

SHOOT YOU SIR!

Issue 16

February
2022

A FANZINE FOR SHOOT-EM-UP
PLAYERS

Hi there shoot-em-up fans and welcome to the sixteenth issue of Shoot You Sir! For those of us in the northern hemisphere, winter has taken a grip but that's just more good reason to stay in the warm and power up our favourite games consoles and get blasting. It may not be the busiest time of the year for new releases but our favourite genre is seeing continued support from old and new developers, so keep your eyes alert and your search engines hot, for all that is still to come, in the wonderful world of shmups. We really hope you enjoy this issue and don't forget, we are always happy to read your views, comments etc, on this fanzine and anything in the shooter world. Happy gaming.

SHOOTER NEWS



Rick Henderson is a horizontally scrolling, colourful shooter, making its way to the Nintendo Switch in 2022. The game itself looks like a homage to bit games of the past (yes another one). From the trailer, it

appears to be somewhere between traditional and bullet hell, which should hopefully keep players on their toes. The backgrounds look rather tasty, with bullets being separated well from their environment and on screen sprites. Enemy sprites look decent, but are not groundbreaking. Gameplay from the trailer should always be taken with a pinch of salt, but the bullet patterns displayed look like they would be fun to navigate. Some of the footage shows obstacles within stages, and different kind of shots: spread shot, homing shot, etc. Overall, it looks like a competent shooter. With a bit of luck, we will get a chance to review it when it comes out - so watch this space.



Being released digitally on 02/02/2022, 1CC games SHMUP collection contains two great games, originally released in 2021: Star hunter DX and Space Moth. For anyone that missed these two games, we briefly covered them in January's edition of SYS!, within the ranking of the highlights from 2021. Star Hunter DX is a horizontal shmup with a decent roster of characters, and holds both a challenge and some interesting time based mechanics. Space Moth is a beautiful pixel clone of your standard Cave vertical shooters, with a buggy feel. This two for one bundle comes recommended from yours truly, and is a great way to discover 1CC games as a developer, on their SHMUP making journey

1CC Games SHMUP Collection - Switch



R-TYPE FINAL 2

Game Review by Graham Pike

PS4

"Final 2" reminds me of those bands that have their "Final Ever" tours and then do another and another. I have always had mixed feeling about the R-Type series. Over the years, there have been some good games, with some stunning visuals and great, sprite creations. But overall, I am not a fan of a shooter that relies on you having to memorize stages and learn pretty much by dying over and over. All shooters have aspects of this but usually mixed with other skills and strategies. Sounds like I am whingeing and perhaps I am. Because when you buy an R-Type shooter, you are well aware of what to expect and should get on and deal with it.

So when I saw the trailers for this game, I knew what to expect but couldn't help myself. It looked just so damn good. And eventually the hard copy of this game, came through my letter box. It is the "Inaugural Flight Edition", so you get an extra CD, with the original soundtrack and an art booklet. Nice. When I slipped the game CD into my PS4, the game had a hell of a lot of downloading to do, including a ton of stuff, online. RTF2's intro has some impressive, 3D visuals, atmospheric music and spoken story telling. And it is all very familiar, if you have played any of the previous incarnations, in the series. Infact the story has been used in many a shoot-em-up. You are piloting a last hope, star jet, with advanced weaponry, that includes the ubiquitous satellite, that vastly increases your firepower and range of targets. RTF2 has a multitude of options, with 3 game types. There are also a ton of extras and collectables here. All good stuff but just the garnish to the meat and potatoes (sorry vegans) that is the main game here and your fight for survival.

You get to choose your jet, with many more available, as you progress. And of course, customise it. There are 5 difficulty levels: Practice, Kids, Normal, BYDO and R-Typer. And if you are new to the series, I'd suggest starting on one of the 2 easier settings. After another impressive but thankfully brief, stage intro, you finally go into 2D and start this horizontally scrolling shoote-em-up. Yipee!



R-TYPE: FINAL 2

REVIEW CONTINUED

And yes, this is a beautiful game, with probably the best 2D CGI shmup graphics I have seen, to date. It is all very familiar stuff but so sharp in the detailing and richly coloured.

