if you destroyed a space bird, whilst it was flying diagonally, you got a bonus score. Round 2 was like Round 1, except that the birds get faster and more aggressive. But to make up for that, you get rapid fire and that is a real blessing.

Rounds 3 and 4 has you up against much larger space birds, that are a little Phoenix like. These birds come at you in a sweeping fashion. Unlike the birds from earlier rounds,



these big boys can be hit in in different parts of their bodies. Hit a wing and it gets knocked off but could regenerate. Hit the centre belly of the bird and it explodes, never to be seen again.

Round 5 has you up against the game's Boss, a huge mothership. Now I believe that this is one of the first shooters to employ a Boss. This giant sized, flying saucer has an alien sitting in it's transparent dome and it is this little fellow that you want to destroy. Your shots can chip away at the mothership's hull and you have to destroy a path through the hull, to the controlling alien. Unfortunately there is also a rotating, protective belt to be broken through and this is more

A Real Blast From The Past continued



easily achieved, at the edge of the ship, away from the alien's cockpit. On top of this, the ship slowly moves down screen toward you and the birds from Round 1, return to plague you. So you have to be quick and strategic in your actions.

But only one hit to the alien kills it and the boss is destroyed. The game is complete but yet not, as you have to start again, from Round 1 and everything ramps up a little. Quite a classic this one. The only other music in the game was Für Elise by Beethoven. Back in the day you could play this either in an upright, arcade cabinet or sit down, cocktail cabinet. I only ever played it on an upright. I understand Phoenix was a commercial success and I can certainly see why. In my view, it was and is a real gaming gem.

Centuri seemed to be the largest producers of Phoenix arcade machines and for those interested in the circuitry of these things - CPU: 8085 at 5.5 MHz. RAM: 4 kB (8 2114 1k x 4 chips.) ROM: 16 kB (8 2716 2k x 8 chips.) Audio: Matsushita MN6221AA chip, along with discrete circuitry. Video: discrete circuitry, utilizing 4 more 2716 2k x 8 EPROMs, as well as 2 256 x 4 bipolar PROMs.



G Darius originally came out for the arcades in 1997. A year later the game was ported to the Playstation and it was recently ported to Nintendo Switch as G Darius HD. It is a prequel to the original Darius game, technically making it the first Darius game in the canon. G Darius HD for the Switch includes the ported original, as well as the HD remaster

Switch version of the game. This review is focusing on the HD version. For those of you unaware of this series, it has a very Sci-fi look to it - oh and it is really fishy. That is to say, that the Darius series sprites focus heavily on sea creatures, and Darius HD is no exception.

At first glance, GDHD looks like it is just another game ported over to the Switch. It has decent enough graphics, in the early 3D style found on the original Playstation(modified for modern home consoles), although battles take place on a 2D plane. The further you go into the game, you begin to realise what a great job was done, not only in creating the game, but in the delicate manner in which it was remastered for current Gen. Environments are heavily detailed, with background animation design really throwing you into the universe, and immersing you in a colourful painting of pixel art design. Some of the boss levels have really psychedelic fast moving backgrounds, that remind me of the chaotic environment found on Rozalis, Alvin from Galaxy Fight's home world (Neo Geo). Sprites look vintage 3D, meaning they lean in the direction of polygonal graphics, but these have been 'tarted' up so they hold salt on the Switch.



The environments you battle in during this game make the in-game universe feel vast, with numerous stages taking place in beautifully imaged planetary and space 'scapes. Some of these environments are interactive, and others are just impressive to watch scroll past, whilst you are taking on hordes of enemies. The Boss battles in this game are something else. They feel like an epic battle between a monstrous titan and your small ship. Each end stage boss has a very different look and feel, with very different attack patterns.



These battles take a notably long time compared to most SHMUP boss fights. If it was just on sheer quality of boss battles alone, this game would be contending for top SHMUP.

What a left turn GDHD takes with the soundtrack. Rather than your usual drum driven, riff heavy, synth melodies, found in most SHMUPS, this game decides that atmosphere is more important, and opts for a soundscapes and dramatic sounds, to build tension and intensity. A clever display of less is more, with some rather 90's sounding synth keyboard sounds. It really nails the 'Sci-Fi' sounds and atmosphere and it really suits the game. The sound effects of different shots and explosions are of a level that would qualify it to be compared to any of the top tier games we have reviewed.

