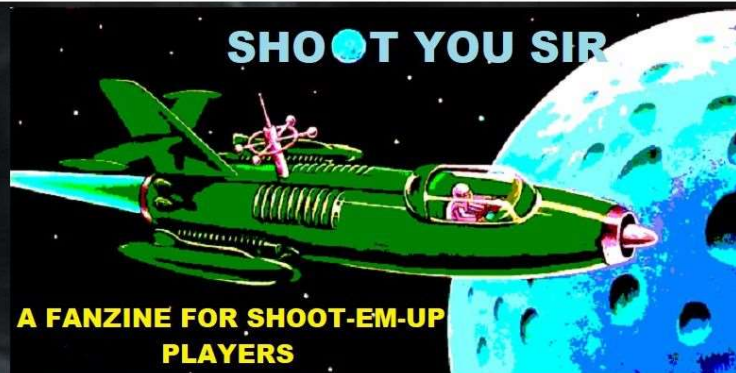


ISSUE 2

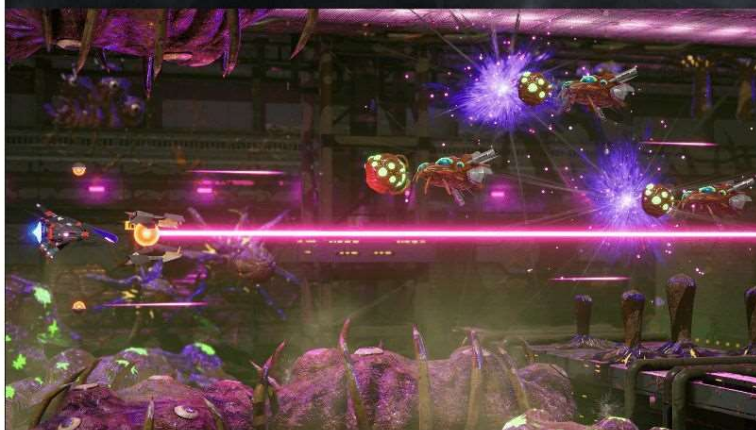


December
2020

Hi there shoot-em-up fans and welcome to issue 2 of Shoot You Sir! We, that's Slyeessar and Graham Pike, would really like to thank all of you, who have sent such positive emails to us. It is very encouraging to know how many shoot-em-up fans are out there and that this fanzine is appreciated. Also thank you to the many folk, who have posted on Twitter. We intend to carry on, using news, reviews, previews and shooter specific articles, to share our love of this gaming genre. With the festive season upon us, I hope you all get a chance to enjoy this hobby and hopefully, some friends or relatives, will increase your shmup collection.

Happy Gaming.

Shooter News



R-Type Final 2 - Coming spring 2021

Want a modern R-Type game? Well you've got one coming spring 2021. The trailer was recently released, and showcases a very good looking game, that comes with a lot of expectations. Anyone that has been following the Let's Talk series on Sunaru Gaming, that Graham Pike and I have recorded will know that R-Type style games are something I am not particularly fond of. However, it is a series with such pedigree it would be remiss of me not to give it an article in our news section. Boasting updated, modern graphics and customisable aircraft,

R-Type Final 2 has made an impression on the SHMUP community and has made a very specific statement with its tagline: "Upgrade. Evolve. Destroy.". From this, one can only surmise there is going to be a fair amount to unlock, allowing players to upgrade their 'crafts from missiles, right down to paintwork. In the trailer, there appears to be a fair amount of different kinds of enemies, some of which can be seen manoeuvring in all sorts of ways across the screen. You may be interested to learn that you can pre-order all sorts of goodies for this game, including soundtrack, artwork, poster, & a special edition box. I daresay it is quite a collectors game in regard to physical release, but will likely be available as digital download for anyone that just wants the game and is not fussed about all the added extras. We will wait for this one with baited breath...(Sly)

I have very mixed feelings about the R-Type series. They are some of the best looking shmups around, with gameplay to match. But I find their unforgiving difficulty, a bit too much, some times. Pulstar on the Neo Geo was of this type and I played it to death and loved it. But I've more than once, bought an R-Type game and just not played it enough. And here we are again, a stunning looking game, that'll no doubt have some great, very tough game play. Well, I've just got to get it and try to stick with it, this time. (Graham)



The Squadron 51: this game's trailer opens with classic black & white 50's action movie visuals, and the game continues this aesthetic during gameplay. Do not let that fool you though, this is a modern 2d shooter with a classic look. You take control of circa 1950s aircraft taking on all manner of enemy craft, but most intriguingly; UFOs. The game has 6 levels, with four different airplanes, and a two player co-op mode. The story is that of a cheesy 50's action film, where you are set against invading UFO forces. The sprites look really sharp and well designed.

