

Issue 23



September 2022

Welcome to issue 23 of Shoot You Sir! In the northern hemisphere, we have just stepped into Autumn (Fall). So days are getting shorter and the temperature is falling. And as shoot-em-up fans, that's all OK, because we do our best work indoors. Do enjoy this issue and please do let us know if there is anything you'd like to see inside future issues. Happy gaming.

SHOOTER NEWS



The graphics are crisp 3D whilst gameplay takes place on a 2D-esque plane. From the trailer, the sprites have a fantastically detailed creepy-come-gothic look. The game appears to be an arcade-scroller-like shooter, with the odd bit of bullet hell thrown in for good measure.

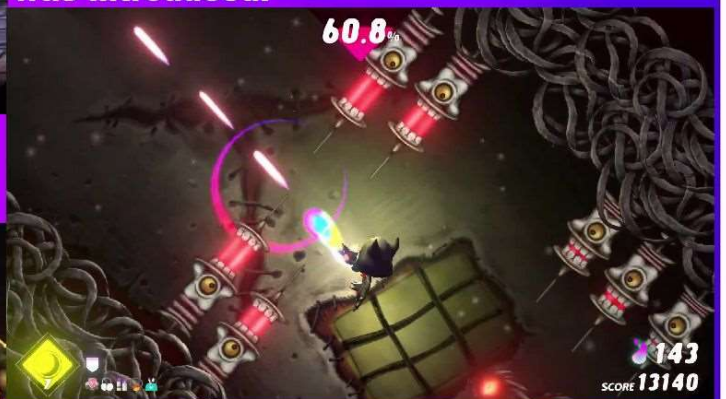
Twin Stick scrolling Shooter Neverwake will be coming in 2023 to PS4/5 & Switch. The story revolves around the nightmarish dreams of a girl trapped and cursed to never wake. The game will consist of 80 levels, which will loop, and a load of bosses drawn from her subconscious.



It also looks like you can purchase upgrades between levels, hopefully this is basic and not too involved. I also want to speculate that maybe the twin stick element could be turned off like Rolling Gunner was before that twin stick element was introduced.



It would be pretty cool and open to more players if this was part of the option functionality. I do like twin stick shooters



though, but some readers may not. Overall it is looking like something right up our street and hopefully it plays as good as it looks.





Game Type DX: Parkour! Mommy's Best Games has kindly provided the code for Game Type DX Parkour for us in advance of the release. We appreciate this gesture, as it is a game that was on our radar. This will be an honest review, but I thought I would be upfront that the code was provided. Firstly, what a great name: Mommy's Best Games.

I recall a band we used to play with at college called 'Me, Myself, and your mum', which always brought a giggle to one's day. M.B.G. are a 'boutique video game developer, founded in 2007. Their values as video game developers are: Crazy, Fun, and Now. That translates to something along the lines of them wanting to create unique experiences, which are fun to play, but respect players time. I think that is something we can all get behind, as the SHMUP genre sometimes needs a kick up the behind to try something new, rather than just another safe aircraft shooter. If you are looking for a familiar STG reference here in regard to the dev, MBG also did **Shoot1UP**.

When you initially boot the game up, you are met with a menu system of Home, Social, Tv, Movies, Games, and music. The first thing I noticed was the humorous quirky mini adverts inserted into this section. Within the 'social media' section, I was pleasantly distracted by the 'friends list', which included DoomSlayer69, YourMom, and PhilDispenserOfPain.



It also shows what they are up to- PhilDispenserOfPain was thinking, DoomSlayer69 was eating, and YourMum was reading. Just what YourMum was reading we shall never know (I like to think it was the latest issue of Shoot You Sir). I thought it was worth taking a small amount of time looking at these titbits before moving onto the meat and potatoes.

Going over to the game section and selecting Game Type DX Parkour, you are met with the actual game menu. This consists of: Start Game, High Scores, Help and Options,



Achievements, and Credits. When selecting the start game option, you have a choice of three modes: Original, Parkour Remix and Surprise! The original Mode is the main game, with Parkour remix being the equivalent of an arrange, and Surprise! Being a random level or loop generator. Parkour is a horizontal shooter that spans the width of the screen.

