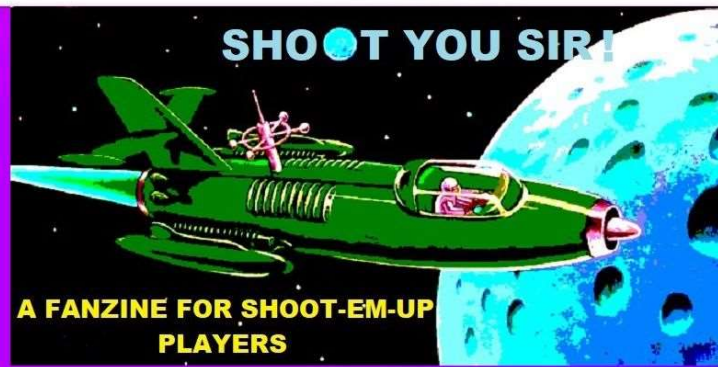


Issue 19



May 2022

Hi there and welcome to the 19th issue of Shoot You Sir! There's plenty of the usual shooter fun to be had within these pages. For those who have not already seen it, there is an interesting S.Y.S. podcast available, that includes **Dace Anaxyrus** from Shmuptopia. It resides here: <https://www.youtube.com/watch?v=U3IfRSiS0lw> Please read on and enjoy. Happy gaming.

### SHOOTER NEWS



Coming to Switch (Japan) at some point in 2022 is the game Wings of Asteria. This horizontal scroller has some routes in what appears to be Greek Mythology. A trailer has been released and can be found on youtube (I sent it out on twitter @slyelessar), which showcases the games visuals, and eludes to the potential the game has. The trailer however, only gives very brief snippets of gameplay, which indicates that it is likely still getting a polish. The gameplay shown is a tad concerning, as it appears either quite slow or not very challenging at all. It is likely that as it is still in development, it will be given the care and attention needed, and the trailer was launched fairly early on (as seems to be developers want these days) to try and gain some attention. And that it has. The graphics have a modern CGI-meets animation slap of paint. The playable character is sat on a Pegasus type creature, firing a bow at very mythological looking creatures. The trailer even hints at what the possible theme with the bosses is, and looks rather cool. Currently this is only showing for Switch in Japan, but it is possible we could see a US/EU release for those of you that do not have access to the Japan store on your consoles. This is one to keep an eye for future gameplay videos, to see if it is up your street or worth paying out for.

A twitter tweet and a Japanese video podcast on youtube has had SHUMP fans jumping in their seats, as it has been confirmed that TAKExOFF will be taking on the project. In case you are not aware, **Akai Katana** is a horizontal scroller from CAVE and was originally released in arcades and ported to the Xbox 360. If you want more details on the game itself, check out issue #5, where Graham reviewed the game. As it stands, there



has been no indication what console the game will be released on. However, the majority of CAVE ports to modern consoles have come to Switch, so I think it is a fair presumption that it will come to both Switch & Steam. I know Graham would love this one on the PS4, so let's keep our fingers crossed for a cross platform announcement! Coming to consoles at some point this year, **Knight Witch** has been described by some a 'Metroidvania shoot em up'. To me, from everything I have seen in the trailer, it seems more like 2D Nights (Saturn) mechanics with bullet patterns in a platform environment. From the sounds of that mash up alone, it should not work, but actually it looks like it plays well from the footage. The game was developed by the team that did plants vs zombies, moonlighter, and RiMe. So they have experience with 2D games. I am looking forward to this one, as it is always fun to try something different.

# Game Review

## SUPERLATIVE NIGHT DREAMS COTTON Rock'n'Roll

By Slyelessar



シューティングゲーム  
「COTTON」完全新作

In recent times, Cotton has found it's way back into popular culture, as well as the SHMUP scene. This started with Cotton Reboot (reviewed in Issue no.6 of Shoot You Sir) which remade a classic Cotton title bringing up to scratch visually. The game was so well done, developers Success then went into development of the particular game this review is about: Cotton-Rock'N'Roll.