Continued further on....



GAME REVIEW

By Slyeessar

Nintendo Switch

RAIDEN V

DIRECTOR'S CUT

PUSH ANY BUTTON

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A game series with the pedigree that Raiden has, often leads to high expectations when a new game is released. Raiden V Directors Cut (RVDC) has been ported to the switch, and my what a horizontal beauty!

As SHMUPS go, RVDC is a very good looking game. Firstly, the border in which the play area is surrounded is filled with all manor of information. Some people may find this distracting, but likely they will either ignore it or become obsessed with RVDC fantastic score system – more on this later. The border looks modern, with a nice green tint, and suits the overall look of the game. The gameplay area itself looks great, with backgrounds looking detailed but not distracting, and sprites looking crisp. You have a choice of 3 aircrafts (Azuma, Spirit of Dragon, & Moulin Rouge), and a choice of different kinds of shot in the game. There are one or two levels where the background is racing along as you are playing, and this may be disorienting for some people. However, this is a very rare occurrence. At the end of the level, your aircraft has a little CG cutaway scene where it flies off, which is a nice touch.

Out of all the games I have played in my life, which is quite a few, RVDC stands out as one of the best sounding games in terms of sound effects. Everything sounds big and explodey – phrase coined- every projectile that hits something has a satisfying sound and feel to it, really adding to the immersion of the game. The music to this game is great and merges well with game play. Now, the reason this has not scored a maximum for sound, is for one very simple reason: The border has anime characters talking during the middle of gameplay, which is a really odd choice for a SHMUP. But fear not dear reader, they can be turned down or off in the menu system. The ability to control the volume really saves the game, as this would be really off-putting if you had to put up with it.

The menu system looks good, and is simple and effective. The manoeuvrability of the aircrafts feels tight and responsive, with each craft having slight different stats for attack, speed, and XXX. Controls are standard for a SHMUP, hold the shoot button (or tap if you prefer), with a button for bomb, which naturally clears the screen of projectiles and enemies. A new and interesting new feature to the game is the 'cheer' mode, which basically supplies you with an extra attack, more powerful than your standard attack, but not as powerful as a bomb. This could be either seeking missles or sweeping beams extending from your aircraft. Analog stick or D-Pad can be used, but I prefer the analog for this game.

This game comes with quite the challenge. You can set it to easier modes, but Normal mode I find to be just right. On harder difficulties this game eats me alive, but SHMUP veterans will likely be able to play this on Hard mode, once they have learned all the nuances of the game. With that aside, this game is a lot of fun to play. It sounds great, looks fantastic, and the levels will keep you coming back for more. What will keep you coming back for more though, is the score system per level. On the left hand side of the border screen you will see a line graph, which shows your progress throughout the level. This is displayed as you are playing, right next to your best score of the stage, and the level best scores from the game. This is something I glance at when playing, as it really feels like you are playing against yourself and others, and is one of the best features I have seen in a SHMUP. This is literally my favourite thing about the game... how sad!

In regard to last ability, RVDC has several different stages, some of which are not obtainable until you have scored high enough scores to unlock them. As this game saves your high score with a line graph,



you can jump back in any time and take on your best score. Three aircrafts means 3 slightly different ways of playing, as they all handle very differently. When you go to start a game or select a stage, you are able to choose which weapons upgrades you want throughout the game, and you are able to change main weapon by picking up a Gem.

Continued over.....





A gem coloured for the particular kind of attack (i.e. Red for spread, Blue for single beam, etc.). So in all, this allows for re-playability.

Overall this shoot-em-up is very well put together, and if you enjoy aircraft type SHMUPs, you should definitely give this game a go!

