

Issue 32



June 2023

Hi there and welcome to issue 32 of Shoot You Sir! We seem to have a fairly settled format now but are open to any ideas or articles by you, the readers. In this issue we give you a tiny glimpse at the fanzine's two main contributors, with an item called Desert Island Discs. Inspired by the UK radio programme of the same name. On our particular island, we have solar powered electronics but a limited set of discs. In fact 5 music CDs, 2 video games and a single book. See what Graham and Sly have picked for their imaginary solitude.

For those with an Xbox Series console, a rather tasty version of the twin-stick shoot-em-up NeverAwake will be coming out at the end of this month. It will be accompanied by a large update, that will add new weapons and accessories. A Speed Run mode, and more, will be available. So say publishers Phoenixx and the game's developers, Neotro.



Blast through over 80 levels, across a whimsical, hand-drawn style bullet hell. You can unravel a deeply emotive narrative and discover multiple endings. The release of NeverAwake on Xbox will have the latest 1.1 content update, that has the secret "Himitsu Challenge", after clearing world 8, plus 6 new, reality-bending accessories, with gameplay optimizations and balance improvements.



Game Review

By Slyelessar



Gun Wings on Steam has been on my wish list for a while now and as it came on sale I decided to pick it up. I was attracted to it from the trailers on the store, that showed colourful bullet patterns, and looked like it played well enough. And that is the bottom line right there: This game looks good, and plays well. Where Gun Wings excels is in the visual department. Environments look really nice and the sprites are cool and interesting. There is a pastel feel to some of the backgrounds, and all the hand drawn environments look great.



At the start of the game you get to choose one of three playable characters. Their on screen sprites look great and are anime-styled. Red, Green, & blue. All are female characters (naturally), with slightly different move speeds and different types of main shot. The characters are separated by enough on screen visuals when playing to make them feel unique. You have Hakuchou, who wears white and has the widest shot spread. Kou, who wears red and has red angel wings and fires a much shorter spread. Then there is Uguisu, who wears blue and is attached to a big blue cross she uses to fly. Uguisu has a column-type shot. Aside from your main shot, you have a bomb shot, you have a bomb attack unique to each character, and a charge attack that fills up a bar at the bottom left of the

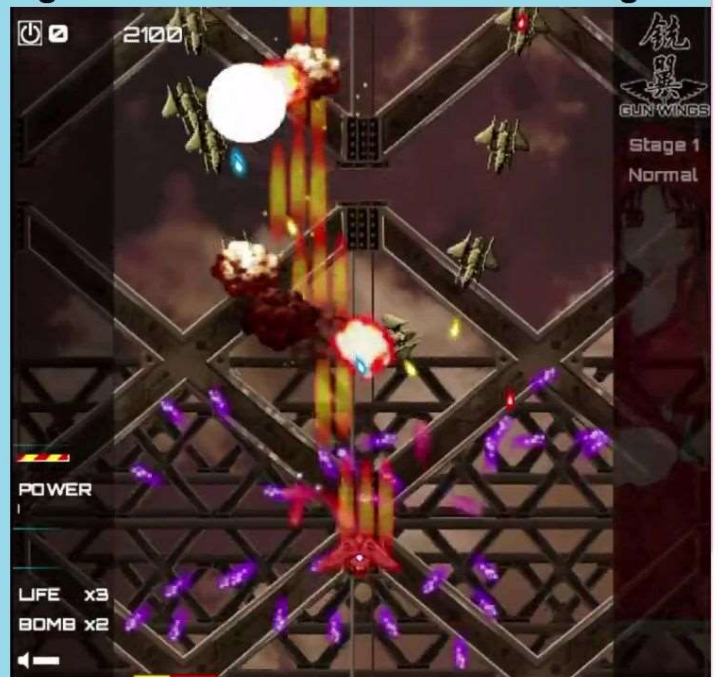


screen, and can be set off when full. All three characters have a different type of charge shot, and they all look very cool. In regard to how the game plays specifically, the main play screen is just under a half of the screen, with another quarter of the screen transparent on either side. A neat touch, as you can see enemies coming onto the screen a tad earlier, and it makes it feel larger than it actually is. You cannot change the play screen size unfortunately. The two transparent sides of the screen show how many lives, bombs, and which stage you are on (as well