This game comes at you from all angles, with sprites, terrain and firepower, all being equally deadly. Intent on sending you back to the beginning of that area, to try again. Fortunately for you, you have a good arsenal of destruction at your finger tips. You have shots, rapid-shot, wave cannon, your highly mobile, defensive and offensive satellite and a special weapon (bomb). You can also speed up and slow down, which can really come in handy.

Gameplay wise, this isn't the best or hardest of the series. But it is still fun and quite a challenge. A challenge that may cause you to miss most of the glorious graphics and sonics.

This is a high quality game. Very old school shooting, presented in a stunning fashion. You really see evidence of the PS4 using its power.

Like most good shooters, you really want to progress and most of the time, will just have one more go, to clear an area.

My all time favourite R-Type, type game, is Pulstar on the Neo Geo. RTF2 is a slightly different beast and whereas it doesn't quite equal Pulstar for gameplay and fun, graphically it pushes things on significantly. It is unlikely that any reader of SYS! will not have played at least one R-Type game and will know if it is their style or not. It is definitely not my favourite series but RTF2 is brilliantly presented and keeps pretty close to its gameplaying roots.

It is very much worth checking out and would be an excellent addition to your shoot-em-up collection. The music played on the extra disc sounds OK but it works magnificently, within the game. This is not unusual, in my experience.

There are a few classic, traditional shooter series out there and R-Type deserves its place, amongst some of the best. And RTF2 is very worthy of the series.



Granzella
Game Studios



SCORES

Graphics: 20

Sound: 19

Control: 18

Fun: 17

Lastability: 17

OVERALL: 91%



ESpgaluda II came out in arcades in 2005, but was later ported to Xbox 360 in black label form. The game is set in a fictional place called Soma, three years after 'the Great Shinra War'. I shouldn't need to mention that this has nothing to do with Shinra, the Mako sucking repressors found in Final Fantasy VII, and also nothing to do with Soma, the horror game on current gen consoles.

The ESPgaluda series is seen as a spiritual prequel to ESP.Ra.De. Visually the game is stunning, with some of the sharpest and most colourful sprites you will find on the 360 range of CAVE SHMUPS. Environments are heavily detailed, and character sprites are animated well, and in a similar way to ESP.Ra.DE - as one would expect. A fair variety of bullet patterns and clever boss designs are to be had, with the players main shot being Green, and differing from each character. Big and bold butterfly or moth wings from characters look really cool, and along with the Kingdom-esque environments found, add to a fantasy type-feel.



Sounds effects in ESP-G2 are of a decent quality, with well recorded sounds.

You won't find any weedy shot sounds here. The soundtrack is decent, but lacks the disco edge of Dangun Feveron or the heavy driven sounds found in a DoDonPachi game.

The menu options in the Black Label version provides: Play, Score Attack, Training, Replay Data and Tutorial. You have the ability to play Arcade, 360 Arcade/ Novice, Black Label Arcade, Black Label Novice. The arrange mode is a lot of fun, providing enough of an alternative to Arcade to give the game a fair amount of replayability. Manoeuvrability with the analog stick is tight and responsive, with the individual characters moving and playing enough from each other. You have your tradi-

tional shot and beam, and an extra mechanic: There is a bar at the bottom of the screen that builds up as you destroy enemies, and you can activate a powerful energy blast up the screen, destroying bullets and dealing damage. This is similar to the mechanic in ESP.Ra.De, where you charge the ball of energy and fire up the screen, but the one in ESPRaDe looks better and is more fun to use. You can also press the B button to change the speed of bullets coming at you for a short period of time. The amount of time is shown as a bar around the players character and times out fair quickly.

When this is activated, you can slow down play briefly to allow you to dodge patterns, but beware that when the timer runs out bullets will shoot at you much faster than before. You can change back to standard by pressing the button again. You can jump back and forth at will, but keep an eye on that timer!



c a v e



The game is a lot of fun to play. The visuals really are one of the better looking offerings, and make the game really enjoyable. The mechanics work well with the game speed, and the ability to slow down bullets is quite a novelty, but gives you a massive rush when you utilise it and beat a difficult bullet pattern. The world CAVE have created in this game adds to the immersion, and does not feel disimilar to

Mushihimesame Futari.

This game is currently priced well online, the black label version being harder to find. My only real mark against it is that when I play this game, it really makes me want to play ESP.Ra.De, leading me to the conclusion that although visually ESP-Galuda 2 looks better, ESP.Ra.De. is the superior game to play. It also is so reminiscent of Mushihimesama Futari, that I want to play that was well. So ultimately, ESPgaluda II is a quality game, but remains in the shadow of some other of CAVE's greats.