C R'N'R goes for an even-more anime approach visually, adding a story with full anime voice acting- Japanese with English subtitles. This story is skippable, but revolves around willows (candy) disappearing from the kingdom around the same time 'the phenomenon' appeared. This is a problem and now all of fairyland is in trouble - won't somebody think of the sparkles?! But don't worry, the wise, in-game character Oh-Baba, informs us apparently 'The legends spoke of this'. All that needs to be done is to find the lost 'binding willow', and like the rain, willows will fall. This, my dear readers, clearly explains everything.

Graphically, during gameplay, the game has a modern look with bright well rounded polygonal sprites. The sprites themselves are big. Enemies are numerous in design, ranging from evil phantasy trolls, demons, bots, and all the way down to the eyeball spiders within the first level. Needless to say, it keeps things very interesting on the enemy front, without a lot of enemies being recycled, as can happen in SHMUPs.



Bosses look and feel huge, and transform mid battle, adding a level of epic ness to the fight, rather than some of the monotony you can get in generic shooters.

Level designs are very detailed, and I particularly like the Egyptian pyramid level, and the sky ship flying past in the sky level looks brilliant. It reminds me of some Sega Dreamcast designs seen in the likes of power stone. There are 8 levels to play through, and the game allows you to choose which destination is next after you complete the first level. All these stages range from generic 'open' side scrolling levels to more obstacle based 'platformer-esque' levels. This keeps the players on their toes, as the challenge changes fairly drastically, depending on what level you choose. This is a great way to keep things interesting, and moves away from the more traditional shooter that Cotton Reboot is. The game very cleverly changes from a fantasy setting on earth to a Sci-fi space shooter in space on the way to fight the final boss in space. The



final boss itself, has different stages, transforming from some sort of high priestess, attaching to a vehicle that fires lasers, and then into a massive space robot. It is all very well done, and seamlessly allows you to go from a traditional looking pretty Shmup, right into a bright and gritty fight for the planet.



It's so Japanese and it is so well done. Even the animations from the sprites when they get hit can be rather comical, with that touch of Japanese humour we all love. Some of the levels are much faster paced and harder, difficult levels ramp this up a bit more, with more bullets and a more frantic pace.

Bonus stages changes gameplay up a bit, with a Panzer Dragoon-esque, into-the-screen section, to collect bags of sweets. They are short, but a welcome respite from all the

action. You are able to gain lives from playing through these bonus stages, so they aren't just thrown in for the sake of it. Overall the game does a great job of creating a fictional world for players. There are also stages to unlock, to pay homage to each of the characters in the game, meaning there's over 16 stages to play in the game.

C.R'N'R also boasts a large amount of characters with very different types of gameplay. You still have classics from the series in Cotton, Appli, the hat thing, and Silk; but the game also provides you with vastly different kinds of playing styles with characters from other series, including a couple of ToHou characters. The big boss in the game is Tacoot, who can be unlocked upon being beaten. The other characters are from other games, and bring different mechanics to their

attacks. Psyvariar and Psyvein. The Psyvariar character gets a temporary shield, and can gain points by scraping or passing nearby to enemy bullets, just as in Psyvariar - very cool. This character 'Ria', from Psyvariar, fires lasers with a wide spread, or a winding slower shot. The Psyvein character 'Fine' has a timer, and the attacks and bonuses focus on how much time can be saved and



gained (or lost), making the game much more interesting. A couple of the characters are able to grab smaller enemies, and can throw them out to destroy and damage enemies, a rather cool touch. In fact, the character **Kawase** is able to throw enemies the farthest. All in all, the fact that choosing a character can change the mechanics and how you approach this game, make it probably the most dynamic SHMUP you have played to date.

The buttons are fairly basic for PS4/5: circle is your main shot (auto fire), square is your focused attack, and X is the bomb attack for most characters. It also ties into the characters and different mechanics that they have, will depend on what button they are mapped to. On the Switch, the game looks and performs tightly. I prefer using the Switch's Pro controller than the huge PS5 controller for SHMUPs in general.