SCORES

Graphics: 19 Sound: 19 Control: 18 Fun: 17 Lastability: 17 OVERALL: 90%



LET'S PLAY

Shooter News continued

Especially the UFO saucers. It may be the street film photographer in me, but I love the high contrast B&W aesthetic this game has adopted, and consider this one to watch. This game is already on steam, but releases on PS4 & Nintendo Switch in 2021. And so I twiddle my moustache and salute you: Shoot You Sir! (Sly)

Having watched some vids on this game, I have to concur that this game looks super cool, in that 50's, B-movie style. I also noticed that your hero airplane can angle it's firepower (approx 45 degrees) up and down, as it manouvers around the screen. Well, we all know about Area 51, so I suppose any squadron taking on UFOs, should also take on the 51 name. (Graham)

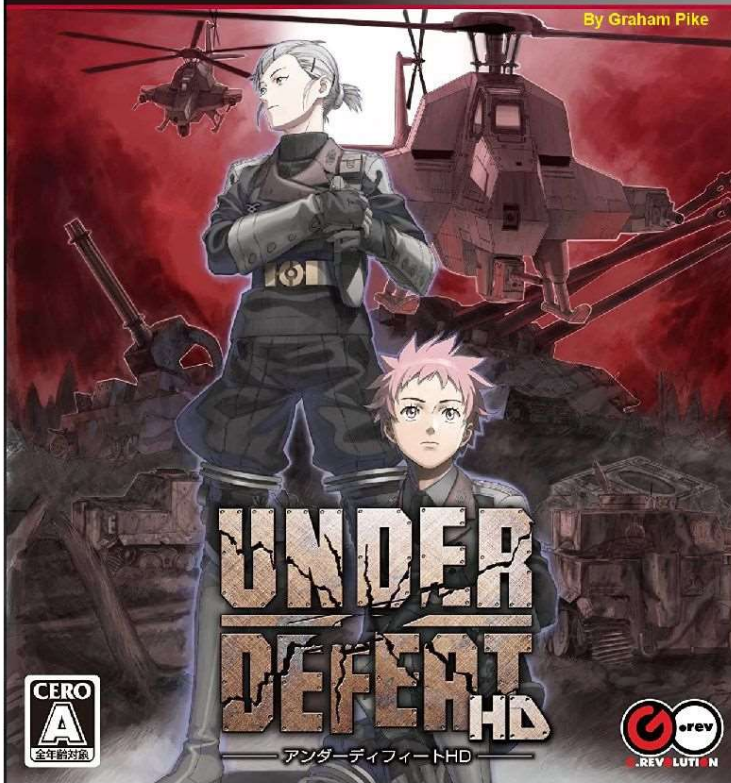


I, AI is a new, classic shoot em up with a modern look, coming to the Nintendo Switch, on December 9th. You can get this game both as a physical copy or as a digital download. In fact, if you go on Nintendo's digital store via your switch, you can download the demo for free! Having played the demo, please see my thoughts and findings below. As this is a news article with thoughts on the Demo, I will not be ranking elements of the game. (Sly)

missions, on your way to the 'Stargate'. The main screen keeps things basic: Continue, New Game, & Options. In the options, the game allows you to change things such as language, sound, controls, and game difficulty. When starting a New Game, you have the option to choose missions (restricted for demo purposes), and press 'L' to go to the 'Hangar'. In the Hangar, you are met with a simple upgrade scheme for your AI craft, which allows you to upgrade main weapons, your armour, Auxiliary weapons. that can be unlocked, and something called 'Resurrection'. The description describes this as 'when your ship is destroyed, it is reborn instead, improvement increases resurrection times. This acts more like a 'respawn' of sorts, or more specifically a traditional SHMUP 'life'. Starting the demo mission that is available, you are met with a brief cut scene with voice acting, which does not really give much away about the storyline. Then you are straight into the action. The gameplay in this SHMUP is vertical, up the screen shooting, and the game play area itself encompasses the entire screen. The graphics are very nice, with photo-realistic backgrounds, and well animated sprites, and a futuristic space like setting. In the demo level, you have to clear an asteroid belt, and are able to move the asteroids by manoeuvring into them and shoving them aside - this feels very strange in a shoot em up- or destroy them with your light gun. Enemies you destroy drop little blue orbs, which you collect and use as currency to purchase your upgrades in the hangar section. In terms of sound effects, the developers have opted for a more 'sort of realistic space vacuum that absorbs sounds'.

Shooter News continued further on.....