GLOBAL - Original R->

Scores	Loop #	Name
305,752,170	8	Dace
181,244,800	8	Slyelessar
167,699,870	6	Shmups
74,105,020	6	RuKiti
72,146,370	6	Londragon
46,520,620	4	MYT
6,112,830	3	Paskull
1,166,480	2	Mahddyboy

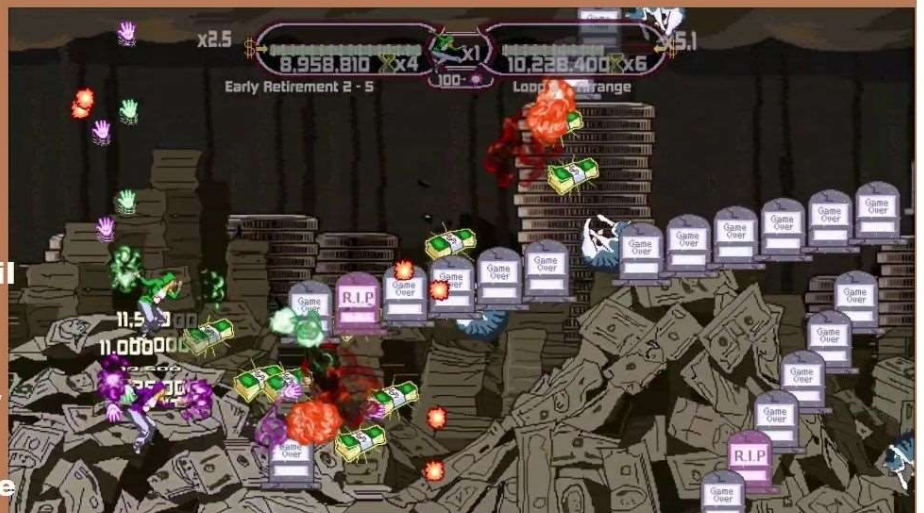
Up/Down to see more scores, (00%) game speeds or higher
 Friends/Block: (X), Your score: (R) Exit: (B)

city is working his way up the table.

It is of the bullet hell variety, and contains some rather unique enemy designs- more on this later. As soon as you jump into the first level of the main mode, you notice that the game has a really nice pixel art design. The backdrop of a town or city in ruin, including hints to the game industry: There's a huge Sega Dreamcast looking wreck amongst the buildings - way

The enemy designs are both interesting and cookey. The first level has you shooting cats for cash, a section my partners dad would love (there's a whole exposition around cat hate waiting to be explored, but let's not get into that right now). Further into the level's rabbit hole- I will stick with this idiom and not use a feline reference here as our readers won't be impressed- you are fighting doughnuts, cars, floating heads, crabs, and the like. The whole game has a very Japanese influence and feel to it and that is rather inviting. Don't let that fool you though as the gameplay is tight. The Boss warning screen flashes with 'a warning from our sponsor', just before the boss appears, a nice touch. The main boss is also of the feline variety, and as the warning alludes to, is dressed like a business man sat behind a desk. As the game loops and gets progressively harder and faster, so does this furball of fury, cursed to this infinite loop of purgatory.

What do I mean by loops? So although the game has three main modes, instead of specific stages that progress the game, the level loops adding more enemies, bullets, and items, until you finally get taken out by colliding with the enemy forces or a stray bullet. This is actually a really fun way of approaching the game, but for me the surprise



session just becoming about memory and pre-placement. The Parkour Remix mode is also fun, offering something different to the main mode. All modes have a settings for infinite loops or a 3 minute timer. If you want a quick challenge 3 minute is a fun option, but infinite is the main settings for the game, so I would suggest starting here in whichever game mode appeals. It has been fun playing all the modes before the game has been released, along with other reviewers and streamers as the achievement/ score section has been a lot of fun- If I had a PS5 code, I would have done a couple of streams. At time of writing I am top of the global Surprise board (hopefully



Graham gratifies my need for approval by including a picture of this), and I am second in the global original mode scoreboard only to Dace from Shmuptopia. I'm happy with that, as Dace is a final cat boss in his own right.

