

Issue 3



January
2021

Hi there and a happy New Year, from Slyeessar and Graham Pike and welcome to the first issue of Shoot You Sir! of 2021, being our third issue overall. I hope you all had a great festive season and maybe even got some gaming gifts. I know we did. It looks like 2021 will be another great year for shoot-em-up fans, with a ton of releases due out. We all wait with baited breath.

Happy Gaming.

SHOOTER NEWS

Capcom Arcade Stadium is due for release on Feb. 2021, on the Nintendo Switch. It will be 3 different Capcom game collections, from the 80s, 90s and early 2000s. It's a real mix of genres but our favourite is well represented and includes classics like 1945 Counter Attack, Carrier Airwing, Pro Gear, 1944, 19XX, Gigawing and Varth. Gigawing and Pro Gear are 2 mouth watering prospects.



Raiden IV X Mikado Mix coming to the Switch! It looks like another Raiden game is coming to the Switch. Raiden IV! Yes! not a sequel to Raiden V, but a port of the fourth instalment. Along with the original game, some readers may be happy to know that they will get some extras with the Switch package. These include: Different choice of soundtracks/background music, Arcade Mode, Additional Mode, Overkill mode, Boss Rush Mode, & Score attack mode. There is also a Vertical screen play Mode and an Online Mode.

It is always good to see a horizontal-screen play mode for a game on the Switch, as I often like to play it undocked on my desk in horizontal mode, for shooters. This is a most welcome addition!

Being a Raiden game, expect tight controls, fast action, lots of power ups, and a selection of 3 aircrafts to choose from. The graphics appear to have been upgraded for the Switch too, which is always nice! This game will release on April 22nd, in Japan and will have a limited edition run, including CD soundtrack(s). A must have for those that

like to collect physical copies.

Mechanical Star Astra is a slightly more unusual entry for our news section but I have to say, the game does look good from the trailers I have seen. The reason it is unusual is that it will be available for Windows. What?! Not a console release? Well no but that does not mean that there is no potential for a console release in the future. The best way to describe Mechanical Star Astra, is classic 90's visuals, with modern bullet hell style game play. That describes a lot of SHMUPs, from here, all the way to Japan right? Well, yes. M.S.A. looks rather like ESP.Ra.De, in that it specifically channels that 90's Japanese arcade look and feel. It is an aircraft type shooter, set in the distant future, where the world is "inhabited by androids, fighting against berserk machines, that want to wipe them off the planet". The unique thing about this game, is it is still being developed, and you can download the demo for free on windows. Who can complain about that? Well, I own a Mac on OS... but still! If I had a windows computer I am sure I would jump at the chance. The download Link is: <https://boghog.itch.io/mechstarastra>

Shooter News - Shooter News - Shooter News



Game Review

By Slyeessar

WOLFLAME

Nintendo
Switch

Wolflame will not be near the top of many Shoot-em-up players, most wanted lists, However it does do a lot right. Anyone looking for a go-between SHMUP, whilst waiting for a more anticipated release, will find this a good play in the meantime. Graphically this game is nothing to write home about. There are extensive uses of grey, but ships and bullets have various subtle colours to them. Being a vertical SHMUP, this scrolls up the screen as you play, yet also scrolling a little, to the left or right when you move your jet to the side of the screen, showing that the gameplay map is slightly larger than that which the player sees on screen. An odd choice, considering the screen is only two thirds of the screen - why not open this up wider for modern consoles? This game looks like a more basic, Raiden type of game.



WOLFLAME

ヴォルフレイム

The sounds work with the game, and gets the job done. This is not a game where you would go out of your way to find the soundtrack, nor would you be telling people about the massive explosions and large library of sound FX. Wolflame controls tightly, and feels very much like a traditional Raiden-style game. This is a big plus, as the game controls well, and the button system is basic: Main shot, and Bomb. Meaning you do not need to over think, and just let your hands and subconscious take over.

There is fun to be found in this basic shooter, and once you get into the rhythm of playing, you can go quite far into the game on a single life. With that said, when you first start the game, sometimes it feels like you have been cheated a little, as at times, just off of play screen, shots will appear from enemies, who are lurking, just outside the border. With that said, it is just a matter of being vigilant to not get hit by stray bullets. Hold on a minute, is this not the case with all shooters? Well, yes. But Wolflame does feel like it gets more cheeky shots in than a lot of its contemporaries, and adds a level of frustration. WF will not be a game you are playing in a couple of years time. At least, not over some of the other great games, likely in your SHMUP library. This may be why Wolflame was included in the SHMUP collection for Switch, as it puts 3 good, but fairly average shooters into one package. So if you do get to play this in the future, it will likely be via the SHMUP collection game. Overall WF will deliver a solid SHMUP, but will leave players yearning for more features and pleasing aesthetics.