By Graham Pike



I started off with the non HD Deluxe Edition of this, on Sega's Dreamcast and have always liked it. This port, onto the PS3, really added some excellent features and of course, higher definition. Developed by shoot-em-up stars G.Rev, this game starts with some black & white photos and a brief storyline. There's a ruckus going on, between the Union and the Empire. Exciting stuff! Going into the game, you get a full raft of options. There are 4 types of play. New order mode, New order practice, Arcade mode and you guessed it, Arcade practice. The Arcade modes are using the original TATE screen play. The New Order modes use full screen play. Yippee! There are a load more options, to get this game just how you want it. You start the game with 2 continues, which gives you a good amount of challenge, if you want to complete. But after 8 hours of gameplay, you get free play or infinite continues.

You get a game tutorial, which is where you'll find out how this game differs from most vertical shooters. In Under Defeat you are flying a helicopter gunship and this chopper can aim it's firepower, through a 90 degree angle. Up to 45 degrees, left or right of straight ahead. So if you move you direction stick and don't shoot, the chopper will appropriately change angles.

If you continue to shoot whilst moving direction, you will strafe. This is the conventional control but you can also use the dual control system, on the PS3. Either way, this game has a good feel to it. I remember, when I first played this game on the Dreamcast, I was a little disappointed that the helicopters only had that 90 degree angle change. As I was a big fan of Zero Gunner 2, in which you can swivel the craft around a full 360 degree turn. But I soon forgot about that, as these are 2 very different shooters.

For starters, Under Defeat HD has quite a military look to it, as this game is supposedly set in an alternate WW2. It is gritty and although beautifully presented, it has a grim, war like vibe to it. So, you start at Stage 1-1 and the first thing you'll notice is how good the visuals are. Youtube videos and photos don't seem to do this game's graphics, justice. The open terrain is beautifully realised and the sprites are sharp and nicely detailed. The graphics have quite a realistic look to them but not in the rubbishy way that photo-realistic games, in the 90s did. Just good quality, high definition programming.



There are plenty of power-ups here and you can even acquire a satellite shooter. There's a gauge for this "Option Attack" and you charge it up, when you are not shooting. So lay off the shot button whenever it's safe to do so, for this excellent "Option". There are plenty of enemy craft to destroy, the largest of which are ships. These multi-gun turreted behemoths can take a while to overcome but it's a good challenge and a load of fun.

The one down side to Under Defeat HD is that it does suffer from slowdown and this is most evident when you release your chopper's screen wide bomb. I'm no fan of slow down (who is?) even though it can occasionally help you negotiate a hail of enemy firepower. I think that it is a consequence of Under Defeat's HD-ness. I mean, this game graphically out shines most shooters, even on far more current consoles and that processing power has used up what could have been used on keeping up the game's frames per minute rate.





Whether you take on a battleship, helicopters, jets, tanks or a screen filling aircraft, this game really is a load of fun. Even the clever, enemy firepower is entertaining to watch, as well as avoid. All the devastation here is always impressive, both visually and sonically. The SFX in Under Defeat are spot on, adding realism and a thrill factor. The music is neither outstanding or awe inspiring but it does lift the game, with it's synthetic, rocky tunes.

Review continued.....

I'm quite sure that the hardcore shmup players out there will be playing this game in the arcade, TATE screen mode. Me, I love the full screen, New Order mode. It really gives you that cinematic experience and let's you appreciate just how much has gone into the realisation of this great shoot-em-up. OK, the slow down probably stops this game going into the elite gameplay league but as a shooting experience, it's up there with the best.



SCORES

Graphics: 19 Sound: 19 Control: 18 Fun: 18 Lastability: 18

OVERALL: 92%

Shooter News continued



As such, your fire sounds like clicking as you are trying to shoot down enemies. Explosions do sound when you destroy enemies, but the sound is cut off fairly quickly, and rockets fired at you have a muted sound to them. This choice makes sense given the setting, but then this appears to be limited to the sound effects, as objects do not seem to move as if in a vacuum. An example of this is the asteroids/ rocks mentioned above, which you push around in a lack-

I, AI

lustre fashion, as if moving through dense water or it may be a small thing, but it does break the immersion of the game. There are even little round mines in the demo level of the game, that zip left and right like yoyo's across the screen, at a fast rate, which also seems weirdly out of place, especially given that movement and control of aircraft in the game, is slow and far more awkward than these mines zipping back and forth across the screen so quickly. These are avoided by simply going to one side of the screen and moving up past them, which makes them feel pointless, as you cannot navigate them, but merely briefly pass them by.