as difficulty). It's all rather a simple HUD, but actually that is a good thing. The ships themselves are tight, like Dave Lister's stained shirt after a night out at a big curry house. I think it is important to state how well the game looks visually and how well it controls, considering how much it lacks in the sound FX department, but more on that later. The music is very reminiscent of 90's era 2D games. The tracks are decent enough and catchy, but they end abruptly before a boss fight kicks in. When I say abruptly, I mean it just cuts out, no fading out or warning sound. Everything goes quiet and that is certainly a mark against the game. It doesn't feel like a brooding

atmospheric silence, but a harsh change from music to nothing. The boss fights themselves are very easy, on normal mode, so you will need to crank up the difficulty here. They are short and sweet with boss lives draining fairly quickly. The bosses themselves are your standard affair of huge enemy craft, but the bullet patterns are pretty cool and very colourful. Something I didn't realise until after a play through, and something I couldn't quite pin my finger on at first as to why the game didn't quite feel right, was the fact that there are no sound FX. No big explosions or laser fire sounds to be found. A very strange thing indeed!

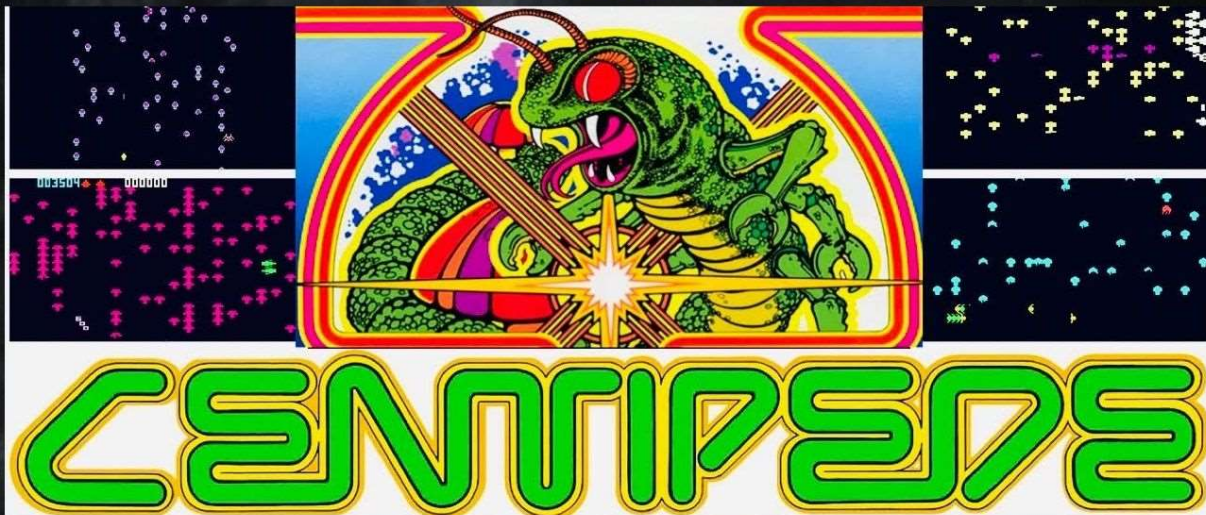


No options to turn these on or adjust the volume of anything, which is really strange. A shame, as it'd probably make this game even more desirable and probably would bump the score up towards the early 80s. A decent game, which had the potential to be a very good one, Gun Wings offers up a visual treat. It will have you yearning for more however, and it is such a shame more wasn't done with it. With that said, I did enjoy it. It is a shame to do so much right and just fall short at the end. However, if you manage to catch it on sale I recommend giving it a chance!