SCORES

Graphics: 13
Sound: 12
Control: 15
Fun: 15
Lastability: 12

OVERALL: 67%

Game Review

By Graham Pike

KETSUI

DEATHTINY



x M2

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While this game disc performs it's initial, lengthy loading, you'll see that Ketsui Deathtiny's menus are mostly in Japanese. The intro starts with photos and text, moves onto damaged video and ends with some nice quality CGI. The date is 2054 and this atmospheric introduction shows that there are wars going on and you'll have to fly a stylish heli-jet, to save the day.



The first menu you come across gives a good number of modes or "Arrangements" of this vertical shoot-em-up. The Arcade mode is the meat and potatoes of this game collective and is a port of the original 2002 arcade version of Ketsui: Kizuna Jigoku Tachi. This little collection of games, under the Ketsui flag, include a slightly easier "Deathtiny", a slightly harder IDK 2007 Special and a Super Easy mode, that actually is a lot easier but still fun to play. There's also a couple of "arrangements", where you take on sections of the game, to attempt some high scoring. The game's theme has a military flavour, with tanks, aeroplanes and helicopters etc, as it's basis. Although a little fantastical, it is not a fantasy based shooter.

There are a very comprehensive range of option menus, in a mix of Japanese and English. So a little trial and error is required. You even get a graphic equalizer, if you want to go that far, in customising your SFX and music. There are 10 "gadgets" displayed to the left and right of the central play area, on screen and you can turn any or all of them on and off. The choices of how this game plays and all the customisations, are really impressive. Any shoot-em-up fan should be able to tailor this vertical shooter to pretty much, just how they want it.

If you are at all familiar with this game series and it's developer Cave, then you'll know to expect some tough but beautifully designed, bullet hell, shooting fun. You get to choose from two pilots/heli-jets and you head straight into the first stage, where there is one thing you'll learn, pretty quickly. And that is to keep on the move, because enemy fire will home in on you, so don't help them out by staying put. In fact the old school tactic of literally moving from the one side of the screen to the other, is a good basis to start with. It is all fairly conventional shoot-em-up stuff but it is done so well, that it will make you feel a bit special. Ketsui really plays on the risky, too. The nearer you are to foes when you destroy them, the higher your chip score.



I really like that you get two types of main shot. Hold down the fire button and get a concentrated stream, that is powerful and can lock onto foes. Rapid pressing gives a cool, spread shot. You, of course, get the limited number of bombs, that can get you out of trouble and trash foes. I also like that power ups really make a visual and attacking power, difference. Obvious stuff but K.D. does it better than most.



The actual play area here is pretty small, around a third of your entire screen. The rest, as usual, is filled with stats and useful graphics, called "Gadgets", that help you a lot more than in most games of this type. They give you information concerning the scoring chips values, weapon behaviour and ship levels. Although I naturally yearn for full screen play, when this game hooks you in, you totally forget about that.



The graphics in this game are nicely detailed, with some good texture and shading. It is much easier to appreciate the graphics in a full screen game and my initial thoughts on Ketsui Deathtiny's visuals, were that they didn't compare favourably to some of Cave's other games, like Death Smiles and Akai Katana. Which to be honest, they don't. But after looking a lot more, the graphics are actually very good here. The game's theme is not a glamorous one but it does do those 2D arcade graphics, rather well.



The music is fairly generic stuff but kind of in a good way. It is full of shoot-em-up character and reminds you of other quality games in this genre. It may lack originality but the music is composed and realised in a very stylish way. Like wise, the SFX don't stand out but add some feel and character to this game.



The gameplay is rock hard and from stage one, you have to really concentrate. But it does reward you and if you stick with it, you'll start to last longer and longer. The control is smooth and varied enough to allow for strategic skill and your individual gaming style to work their magic. But be prepared to play and play again, to hone your skills.

With all the diferent "arrangements" here, you could pretty much play this game ad infinitum. Sure you'll suffer some frustration but like all top flight shooters, you'll come back anyway, get better and overcome.

Overall the game is beautifully presented and gives you an arcade shooter, that would improve anyone's collection. In fact, the whole game has that classy style of a seasoned shooter, with a shed load of challenge and appeal.