The control setup is simple: The 'Y' button is your main shot, with 'B' being the button that fires your capture ball. You can press the B button again once you have captured an enemy ship to set off a bomb attack clearing the screen of bullets, and dealing some damage. If you have not captured an enemy, you will not be able to use a bomb attack. The L trigger loads and re-loads credits, whilst ZR and ZL bring up the options menu. I find this distracting, as it is very easy to hit a trigger by accident when playing/pausing the game. This should really be dedicated to the + or - button on the Switch controller.

A minor issue, but one that could have been avoided.

Moving your aircraft around is fairly tight, but it isn't exactly matching Raiden or DoDonPachi for tight manoeuvrability. It feels looser than both of these games, but it is by no means a sloppy mess.

The gameplay is quite fast and action packed. Quicker than many 90s shooters, like Blazing Star. The game allows you to add up to 9 credits, which is a lot for any arcade-type SHMUP. It also gives you the option to reload credits when they deplete, helping newbies to the genre. There are some really interesting mechanics in the game, most specifically the enemy capture balls that you can hurl at opponents to steal them onto your side for a short while. This mechanic helps to add an extra layer, I have not yet encountered in other SHMUPS. Not just smaller enemies but mid bosses can be captured too, making you feel powerful as you are blasting enemies from the sky. The capture balls use take some mastering but stick at it, as it can be essential to progress. Newbies to the genre may find this game rather challenging, with the difficulty spiking significantly in later levels. They will however appreciate the gameplay, mechanics, and visuals the game has to offer. It does stand out as a more unique SHMUP with the mechanics and mechanical sea-creature based enemies. Any veterans or enthusiasts to the genre will love all the game has to offer, and even I was pleasantly surprised how good this game is.

The ability to stretch the gameplay area to full screen, is a really welcome thing. It is surprising how many games do not appropriately support this function, with warping and other issues popping up across the genre. Even at full splits GDHD looks crisp and at home on the screen. This is clearly one of the better horizontal Shmups on the Switch.

## SCORES

Graphics: 17    Sound: 18    Control: 17

Fun: 19    Latsability: 17

OVERALL: 88%





# Game Review

By Graham Pike



PS4

Developed by Success in 1998, in this vertically scrolling shoot-em-up, you control a ground based tank. The first thing you'll notice is it moves nothing like a tank. It kind of glides, in eight directions, rather rapidly. Which, although fine for playing this type of shooter, makes you wonder why they chose a tank. If it had been a futuristic helicopter or battle-hovercraft, it would have felt far more appropriate. The look is very nineties, suped up 16bit in style, which is very OK by me. It's not up there with other, late nineties shooters, as you'd see on systems like the Neo Geo, either visually or sonically. But Guardian Force does have a feel and playing style of it's own.

For a start, you have left and right control buttons, that when pressed, will rotate your tank on it's axis, by 45 degrees. So you can rotate and fire in up to eight directions. And mastering this, whilst whizzing all over the screen, is essential to making progress. The game screen takes up about 75% of your TV or monitor's full screen. So it's a nice compromise between full and TATE style screens.



Options give you five difficulty settings and a choice of three to five continues. You also have a choice of two control configurations, two ranking types and stereo or mono sound. Enough there to set up a good challenge for your skill level but no specials or extras.

So start up the game and you will see that this may have a dated look but there is plenty of detail and some very nice colouring, too. Overall the music is fairly uninspiring and a little disappointing but

not awful. It takes a short time to get used to the dodge, shoot and rotate gameplay but not too long. And this game gets going, very quickly, with little time to relax, pretty much from the start. The thing I noticed, almost immediately, and this has much to do with the

**SUCCESS**

Review



continued



wierd un tank like movement mentioned earlier, is you never get away from the feel that this is a game. And by that, I mean it doesn't really draw you into it's world at all. It plays well and looks quite pretty but you never get past a slightly detached feel.

Something that the best shooters overcome and draw you into the screen.

However, you do get some excellent power-ups and power shots, that require skill and a little strategy to use and help youself through the multitude of dangers, coming thick and fast. In fact I'd say that the firepower and super-shots are the most inventive part of this shooter. Guardian Force is actually quite a tough game. There is a lot to avoid here, with enemy fire



power, ships and even dangerous terrain, to be negotiated. Although essentially a



vertical shmup, this game does have a flavour of it's own. OK it lacks a little sonic and visual glamour and it won't rock your world but overall it is a little different, it is definitely challenging and there is fun to be had here. Guardian Force is a worthwhile addition to any serious shooter fan's collection.

## SCORES

Graphics: 15      Sound: 12

Control: 16      Fun: 16

Lastabilty: 18

OVERALL: 77%