施設の中程が破壊され、
今まで自由を奪われていた子供たちが倒れている。

SCORES

Graphics: 19 Sound: 16

Control: 19 Fun: 19

Last: 15 OVERALL: 88%



A Real Blast From The Past



Vanguard was an arcade, scrolling, shoot-em-up, from 1981, developed by TOSE and published by SNK in Japan and Europe and by Centuri in America. There was also a table top, cocktail cabinet version, in the USA. A year later, it made it onto the Atari 2600 console.

The game is basically a horizontal scroller, with vertical and diagonal elements, to keep you on your toes. There are 6 zones to fly and blast through, called Mountain, Rainbow, Styx, Stripe, Bleak, and finally, the City of Mystery. One of the best parts of Vanguard, is that you can fire forward, backward, up and down. And each of the 4 directions has a separate control button. This soon becomes second nature and is well suited to the shape/pattern of the arcade buttons, which are strikingly similar to the 4 buttons seen on



modern console controllers. Another fun feature, is that when you destroy an energy cell, in the game, your ship takes on a more sparkly diamond look and becomes invulnerable, for a limited time. Not only invulnerable but you can smash enemies and walls by just flying into them. And helpfully, there is a warning voice, to let you know when your invulnerability is about to end.

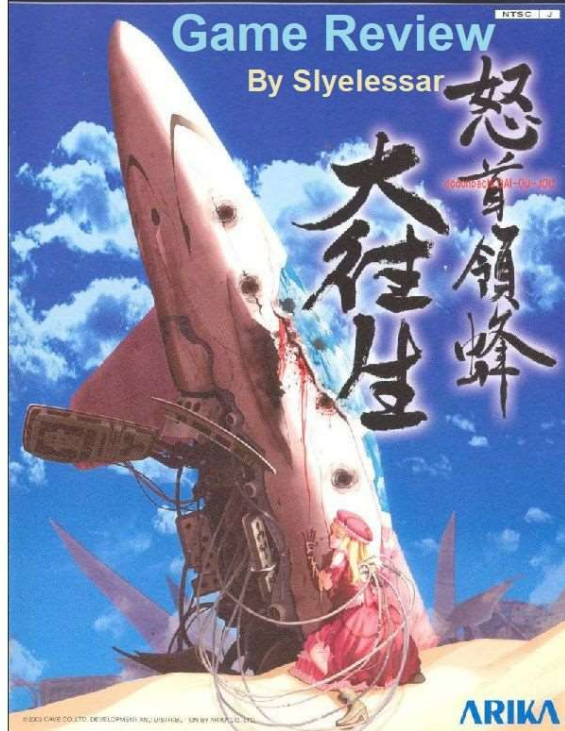
Infact that friendly, robot voice, talks throughout the game. Graphically the game has a black, spacey background, with colourful lines, blocks and squiggles, to define the terrain. Primitive now but quite good in it's time. The game actually has quite a few aspects to it's shooter gameplay and makes the most of it's 4-way shooting and horizontal, vertical & diagonal scrolling. It's not a sophisticated game but was quite clever for 1981 and provided a good challenge. The theme music for Vanguard is recognisable, as it was earlier used in the first Star Trek movie. And a short sample from the 1980 Flash Gordon movie, is used for a power-up, sound effect. So for it's time, Vanguard must have seemed quite a high end game. It is definitely worth hunting down, if you want some serious, retro-shooting.



In every genre there is a series with legendary status and the SHMUP genre is littered with games from series that not only have lasted the the passing of time but also have continued to be a main stay on the next generation of consoles, that have been released. However, there are few SHMUP series, that have had the far reaching influence and notoriety, that the DonPachi or DoDonpachi series has. Being notorious as Cave's peak for hardcore SHMUP's, the series has it's origins deep rooted in arcades, that all started with the game DonPachi. I will do a more focused in-depth overview of the series in a future issue but it is important to touch on the history of such a special series. DoDonPachi DOJ is the fourth game in the series and a lot of people consider it to be one of the toughest and best made SHMUPS ever.