SCORES



Graphics: 17

Sound: 17

Control: 19

Fun: 19

Lastability: 20

Overall: 92%



Let's Focus On A Developer

AICOM



Aicom Yumekobo

Aicom were a Japanese company, who came into being in 1988. Some of them were ex-employees of shooting giants Irem and Jaelco. They became a subsidiary of Sammy in 1992 but in 1996 broke away from Sammy, with help from SNK and changed their name to Yumekobo. Aicom/Yumekobo were by no means shoot-em-up specialists but when they did develop a shmup, they did a really good job with it.



Their first shmup was the 1989 PC Engine port, of the Jaelco arcade game, P47 Thunderbolt. A very decent, for the time, 2 player, horizontal scroller, with parallax scrolling. In 1990 they did another Jaelco port to the Turbografx-16, of Saint Dragon, a perhaps, slightly less impressive, horizontal scroller,

where you take charge of a wingless, flying dragon. It was all a bit samey but did have some atmosphere.



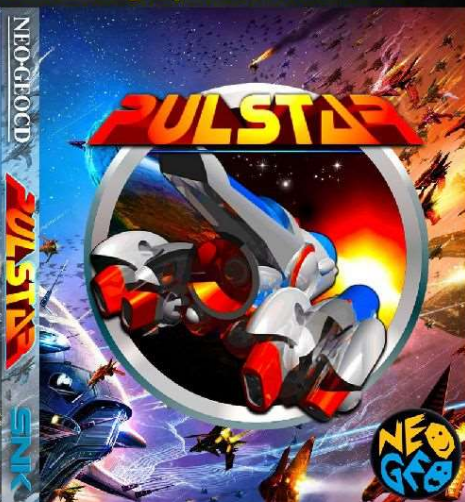
Then, two years later, Aicom developed for Sammy, one of the best shoot-em-ups of all time, the amazing Viewpoint, originally coming out on SNK's Neo Geo. For me, this put Aicom firmly in my subconscious, as shooting developer Gods. If you don't know Viewpoint, the diagonally scrolling, isometric shooter, then please rectify the matter. And blow me down, three years later they did it again, with the sublime R-Type style shooter, again on SNK's Neo Geo, Pulstar. Who'd have believed that this six year old console could have staged such a marvel. Superlative music and graphics, with rock

hard but fun gameplay. Wow! what a game. Another three years on, Aicom, with the new name of Yumekobo, release a sort of sequel to Pulstar, called Blazing Star. Which again, was a top notch, horizontal scroller. It's only problem was that it was seen as a sequel. A great shmup in it's own right, Blazing Star didn't quite equal Pulstar. But it was a very close call and another beautifully programmed shooter, for our collection. Aicom/Yumekobo's last hurrah! was a rather colourful sequel, to SNK's pre



Neo Geo, arcade shooter, Prehistoric Isle. Prehistoric Isle 2 had some gorgeous graphics and was a lot of fun to play. OK it didn't reach the heights of Viewpoint or Pulstar but I still rate it and love having it in my collection.

Yumekobo produced three games for the Neo Geo Pocket hand held, in 2000 and then seemed to disappear. They may have not been the most prolific of shoot-em-up developers but they can be very proud of their contribution to our favourite genre.



Game Review

By Slyelessar



Shock troopers is one of those hidden gem type games, for anyone that has not played a Neo Geo MVS. This game missed a home console release originally, and I can't think why. Luckily for all those reading this, Shock Troopers is available on all current Gen consoles, via decent quality ports by Hamster.

Shock Troopers is a Run 'n Gun type shoot em up, with an 'into the screen' view. This separates it from the likes of Metal Slug, which is a platform R'N'G (if you want to get serious about this sort of thing). In this article, I will be reviewing the Ports for PS4 & Switch.

First up, let's talk about graphics. Shock Troopers has that 'Classic, Neo Geo look' to it. The sprites are big and well animated and the environment is lush – A term I have recently learned from my nephews & nieces. Aesthetically all the characters

look different, and convey stereotypes of different kinds of people, as viewed via 1990's eyes. The 2D visuals hold up today, and allow the game to stand out from the regular indie 2d releases, seen since the resurgence of 2D gaming over the last few years.