SCORES

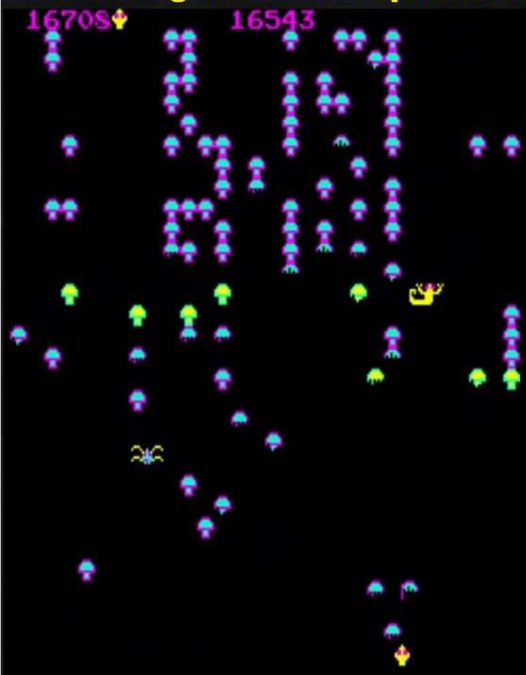
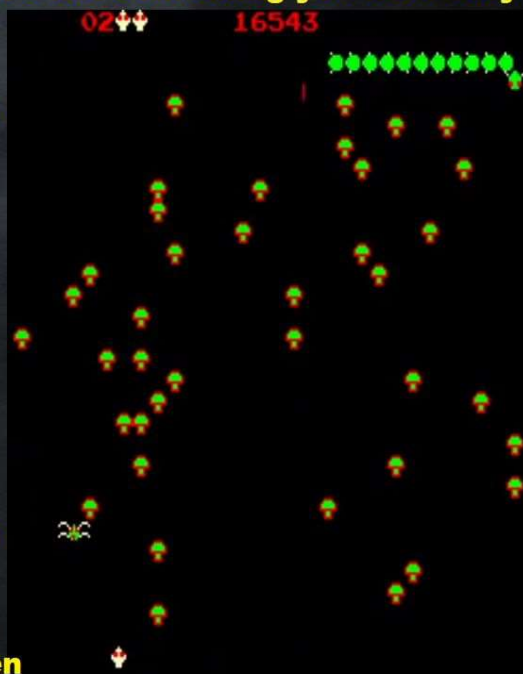
Graphics: 17 Sound: 13 Control: 16 Fun: 15
Lastability: 13 OVERALL: 74%

A Blast From The Past

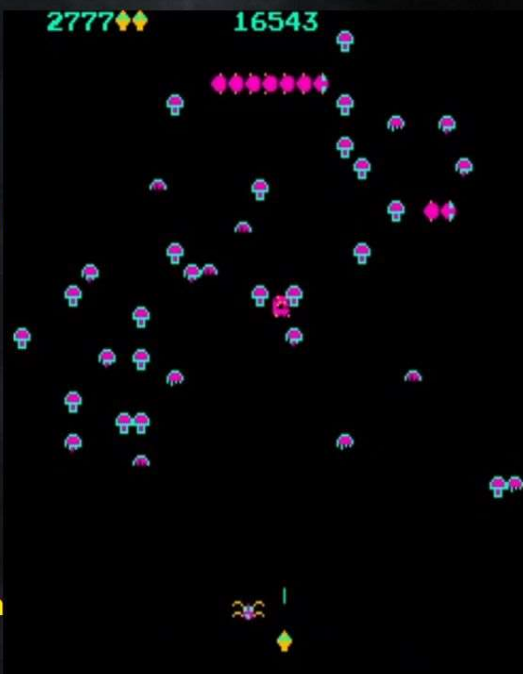


Centipede is a fixed shooter, arcade game, from way back in 1980. It was both developed and published by Atari. It's designers were Dona Bailey and Ed Logg, who created a game that was not only commercially very successful but was also very popular with gamers of the female persuasion. And that's not something you hear very often, in the shoot-em-up world.

With all the action taking place on a non-scrolling, single screen, Centipede never the less, provided quite a challenge. The game starts with a screen of stationary mushrooms. Your hero sprite is an insect-oidal Bug Blaster, that can move around the lower part of the screen. It was operated by a trackball in the arcades, originally. You also get to shoot vertically, upwards, with small darts. Your main enemy is a segmented centipede moving across and downward, from the top of the screen, passing through the screen of mushrooms. Killing this beastie is not as easy as you may think, for each segment of the centipede turns into a mushroom when blasted; shooting one of the middle segments will split the centipede into 2 pieces.



Each piece of the broken centipede then continues independently on its way down the screen, with the rear end sprouting its own head. If the centipede's head is destroyed, the segment behind it will turn into a head. The big benefit of shooting the head is that it is worth 100 points, while the other segments are only worth 10. The centipede will start at the top of the screen,



moving either left or right. When it touches a mushroom or reaches the edge of the screen, it moves down one