The control scheme utilises most of the buttons on the controller, however not everything is available to you and must be unlocked via the hangar. The left analog stick controls movement (No D-Pad use here), and to fire your main shot attack is 'R'. At the start of the game, you only have this and a brief lightening attack when you press the 'Y' button. The things you can unlock for the other buttons are an energy shield, a ray, an energy bomb, and mines. As mentioned above, most things move around the screen fairly slowly for a SHMUP, especially compared to the likes of Raiden V DC. Well, except for the mines I mentioned above.

I haven't mentioned music yet, and it is there, but it is atmospheric and nothing to write home about. A few, slow riding synth notes and basic percussion. It is likely you will get different kinds of music for later missions, but I can only feed back about the demo at this point. Overall, this is a very good looking game, but playing the demo it feels like there is a lot of potential there that has not quite been tapped. But then, we all know Demo's can be different to finished games, and this is listed on the store at a low price. It firmly sits in the 'you select a mission and need to upgrade your ship' mould of SHMUPS, which will add more last-ability to the game. I am undecided on whether or not I will pick up the full title, but this may be right up the street for some readers. Oh and did I mention it is cheap? (Sly)

I've watched some gameplay video of this and the click sound of the hero jet's firepower, is just a little irritating. (Graham)

Let's Focus On A Developer



Yūgen Gaisha Gurefu



G.Rev is, as you might imagine, short for G Revolution. They were formed by employees from Taito, who had previously worked on the games Raystorm and G Darius. So their shmup pedigree was very good. The aim was for G.Rev to be shoot-em-up specialists. But suffering from a shortage of cash, they started by co-developing games, with Taito and Treasure and were partially responsible for the sublime Ikaruga. And their first all G.Rev release was actually a puzzle game, called Doki Doki Idol Star Seeker. Finally they were ready to go and the excellent arcade/Dreamcast shooter, Border Down was their first effort. This game garnered much kudos and became a DC classic,

that soon gained in value. Then, to my mind anyway, they went one better with Under Defeat, again on arcade and DC and later on the PS3. Talk about an amazing start. Two real, cracking shmups. Then they went slightly off genre, with Senko No Ronde (Wartech in the west). Which was like an anime, one-on-one shooter. I really liked this game but it was definitely not a trad shmup. Then G.Rev joined forces with another small, shooting genre developer, called Gulti, to develop the amazing shooter



Mamoru-kun wa Norowarete Shimatta (Mamoru-kun, I've been cursed). A super colourful, multi-directional shmup, that perhaps, some fans of the genre may not have liked but I thought was a real breath of fresh air and a load of fun. They moved on, with a Senko No Ronde sequel and then really went for it, with a rather amazing game, called Strania: The Stella Machina. I remember downloading this onto my Xbox 360. You took charge of a flying mech, with multiple weapons and an amazing 2D/3D world. Very strategic, with almost, puzzle like elements. It was one tough but exhilarating shooter, that really, in my view, sealed G.REV's reputation as a top rate shoot-em-up developer. Moving onto the portable Nintendo 3DS, they developed Kokuga, a wandering, rather than scrolling, shooter. Not really my thing but again, it showed some G.REV flair and ingenuity. G.REV have since done some mobile games and



helped with the brilliant Dariusburst: Chronicle Saviours, on PS4. But otherwise, seemed to have run out of steam. Which is a shame, as I think that they have developed some truly wonderful shoot-em-ups, over the decade from 2003 to 2013. OK, there are only 4 true shmups but a quartet any developer should be proud of.



SOLDNER FINAL PROTOTYPE X 2

GAME REVIEW PS3

By Graham Pike

This horizontal scrolling shooter was developed by the German company, SideQuest Studios and published by Eastasiasoft in 2010.

Originally on the PS3, it made it onto the PS Vita in 2015 and the PS4 in 2020. I never got to play this game's prequel. The game starts with a very nice intro, with written and spoken dialogue, over some very stylish, animated scenery. Basically it's 20 years after the prequel and the enemy (the D'aarg) need sorting out again and the Final Prototype jet, is just the machine for the job. Moving on to the gameplay demo, you see that this 2D, horizontal shooter, has some very sharp 3D style graphics. Beautifully realised star jets and psuedo photo-realistic backdrops blend rather nicely. The detailing, light and shading are excellent.

