

SHOOT YOU SIR!

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A FANZINE FOR SHOOT-EM-UP
PLAYERS

Hi there and welcome to the thirty sixth issue of Shoot You Sir! No issue in October, sorry about that. Time is getting a bit tight this end but that won't stop our love for the shoot-em-up and expressing that through this fanzine. Please read and enjoy. Happy gaming.

SHOOTER NEWS



Valfaris: Mecha Therion is getting released this month. This is a shooter that both of us are really looking forward to, being massive fans of the platforming prequel. Therion returns as the hunt for Lord Vroll continues. Pilot an advanced machine of death and destruction in this explosive 2.5D side-scrolling shoot 'em up. After escaping Valfaris, Therion's hunt for the evil Lord Vroll has taken him across the galaxy. As the final, inevitable showdown looms, Therion harnesses the awesome combat ability of his secret weapon, the Mecha Therion! A formidable suit of weaponised metal, Mecha Therion can be equipped with an array of devastating firepower, including Therion's trademark Hellwraith – a minigun that shoots tormented souls. Strap in and unleash mecha hell! Fight through multiple levels of hostile alien territory, master a range of Destroyer, Melee, and Auxiliary class weapons. Configure your Mecha loadout with your favourite weapon combos and earn Blood Metal to upgrade weapons and add-ons.



GAME REVIEW

BRIDGE STRIKE

By Slyelessar

Here's the bottom line: Bridge Strike is vertically scrolling shooter, where the primary aim is to destroy enemies, blow up bridges, collect coins, and navigate the environments. The way this is done however, is pretty cool. The game is a pixel art game, with detailed level environments. These are mostly river trails with elements of navigation and, enemies, and deliberate distractions.

The levels follow the direction of rivers, running past towns, cities, and the like. Dotted about levels are bridges, that you are required to destroy, whether that is in the games raid mode (arcade) or campaign. Hitting a bridge destroys your jet. Destroyed bridges drop coins. These coins can be used in the 'hangar' section in the main

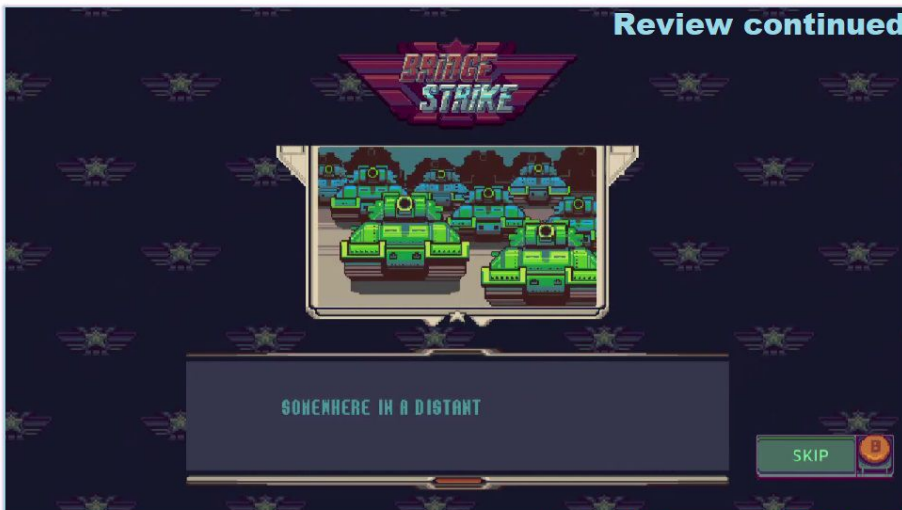


menu, to buy a different aircraft. Be-it jets, helicopters, boats, hovercraft, and the like. In fact, you can even buy a UFO - nice touch. Enemies as you can imagine are mostly boats, submarines, guns placed on the edge of the environment, and mines in the river. These do not feel particularly threatening, but when weaving through the

environment, they can catch you out (especially the mines). The game is a lot more fun than I was expecting it to be. It's simple, but is rather addictive. The game has mission mode, where you have to complete very specific requirements to pass the mission or you have to start again. Raid mode I find the most fun, as it's basically arcade mode and allows you to just jump into the action. For a while it doesn't seem too samey, as the different weaving of the environments, makes you dance around to keep it interesting. However, after a while it does start to feel samey. In the way that this is not a game I would regularly come back to. But as I said, it is fun and does have its merits. The different types of vehicles you can select (mostly flying) also keep it interesting.