With that said, how does the game actually play? Well, I was not joking when I mentioned the series being notoriously hardcore, this thing is a Titan of Cave development and a bitch of a challenge. This is not a game for people new to SHMUPS, it will not ease you in and it will not let you sit along for the ride.

Visually the the game looks brilliant. In fact, you may recognise a lot of similarities to other series, that have been



influenced by the very look and gameplay style, the game has to offer. This is a 2D arcade Yoko shooter, that has the classic Cave look and feel to it. Backgrounds are detailed and look great. Sprites are well designed and are well animated. Bosses are big bastards and throw insane bullet sweeps and patterns at you. The player has a choice of two aircraft, with different looks and bullet styles and 3 'dolls' or characters. Your shot fire and focus beam look great and are well animated. The game is fairly colourful and you will find you are fighting all manor of army based enemies. Once again, there have been so many clones of the visuals of these games, you will be more than familiar with the look, even if you have never heard of any of the DonPachi series of games. I have scored this game a 17 out of 20 for graphics as it is the PS2 version of the game. The Xbox Black Label version of this game (don't bother with the white label version) would score higher, as the graphics are more enhanced and closer to the arcade machines.

The music in this game is very tasty, with a lot of synth and rock riff heavy tracks, that have now become synonymous with Cave games. The sound effects are



ballsy and really add to the immersion. The announcer for the game really reminds me of 90's and early 90's arcade ports, with slightly modulated voice, saying things like 'watch out! watch out!' when a boss approaches, or 'good luck!' at the start of a level. This is quite endearing and still gets a chuckle every time I face a boss (until they wipe the happy smile off of my face!).

Joking aside, this game does have an easy mode, which as you expect is closer to normal mode for most other games. This game continues with the controls from the previous games.



GAME REVIEW CONT..... One main shot, a focus shot and a bomb. Movement is really tight, and going from your main shot to the focus shot allows you to really quickly force your aircraft to slow down, stopping you from slamming into one of the bomb patterns that just whirled past. It shows that the controls have been honed throughout the series and you won't get any arguments from most people in regard to controls, since they are well done. This game has a new addition to the onscreen HUD, compared to the previous title: A hyper bar. This bar is built up by chaining, collecting golden bee coins

and... dying. Once this bar is filled, a hyper item drops down the screen for you to collect (unless in boss battle). You can hold up to 5 items at a time. Activating the hyper uses all the items up, allows you to be invulnerable for a short period of time, depending on how many items you picked up. This shows as golden shot fire and golden beams from your aircraft. The downside to activating the hyper is enemy bullets become faster (putting the game up a difficulty mode) until you die or use a bomb attack. It will start like this even when you hyper runs out. Whilst in hyper mode any uncollected hyper items become big stars, for extra points.

The biggest mark against this game, some people may mark it as a plus, is that it is bloody hard. It's also not as fun as other challenging games like Mushihimesama (PS2/360) or Viewpoint (Neo Geo). If you get good at this game, it is probably the most satisfying feeling you could have with a SHMUP. Now, I'm not bad at SHMUPS, but I'm no world champion either. I can hold my own for the first couple of levels of DOJ and then I'm always chewed up, spat out, trod on. Lit on fire, pissed on, and then detonated with C4. I love the challenge this game provides though, I think that if I spent weeks playing this game alone, locked in a room, I would feel the progression made in skill level. Whenever I play this game for an hour or two and then go to another SHMUP, I ace the other SHMUP and feel like a total badass. With all the joking aside, this game has its moments and the spike in difficulty allows you to feel very good when you get through a level without using a continue. This game is not built for new comers and for that reason alone I have scored it lower than a lot of people would for the 'Fun' score. My apologies to any big fans of this game, I really like it but it's rare that I have a lot of fun playing it. There are moments though and I feel like a king when they happen.



This particular game in the series, along with a couple of the others, are so big for their boots that they will continue to be sort out by SHMUP enthusiasts. I would love a port of the entire series onto switch or PS5. If the M2 Shot Triggers could get their hands on the rights to even DDPDOJ, I think the internet and SHMUP fans would all jump for joy at the same time! There is a deeper story to the DonPachi series than you see on the surface level, with the game hinting at certain things and hiding certain endings behind large skill walls that will take a lot of practice to beat. No spoilers, but it's a very dark series in regard to the story. It is worth trying several games from this series, as one will likely stick and there are less difficult (and potentially more difficult) games within the series. I am aiming to get one or two for the 360 and one or two for the PS1, so keep your eyes peeled over the coming months!