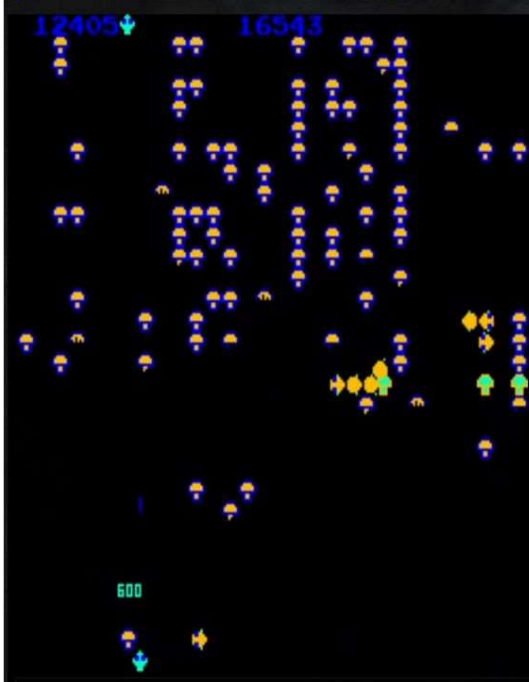
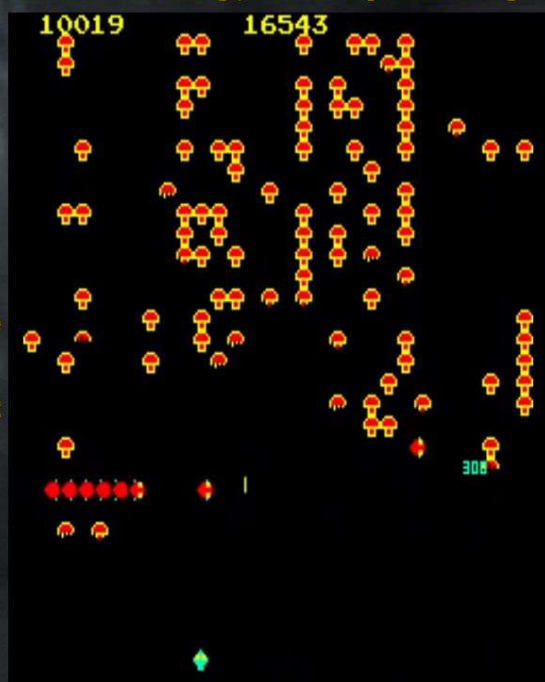
A Blast



From
the
Past

level and changes direction. You can destroy the mushrooms, although it takes 4 shots and is only worth 1 point. As the game progresses, the screen will become increasingly crowded with mushrooms, making the centipede descend far more rapidly. If the centipede reaches the bottom of the screen, it will stay within the player's area and single-segment "head" centipedes will occasionally appear from the side. This goes on until the player has eliminated both the original centipede and all heads. However, whenever all the centipede's segments are destroyed, another one will come in from the top of the screen. The first centipede is either 10 or 12 segments long, each successive centipede will be one segment shorter and unfortunately, accompanied by another single, detached, head, that is far speedier. But the centipede is not the only thing to bug you in this game. Fleas, who drop vertically, are to be avoided or shot, they will disappear when hitting the bottom of the screen. They are worth 200 points but take two shots to blow them away. Then there are spiders that manouver across the screen in a more zig-zag type style but they do actually eat some of the mushrooms. They are worth 300, 600, or 900 points, depending on how close your sprite is when you shoot it. Scorpions move horizontally and turn every mushroom they touch into poison mushroom. But scorpions are worth big points and will gain you 1,000 points each.

A centipede touching a poison mushroom however, will attack straight down toward the bottom, then return to normal behavior upon reaching it. So try and blast them as they descend or you'll have all sorts of problems, when they hit the bottom of the screen.



Your Bug Blaster, hero sprite will be destroyed if hit by any enemy, after which any poisonous or partially damaged mushrooms revert to normal. 5 points are awarded for each regenerated mushroom. You can gain an extra life for every 12,000 points you earn. So, as you can see, there is a lot to deal with in this relatively simple shooter. Remember though, this is a very early arcade game and the graphics are very basic, as are the electronic sound effects. But the gameplay is challenging and could easily hook you in. Centipede was ported to a large variety of early games machines, including the Atari 2600, Atari 5200, Atari 7800, and Atari 8-bit family. The Apple II, Commodore 64, ColecoVision, VIC-20, IBM PC, Intellivision, and TI-99/4A. The BBC Micro, the Game Boy and Game Boy Color were also produced. An arcade sequel, "Millipede", followed in 1982.