The games mechanics are simple and effective. You have a main fire button and a charged beam-like shot. This charged shot has a bar which is filled by collecting cash items from destroyed enemies and naturally



the bar depletes when you use the beam fire button. Whilst collecting cash, you build up a multiplier to a max of x10, which depletes over time if you stop collecting cash. Hoodie Girl's main shot is a 3-way shot: Up, Down, and Across the screen to the right. This shot is increased by collecting items that allows

Hoodie Girl shoots to shoot in additional directions. During gameplay you can also collect time pulse items, that can be triggered by pressing the R button on the Switch controller, causing everything to really slow down. I have always liked this mechanic in shmups, and another most recent example of something similar being used is in Star Hunter DX. If you stop firing, all the cash on the screen is attracted towards Hoodie Girl, another cool function you see in other shooters. It adds a little more dynamics to gameplay, as this also increases your multiplier. In fact, there will be instances where you want to shoot-stop-shoot during hectic moments to keep that multiplier going, and there are even moments where you are flying away from the cash as you want some extra time on your multiplier rather than wasting a few valuable seconds. This happens mostly between loops. You start each game mode with a handful of lives, and some modes even have life up items that appear during gameplay.

The Surprise Mode I touched on above, but it has some interesting items such as as x5 speed, gun power down, 1xmillion points, etc., that make this game mode a lot of fun. It tests your chops as a player, rather than how many times have you played the mode to memorise sections, and I just find myself zipping up my metaphorical green hoodie, donning a blonde wig, and delving into this mode more often than not.



Whilst we are on the subject of drag, I think it is safe to say that having an additional character or two with different main shot types would be cool. Perhaps all with jacket and jumper (sweater) names. Overall the game hits the nail on the head in terms of MBG values, but how does it fare in practice? Well, as a practicing Shmuptician it is my job to draw the curtain, don the gloves, breathe-on-and-apply the cold stethoscope, analyse the situation, and not look into your eyes whilst typing notes on the computer. Needless to say, the game is fun, and with all the different modes and settings it provides enough for you to keep coming back and trying out more. Once again, I wouldn't mind an additional character or two if that is possible on an update, but Hoodie Girl is a good protagonist. The sound effects found within the game are pretty cool, although I feel like the music tracks don't particularly stand out. I have already mentioned the gameplay is tight, and there is certainly a challenge to be had with later loops and the Surprise mode. Overall this is a game worth playing, and that our readers will enjoy giving this game a chance. As this game is available across different gaming platforms, it opens it up to a wider gamer audience, and therefore not only will extend the reach but will add to the last-ability of the game on the digital market. Also, if you play this game wearing a green zip hoody and a blonde wig, it increases your chances of getting a high score- isn't that right Dace? If you are looking for something challenging but fun and a bit out there, then give this game a shot.

SCORES

Graphics: 17 Sound: 15 Control: 19 Fun: 18 Lastability:17

OVERALL: 86%

A BLAST FROM THE PAST

CHOPPER

1'S

SNK

Chopper I was a vertically scrolling shoot-em-up, developed by SNK for the arcades and was published in 1988. In Japan it was released under the title of **The Legend of Air Cavalry**. This was a one or two player shooter, where you controlled a helicopter (chopper).



This eighties game had pretty much everything you would expect from a traditional, vertical shooter, especially one from SNK. Big, colourful and actually quite detailed, 2D backgrounds and sprites. From the outset this was and is a tough shooter. Chopper I moves very quickly and enemy aircraft, tanks, boats and their missiles come at you from all angles. And for the time, the music is dramatic and there is a fair amount of speech too. There are some nice, animated intros to the stages, with a limited storyline as well. It looks like SNK put a lot into this game.

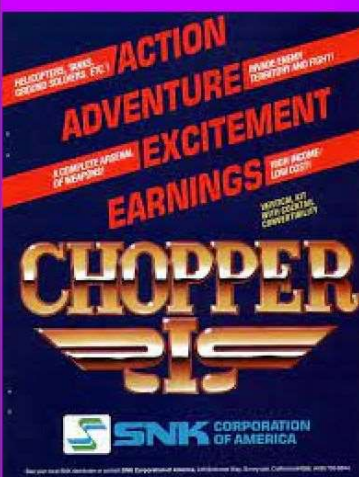
It wowed you enough to draw you in and for those with the shooter temperament, was brutal enough to make you want to overcome its tough difficulty level. Stages were fairly brief but boy were they tough to complete.