Just as an aside, if you are a massive DoDonPachi fan and are wondering why I have scored this less than the Ketsui Deathtiny review by Graham on a previous issue, please bear in mind the PS4 version of Ketsui Deathtiny by the M2 Shot Triggers Team carries with it a whole host of extras, as well as enhanced graphics, more modes and can be played on PS4 AND on a PS5. This review is specifically of the DDPDOJ Back Label release on PS2 and requires either a Japanese PS2, slide tool/ disc, or some sort of modification to your PAL or US NTSC PS2 to play. Making this game rather more obscure and dated. With that said, give it a go!

SCORES

GRA:17 SND:18 CON:19 FUN:15 LAST:20 OVERALL:89%

**GAME
REVIEW**
By
Graham
Pike



Nintendo
Switch

As you watch the intro to this game, you think OMG, this looks a bit naff. 8 bit style music and very primitive, 16 bit visuals, seem to be the order of the day, as two space jets come onto screen. Mercifully, the intro is very brief and it's straight to the game's Menu, where there are an impressive, five game modes available. 1 Player, 2 Player (CoOp), Practice, Time Attack (Caravan) and Boss Rush, where you fight meatier versions of the game's bosses, in one long battle, with no continues. There are of course, a multitude of game options too.

Essentially this is a TATE screen, vertical shooter and once into the game, it looks a lot nicer than the intro. It is very old school, 2D but the sprites are colourful, with some nice detail. The backgrounds are fairly basic but do have some nice detailing and parralax scrolling.

There are no difficulty settings, so it is no push over, even from the Start. In fact the gameplay is quite reminiscent of early 90's Toaplan games. You have to move quickly and recognise repeated attack patterns. There are 7 stages in the main, arcade mode, of this game. You start off with 3 jets/lives to build up your score and once they are all destroyed, you have to put in your 3 digit/letter name code, for the High Scores table and decide whether to continue or not. So in effect, you have infinite continues, except you have to re-start from the section you finished in, which means Stages have to be overcome fully, to progress and this



gives challenge to those who like to use every continue available. For the no continues, hardcore player, there is plenty of challenge in Crisis Wing. There are plenty of power-ups through out this game. There 3 types of weapon power ups; Green, red and blue. Green shoots four, forward firing projectiles, in a wide spread. Powering up this weapon increases the damage and size of each projectile. Red, the Spread Vulcan, fires a really large spread pattern and number of bullets. Powering up this weapon increases the number of bullets fired at once. Blue fires large powerful missiles, that are slow to accelerate but do a lot of damage. Powering up this weapon, increases the amount of missiles launched at once. Medals are released when enemies are destroyed. They give from 100 up to 10,000 points, dependant on their size. You can also, on occasion, pick up extra bombs.



You start with 3 bombs, as you might expect. When dropped, they appear as large, spectral, green skulls, that slowly move up screen. I really like these. Graphically, it is the colouring and nicely designed sprites, that most

appeals to me. It really helps define things and is also very pleasing on the eye. Gameplay wise, you soon get used to the tricky attacks and start to react accordingly and move in a strategically appropriate manner.

What was a really nice surprise with Crisis Wing, is that in the Video Options, you can turn this into a horizontal shooter and unlike other TATE shmups, that will turn the game 90 degrees to the right and become next to impossible to control easily, this game becomes an almost full screen horizontal shooter, that is a pleasure to play. Yes it is still the same game, turned on it's side but it plays really well and is very enjoyable. Which really surprised me, as this is a well designed, vertical shooter, like a Toaplan game, or even like Alpha Mission 2, on the Neo Geo but it plays just as well horizontally.

Brilliant.

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I think that if this game had been released in the early 90s, it would have been a big hit. And that to me, is a good thing. OK, it is completely derivative, breaking no new ground now and much of it's presentation does the game no favours at all. But having said that, it does play really well and looks pretty good, too. Sonically, the SFX are decent but the music is totally forgettable and adds little to your experience. Overall though I like Crisis Wing. It is not a must buy but I'm very glad it is in my collection.



SCORES

Graphics:16 Sound:14

Control:18 Fun:16

Lastability:17

OVERALL: 81%