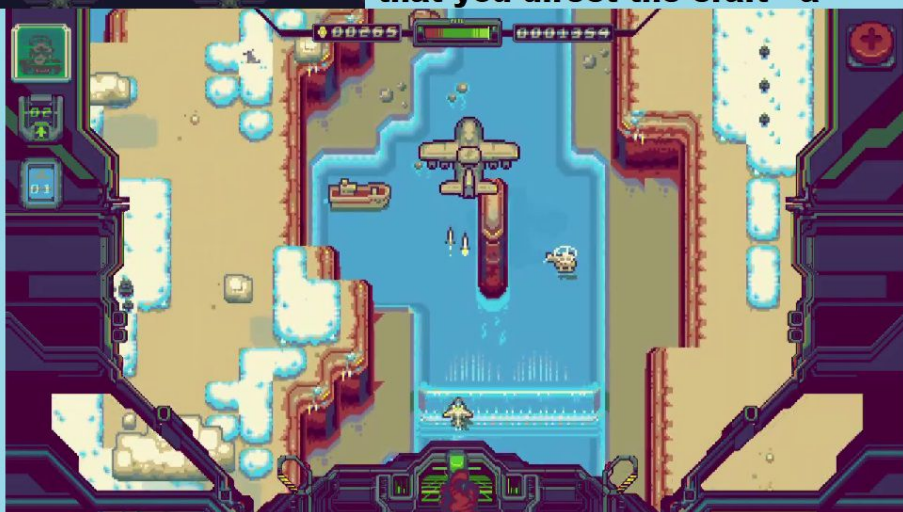


Review continued



I certainly wanted to get enough coins to be able to afford the UFO. The mechanics are fair simple. You can strafe sideways and slow down pressing backwards, but the stage continues to scroll. The hud of the game has the craft joystick at the bottom/middle of the screen, which moves in the direction that you direct the craft - a

really cool inclusion. The play screen is about a third of the screen, although the devs were clever with designing it with the river passage down the middle and different bits of lands and downs on either side. It makes it feel more of the world than perhaps you would if the hud was massive. The other main mechanic is that your craft runs out of fuel.



Dotted about the level are refuel ships you can fly/ strafe over to slowly refuel. This is actually a really cool element of the game, but in my opinion it could have been done slightly better. What I mean by this is that you have to refuel often and these appear really often, so you never feel in danger of running out of fuel, unless you keep accidentally

shooting the recharge ships. Having these far and few between and the ability to go faster or slow down and it effecting fuel consumption would have added an additional element to the game. These do become slightly less as you go through the game, however not enough to add any real challenge. Therefore, it just feels like it has been thrown in.

Overall, the game offers up something a little different from your usual scrolling SHMUPS, but it could have utilised it's unique selling points more. The bridges aren't exactly difficult to destroy and it felt weird that these were not some kind of mini bosses in levels that take a pounding, that you have to destroy before you scroll up and hit them. Another missed trick in my opinion, but it does do what it says on the tin. It is just a small part of the game. If you see it on sale anywhere, give it a shot, it's not an expensive game. Another to add to your list of games to play whilst waiting for the next big SHMUP released to come our way.

SCORES: Graphics: 12 Sound: 13 Control: 17 Fun: 17 Lastability: 12

OVERALL: 71%



Section Z is a Capcom, horizontally scrolling shooter game, from 1985. It came out in arcades originally. It's success lies in the fact that it has been on so many home consoles, from the Nintendo Entertainment System to the many iterations of Sony's Playstation. Set in the third millennium, you play the role of an astronaut, sent to find and destroy a space station, that is orbiting near to the Earth, which turns out to actually be the secret base of an alien empire known as the "Balangool".



scrolling stages. And you lost a life every time you got hit by enemy fire. Although extra lives could be had, if you achieved a high enough score.

