

Issue 20

SHOOT YOU SIR!



June 2022

A FANZINE FOR SHOOT-EM-UP PLAYERS

Hello there and welcome to our 20th issue. As summer rolls in, in the northern hemisphere, there are other, outdoor type pastimes, luring us away from our TV screens. But that's OK, as every shooter, with their unhealthy skin tones, need a bit of sunshine to give at least the appearance of a healthy lifestyle. So pop out for a few minutes before running back to your console and of course, computer screens, to read Shoot You Sir! Happy gaming.

SHOOTER NEWS



Air Twister may not be a traditional shoot-em-up but it's does look like a lot of fun. t's more of a flying, into-the-screen shooter, in the style of Space Harrier, Rez or Panzer Dragon.

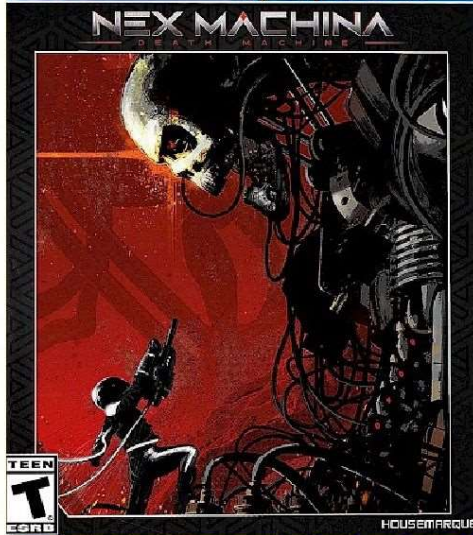
It's by Shemue creator, Yu Suzuki. Fly the sky, blasting invaders in this fantasy style, endless shooter. Play as Princess Arch, defending her planet against invaders. How original. This is a very artistically developed world, that you can control by touch screen or for a more arcade style experience, with a joystick. There are 12 stages, that offer something slightly different, every time you play them. There are 20 different enemy types, with 10 individual bosses. New games modes can be opened by collecting stars, so there really is a lot to get stuck into here.



Wings of Bluestar, is for most of the current consoles and is a story-driven shoot-em-up. This is a high definition, 2D shooter, where you get a good number of ships and weapon power-ups



A bullet hell blaster, with a variety of script directions and endings. It also comes with a Boss Rush mode, a training section and a shop, to help get all those rewards, your shooting prowess deserves.



This came out on PS4, but I happen to be playing it on PS5. Nex Machina is a great, modern, 'into the screen', isometric shoot em up, with a fun Arcade mode. You get to play as a robot! You can take on this game with twin stick controls, or switch to using the action buttons (just like Xeno Crisis).

In terms of graphics, this game is lovely to look at. The level designs are crisp, with some destructible parts and the different stage environments keep you pushing on to see what is coming next. Bullets are brightly coloured, and the boss bots have some great bullet patterns and beams. In fact, boss fights feel very traditional indeed! Enemy designs range from your classic snake/dragon (bots), to uniquely designed robots who'll kick your tin ass!

This game certainly looks the business, and feels like a natural evolution to something like Shock Troopers, or a less vintage-looking and more up-to-date Xeno Crisis, but with lazors and robots.

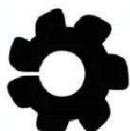
It's all BOOOMB! and KALOOIE!, and all SFX in between. A decent soundtrack, and great sonics, really add to the immersion here. You will be informed when you rescue humans or



if you have failed to do so, a nice touch, allowing you to focus on the action. Boss fights bring with them a change of music, which helps set the scene when a hulking great bot appears and starts firing off patterns. You certainly won't be disappointed, on the sound front.

Control is where it gets interesting. I used the analog to move around, but you could use the D-

pad if you wanted to. You can switch between using the right analog stick to fire in a direction, or hold down any of the circle, triangle, square, cross buttons to fire in any one direction. Pressing two of these buttons will fire diagonally across the screen, allowing you to fire in all 8 directions with just buttons. The triggers are used to fire secondary weapons like rocket launchers, grenades, power shots, etc.



HOUSEMARQUE

Review continued



# NEX MACHINA

DEATH MACHINE

This game is a fast paced, arcade shooter, and delivers this in a very tight and fun package. If the graphics do not pull you in, the action will do, as this game is straight to the point: Shoot bad robots and rescue the humans. It manages to do this with tight controls, and lots of enemies to kill. Rescuing all the humans and clearing the bots in a particular sections sees you boosted via jetpack to the next section, where you need to battle through different enemies and traps, and will occasionally find a bonus hidden level. You pick up all sorts of upgrades, from an added shield, to a three way shot, and things mentioned above such as rocket launchers and

even a sword. Different stage environments are quite different, meaning you want to progress to see the next one. Menus are basic, you can play online, but arcade mode is where it is at, if you ask.

This game will have certainly made the jump from PS4 to PS5 well enough, and has great gameplay that will bring a lot of people back for more.



If you are just looking for a shooter whilst you wait for something else to come out, this will certainly do, and maybe it will surprise you.