The music in the game is great as well. Blending synths with fantasy melodies and hard rocking



tracks, especially for the boss levels. Shots and explosions sound decent and over all, the sound FX and music help blend in, to add to the experience. It's an all original soundtrack, not previous music from Cotton games. I won't spoil the game's story ending here, as the game is fairly pricey, but I will say it is very much a Japanese traditional anime story, with lots of funny and silly parts in it, but with a massive showdown at the end of the game



in the cutscene - something Dragonball fans may appreciate. It still keeps it all light hearted and is easily skip-able, but you may want to watch it once as part of the first experience. Who is this game for? It certainly provides a bit of fan service with the traditional characters, but has pushed the series into a modern shooter that a lot of STG fans will appreciate.

The game is probably the most dynamic available on modern consoles, breaching the gap between the traditional and the more modern, fast paces stuff, well. For all its strengths I did not enjoy it as much on PS5 as I do on the switch, and that is down to the size of the controller.

The PS5 controller is rather bulky and obnoxious, for playing arcade style games, I have found, so it is not such a big deal. This one is not for the penny pinchers: this is an expensive game, but there is a lot that has gone into the visuals, the challenge, the characters, the training options, and the level designs.



I would say you get every pound or dollar you put into it and there is a lot of replay ability to the game, bursting with different mechanics and playable options.

In conclusion, I think this hits the nail on the head, for when in the Shoot You Sir podcast we have mentioned that we want both more sequels and modern shooters, even though we love traditional tropes, we want something new. This is a step in the right direction, so keep this in mind when you go to purchase the game.

### SCORES

Graphics: 19

Sound: 18

Control: 17

Fun: 18

Lastability: 17

OVERALL: 89%





## A Blast From The Past

Prehistoric Isle in 1930 (Genshi-Tou 1930's in Japan) is a horizontally scrolling shooting game, developed by SNK and released in the arcades in 1989. A sequel entitled Prehistoric Isle 2 was released in 1999. I remember seeing this game in the arcades, way back when and it always looked really glamorous. Old bi-planes taking on dinosaurs. It's a subject that's hard to beat. I got to play it, only a few times but was impressed with it's glamour and it's challenge. This was a pre Neo Geo SNK game but showed what could be done, in the day.

The graphics are super colourful and there is some good detailing, for the time. Animation was limited, as were the dino attacks on your lovely bi-plane. But it was a fun and charismatic game. The SFX and music do seem really old now and would soon be surpassed, as the 90s would show.

Gameplay wise, the player takes control of a biplane, armed with a forward-firing machine gun. It can also be equipped with an "option weapon pod" (satellite), that can be rotated clockwise around the craft. The "option's attack", changes depending on where it is currently positioned. And this is definitely the best part of the game's play, I reckon. When directly above or below the plane, the pod/satellite fires energy waves that reflect back upon contact with a surface. When diagonally above the bi-plane,