All weapon projectiles look and feel the part, and weapon upgrades differentiate themselves from your standard starting weapons. A rather unique feature of the time, this game allows you to choose from 3 main paths; Jungle; mountain; and Valley. All three routes have different stages, all of which, have their own look and details. For example, Valley has a lot of animated, 2D, water graphics, compared to the mountain climbing and rope walking stages, you get on Mountain. At a certain point, you can change route, to come at the main boss from a different stage or else you can continue on your originally chosen path.

The sound effects on this game are adequate enough, from explosions to death cries, this game manages to keep you immersed. There is nothing worse than rubbish sound effects, and luckily, this game is armed to the teeth with different sounds. However, with that said, compared to something like Metal Slug or an above average SHMUP, like Raiden V Directors Cut, this game lands just this side of average. As I mentioned, the sounds work with the game, but

don't have the wow factor, that Slug and Raiden do. In terms of music, this game has great music, that really suits the atmosphere of the overall game. Although it is a basic arcade sound track, it really gets you going and immerses you into the game. Loaded with riff heavy tracks, it's all action, when Shock Troopers is turned on. Exactly what you want in a shooter.



Game Review cont.....

The controls are basic, but you have to time everything 'just right'. Especially when it comes down to the rolling, to avoid enemy fire. You can hold down the shoot button to strafe across the screen in a particular direction, this is really helpful when trying taking out multiple enemies and bosses. The only other command button is your bomb or grenade, the type of explosive used depends on the character. Other than the command buttons, you can use an analog stick or D-Pad to move in 8 different directions, making this one of the most dynamic, 2D, run 'n' gun games out there.

If there is one thing shock troopers is above all else, it is fun. The variety in routes, stages, weapons, and sheer amount of characters allows for replayability. You can start the game in two modes 'lonely wolf' or 'Team mode'. Lonely wolf sees you have one character, with three lives per continue and Team mode allows you to take 3 different team members, with one life each per credit. This can be changed in the Hamster pause menu section, where you can increase this to encompass all 8 Team members. The great thing about this game is, you can limit the amount of credits you use or put enough in to complete the game. It is worth seeing the game through, as although the story line is exceptionally basic (evil man kidnaps scientist and his daughter, to help take over the world), the actual gameplay is a lot of fun. Having a second player opens up the fun even more, so give it a go! Out of all the different types of shoot em ups and retro games I have played in the last few years, Shock Troopers is a game I will keep coming back to. The fact that it was made for the arcade in the 90's and is still ported to every current generation, thanks to Hamster, shows that this game has longevity. It is a game I keep coming back to time and time again, and a game that gets a mention on most of the Let's Talk videos we have done on the Sunaru-gaming youtube channel. If you love



2D shooting games, this is a must! Overall, if you are looking for an arcade classic with a twist on the norm, then Shock Troopers is for you! I personally have a fond place in my heart for this game, having stumbled across the Hamster port of it, and later playing it on a real Neo Geo. Ultimately, this game looks great, plays well, and is a lot of fun, especially with a friend!