Graham:

Music-

Five Leaves Left - NICK DRAKE - Nick is my all time favourite singer/guitarist/songwriter. His songs have a depth and wistfulness that really touches the English soul.

Secrets of the Beehive - DAVID SYLVIAN - The master of atmosphere and the evocative melody, David's songs are personal and esoteric.

Close To The Edge - YES - As a teen, Yes were my favourite band and this is their finest work.

You are stuck on a desert island with some solar powered electronics but can only have 5 music CDs, 2 video games and one book. What would you have?

DESERT ISLAND DISCS

In The realm of a Dying Sun - DEAD CAN DANCE - A wonderful mix of classicism, romance and gothic mysticism. A really influential album.

Houses of the Holy - LED ZEPPELIN - From the best rock band of all time, something a little different.

Out of Africa (Film soundtrack) - JOHN BARRY - Expansive and beautifully evocative, orchestral film music, from a master of the genre.

Games-

Viewpoint - Neo Geo - A shooter so challenging and inventive, you don't want to put your joystick down.

Soccer Brawl - Neo Geo - My all time favourite video game, that I have many times over, played more than any other game. Simple, arcade, fantasy sports magic.

Book-

Drenai Tales - David Gemmell - A bit of a cheat, in that this tome contains 3 novels from my favourite author. Two of which contain his greatest characters; Druss the Legend and Waylander the Assassin.

Sly

Music:

From The Fires - Greta Van Fleet - A very Zeppelin sounding album, but fresh, with modern day production. I could listen to this album for hours, and highly recommend it.

King's & Queens of the Underground - Billy Idol - An album recorded with production techniques to sound more like a soundtrack, but at it's heart it's a punk-rock-pop album. There's a good amount of variety in there, with good songs. It was also the soundtrack to my visit to New Zealand.

By The Way - Red Hot Chilli Peppers - Some great songs on that (not the singles).

Alive Or Just Breathing - Kill Switch Engage - Such vocal expression and raw instrument power, it'd be the main 'rock out' album, when things get tough on that island.

Clayman - In Flames - I listened to this a lot when I moved back to the UK, walking around London, doing photography, trying to figure out where to go with my life, at the time. It's less to do with the content and more to do with the vibe of the album.

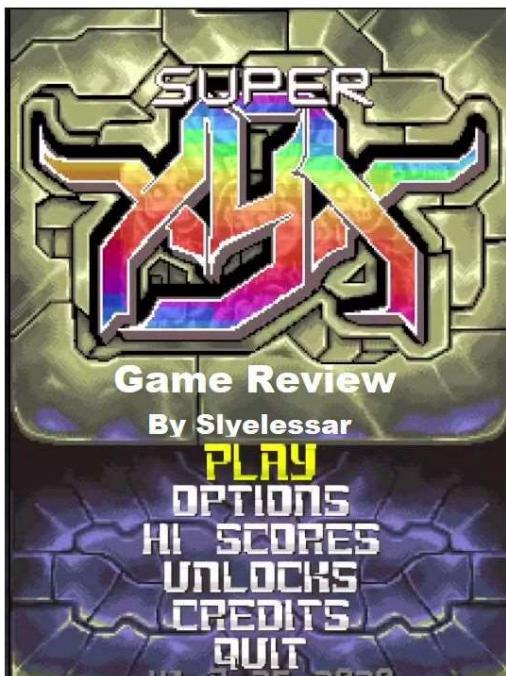
Games:

Shock Troopers - Neo Geo - would be my run and gun choice. I play this game a lot, and with different map stages as you go along, it has a large amount of characters as well.

Valfaris Mecha Therion - I have only played the demo, yet I have come to the conclusion already that it is different enough from Shock Troopers and will provide longer-term entertainment as it would be quite the challenge.

Book:

HP Lovecraft Collection - So many to choose from, like the Lord Of The Rings, The Great Book Of Amber, Edgar Allen Poe collection etc. But the book with most stories in would probably be my H.P. Lovecraft collection hardback. Some of the stories are probably really dated, but at least there would be a number of different ones.



Super XYX is a vertical or TATE type arcade shooter, I found on Steam and falls very much in the bracket of vintage arcade shoot em up. If you let this game load and leave it on, it behaves like a true arcade game. In the sense that you get an intro, and if you don't engage it to play, it will go into credits or rolls the story or a character profile. I really enjoyed reading this little bit of game lore, even though it was very basic and not well written. It certainly felt like the genuine deal.