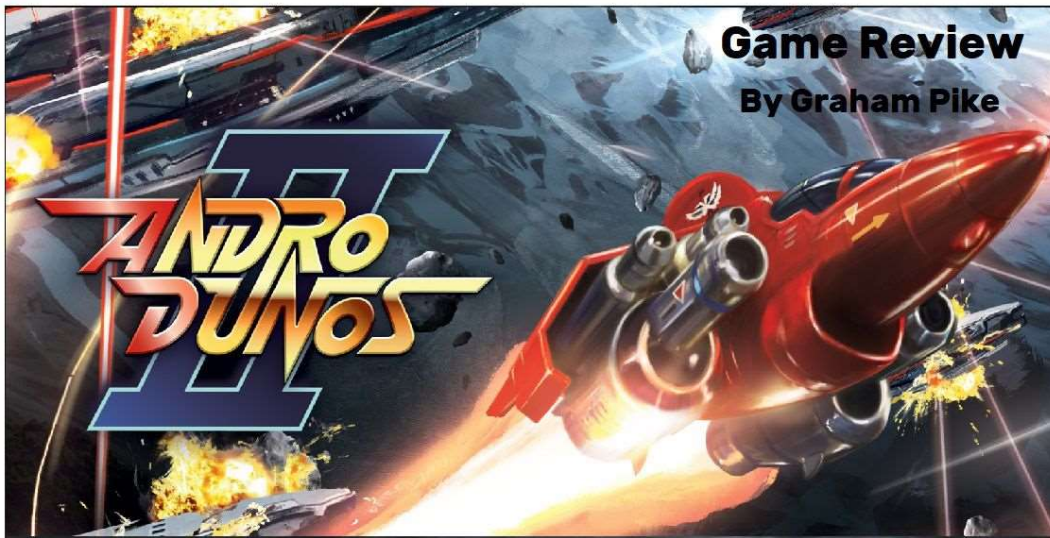
the pod fires balls of energy that bounce off surfaces at a 45 degree angle. When diagonally below the plane, the pod drops bombs. When directly in front of the plane, the pod replaces the standard machine gun, with its own flame cannon. When directly behind the plane, the pod lays aerial mines. Whether making a low pass over a tropical rainforest, blasting dinosaurs, giant wasps or even neanderthal men, or flying through a canyon, where ichthyosaurs leap from the river bed, there is plenty of

challenge to overcome and sights to wonder at. At one stage, you even go under sea, whizzing past a multitude of ship wrecks. Well, this is the Bermuda Triangle.

SNK's 40th Anniversary Collection has this game on it, so why not go back in time.

# Game Review

By Graham Pike



There has been a thirty year gap between the original Andro Dunos and this sequel. But I am happy to say that it has been worth the wait. For this sequel really does feel like the original Visco game, but a little better. I was wondering what they would do with this game's original, basic

graphics and music and am quite content to see that Andro Dunos 2 has remained loyal to the look and feel of it's predecessor. Yet they have moved the game on a little, to give you a sharper experience.

The game starts in super 16-bit style, with a nice animation of the game's hero jet. There's a nice tutorial, just in case you struggle with the idea of one button to shoot and another to super-shoot. The super-shot is an excellent addition to this game. It increases your firepower substantially, for a limited period, after which your firepower is diminished below the



normal, again, for a limited period only. This adds fun and strategy to the game and there is also the facility to toggle through differing firepower loadouts, to best destroy a section's enemies. The differing shots and super-shots also look really cool and add a lot to your shooting experience.

Into the game and it is all very familiar, horizontally scrolling, shoot-em-up fun. The enemy flight patterns and firepower have all been seen before. Yet with that blend of nostalgia, tight controls and a nicely presented world, this game really does punch above it's weight. There are a ton of power-ups to collect, that can really boost your firepower and provide shielding. Yes, in many ways it is just a bog standard, traditional shooter but it is also just a lot of fun.



With backgrounds of a futuristic mech-world, with sprites to match, your hero jet flies through cities, landscapes, under water and into outer space, to wipe out the enemy. There is little story involved but who cares. You just need to play it to understand the whole thing. Which is the trademark of a good, arcade shooter, in my book.





**Review continued**

There are the usual, end of level bosses, that although mech based, do vary quite a bit. There is nothing ground breaking here but it is all rather entertainingly familiar. Choose a difficulty level to suit your skills and there is plenty of challenge here, especially as the levels progress and the bosses hove into view.

Overall then, a definite improvement on the original, whilst maintaining that 90s arcade style. To my way of thinking, Andro Dunos 2 is a triumph, in that it moves things forward just enough to satisfy fans of the original and has produced a simple, fun shooter, for the uninitiated. It is no top 10 classic but I would definitely recommend it for some old fashioned, button bashing fun.



**SCORES**

**Graphics: 15    Sound: 14    Control: 18    Fun: 16**  
**Lastability: 16    OVERALL: 79%**

# Game Review

By Slyeessar



Zed Warp (yes I said Zed, get over it) is one of those games that is cheap via digital download, but offers you a decent amount, at a low price. A TATE shooter, with basic controls: spread shot, focus beam and bomb. The interesting mechanic on the bomb, is you have unlimited bombs but you have to wait for the Gauge to re-charge. This allows the game to be approachable, and along with the three main difficulty modes, allows one to dial in the challenge. The harder the difficulty, the more hardcore the bullet patterns will be - fairly standard.