Overall, this game offers a fantastic arcade shooter package. Great graphics, good, sound, interesting and destructible environments, and it even has robots! This game will divide people though, as it is not a 2d

aircraft shooter, nor an anime styled witch fest, but it is most certainly an arcade-style shooter worthy of putting in this fanzine. It is also fairly cheap and will go on sale, often on PSN, so keep your eye out for this one!

## SCORES

Graphics: 18   Sound: 17   Control: 15   Fun: 17   Lastability: 17   OVERALL: 84%

A BLAST FROM THE PAST



There were a trio of vertically scrolling shmups from SNK in the 80s, they were **Alpha Mission**, **Bermuda Triangle** and lastly **World Wars**, in 1987. **World Wars** is a one or two (co-op), vertical shoot-em-up. It was a challenging game, where the patterns of enemies and their attacks, had to be learnt the hard way. Your enemies are air and ground based. A single fire button shoots both your air-to-air cannon, which can be aimed with the "loop lever", and missiles, that fired forward. Power-ups ("E" symbols) can be collected, building up a gauge, to the left of the screen; collect 3 Es to power up and get longer range, piercing, air to air and missiles beef up to become cluster bombs. Keep powering up and get a large bomb, that devastates a huge area.

For it's time, the graphics were pretty good, with some large

colourful sprites. OK, the backdrops are basic and a little uninspiring but they are reasonably colourful, with a lot of variety. For, like it's title, this game is fought all over the world and this is achieved very well, considering the hardware's limitations. The main, hero sprite is like a rocket ship and looks good, especially with the drones, that fly in unison, you can acquire with power-ups. And in this game, you need all the help (power-ups) you can get.

The music in **World Wars**, even for the time, is pretty awful. It sounds more like a wacky, kids puzzle game, than a serious shooter. The SFX though, are quite powerful at times and although fairly limited, do add to your shooting experience. I do like the way the game controls, And BTW, on the PS4 version, you can play it as a twin-stick game. The animation may not be super smooth but the game plays well enough, allowing strategic skills and best use of the increasing power-ups, to be a lot of fun.



As you fly over snow, sea, deserts and a whole lot more, you get a sense of size and grandeur with this game. There are some sizeable bosses to overcome and even though there is a fair amount of repetition here, there is also some cool, shooting fun, that makes you want to put in the effort to progress. I can well imagine that quite a lot of coins were pumped into this arcade game, by fans of yore.



A BLAST FROM THE PAST





Caladrius was originally released on the Japanese Xbox 360, in 2013, without the Blaze suffix. The game was released for the PlayStation 3 under the name Caladrius Blaze on August 14, 2014 exclusively in Japan. It didn't make it to the west until 2015 and eventually got spruced up, with added characters, stages, and game modes and was again, given it's full name, when released onto the PS4, in 2016. Caladrius also made it to the arcades, using the name Caladrius AC, playing on Sega's ALL.Net system. The Switch finally got it in 2019. It was developed by MOSS, who have also brought us the most recent Raiden games. And to a certain extent, there is much that is similar.

Some of the extra features that made it into Caladrius Blaze, include multiple storylines, that vary, depending on which characters you choose to play the game with. The Shame Break is a bonus that can be earned by defeating bosses and that bonus gives you what could be loosely termed as, erotic cut scenes and pictures. But don't get too excited, it's just scantily clad anime characters that some may like, others not. There are also 3 types of elemental shot, that are visually stunning and excellent for escaping enemy fire.



The game has eight characters, each with their own weapons and attacks. Finding the best setup for you and your playing style is a lot of fun, especially when you get to the stage where you can customize your secondary weapons. Unfortunately this is a fairly brief game, with only 5 stages initially, in the main game, with a sixth being unlockable by not using continues. To balance this out though, there are Boss Rush and Score Attack modes, to get your teeth into and a ton of extras, including artwork, to earn.

I really love the intro to this game, with it's rocky J-Pop music, seriously impressive 2 & 3D visuals and very attractive, anime characters. Caladrius Blaze has a large menu, again with great visuals and atmospheric music. Essentially this shooting game just exudes quality, from the get go.





Review continued

The main part of this game is the Story and you can play this in three modes: Original, Evolution and Arcade. Pick your potato and then choose from a a good variety of play-able characters, that add to the glamour and gameplay variety. This is an almost full screen, vertical shooter, for one or two players. This 2D blaster does actually pass

through some 3D elements, between stages, where the game's protagonists indulge in some criss-cross banter, that include the usual anime boasts and threats.

The in-game graphics are rich in detail and colour and give the game a great feel. The powerful music and SFX add even more to the full experience that is Caladrius Blaze. The on-going banter between the battlers does get very cheesy but what would you expect, with this style of game.



The ability to choose where some of your bonus points are allocated, at the end of each stage, is a nice feature. This is not a bullet hell shooter but it does feel like it, at times. There are some clever and very challenging attack patterns from your enemy. Especially from the large and often spectacular, bosses. The anime/gothic style of this shooter has been used many times, in the genre but this is definitely one of the better ones. The challenge is definitely there. Completing the first five stages on normal, without using a continue, to earn the sixth stage, will put you to the test.