The controls used a conventional 8-way joystick, plus two buttons, one for shooting and the other for changing your hero's aim, to the left or right. So you could move one way and shoot the other. Your fire button also loosed bombs, in a downward direction, which could destroy certain dome-shaped containers, which contained single lettered power-ups. S for speed, P for fire power and B for bonus points. Each power-up could be improved by up to three increments.

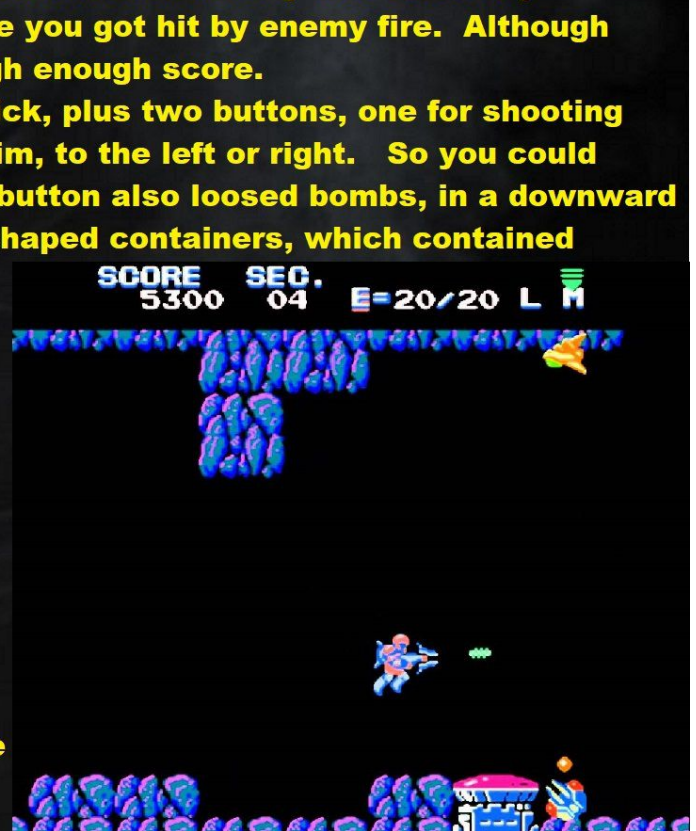
For 1985, Section Z was a novel and challenging shooter, with plenty of scope for tactical movement and firepower. Primitive in visuals and sonics, it even now, has some fun and challenge to offer. A console version of Section Z was released for the Nintendo Entertainment System in America and Europe in 1987. The gameplay and level designs were altered for this port.



A BLAST FROM THE PAST



Who'd have thought! In the arcade, you moved your space ranger astronaut throughout the enemy's space station, which had 26 alphabetically ordered sections or corridors. You started in Section A and ended, yes you guessed it, in Section Z, the name of the game. There were 6 stages, each consisting of 5 sections, apart from the last which had 6 sections. You got end of level bosses, with the final battle being against the "L Brain" boss, at Section Z. This game swapped between horizontally and vertically





GAME REVIEW By Slyelessar

Mecha Therion on the horizon, who would blame us for wanting to get everything else out of the way? Let me start by saying that I love the visual art style in this game. The very good anime imagery, the pretty menu designs, and all the articulate character illustrations. Gameplay environments range from ground, to battling in thunderclouds, and beyond.



remind me more and more of SaidDaiOuJou the more I play it. In fact, somewhere in between DoDonPachi Daifuk-katsu and SDOJ. The gameplay is full screen TATE, meaning that you get quite large sprites on the screen, and to compensate you are able to move fairly well across the screen. Movements are tight and slick, going from your main shot to a slower controlled shot feels natural. Destroying enemies and parts of enemy environments grants the drop of star coins or tokens, which can be collected to add to your score. Along with this, you get usual items like power ups and the like. In true DDP style you get a main shot, a focused more powerful shot, and a bomb.