Many a coin would have gone into this game's slot, if you wanted to see anywhere near the end of Chopper I. Unfortunately your chopper could only face and fire forward but you could use turbo fire or one of the very limited amount of bombs available. And look out! because unlike in many modern shooters, you are just as

vulnerable to enemy fire, whilst using the bomb. On the plus side, there are many helpful power-ups to collect.



Chopper I required you to think, move and react extremely quickly, if you wanted to keep your helicopter airborne. Shooter strategy was key as well, with skillful positioning. For its time, this was a big draw for any shoot-em-up fanatic, on their visit to the arcade.



Game Review

GIGAWING™

By Graham Pike

PRESS START BUTTON

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Giga Wing is a vertically scrolling shooter from 1999, that was developed by Takumi and published by Capcom for their CPS-2 arcade system. It was later released on Sega's Dreamcast. Rather unusually, for a vertical shooter of the period, Giga Wing was a full screen game.

Giga Wing is set in a sort of steampunk world. You start with a choice of four different, futuristic aircraft and set out to destroy a vast array of enemy aircraft, tanks, ships, and buildings, using guns and missiles with a limited supply of bombs. The four characters in the game are



Sinnosuke, Ruby, Isha, and Stuck. Each has their own storyline. There are seven stages to shoot through. Although the seventh stage is only accessible if you do not use any continues getting there. Each stage ends with a boss fight and each game begins with three lives. So, as you can see, this is a very traditional shooter.



This game is all about an ancient, gold medallion. Over coming it and attaining it. But to be honest, I haven't made the effort to find out what it's all about, as I just tend to concentrate on blasting away the enemies and avoiding their increasing firepower. I have always been very attracted to Giga Wing, for the simple



reason that it uses all of the screen and has good old fashioned shmup gameplay and graphics. OK, the graphics are not stunning but they are pretty impressive, in their colourful depictions and explosive style. The game presents well, from the start, with its short intro, game demo and pilot choosing animations. And not only is the music very much in keeping with the wham-bam-thankyou-man style of the game but you also get a helpful robotic voice, saying "OK",



I must destroy that Stone to stop the killing! This futile war has gone on long enough!



This is, in it's way, a classic shooter. Full of charisma and drama, with a difficulty that is manageable, whilst providing plenty of challenge. You can rely on your reactions and basic shoot-em-up skills but a little strategy awareness can make life a lot easier. And it is quite a challenge, reaching that 7th stage, without using a continue. By today's standards I suppose

when the little meter, at the bottom-left hand side of the screen is full. And that is more helpful than it sounds, for when that meter is full, you can hold down your Fire button, to quickly charge up a superb attack, that sucks up enemy firepower and energy, to shoot back at them. This does a good amount of damage and is very useful to progress, throughout this game.



it is a little generic in it's style and game-play. But having been playing as long as I have, it still managed to get my attention and keep it, with it's stonking 2D looks, dramatic SFX & tunes and by it's old school fun and challenge.



If you do fancy having a go on it but only have a contemporary console, despair not, as it is available as part of Capcom's Arcade Stadium, games compilation. Which also has a number of other great shooters, including the excellent 1944 Loop Master. There were in fact, a couple of sequels to

Giga Wing. Giga Wing 2 was hated by many lovers of the original. For it was a very different game, with CGI sprites and less challenging gameplay. But I really liked it, as another good shooter on the Dreamcast. Giga Wing Generations however, was on the Playstation 2 and was another, pretty decent shooter. Though it didn't quite live up to the original. So if you've never played Giga Wing, I suggest you hunt it down.



