

Issue 22



**August
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Hi again folks and welcome to the 22nd issue of Shoot You Sir! Shmups continue to find their way onto current games machines. Old ones and new ones are all welcome, especially if they are good ones. We continue to love the hunt and hope you do to. Please read on and enjoy. Happy Gaming.

SHOOTER NEWS



Long time Publishers Atari, with developers Adamvision Studios and SneakyBox are releasing **Yars: Recharged** for just about every console and PC format around, including the Atari VCS. It should launch on the 23rd of August.

Yars: Recharged will be infused with elements of arcade shoot-em ups and a bullet hell system, all added to the classic original's formula.

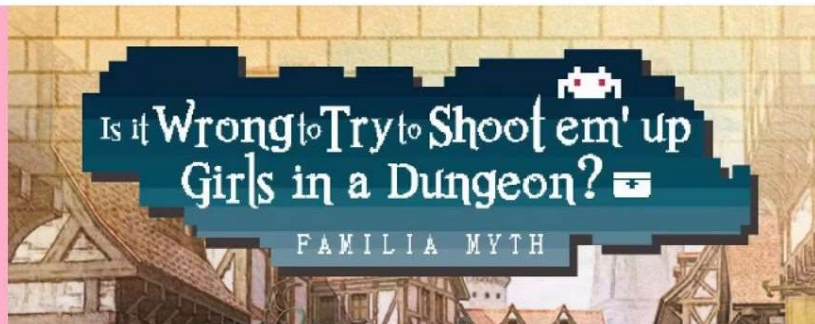
It will contain a ton of visual and audio cues that foretell impending danger. Mastering the rhythm of each boss and navigating increasingly complex enemy defenses will be the order of the day and all to a striking soundtrack by Megan McDuffee. This will be Atari's first return to the Yars universe, based on Howard Scott Warshaw's classic, **Yars'**



Revenge. Which goes all the way back to 1982. There are a number of key features to look forward to. Including an Arcade Mode, with a Boss rush of thirty enemies. It is not an endless mode, but may feel like it is as it is very difficult to complete. It is only 3 hits and you die, but the good news is that the hit count resets, when moving from one fight to the next.

Missions mode has 30 unique, really tricky bosses. Power-Ups will come from Minor Cores, when attached. Pick up a power-up and you can Shoot in all directions at once, rapid fire, some explosive shots, or fire a railgun. There's also 2P Co-Op. Hooray!

Game Review



By
Slyelessar

Okay, hear us out: Yes it does sound rather... borderline, but it is not quite how it sounds. **IWTTASEUGIAD** (bloody hell..) is a 2D walk along shooter on the switch. You can only shoot in the right direction across the screen, rather than 8 directions, like **Shock Troopers**, however you are able to move in 8 directions. So it is more like **Ninja Commando** but horizontal in that respect. Two Neo Geo games in one sentence - surely that will score points with the New Earth crowd!

At time of writing the game is currently 99p on the Switch store.

And to be frank: What a steal! This is a bit of a 'hidden gem' for the price. Let me explain why. Graphically the game is neatly presented, and looks good. It is 16 bit looking, but don't hold that against it, we have seen good 16 bit walk along shooters before. The game is set in a fantasy world, slightly reminiscent of something like **Guardian Heroes**, but with less saturated colours and contrast.



You start off by selecting your support characters (2 two start with, but you can unlock more). These are Chibi looking things, due to their large heads and slightly smaller bodies. Enemies you encounter are those from all manner of fantasy: Trolls, monster plants, goblins, skeletons, ogres, wolves, etc. These range from shooting bullets to charging at you, whilst you fire towards them. It's a bit like a horizontal **Sisters Royale** if you took away the darker/ more gothic feel and replaced the 3D sprites with 2D sprites. Some of the bosses are rather fun and look cool.