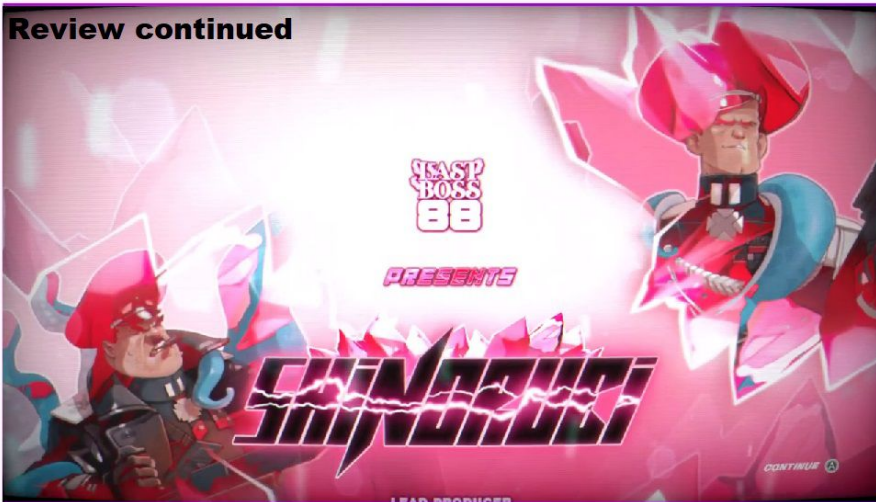
Shinorubi can be found on Steam for just under twenty pounds in the UK. The game has been sat on my wish list for some time as it has been in early access mode, and I was drawn to the visuals, which reminded me of DoDonPachi SaiDaiOuJou. I have deliberately not pulled the trigger until I could give it my full attention, and with Valfaris



I particularly liked the thunder clouds level, as it felt very atmospheric. Each stage does make you feel like you are progressing somewhere within the world they have created, rather than just a boring back ground each time. Sprites are very detailed, and lean towards the anime cyberpunk style. Both this, and the main movements & gameplay mechanics



Review continued



Everything is bright, fairly quick, but not over the top speed, when it comes to bullet patterns on normal level. The harder the difficult setting naturally the more drastic the difficulty spike. The game is very colourful, with everything a joy to look at. Boss designs are a tad simple, I would have liked something a bit more extravagant or form changing,

but it suits the style of the game. The bullet patterns in the game are much more interesting, and definitely more bullet hell than your traditional SHMUP. The game sound tracks are great. From atmospheric rock to more fast paced tracks you are used to hearing in most shmups. Sound effects are decent as well, explosions sound good, but there are some parts of the game where you can tell it doesn't always take itself too seriously - except the gameplay. From the start you get 8 playable characters with quite different attack styles. This helps make the game more immersive, and I always love the opportunity to play as different characters. These range from different main attacks, but also in the size and speed of the ships. One of the ships is massive, and a lot of fun to play as, making you feel super powerful. Some are more traditional, some are more whacky, giving the game a great sci-fi feel. It truly is the most diverse range of characters and ships I've played on a game for a long time, and the fact they've conformed that to a DoDonPachi style of main shot, focus shot, and bomb, shows they know exactly what they were doing.

A lot of love has gone into this game, and you can see it. Even the different amount of modes is impressive. You have your usual: Super Easy, Easy, Normal, Hard, and an arrange mode called 'realist'. Then you get two caravan stages, boss rush easy, boss rush normal, bossrush realist. Then it gets even whackier with pink pig mode, where you have to shoot



enemies that drop grey pigs, that turn pink when they touch the bottom of the screen and float back up. You also get shield mode, super rank mode, scratch mode, cancel mode, journey mode, laser/ shot mode. All of these additional modes opens the game up, and gives you a break from the usual modes. Here's the bottom line: This is a modern game in the vein of DoDonPachi. It's bright, its beautiful, it's fun, and is up there. There's so much squeezed into this package that is really is worth taking a look at. In fact, I think more modern SHMUPS need to offer a lot of what is going on here: Modern looks, a decent roster of characters, a large amount of modes, some of which are quite unique, and most of all it feels like a bullet hell game should. A rather tidy package. It would be great to see a sequel that is a horizontal shooter or has horizontal modes as well. But let's not lose focus, keep the gameplay tight and fun and you're already on the path to making a good game.

SCORES: Graphics: 19 Sound: 17 Control: 18 Fun: 16 Lastability: 16
OVERALL: 86%