CAPCOM SCORES

Graphics: 16 Sound: 17 Control: 18 Fun: 18 Lastability: 18
OVERALL: 87%

Game Review

MAGICAL GIRL BATTLER

MAIDEN & SPELL

メイデン・アンド・スペル

By Slyelessar



A one on one SHMUP with some interesting bullet patterns in a Japanese anime style? Count us in! Maiden and Spell released on Switch, after being ported over from Steam. The game is nice to look at, with battles taking place on a 2D plane with nicely animated 3D, sometimes 2D, backgrounds. Sprites are nicely coloured, and the backdrops to each level differ from

each other, but are not distracting, as I was half expecting before playing the game. You have all of the screen in which to battle with, and it really is needed for the more extravagant, sweeping bullet patterns, you encounter.

Story, network, or versus are the main modes of the game. In story mode, you have access to two characters at first, with four more to be unlocked. The two you start with are the Royal Arcanist and the Hero Of Frost characters. Once you have chosen your character, the game asks you to select your difficulty: Cute mode, normal mode, hard mode, and V.hard mode.

Story mode has a few text based story cut scenes, which you can skip in the menu or by holding down the 'X' button. Essentially, you are travelling deeper and deeper into a dungeon type world, looking for a precious stone. During this time you go from fight to fight, facing the full roster of Maidens (very much in the vein of a fighting game). Battle itself allows the player controlled character to move around the screen freely, with each button being assigned a different kind of attack pattern or beam. They break down into the following: Basic attack (usually a swift moving stream or cluster of bullets). Wide Shot (this can be anything from a spinning pattern to a more random looking pattern across the screen). Defensive Special (usually a dodge or shield type move). Offensive Special (some sort of beam, large spread, or time attack)

Combat is fairly fluid, but quite the challenge. You will need to learn how to time certain attacks and like most boss battles in other SHMUPS, you will need to learn your opponents moves as well. The game will be quite frustrating at times, with a great feeling once you have beaten your enemy.

The music is very cute, integrating well with the game. There aren't really any memorable tracks that stand out, but that is not a bad thing as the music serves the game.

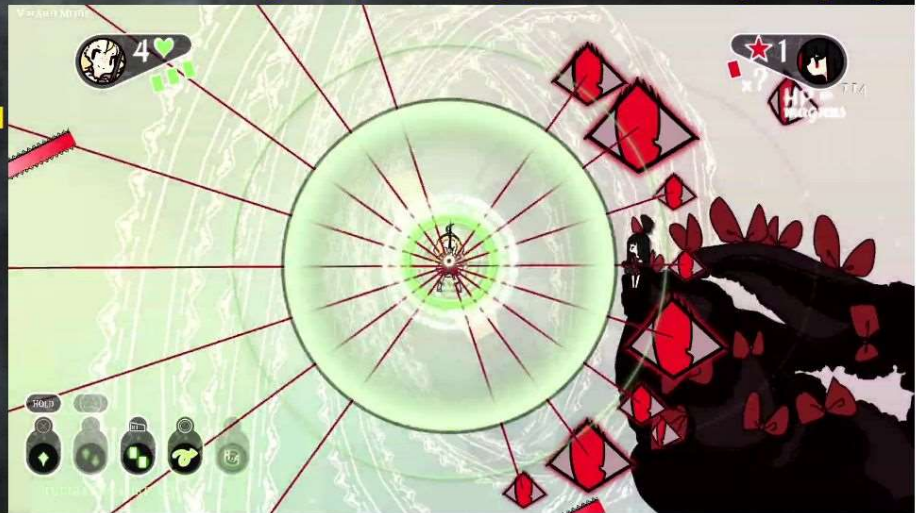




Sound effects are subtle and not distracting, which actually is most useful in this kind of game. If there were loud explosions and searing bullet sounds you would likely find it quite difficult to focus. In the options you have access to: sound, battle options, language options, and input options. In battle options, you have quite a lot of control over what is going

on, such as having story cut scenes, making your own bullets transparent, screen-shake level or off, and loads more parameter based goodies to adjust to your taste. All of this control is quite welcome in such a basic game, allowing you to tailor gameplay a little bit.

Each character moves around differently and has different kind of attacks. You really need to unlock the other characters to get more out of the game, as some of the attacks make gameplay very different and in some instances make it a lot more fun. I particularly like using Silent Red Hood's wider attacks and then taking the enemy out with her sniper shots when they are trying to dodge them - pure class.