The story: The Evil XYXian world eaters have attacked. Fly and fight them even as they overtake United Earth's rapidly diminishing defence forces.

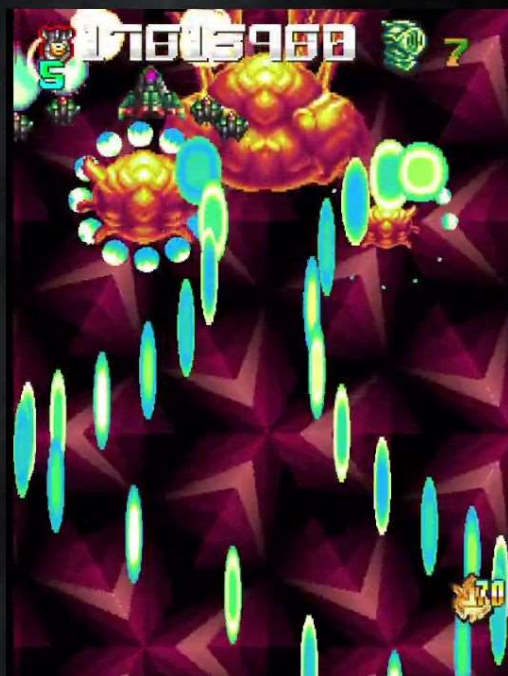
The characters: Helltiger is a mercenary fight full of fury. A skilled by dangerous pilot, dismissed from the military. Helltiger starts off with a column based shot. Green knight is a strong warrior and dutiful protector of the land. He has been sent out on this mission not only to battle XYXians but to save the kingdoms abducted prince. The androgynous Green Knight starts out with a wider spread shot.



Gameplay area is a third of the screen straight down the middle, with cool pixel art border designs. Straight away a bit weakness of the game is it lacks the ability to zoom or widen the gameplay area, which is a disappointment. The game itself is fast paced, with enemies, obstacles, and bullets coming at you. Everything feels like you are fighting a war in a tight and condensed space, which sets the president for the overall feel of the game. Backgrounds are simple, but look nice - not that you will have a lot of time to look at them.

Everything adds up to make the game a challenging experience, and I mean that is a positive way. Gameplay is tight

with all the sprites having a sci-fi space shooter look. The game leans closer to Raiden type gameplay, fast paced and vintage, rather than a barrage of obscure bullet patterns. Power ups really feel like they add to your shot and feel powerful. Sometimes in games you get a slightly improvement, but here it feels badass. Alongside your main shot, you have a bomb button, that clears the screen of bullets and deals damage. Your shots are very easy to differentiate from the backgrounds and enemy bullets as they are cyberpunk type colours, all neon.





It suits the game, and along with the synth track, harkens back to 80's films. The boss designs are basic and nothing to write home about, but they do have some cool bullet patterns, which are more elaborate than your average enemy grunt during levels. During gameplay you can collect medals that drop from destroyed fodder, which add to your overall score.

Enemies explode when destroyed and in the options you can turn up 'extra fx', it will allow you to crank this up or tone it down if you find it distracting. I really like this and cranked it up to get the fullest experience

the game can offer. You can also turn a small hit box on and off in the options, a nice little modern touch to a very vintage feeling game. The music adds a sense of urgency to the game, but sounds very much like a Mega Drive game.



The tracks themselves are serviceable, but are not as good as the tracks

found in Space Dragons and certainly nowhere near as good as the metal tracks found in the Valfaris Mecha Therion demo. Sound effects work with the game, but don't stand out alongside the games contemporaries. Helltiger and Green Knight do play differently Helltiger gives you a tighter, more controlled game, which I found useful in the fast paced environment. However, playing as the Green Knight feels way more badass, with a bright wide shot and the ability to zip about the screen. GK is definitely more prone to catching a stray bullet if you are not paying attention.

As an experience I liked what Super YXY had to

offer. It felt like an arcade port, which is a testament to the hard work put in by the developers. It's a fun game that provides a fun, brief challenge. I feel like this is a game that does not have a long life span. For all it's positives, the game does not do enough to make it stand out from the crowd and feels more like a game to get you to your next big title, and then is left to collect dust in your digital library, only to be brought out again down the line when you recall it was fun. With all that said, the game is solid and fans of vintage shooters will really like this game.

SCORES

Graphics: 16 Sound: 15 Control: 15 Fun: 17

Lastability: 14

OVERALL: 77%