In all, the game is a bit O.T.T. and this may not be to some people's taste. If however, you do like the Japanese way of doing things, then this will definitely tickle your fancy. It may not be in my Top 5 but it really is a great shmup. It impressed me a lot, when I first played it and still does, all these years on.

## SCORES

Graphics: 19    Sound: 18  
Control: 18    Fun: 19  
Lastability: 17

**OVERALL 91%**



SHOOT YOU SIR!

# Top 10

all  
time  
favorite  
Shoot-em-ups

桐原 祐介 (15)  
Yusuke Kirihara

Our  
Favourite  
Shmups

## Slyelessar

1. Mushihimesama (Xbox 360)
2. Blazing Star (NeoGeo)
3. Crimson Clover (Switch)
4. DoDonPachi DOJ BL (PS2)
5. Shikhondo Soul Eater (Switch)
6. Death Smiles - (Xbox 360)
7. ESP.Ra.De (Switch)
8. Battle Garegga - (PS4)
9. Rolling Gunner Overpower (Switch)
10. G Darius HD (Switch)

## Graham

1. Death Smiles (Xbox 360)
2. Zero Gunner 2 (Dreamcast)
3. Viewpoint (Neo Geo)
4. Akai Katana (Xbox 360)
5. Pulstar (Neo Geo)
6. Under Defeat (Dreamcast)
7. Bullet Soul (Xbox 360)
8. Radiant Silvergun (Saturn)
9. Triggerheart Excelica (Dreamcast)
10. Gigawing (Dreamcast)

TOP TEN SHOOTERS

TYPE-A

551

# Game Review

By Slyelessar



# ANDRADE GAMES

**Sturmfront: The Mutant War: Ubel Edition is An into the screen shooter much in the vein of Commandos or the Godly, Shock Troopers on Neo Geo. Sturmfront blends this 2D form with gothic imagery and heavy metal music. It does have a story, but this is skippable. The games loading screens have a little bit of text on them that gives you a bit of story, but the problem is the text is tiny and blends into the**

**background a bit, making it rather difficult to read. Usually it is from a first person perspective, on the main character Siegfried's impression of the environment you are about to enter. This excerpt on Mannheim, the first stage, sets the tone for the game: 'Every filthy alley and every stinking brothel must be purged!'**



**What you can take from this is, apart from maybe avoiding the dirty brothels on Mannheim (those puss dripping infections are rather embarrassing to get checked out at your local GUM clinic), is that the game is set in a futuristic, Sci-Fi, dystopian future. Expect mutants, aliens, and puss dripping infections to come flying at you from every direction!**

**Now, I like what they have done with the controls, in regard to aiming/ shooting. You can either play this game in a more classic way, using the X,Y,B, & A buttons to fire in the direction that the button is placed in (X being up & B being down, etc.), and press 2 buttons next to each-other to fire diagonally. Alternatively, you can play the game as a twin stick shooter and use the right trigger to fire your main weapon or the left trigger to fire your flame thrower. You start the game with 3 HP or life points, every time you are hit you lose a point. Throughout the game you can power up your main shot, which goes from single shot, to a spread shot and you really notice when you power up, it certainly feels rather badass. You can also find temporary weapon pickups such as laser gun and**







**R**ocket launcher \*does the  
**E**'Rocket Launcher' shout from  
**V**Metal Slug\*. You also collect  
**I**blue gems laying around, to  
**E**increase your score, and tanks  
**W**of gasoline to refuel your flame  
**C**thrower.

**Graphically the game looks good. It is tight, colourful, and imaginative, with the enemy sprites, you have some spawning creatures you have to flame**

**through to kill, these are usually environmental/ attached to the floor. You get crawlers and walkers (things that walk towards you to hurt you), but you also get humanoid aliens that fire at you. Their bullets are bright and flow across the screen. In fact, you can lead them with the bullet fire like an STG in certain situations to help you navigate and clear certain areas. So mechanically the game is rather sound. Bosses send out different kind of basic bullet patterns, and each has their own unique design.**

**The game also does fairly well on the sound front. If you don't like heavy guitars you might get a bit bored of the soundtrack, but that just means you need to expose yourself to more music ;-). Composition-wise they are well written, recorded, and suit the games overall aesthetic. SFX are big, sound great, and the announcer yells out the name of upgrades you pick up, a nice touch.**



**Overall, the game is rather challenging, but there is an easy mode. Like a lot of arcade-style games, the more you play it the better you get and the further you can progress each run. It's a solid game, but is it something you will keep coming back to? I mentioned some heavy weights of the genre at the top of this review, and to be honest it doesn't touch Shock Troopers but there is nothing wrong with it. This game goes for a Doom-esque flavour, and that might put some people off. However, I think if you would be missing out, as this game offers a decent amount of enjoyment for the small price. For myself, I have been switching between this an Cruis'n Blast, which is a really Sega inspired arcade racer, and they have both been filling a gap that needs filling and it is nice to have arcade games that are new, but hark back to the classics.**



## SCORES

**Graphics: 14    Sound: 16**

**Control: 18    Fun: 14**

**Lastability: 12**

**OVERALL: 74%**