The music is very catchy, although it does fall on the synth and bit side of things. That is to say, it has been recorded using midi but using bit plug ins by the sound of it. I could be wrong here, but that is what it sounds like to me. It sounds like a DS game in terms of music, but there are some reet catchy choons. The sound effects are similar: Nothing to write home

about by works in the context of the game. It's all very much of the style that is presented: Neat and cute. Another game getting the basics right: Solid and non-laggy controls. Tight movement and concise shooting is something the game nails. It does keep things basic: Shoot, larger blast, and a bomb attack. The larger blast is controlled by a bar under your health. This charges as you scroll through the game, every time you shoot it depletes slightly. This clears oncoming bullets in its path and deals damage. The bomb button gives you a brief animation before the bomb button clears



the screen of bullets and deals damage. The options menu is simple, and it is very easy to jump into a game. There are several difficulties, but I found normal fairly easy, so any regular STG players should try the game on Hard mode at the very least. At Normal it is still enjoyable but is a more casual play. The game is a lot of fun, and I have found myself going back to it.

That's right, a 99p run and gun and it gets more play than Return on my PS5!

I think what I am trying to say is the title and description of the game do not do it justice. This is a good game, that has re-playability and is fun. Above I mentioned that you select support characters, that is because you use the same character at the start, and the support characters have different attacks. It would have been more fun to be able to have any combination of anything yourself, but its an interesting switch up I suppose.



This game has been ported from Steam and is available on PSN, Xbox store, and Switch store. Being that it's pretty much everywhere and very cheap it has some last-ability to it. In fact, people are finding that it is quite a fun game to play. It's simple and won't blow you away but it's also not a particularly long game, and could be a welcome break to hardcore



shooters. Squeezing in a quick play through is a simple affair with IIWTTASEUGIAD. Let's hope the developers make the name shorter for the next one eh?



SCORES
Graphics: 15
Sound: 14
Control: 17
Fun: 18
Lastability: 16
OVERALL: 80%

1 UP 250 HIGH SCORE 50000 2 UP 0

ALPHA MISSION

PLEASE PUSH

1 OR 2 PLAYERS BUTTON

A Blast From The Past

SNK ©1985 ELECTRONICS CORP.

E CREDIT 11

One thing you will notice, when starting Alpha Mission, is how slow it is. The movement is smooth but pretty pedestrian. Fortunately there are plenty of speed power-ups to be had and these soon get things to a far more satisfactory pace. And once you are moving at full speed, this is actually a fun, vertically scrolling, 2D, traditional shooter. Your enemies are both air and ground based but you have 2 separately controlled types of firepower, to take out each of them. Fortunately, these can be fired simultaneously. The only thing missing is a bomb style weapon. But this is more than made up for with all the power-ups available that will increase your attack and defence. But beware, there are a few power-downs to be avoided, too. here's a helpful list. Power-ups: F = uncover all other power ups. E = 2 energy towards weapons. W = Warp ahead. R = Warp back. S = speed up. L = increase laser power. M = increase missile power. K = keep weapons after death. Power-downs: Backwards E = takes away 4 energy. Backwards K = takes away weapons and speed. C = takes everything away.

The game starts fairly easily and quite gradually, gets harder. So it gives the less experienced shmup fan a chance to get into this early blaster. The music and SFX are very mid 80s, so don't expect too much but at least it sounds authentic and period. The graphics, although reasonably simplistic, do look good, with nice edging and detail. Don't expect a huge variety though. So overall, a very nice example of its type and period, that I can't help but recommend. Finding an old arcade machine would be ideal but failing that unlikely chance, the SNK Anniversary Collection available.



ALPHA MISSION 1985 Neo Geo fans will remember an early shooter on their system, called Alpha Mission 2 or ASO II. Well it's prequel, just plain Alpha Mission or ASO was out a good 6 years earlier. Developed by SNK, it was published in Japan by Namco and in North America, by Tradewest. The game's main designer was Koji Obata, with the art work being done by a chap known only as Rampty. This was a 1-2 player, vertically scrolling shoot-em-up and was released in the arcades in 1985.



E CREDIT 0

GAME REVIEW

NINJA

COMMANDO

©1992 ALPHA DENSHI CO., LTD.