GAME REVIEW

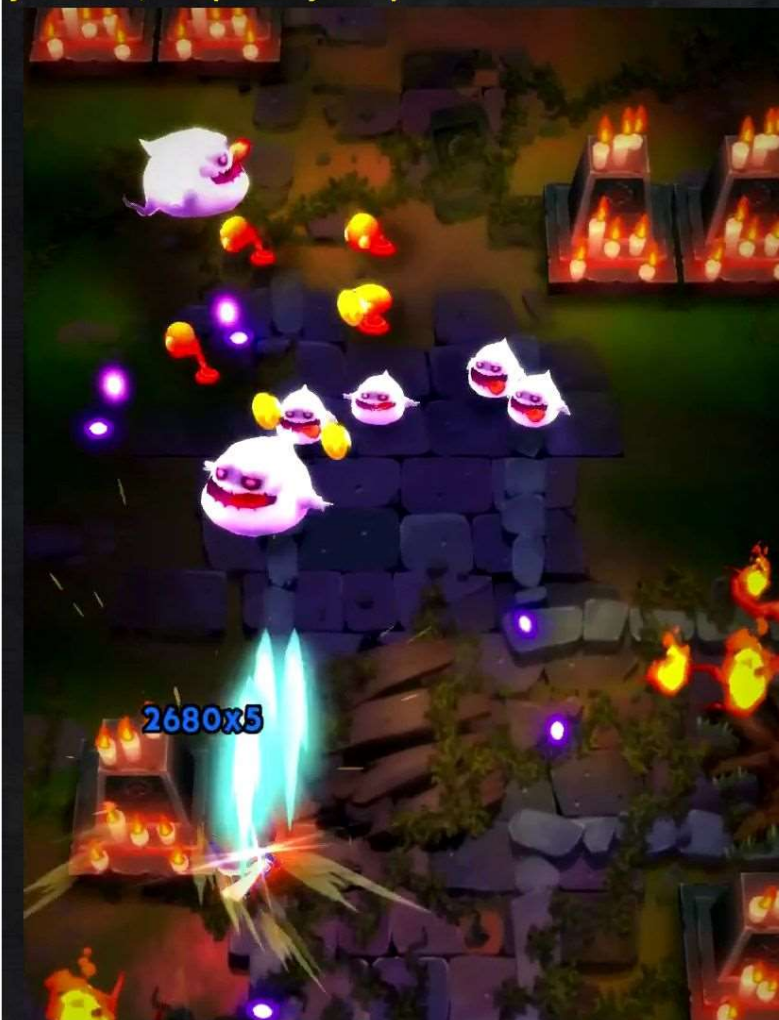
PS4

By Graham Pike



From the very start, with the bouncy game music and colourful game logo, you can see that this game is of the playful, anime variety. Checking out the options, you can flip the screen, adjust volumes and turn the Story mode on/off. I like a nice game intro but tend to turn in-game story lines off, if possible. It's OK if you forget though because during play you can skip the story sections by pressing the Start button. The straight forward controls of Shoot, Bomb and Summon are button assignable. There is a tutorial, which shows you that the Summon action is a close up attack, that is powerful and scores you good points. Also it shows, that by being closer to your enemies, you do more damage and again, score better. So no lingering down the bottom of the screen in this game. Which I can be guilty of at times. But here, the more points you score, the quicker you replenish lives and bombs.

This game was developed by Alpha System, who were also responsible for the Shikigami No Shiro series of shooters. The five sisters under fire in this game, really do not get on. They were destined to come together, to defeat Seyton (Satan?). But instead they disappeared off, around the world, to get as far apart from each other as they could. Only coming together later, to fight over some young chap, whom they've all taken a fancy to.



So start the game and if you are in Story mode, there is a load of mindless banter between the game's five sisters. One of which, you have to choose, to be your main protagonist. And it has to be said, that there is a good difference between the five and how they play. Which of course, adds variety and replayability. I tend to prefer Selma. Well she is the hottest. Then you choose from Easy, Normal and Hard and finally, get into shooting stuff.

And straight away you can see that this is a TATE screen, vertical shooter, with very colourful and detailed graphics. Done in a youthful, anime style. I actually really like these visuals, with their great colour and lighting effects. The enemies are pretty wild and wacky, coming in a large variety of forms, from ghosts to crazy birds, to cubes and even pogoing mushroom-like things.

I soon learnt that you really do kill your foes a lot quicker, if you get up close and personal. So don't be shy. There are some nice environmental effects here, too. Your hero sprite Sister, will slide about on ice and get pushed sideways by huge fans. Not original but nicely done and it adds to the control, fun factor. There are 5 stages to this game, each having a boss-sister to finish on. And of course, there is plenty of pre confrontation banter. After you have won, you get a really nicely presented scoreboard.

Although a lot of the music is a little too bouncy

and youthful for me, there are some very good bits, too. There are some lovely trumpet lead jazz melodies.

Graveyard of Flame
STAGE-01 NORMAL

HIGH SCORE 0
SCORE 28,130
COIN 22

×8 ACTION 0

BOMB [5 stars]

LIFE [3 hearts]



Sisters Royale @ S.Y.S!

SONAY
 Player Character
 Review cont....

It doesn't take long to get the hang of this game and the mere 5 stages, are not exactly lengthy. But they are a lot of fun, taking on all those wacky enemies and their beautifully realised firepower. The summon attack really adds to how you play this game and having five, very differently playing Sisters, also adds to fun and longevity. Overall then, this is a game full of character, in that well defined, anime style. I think it works very well, game play wise but the storyline is definitely of the switch it off variety. This isn't the toughest or longest shoot-em-up but I still really like it. And there are plenty of ways to improve your ranking, if that's your thing. I wouldn't recommend this to really hardcore shmup fans, unless they wanted a bit of whimsical relief. I do like this game though and enjoy the challenge and fun of it. No it's not a classic but it is a very good game to have in your collection. It really does cheer you up. Well, it does me anyway.

Second eldest
SELMA



SCORES

Graphics:18 Sound:16 Control:18 Fun:17 Lastability:16

OVERALL: 85%