The story is basic, but the premise is fun: A ship, able to space warp, has been lost on it's first foray into the cosmos. A distress signal has been detected and now the player character -clearly off their head on hallucinogenics - must locate this experimental space warp ship and collect it's black box, which is in the stomach of some titan beasty from out of space - so lick your poisonous toads and swallow your aunt fannies special handbag mushrooms, because you are going in!



The controls for a game of this price level, are fairly tight and you can move around via arcadestick, analog stick, or D-pad. Switching between your spread shot and your beam, is slick and easy and DoDon-Pachi fans here, will make some reference to the series. Tap the B button to set of the bomb attack, which destroys bullets and objects.

The levels in the game are fairly well laid out and each stage provides you with a different challenge. Usually involving objects that block your way or force you down a particular route. They are designed around different parts of the insides of the beast you are in, which is rather cool.

The graphics are rather tame and not much to write home about, which maybe where the idea to make it bright, with lots of flashing, came in. Some will argue this adds a layer to the game, but to me it feels like it is hiding the fact that the designs are rather







## GAME REVIEW CONTINUES

lack lustre and rather unimpressive. There is nothing wrong with keeping it simple and it is possible the developer (that everyone online is referencing, are the same team behind project Starship X), thought that all the flashing and bright imagery would make the game feel more

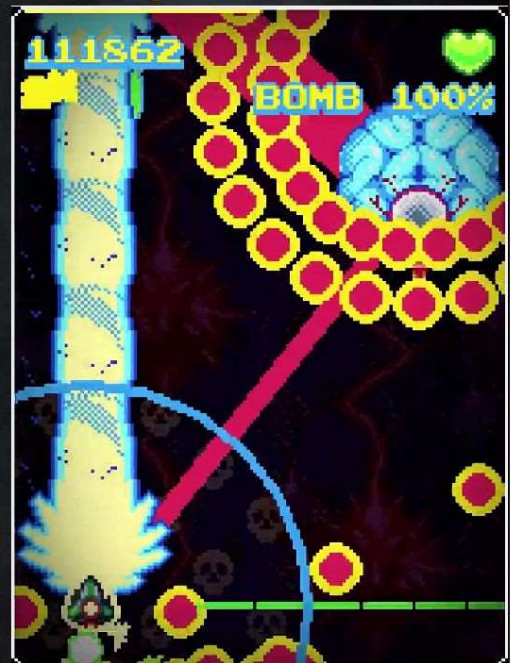
intense. However, it can lead to different sprites and bullets, looking almost the same, which feels less like a challenge and more tedious than anything.

Boss fights are the best part of the game. Bosses are designed well, and provide the main bullet hell sections of the game. It nails these sections well and for me, were the most enjoyable part. However, one or two of the bosses have very cheap attacks, that feel lazy more than a challenge.



The best thing about the game is the music. There are some brilliant tracks and even the first level has you bopping along whilst blasting through your enemies. A mixture of hard rock and dance. I would happily have the sound-track playing along whilst doing other things like chores or writing reviews about both average and brilliant games.

So on the scale of average to Crimson Clover, where does this game sit? Well, our friend Dace, from Shmuptopia loves this game and there are some others that defend it, but I feel the game is just 'Okay'; I have read some really crappy comments online about it, but I think you have to skip over the worst and the endless praise to find the ground where something actually sits. This is a not a love or hate game but more of a casual, alright experience. Nobody is going to be harking back to this game in years to come and for me sits neatly on the shelf of 'an in-between game, whilst waiting for something I want to come out'. It does however, provide a decent experience for the price and the price is very low, making this game worth trying.



## SCORES

Graphics: 12    Sound: 17    Control: 16

Fun: 15    Lastability: 12

**OVERALL: 72%**