Even the Sun Priestess' (un-lockable) moves change gameplay quite drastically, as you can control where her pattern starts by holding down the assigned attack button, releasing it when you want to fire. This causes bright bullets, that slowly ark out from the point you drop them, and firing a hail of sun balls directly at your enemy just after they are weaving is a great feeling. I can't help but think, that if there were 10-12 characters, and you started with the original two and either the Sun Priestess or the Silent Red-hood, the game would have been a lot more fun from the get go. In versus mode you can play as any of the Maidens, a full list here: Hero Of Frost (Green based attacks) Royal Arcanist (Black based attacks) - Silent Red Hood (Red based attacks) Sun Priestess (Orange based attacks) - Dreadwurn Heir (Yellow based attacks) Lich Of Flowers (Blue based attacks) - Depths Secret (Green based attacks) Storm Beast (Purple based attacks).

I strongly suggest trying the game on cute mode first, which may seem counter intuitive. However I feel learning how your chosen character maneuvers and attacks is very important to overcoming how frustrating this game is. Alternatively, put some time into doing versus mode and learn your enemies attacks. You will need to put some time into this game to get very good at it. Normal mode is fine, especially once you are familiar with the controls. The harder modes are fine at first but the difficulty spikes fairly quickly.





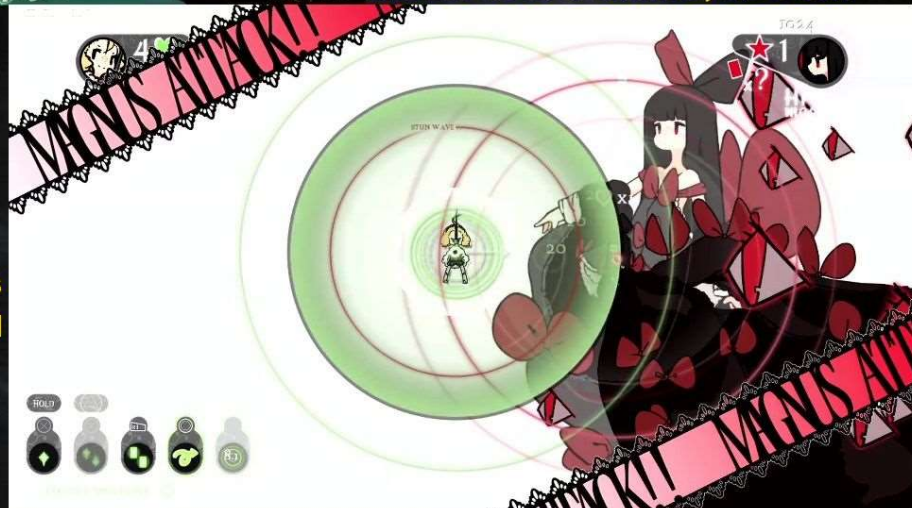
Cute mode gives additional lives. As I hinted at before, once you unlock more maidens by completing story mode, the game becomes a lot more interesting. This is because the un-lockable Maidens have some really cool attack patterns and it is only when you start to unlock them that you realise the game has more potential. It is certainly worth

playing through the game with each Maiden, as everything you have learned comes in useful, and the different patterns make for more interesting battle tactics. Maiden & Spell has been ported to a few consoles and PC, so it will be around a while I expect. This game would be a lot of fun if you have a couple of SHMUP players that want to face off against each



other. Hell, even just picking it up to play your friends that don't play shmups, as I feel the competition is what would make this game even more interesting to play. On that note, the game has an online multi-player option but I have struggled to get any matches together, as there don't seem to many people on switch using this mode. It is a shame, as I can

see this being one of the better parts of the game. This will likely pick up as more people get the game, so you better get practicing now so you can beat all the newcomers online! Overall, it's well done, and looks good. Expect a challenge. I feel that it is priced fairly appropriately. Although the game is a shooter at heart, not all SHMUP players will fall in love with it.



SCORES

Graphics: 16 Sound: 15 Control: 16 Fun: 15 Lastability: 16
OVERALL: 78%