Next comes the game menu, which offers the main game, some challenge modes, to be earned during play, high scores, awards and options. Options are difficulty (easy or hard), high scores (off or online), sound (off/on), music (off/on) and finally language (English, French or German). Start the main game and you may choose which stage, from 10, to start on. You have to have completed a stage, other than the first, to start on it.

There are 2 jets to choose from, a 3rd becomes available later, when earned.

So it's into the action and very soon you'll be in the thick of it, with a shed load of enemy ships and missiles, all bent on your destruction. Fortunately there are plenty of power ups to collect, including satellite drones, that are so popular in these types of games. But unlike many games in this genre, this is not a one hit and you're dead shooter. Your jet has a health bar that slowly depletes when you are hit by firepower and other obstacles, like space rocks etc. I like this way of doing things and the controller lets you feel every hit.

There is quite a bit of speech during play. Like when you collect one of the vast array of power-ups, a vocoder/robot voice tells you what it is. But to be honest, I have trouble understanding what it is saying. A female voice also gives you helpful hints concerning defeating foes and if you get killed, she'll likely make a sarcastic comment. It all adds to the vibe of the game.

Your hero jet is speedy and responsive but I did notice that at times, you can't move it to the extreme top or bottom of the screen. Soldner-X 2 has the traditional, huge, end-of-stage bosses, that will take up most of one side of the screen. They are an entertaining bunch, both gameplay wise and graphically. My favourite is the huge, metallic, demon head, with glowing eyes and razor sharp teeth. Every now and then he'll try and bat you with one of his huge hands. There is a lot of firepower, filling the screen at times but I wouldn't call this a bullet hell game. Soldner-X 2 isn't super tough but has plenty of challenge and you have to concentrate on which enemies are vulnerable and which are shielded.

I am more of a fan of Japanese, 90s, hand drawn graphics but I have to say that this game's more CGI, 3D style, does look good. It has very sharp sprites, with loads of tasty detail. And the fairly realistic backdrops seem to work very well, too. Unlike many shooters, with fake looking scenery





SIDEQUEST
STUDIOS

eastasia soft

that doesn't seem to connect with the
gameplay, this game's graphics co-exist
rather well.



The music has a futuristic, synth based, cinematic style that enhances the feel of the game. OK it's not innovative nor does it give the game a wow factor but it is evocative at times and is all blended with the gameplay and game world, very well. Like wise the sound effects and speech blend in well but don't substantially lift the game.

The game controls well and you'll have to be on your toes throughout. There nothing complex here, to get your head around. With good reactive skills and a little strategy, you should be able to blast your way through this entertaining game. It's no walk over though and there's plenty of fun, coming back to it to make progress and earn all the extras that that progress will bring you. So, if you enjoy the style of Soldner-X 2, there will be plenty of play time to get your teeth into.



The vast majority, if not all of my favourite shmups, originate in the Far East but I'm open to stuff from Europe etc, even if they have often disappointed me. Soldner-X 2 has not disappointed me. In fact, much of it has really impressed me. Not least the sharp sprites and smooth gameplay. But still, I wouldn't put it up there, with the best of the best. Why? Well although engaging, it doesn't really fully draw me in or at any time, really wow me. It does create a game world and does a lot to get you to know it but that game world does not fascinate me. It is technically really good and does contain some of the surreal wackiness you get in those oriental games but it's missing something in that attempt and the overall gut thumping, can't wait to see what's next, just isn't quite there. But having said that, I would still recommend this as a really good shoot-em-up.

SCORES



Graphics: 18

Sound: 16

Control: 18

Fun: 15

Lastability: 17

OVERALL: 84%



RXN RAININ

Game Review

By Slyellessar

Nintendo Switch



For a game with such an unusual name, it certainly is one of the most impressive games I have played on Nintendo Switch, let alone within the SHMUP genre. This game is exclusive to the N.S. and you can purchase it in both digital and physical forms, with the game having a special edition physical release. You get to fight invading alien bugs and invading ships with your mech-come-aircraft, with the gameplay area taking up all of the screen. Ultimately this is a vertical SHMUP, but enemies can come from the sides of the screen and surprise you. The game makes you play through levels one mission at a time, and in order to progress, you need to complete the current mission. You can go back and choose different levels if needed. Most last just a few minutes each.