FREE PLAY By Graham Pike FREE PLAY

Ninja Commando is a vertically scrolling run & gun shooter, developed by Alpha Denshi (ADK) and published by SNK. It was released for the Neo Geo MVS on the 30th of April 1992, in cartridge format and was then released on October 31, 1994, for the Neo Geo CD. The chief developers were producer- Tsutomu Maruyama, programmers- Hiroyuki Ryū & Yuji Noguchi, Artists- Hidemi Nagatomo, Hideyuki Kusano & Shinji Moriyama and music composer Yuka Watanabe. The story goes that an elite band of 3 youthful Ninja Commandos; Joe Tiger, a

US descendant of the Kōga-ryū ninja, using the shuriken throwing star. Ryu Eagle, the 23rd generation, descended from the ninja Fūma Kotarō (from the World Heroes series), using magic fireballs and Rayar Dragon, the British female ninja of the group, steeped in the art of Iga-ryū ninjutsu, using a bow with flaming spirit arrows. Arriving from around the world, they must team-up to stop the villain "Spider" and his Mars Corporation from using a time machine to destroy the past and control the future.



Sound familiar? The 3 ninja heroes pursue their enemy in 7 time periods, including the Sengoku period in Japan, where Ryu avenges his ancestor by killing Oda Nobunaga. Ancient Egypt, fighting a floating Tutankhamen, the Stone Age, World War 2 and China in the era of Three Kingdoms, fighting against Lu Bu. So Ninja Commando is a rather dated but highly colourful shooter, that somehow makes the most of a rather limited playing style. Basically you walk up screen, with a forward only, main shot.

However, your hero sprite can somersault, to move more quickly, which is very handy, avoiding enemy fire power. And if you press the shoot button with the somersault button, you shoot in the opposite direction to that which you are leaping. It's all good fun. You can also just walk, in eight directions, to negotiate this tricky and dangerous world. You can also blast parts of the environment, as well as enemy sprites and if you are lucky, you may get to reveal a nice power-up. And these give the usual increases, to health, firepower



ALPHA

SCORES

Graphics: 16 Sound: 14

Control: 15 Fun: 16

Lastability: 15 **OVERALL: 76%**

史上最強の忍者軍団、参上!



NINJA COMMANDO
THE STRONGEST NINJA SOLDIERS EVER ARE COMING!

ニンジャ・コマンドー 2人同時プレイ・途中参加可能。
NEO-GEO SUPER HIGH TECH GAME 2P SIMULTANEOUS ACTION IT'S POSSIBLE TO BUY-IN AT ANY TIME.

and points tally. Being a walking and jumping shooter, this game doesn't move quickly. Also, being an ADK game, what it lacks in fluid animation, it gains in colour and over-the-top characters. Don't get me wrong, the animation isn't dreadful, it just isn't what it would have been if SNK themselves had programmed it.

Positioning, as with many shooters, is key here. Simple strategies, like always favouring killing enemies over collecting power-ups and keeping a good eye out for what is coming at you next, down the screen, will usually keep you alive. In Ninja Commando, the game's equivalent of a



bomb attack, has your sprite leaping up, toward the screen, throwing a neat, "Ninja Trick", that will devastate a large area of the gaming area.

This is impressive graphically and is fun to perform. There are a lot of stages in Ninja Commando but they are fairly short, with occasionally amusing, large bosses. And as you are time travelling from stage to stage, there are a huge range of colourful, enemy sprites, from cavemen, to horse riding samurai, to ancient Egyptian warriors and even WW2 Germans.

The SFX are quite good and rather entertaining, if a little repetitive. The music is typical, early 1990s Neo Geo fare. Which means a synthetic, primitive attempt, at a cinematic sound. With the colourful storylines, characters and backgrounds, it does end up as a pleasant trip back in time. So if you do remember those heady days of big and bold 2D arcade games, this will tickle your fancy.



Another plus to Ninja Commando is 2 player Co-Op. My wife is a keen gamer but has never got the shooter bug. Yet over the many years, she has really enjoyed only 2 shmups. Raiden on the Atari Jaguar and this very game, on the Neo Geo. So there must be something about it. I think that something is arcade styling, it is not too difficult, although there's plenty of challenge and the colourful game world is really quite enjoyable, as well as occasionally comical. So Ninja Commando is a fun, run and gunner, with very much it's own identity, that may have even influenced the far superior Shock Troopers. If for some reason you have never played Ninja Commando but love the 2D arcade style from the early 1990s, then do yourself a favour and give it a blast.