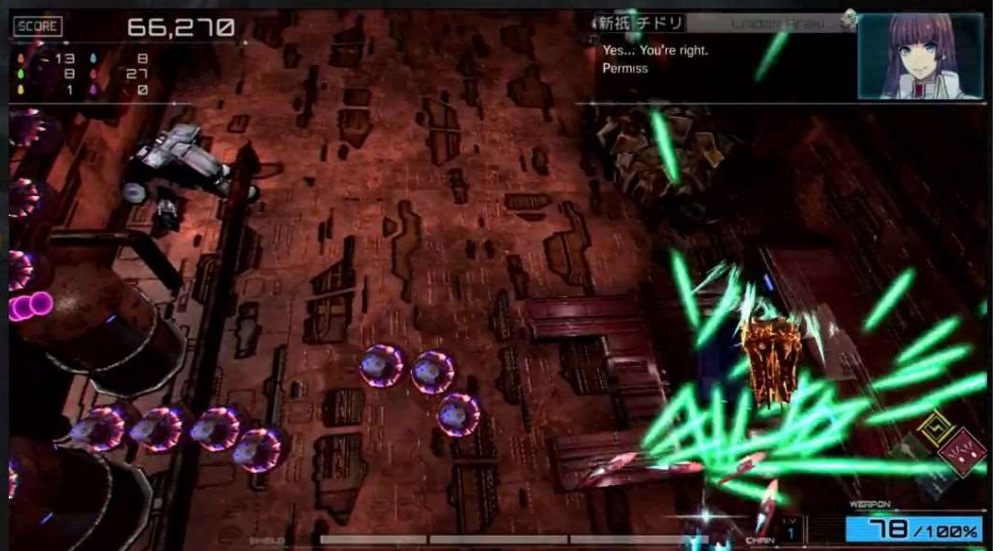


Graphically this is probably the best looking modern shoot 'em up you will get to play on the Switch in 2020. During gameplay, the 3D background moves around different environments, all of which are quite like some of the older shooters on Sega's Dreamcast. Bullets and lazors are bright, sharp and pretty, with good contrast of dark and neon throughout the game. The music tracks are good and the sound effects suit the game. The music is hard rock driven,

with some great guitar and synth parts playing throughout. This does emphasise the fact that the screen can get over cluttered with enemies on certain missions. With that said, I wouldn't mind having the soundtrack on disc or MP3.

RXN has a 3 tiered life bar at the bottom of the screen, and naturally decreases when the player gets shot. You have a choice of 3 characters, with different coloured aircrafts, and different weapons for each one. You have a main shot, a more powerful slower shot, a much weaker spread shot, and a special attack that works as a bomb clearing the screen and doing damage. The maneuverability is good, and everything feels tight.

With everything else considered, RXN-Raixin is not particularly enjoyable. This lies within the fact that some of the individual missions are very laborious, and sometimes you are bombarded with so much on screen it is hard to tell what is going on. There is a challenge to the game, which is a good thing, however, considering the inviting look to the game, it is not very welcoming to shmup beginners.





Review continued.....

You will need to strap yourself in for a mixed ride of enjoying the graphics, and getting really frustrated with being overloaded with enemies. The firing patterns from bosses are interesting, and being able to check out the craft in humanoid or vehicle mode after a level is rather cool. This game has a lot of missions to complete - upwards of 50 in fact. Ordinarily this would allow for a lot of play time, and having

three different characters to play around with, opens up the game a little bit. However, the more brutal levels of this game may be off putting to some gamers. There is a fair mix of easy, medium, and hard missions littered throughout the game, but difficulty spikes do feel like they come out of nowhere.

Overall, the game is great to look at and I would say it is worth having this game in your collection, even if it is only to look at. It certainly comes with its own flaws and frustrations though. You can just be overwhelmed with enemies and that's not including their bullets. It can be quite frustrating, with some missions leaving you feeling that whatever your shooting skills, they were wasted in this game. Which is a shame.



There are large parts of this game that seem up to luck, more than anything. There is fun to be had, but you will need to really stick with it through the good and the bad to be able to fully appreciate the game. However, with everything said and done, there are some missions where RXN-Raixin is very exciting, and I love the mix of mecha/crafts & bugs.

SCORES

Graphics: 20
Control: 17
Lastability: 16

Sound: 18
Fun: 13
OVERALL: 84%