Game Review
By Slyeessar

Sol Cresta. For a game with big names like Hamster & Platinum Games attached to it, there was a fair amount of expectation from Shmuppers regarding this release. When the trailer originally came out, it looked like, certainly graphics and gameplay-wise, the game would deliver. With a couple of months, with the game under my belt, where does it fit within the pantheon of gaming?

Sol Cresta is a vertical STG in the vein of a more traditional shooter, with some interesting mechanics, and a story that tries to squeeze itself in a space opera shaped hole. When you first boot up the game, in place of a fast paced intro showcasing

ships or gameplay, you receive a vertical scrolling story filling you in on the lore of the game. I won't spoil too much here, as the story is fairly integral to enjoying this particular game, but needless to say it delivers a big, bad, invasion of the solar system, and prototype ships being made to help combat this invasion. You can also skip any story related parts, and there is a CGI section for the



intro that looks rather cool. When the game trailer was originally released, the graphics looked to be really sharp and modern. However, the visuals are probably the most disappointing part of the game, as they are fairly pixelated. Although I don't mind pixels and pixelated games, this isn't of the quality of something like Valfaris or Slain, but more in the vein of a very early 90's shooter. You can play the game without this being too distracting, like on the first couple of Aleste titles, but the graphics are just Okay and nothing to write home about. Designs of sprites are not particularly unique, but the developers did a decent job, to make sure they looked vintage-classic enough that they do not feel out of place and suit

the overall games look and 'feel'. Environments range from space, to flying in and around large ships. They strange out and bullets are easy to see and do not get lost over the environment textures. I mentioned the cool CGL intro to the game, it would have been brilliant to see what this game looked like with this sort of art style.

The sound FX in the game are very basic, arcade sounding, leaning towards the bit side of things rather than explosive FX and there is nothing wrong with that as it suits the overall feel the game goes for.





They are not underwhelming and that is important in any Shmup. The music for each stage also attempts that circa early 90's feel, with basic tones integrated into tracks that strive to be more grandiose than they are, but still manage to get that vintage cool sound. However, they do not reach the great heights of Blazing Star's stage 5 track

'Surprise', which raises the hair on the back of your neck when it hits the chorus whilst playing through the cool 'guardians chief' level.

The controls are tight, and manoeuvring feels on point and responsive. You have basic mechanics, with an extra element thrown in, when you press the B button on the Switch, you can change ship combination. You gain up to 3 ships as you progress, and getting hit will remove a ship and level of power. Each ship provides you with a different kind of shot, whether that is a standard red spread shot, or large bullets, and homing shots. Certain combinations grant you an easier option for transversing certain levels, the homing shot being very handy against the bosses that move around and behind you, as most



enteric shots only fire up the screen, this can be rather handy. Once you have all three ships, you can use shape items that allow you to create certain formations and ship combinations, that allow you to create a much more power attack. Learning these is integral later on in the game against certain bosses. This does add an extra element to the game and some people will love it, whilst others might not be that fussed. It pays to spend time learning these things, so casual players might not be too fussed about this inclusion. You get to play on just over a third of the screen, with either side loaded with score information, ship power, and formation items. Although it's not as cool as M2's gadget, it still looks good and is not distracting. At certian points you have characters interacting at the top, outside of the

screen hark back to Raiden VDC, but they speak in Japanese and will likely be ignored, so you can focus on gameplay. Overall the game manages to achieve what it sets out to do: provide a vintage-modern experience. However, it certainly leans more in the vintage direction than the modern and although vintage shooters can be really fun and earn prestige, it feels the decision to make this game this way keeps it on the good game side of things, rather than in the elite top-tier. This game does not reinvent the wheel, but it has added a couple of spare hub caps.

SCORES: Graphics:15 Sound:15 Control:17 Fun:18 Lastability:16

OVERALL: 81%